

Final Fantasy VII Low Level FAQ/Walkthrough

by edman

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FINAL FANTASY 7
LOW LEVEL FAQ/WALKTHROUGH
version 0.7
Written by: EDMAN
Edmunds Steins
edman@hackermail.com
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This is a Low Level guide for FF7. It can be used if you are attempting any of the following challenges:

- > Low Level (finish the game with as low level as possible)
- > Speed game (finish the game as quickly as possible. You will probably be at a very low level, so this is useful)
- > No Save Game (very useful strategies for beating the bosses even if you are in a need of sleep)
- > If you simply want to have fun with this game, and not make it too easy and beat it as quickly as possible. This is what I really achieved, as I beat my game at LV30 (for Cloud) and in 16 hours.

This guide tries to make FF7 as difficult as possible by trying to finish the game with gaining as little EXP as possible, but by still fully using everything the game gives you. This is, IMO, the best FF7 challenge, as it is not frustrating and requires a lot of strategy, that other challenges take away by saying "level up if you can't beat that boss."

This guide was based on the European version of the game. That means that some things might be different, but most the differences are so small that most players won't even notice them.

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PART 1 : Walkthrough Intro
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1.1 WHAT THIS WALKTHROUGH IS ABOUT

As I already stated, this walkthrough is here to help you to finish this game with as low level as possible. How low really depends on your skill and patience.

A low level walkthrough is needed for one simple purpose - if you are stuck when fighting a boss, you can't level up. Instead, you have to use the best strategy available for you at such a low level.

Each boss needs basically his own strategy. You cannot go through the game and then simply pick up whatever you want at the very end. You have to get everything (items, weapons, armor) you can as early as possible. Otherwise that next boss might just be too deadly.

Most people have been complaining that FF7 is too easy. And it is the easiest Final Fantasy ever. Well, I think that's because you are making it too easy for yourself. You spend hours to level up to LV99 and then you wonder why it is so easy.

There are lots of FF7 challenges - No materia game, Initial Equipment game, LV1 limit only game, No Save Game, or all those challenges together. However, the one challenge I think requires the most intelligence is the Low Level game. Why?

No materia game - Don't use any materia, just level up insanely high, and you've won.

Initial Equip - Level up a lot, and you're done!

LV1 Limit Break - Usually goes with one of the above challenges. Again, just level up and you are done.

No Save Game - Make sure you've slept the night before.

As you can see, all the above challenges simply require a lot of patience and will to do it. However, with a low level game, things get a little bit more interesting, as you have to fully use what the game gives you. If you don't, then you will not win.

If you know any other good FF7 challenges, email them to me at edman@hackermail.com

There are 2 ways of doing a low level game:

1. Get through disc 1 & 2 with a lot of pain, then spend hour after hour just to breed chocobos and get Knights of the Round, and make the game pathetically easy.
2. Not to get Knights of the Round, and make the game difficult, but a lot of fun.

You choose which way you want to do it with, but this walkthrough will follow #2.

1.2 MY STYLE OF PLAYING FF7

For someone to understand my walkthrough, he has to know how I like to play the game. Well, this is it:

1. I never (apart from Cure) use magic.
2. I hardly ever rely on normal physical attacks.
3. I HATE/DETEST leveling up. It is the most boring part of any RPG. You can see that from my Final Fantasy 8: No Level Up guide, and I'm hoping to write a Low Level Guide for FF1. My quest for people to stop leveling up will never end.
4. Summons are good, but they take away too much HP%, so I hardly ever use them.
5. Cloud, Barret and Cid are the three best characters, so I use them and only them. I will use Red XIII until I get Cid.

That's just about it.

| 1.3 GENERAL PLAYING TIPS |

These tips are just useful when you are going through the game at a low level. I won't remind you about them - you should know these by heart (most are obvious anyway...)

1.3.1 WAYS OF AVOIDING EXP

Run away! Wow, wasn't that difficult??

Seriously, unlike in some FFs, running away is really simple in this one. Just hold R1+R2+L1+L2. Run away from all battle you possibly can.

There's just 1 exception:

When you are gaining enemy skills, you will have to kill the enemies and gain the EXP from them.

So, there should be only two place from where you gain EXP: Bosses and enemies you get Enemy Skills from.

1.3.2 BEST MAGICS

You will only need to use 4 materia during the whole game. They are:

1. Restore (you will need to cure yourself)
2. All (so you can cure everybody)
3. Enemy Skill (your only attack magic)
4. HP Plus (because your normal HP isn't nearly enough...)

Optional magics include:

- > Sense
- > Deathblow (for those who like to gamble, but not all that useful)
- > Steal (for those who like to steal)
- > Other Plus type magics (Luck Plus, Magic Plus)
- > Comet (the only worthwhile attack magic materia)

You shouldn't use any of the normal magic, like Fire and Bolt. This is

because

- > Equipping magic and summon materia lowers your HP. Even if it by only 2%, it still lowers it, and lots of equipped materia can add up.
- > Magic does a pathetic damage compared to limit breaks and even normal attacks.
- > You will NOT gain enough AP to even level up your magic to the second level (like Fire2). And when you do, it will be so late that your Fire2 will still do pathetic damage compared to attacks.
- > The best attacking skills can be in the great Enemy skill materia. Why waste a % of your HP, when you can have an even better attack on a materia that doesn't lower your HP.

The VERY important enemy skills are:

1. Mighty Guard. Learn it from Beach Plugs on the Costa del Sol beach by manipulating them. Do it right after you get out of the Gold Saucer for the first time. IT casts Barrier, MBarrier and Haste. Without this, you WILL die!
2. Beta. Saved my butt several times. Get it from the Midgar Zolom, I usually do it right after I get the Tiny Bronco. Does a lot of Fire elemental damage.
3. Trine. Learn it from the Materia Keeper in the Nibel mountains. It helps just like Beta, except it's lightning elemental.
4. Aqualung. Learn it from Jenova LIFE at the end of disc 2. Another massive hit spell like the above two. This is better, as it is water elemental, and only few enemies absorb water. This will be your strongest hitting spell (unless you get Shadow Flare).

Those are the 4 most important ones, but not the only ones. If you follow the walkthrough, you will get all that you need.

1.3.3 JUST SOME TIPS...(YOU MUST DO ALL THIS!!!)

-
- > Always have everybody at the back row!
 - > Run from all random battles, except when you want to learn an Enemy Skill.
 - > Always have everybody with the Restore materia. You never know when your team will be reduced to just 1 member...
 - > Once you have an additional 'All' materia, immediately pair it with Restore, so you can have the Cure-All effect.
 - > Make good use of Long Range weapons.
 - > Sometimes a weapon is better than another, but you have to remember that a Long Range weapon is basically twice as good as a short range one, because you have to be in the back row all the time.

1.4 FAQ

Q. Is there a way of gaining AP and Gil without gaining EXP?

A. Yes, there is 1 enemy that will give you only AP and EXP - Mover. They can be found in the Northern Crater in disc 3 only. You have to choose the left-upper path and you will come to a swamp type of area. They are very rare, but come in 3s and will give you 90,000 Gil and 2400 AP. As an addition to that, you can steal or win a turbo ether from each one. So, if you have the Apocalypse and Scimitar equipped (3x AP growth = 2400 x 3 = 7200 AP), you can start thinking about mastering those HP Pluses.

The only other way of avoiding EXP is to be dead (critically injured/Knocked Out) or petrified (stoned). You might think this is a kind of a waste, as you don't gain AP, but believe me, sometimes you just have no other choice but to believe this.

If there is any other way of avoiding EXP, could you please mail them to me at edman@hackermail.com. Please don't just send speculations saying "It worked in FF8, so it should work in FF7." Each Final Fantasy is completely different and the designers of this game wanted you to gain EXP no matter what.

Q. What is the lowest possible level you can beat Sephiroth?

A. Difficult to say. In theory, it can be done at LV20. However, to do that you would require HP Plus materias, which in turn require Gil. To get money you would have to fight monsters that would take you beyond LV20. It is possible to fight Movers (enemies in the crater left-upper path, they always come in 3s, and a battle will give a lot of Gil and 2400 AP and NO EXP! Their main drawback is the fact that they are very rare...) until you have leveled up your materia for long enough so that you can use magics like Ultima, and master HP Pluses.

If you use the W-Item materia cheat (see the below question for what is the W-Item trick), or get yourself enough money for greens, you can raise chocobos, even if you are at level 20. Then you can have Knights of the Round, and that will kill Sephiroth no matter what level you have.

However, defeating Sephiroth may not be the hardest battle of them all. Remember that you have to get to him, and killing all the bosses of the game will get you past LV20, heck, it will get you to LV30 and even above!

Q. What's the easiest way of achieving a very low level game?

A. Use a) Aeris exploit
b) Level materia with Movers

I think I already described the B way. The Aeris exploit (I named it... so respect da name!) is simple - use Aeris to level up your materia to high levels (master lots of HP Pluses) and get lots of Gil. As Aeris dies, nobody will ever know her level by looking at you LV20 save in Northern Crater.

If your aim is to beat Sephiroth with the lowest possible level, then go ahead, and level up Aeris (as boring as it may be...). However, if you are trying a Low Level game, then leveling her up is considered as cheating.

Q. What's the W-Item trick you just mentioned?

A. It uses W-Item materia to duplicate items, so you can have 99 Megalixers, Elixirs, or Sylkis greens. All you have to do is select an item, use it, then select another item, but cancel. keep on selecting and canceling the second item, and you will be duplicating the first one. This can be done only with items that can be used in battle, so you can't duplicate sources and weapons.

Q. Is there any good way of gaining Elixirs, Megalixers and Turbo Ethers?

A. Yes, it is called the 'Steal' command. The enemies you can steal Turbo Ethers from:

- > Armored Golem, found inside the Northern Crater.
- > Death Dealer, Northern Crater
- > Golem, Cosmo Canyon area
- > Jersey, Shinra Mansion in Nibelheim
- > Killbin, Whirlwind Maze (so it's only disc 2 here)
- > Land Worm (Corel Desert, you'll be at a low level here, so I don't suggest it)
- > Mover, Northern Crater (you might want to fight several of these, but they are very rare)
- > Poodler, Hallway of Gelnika, the sunken plane
- > Search Crown, Mt. Corel, I think this is a rare enemy

The enemies you can steal Elixirs from are:

- > Gighee (in the Northern Crater, always with Christopher, the same area as the Movers)
- > Master Tonberry (Northern Crater, appears in lots of areas but also in the same one as Movers).
- > Iron Man (Depths of the Crater, you can't turn back once you are in this area, so this isn't all that useful).

Unfortunately. you cannot steal Megalixers from any enemy. The only enemy you can win them from is Master Tonberry (only if you don't steal), but they give you 6000 EXP. So I really don't suggest it.

Q. I try to hunt for Movers in the swamp area of the North Crater, but I sometimes get into a battle with Allemagne enemies that attack me from both sides. Do I have to gain EXP in this battle or is there a way out?

A. There is a way out, just as there is a way out from any both side attacks. You have to kill one of them, so that now you are attacked from only 1 side. Now make sure all 3 of your characters are facing the enemy (not facing away, but facing him). At this point you can run away. Unlike in other games (like FF8), you will not gain EXP from fights when you run away, even if you have hurt your enemies.

Q. What is the lowest level you have beaten Sephiroth?

A. Only LV30, unfortunately. But I should really try to do it at a lower level. It is possible, if you have the patience to fight Movers to gain AP and Gil. Maybe I will try it with the Aeris exploit some day...

2.1.1 EXPLOSION AT THE #1 REACTOR

After the starting FMV and Barret talking to you, you will be left just standing there. I suggest you go to the config screen now.

Make sure you leave the camera angle at 'Auto'.

I usually have 'ATB' at 'Wait'.

I always have 'Field Message' at 'Fast', 'Battle Message' in the 'Middle', and 'Battle Speed' at 3/4ths to the 'Fast' side.

Leave 'Magic Order' at #1

Once you are done, exit the screen and talk to the guard on the floor TWICE to get 2 potions. Now run forwards. A battle with two guards will start. You can't escape, so you will have to kill them (and level up to LV7).

Walk up the stairs and meet up with the rest of the 'Avalanche' gang. Name Cloud and Barret whatever you want, but I will still kee on talking about their original names.

Now you have an area to get through. If you get into a random battle, just run. Do NOT walk up to Wedge and talk to him - you will only be wasting steps and you could get into a battle, which costs HP. Instead walk up to the bridge into the reactor. There you will meet up with Barret. He will join your party. Then talk to Biggs to open the first door and then to Jessie to open the second door. Run down to pick up the phoenix down. Talk to Jessie again and get into the elevator. Barret will give you a lecture, but Cloud just won't give a damn.

Get out of the elevator, walk down the stairs, into the next area, talk to Jessie, and the get down into the next area (don't foget to pick up the potions on the way), walk down the stairs and save at the save point. You should be

Cloud: LV7

Barret: LV6

Now run around the place until you get hit so much, that both characters will have their limit breaks (Don't forget to run away from the battle!). Now save again and run into the next screen.

You will pick up the Restore materia, Cloud will have a seisure and then a boss fight will begin.

BOSS FIGHT

Name(s): Guard Scorpion

HP: 800

MP: 0

Drops: Assault Gun

Attacks: He will first use his search scope, then attack. He will use his laser if you touch him when his tail is up.

Strategy: Attack with your limits first, then keep up the usual Cloud-

Barret combo - Cloud uses Bolt, Barret attacks. When the camera angle changes (you will be looking onto the monster from up) stop attacking (that's why I told you to keep the 'Camera Angle' at 'Auto!'). If you attack him while his tail is up, he will counter with a laser (which will hurt).

Once the battle has ended, a 10 min time limit will start. Run for it!! Run from all the battles. When you see Jessie, help her out. You should make it out with no problem (my record is with 7:54 left on the clock - Beat that!)

Once the cut scene ends, walk up the stairs (follow Barret). You will talk to Aeris for the first time. It doesn't matter what you answer her (as long as you are not attempting another quest [different date scene] at the same time).

Run down (pick the potion on the way) into the screen where you will be attacked by some soldiers. Say 'Later' for all three battles. You will eventually jump on the train and escape.

Afterwards there will be a long scene on the train. Just get through the text. You will finish up in the train station of sector 7.

2.1.2 A FAILED MISSION

This par is generally easy. Just go inside the bar, doesn't matter which options you choose, just get through the storyline until Barret gives you his stash - 1500 gil.

Now that you have money to spend, go into the shop and buy 2 additional Restore magics. Now go inside the other shop, buy 3 iron bangles, equip them and sell the bronze ones you used to have. Go to the 2nd floor of the building and you will be in the beginner's hall. If this is your first time through the game, talk to everyone. Otherwise, just pick up the 'All' materia on the floor and then the ether in teh chest that will appear.

Now head for the train station. Get inside the train. You will see a small scene where Barret almost beats the crap out of a poor ticket controller. Soon the train will start moving. Talk to Tifa and afterwards the red lights will go on. Security systems will be activated and you will have 15 secs to get out of the train car. Once the timer is activated, run to the other side of the train car and talk to the homeless man there. You will get a Phoenix Down for it. Then run to the next car.

In the next car, talk to the man closest to the exit to the third car, and you will get a Hi-Potion.

In the third car, a man will walk past you and steal from you. Follow him back, talk to him, and you will get back everyhting he stole. You will have just enough time to get on to the next car. There you will jump off the train. Walk into the screen once you are out of the train, and you will come to a place with lights. Simply examine the hole in the ground and you will find your way through.

The next maze isn't really a maze, just don't forget to pick up the Ether, potion and tent. And do save.

Afterwards you will come to an area that will be familiar, so just walk to the reactor, activate the bomb, and walk out like you did the time. This time, however, you will have to open the door yourself. All three of you will have to push three buttons at the same time. Now, nobody gets this right on their first try, so just keep on trying as much as you can until you have succeeded.

Once the door is open, use the save point there, fight some enemies until you get your limit breaks and then save again. You have a boss fight up ahead.

BOSS FIGHT

Name(s): AIR BUSTER
HP: 1200
MP: 0
Drops: Titan Bangle

Attacks: This guy has some nasty attacks, like his Big Bomber, that can seriously reduce your HP. Even if he is facing you with his back, he can still hit you with some type of a back gun. He will also counter attack.

Strategy: You should have your limit bars full. As you are attacking him from both sides, try to hit your limits into his back. That way even Cloud's Braver can do 600 damage. Not that difficult.

2.1.3 SAVING SECTOR 7

After the fight, Cloud will fall down and a scene with Aeris will start. It's mostly dialogue here, but at one point you will try to escape a Turk, and to do that, you will have to throw down 3 barrels. The correct order of dropping the barrels is

--> Far left
--> The one at the very back
--> Far right

So you are not supposed to throw down the barrel that stands out the most. Once you have done that, you will have to walk back to Aeris' house. Remember to pick up the items that are in the garden.

The way to escape Aeris is to simply walk instead of running. And don't walk in the middle of the room.

Afterwards you will have to walk to the Wall Market. You will see Tifa on the way, and you will have to save her. To do that, you will have to dress up as a girl. It is possible to get all the items possible to make Don choose Cloud, but it all costs money, so I really wouldn't suggest that (as you should really be running low on cash, cause you really haven't fought any battles...). So, simply go to the dress up shop (first you would have to go to the Honey Bee Inn's owner to ask about Tifa, then up to Don Corneo's place and only then you can start dressing up), talk to the girl there, now go to the bar (one screen up), talk to the lone man sitting next to the entrance. The type of dress that you choose does not matter.

Once you are done with that, go back to the dress shop, try on your dress. You will need a wig, so go to the training place, and do squats. Whether you loose or win, it doesn't matter. Now go and try on your new dress.

I suggest you buy some Myrthrill Armlets in the shop, if you have the cash, that is.

Go up to the most upper house in the Wall Market. The guard will let you in now. Simply search for Tifa, talk to her (don't forget the ether at the corner of the room), and then go up to meet Don. He will most likely choose Tifa. Afterwards you will have to fight some of Don's flunkies (easy, just make sure you do have the Restore spell), get Aeris back and then save Tifa. Don't forget to pick up the Hyper once you have done threatening Don. Afterwards, he will throw you down into the Sewers.

Before you talk to the girls, pick up the potion that is up the stairs. Then talk to them and you'll be attacked by another boss...

BOSS FIGHT

Name(s): APS
HP: 1800
MP: 0
Drops: Phoenix Down

Attacks: Sewer Tsunami is the biggie...

Strategy: Make sure you have Restore junctioned with All, so you can Cure All at least once. This is a survival battle. All you have to do is site back and heal. Now and then he will cast his Sewer Tsunami, which will hurt you quite some, but it will also hurt him. Attack only when you have limit breaks, but healing is the priority. Eventually, you will either finish him off with a limit break or he will just kill himself...

Afterwards, simply get out of the sewer. It's one-way, so not all that difficult, remember to pick up the Steal materia on your way. And the rest of the items. You will come to some railway tracks. This place is really easy (don't forget to save at the save point!), just remember that you can get a Hi-Potion if you chack the barrels. And if you have difficulties to get past this place, remember that you can enter trains...

Once you are done with this part, go to the pillar that's holding the plate. Save outside it and try going up. I have managed to get all the way up there by being attacked only once. Once you are up, make sure you equip Barret as a character should be equipped (give him one of your Restores), and then a boss fight will start.

BOSS FIGHT

Name(s): RENO
HP: 1000
MP: 0
Drops: Ether

Attacks: He has a Pyramid attack, that will trap one of your characters

into a pyramid. He also has some type of an attack, which is his regular, that does 60 damage.

Strategy: To free yourself from that pyramid, attack it with a physical attack. As his attacks are pretty weak, this fight shouldn't be a problem.

Once you are done with Reno, the plate will collapse and you will just escape. Afterwards, you will have to go to Aeris mom's house, have a long dialogue there, then go back to the Wall Market, get the batteries and then use the rope to go up to the Shinra HQ.

The whole rope thing is easy, just remember to use all three batteries to get an Ether.

2.1.4 INVADING SHINRA HQ

Now, you have two choices of going inside the Shinra Building - busting in or going the quiet way. I suggest the quiet way, as you won't get any EXP from it. Although, I should tell you that you will have to climb a pretty insane number of stairs (59, to be precise, but, as there are 2 stairways for each floor, it will actually be 118...), but you will get some nice items on the way.

The whole Shinra HQ scene is pretty easy. On floor 60, you have to hide behind the golden statues so that the guards don't see you. Simply run behind a statue while the guards are moving. Stop moving once they stop. Remember that the second couple of guards will be faster than the first. There is a save point there in case you need to restart...

On the 61st floor, simply talk to a guy there and answer "...." to get to floor 62.

On 62nd floor, you will have to do a little quest with the Mayor of Midgar, Domino. Simply, check each one of the libraries that are there, see what their names are, and then check all the files that are in that particular library. There will be one file that won't correspond to the library name. See the name of that file. There will be a number next to that name. That number is the letter number in the name. So if the file name is

3 Jenova Project

Then the letter you want is 'n', because it is the 3rd one in the file name. Do that for all the 4 libraries. The 4 letters will make up a 4 letter word. Answer that word to Domino. You will get an Elemental materia for your trouble. It really isn't worth equipping for serious purposes, but have it in your armor/weapon slots so it gains AP. You might be able to get some cash from it.

On the 63rd floor you will have to do a treasure hunting quest. Go check out the computer to activate your ability to open 3 doors. Then go to the very top corner of the screen and open the gate farthest to the right. Then head left and open the left hand door. Now go inside the room and get the coupon A that is there. Now enter the airduct and go to the room with your second coupon (B). Then get out of the room, open the door to your left to get the C coupon. Then enter the airduct again and exit it at the computer. Exchange your 3 coupons for a Star Pendant, Four Slots

bracelet and All materia (that's another Restore All combination).

On the 64th floor you will find a save point and a resting place. Check the lockers for some items.

On the 65th floor you will see a model of Midgar. You will have to replace all the parts. The correct order of the chest is as follows:

- > Upper Left room : Bottom chest
- > Upper Left room : Top chest
- > Bottom Left room : Bottom Chest
- > Bottom Left room : Top chest
- > Upper Right room : Just one chest...
- > Middle Right room: This is where you get the next keycard.

On the 66th floor you will have to get inside the Toilet to spy on what Shinra is upto next. Then just follow Hojo.

On the 67th floor, just keep on following Hojo until he takes a look at Red 13. Once you have control over Cloud again, get the Bio materia that is next to the save point and do save. Use the elveator to get into a boss fight. Remember to choose Tifa to care care of Aeris, as you will want Barret in your party for the next fight...

BOSS FIGHT

Name(s): HO512 HO512-OPT
HP: 1000 300
MP: 120 48
Drops: Talisman and Grenades

Attacks: Shady Breath will inflict poison damage (Star Pendant, anyone?)

Strategy: Don't attack the HO512-OPTs, he will just make new ones. Make sure someone has the Star Pendant equipped and make sure that both of your people have Restore All. Physical attacks and Fire magic is what works best. It really isn't an all that difficult fight.

Once you are done, get to the nearest elevator, and you will get arested.

Once you are in the prison cell, simply talk to Aeris and then go to sleep. Something will happen whilst you are asleep, and your prison door will be open. Just follow the bloody path and you will get where you want.

NOTE: You might run into some pretty strong soldiers (called SOLDIER). They cast very powerful spells like Bolt2 and Ice2. You can steal a Hardedge, a weapon for Cloud, which is much more powerful than his current and will almost double your strength. Simply steal it and then run away.

After some scenes with President Shinra being perforated with a sword as long as a local bus, you will have more boss fights to do:

BOSS FIGHT

Name(s): Hundred Gunner Heli Gunner
HP: 1600 1000
MP: 0 0
Drops: Myrthrill Armlet
Note: Heli Gunner appears after you have killed Hundred Gunner.

Attacks: Hundred Gunner will charge up a cannon if you take too long to beat him (and you WILL take too long). Other than that, there is just a row of physical attacks that do either average damage to one party member or small damage to all.

Strategy: Make sure everybody has Cure, and as many people as possible have the Cure All combination. Your best bet is to put everyone in the back row, and just sit there healing, until a limit break pops up. Make good use of the Aeris' limit, don't use it when you already have full HP. It can serve as very good healing. Limit Breaks is your best bet, but in free turns, use Bolt if you have the spell.

After you have defeated the two bosses, you will have to show Rufus who's the boss. This will be a 1 vs 1 fight (with Rufus having the advantage of Dark Nation...)

BOSS FIGHT

Name(s): Rufus Dark Nation
HP: 500 140
MP: 0 80
Drops: Protect Vest; Guard Source

Attacks: Dark Nation will cast a very annoying 'Barrier' on Rufus. Rufus only has a physical attack.

Strategy: Make sure Cloud has the Restore materia. All the other don't really matter, but I usually have Sense. Kill Dark Nation first, then start attacking Rufus. He will increase your Limit Break gauge very fast, so Limit Breaks are your best bet, again. Simply Cure whenever you have to, and make a full use of limit breaks. At the end of the fight, Rufus will run away.

After this, the motor chase will start. This is one of the most fun games in FF7. However, before the chase starts, you have the time to re-arrange your party. I always use Cloud, Barret and Red 13. Put everyone in the front row, because when the next fight starts, your rows will be reversed, and as you want everybody in the back, put everyone in the front now. Let everyone have a Resore materia. Make sure that somebody other than Barret (because Barret has a long range weapon he can use his physical attacks) has the Bolt spell. This will be probably be the first fight where you will really notice that you have a too low level.

BOSS FIGHT

Name(s): Motor Ball
HP: 2600
MP: 120

Drops: Star Pendant

Attacks: He will always have initiative in this fight. His best attack is Rolling Fire, and it can get you burnin in flames quickly, as it does quite some damage. Cure All immediately. His other major attack is Twin burner, another limit gauge filler. Cure after this, as he once casted Twin Burner and Rolling Fire in a row on my low level team.

Strategy: Make good use of the Restore materia. Your limit gauges will fill up very quickly, so use your limits for the best damage. Make sure somebody is using Bolt all the time. This will be a long fight, as 2600 HP is quite a lot.

After this you will be free on the world map!

| 2.2 LOOKING FOR THE UNKNOWN |

2.2.1 THE CALM TOWN OF KALM

Make sure you have the Enemy Skill maketria equipped. Wander around the brown area that is around Midgar until you fight a robot type creature. Just defend until they use the the Matra Magic enemy skill. This can deal some pretty hefty damage. However, you will have to kill the two monsters, so choose - less EXP or the Enemy Skill.

Simply walk over to Kalm. Go inside the Inn. There you will get a story from Cloud's past. And you will see some of the perfect scenes with Sephiroth (he's the coolest thing about the game...). It's all easy, as you really can't die in any of the battles.

Once the story finishes, you are free to explore Kalm. Try out raiding all the houses, there's 2 Ethers, a Peacemaker (sell it imediately!) and a Guard Source.

As for the shops, buy a Canon Ball for Barret. IF you didn't get the Hardedge for Cloud, you will have to waste 1000 Gil for the Myrhtil Sabre. Don't bother with materia, 3 Restores, some All, and Enemy Skill is all you will ever need.

2.2.2 IS THAT A CHOCOBO???

No, it's no. I'm serious. It's not. It's a long save-reset walk over a marsh.

OK, the above line might have looked to be very useless, but if you know the trick, you know what I was talking about.

You are not going to buy a Chocobo Lure materia, and you are not going Chocobo hunting. Why?

- a) Chocobo Lure costs 2000 Gil. You might not even have that much money with you right now.
- b) Chocobo hunting = gaining EXP. You can't afford to do that.

But do go inside the chocobo ranch to get the Choco/Mog materia from the chocobos...

So you will have to use the marsh crossing trick. First, make sure that the Midgar Zolom (da big snake in da marsh, ya know!) is as far away as possible [read: simply wait until it comes to you and then goes away].

Then run into the marsh. The Midgar Zolom will run after you. Quickly open the menu, save, and reload. The midgar zolom will be much further away. Now quickly walk a distance, then open the menu, save and reload. Repeat this until you have gotten to the other side.

NOTE: I once actually managed to run across the whole marsh in one go without the Midgar Zolom attacking me.

Once you are on the other side, you can enter the Myrthrill Mines. This houses one of the best (after Enemy Skill and Restore, and maybe HP Plus) materias - Long Range. Once you enter the mine, walk right, and then use the wine to walk upwards. Pick up the materia and equip it on somebody, quickly! (but not Barret, he has enough Long Range weapons). It will let your character have the same effect even if he is standing in the back row. Also, don't forget to pick up the Tent and Ether.

Now simply walk back to the entrance and walk left (and don't forget to pick up the Mind Source on the way). Say "Chao" to the Turks on the way, and don't forget to pick up the Hi-Potion north of the chest with an Elixir in the room north from where you met the Turks.

Then just exit the phr34kln' mine, completely ignore Fort Condor (OK, so you can use their resting facilities if you want), and head for Junon.

However, you can get a new character if you are up to it. Of course, this does mean a tidbit more EXP, but in the long run, it will actually save EXP.

THat character is, of course, Yuffie. Getting her means winning the Mystery Ninja character, which will gain you a little EXP. However, if you actually do some calculations, Yuffie saves you EXP. After all, if you have Yuffie and do the Wutai side quest, you won't have to fight Turks in Midgar in Disc 2. So...

EXP from Yuffie + Wutai Quest < EXP from the TURKS in Midgar, Disc 2.

It's profitable, and I really do suggest getting her. Just run around the woods that are around Junon. Run from all the battles until you meet a Mystery Ninja (I think that was what she was called... Can't remember for the life of me... something along those lines.). Win the fight (nothing overly easy, but shouldn't give you all that much trouble). After the battle, the screen will go to a scene with you and Yuffie. Reply with all the following answers:

"Not interested"
"...petrified"
"Wait a second!"
"...That's right."
"Lets hurry on."

After that, you will have her in your party. Please note that I am a pretty bad anti-Yuffie person (Because I was at a really low level the

first time I did the Wutai quest, so basically, I was left stuck in the game and had to spend quite some time leveling up...), and after that incident she just happens to not have been in my party anymore (with the exception of the occasional need to morph something/somebody).

Once you have gone Yuffie hunting, just head for the town of Midgar (if I were you, I would rest in Fort Condor and then try to make the walk without losing too much health).

2.2.3 THE BIG GUN TOWN

Basically, you can't and shouldn't do much in this place until you have beaten the boss and helped out the little girl. So bring it on!

BOSS FIGHT

Name(s): Botomswell
HP: 2500
MP: 100
Drops: Power Wrist

Attacks: He can use a bubble attack to imprison you. His Big Wave can hurt, but not too much. Other of his attacks are weak.

Strategy: Bah, I was actually surprised at how easy this was. I thought it will be a difficult fight, but no. It would be nice to know that you have a Bio spell available and a Choco/Mog spell. Just poison this guy and then just sit back, seeing him die slowly and painfully (yeah, I'm sick). And occasionally speed it up with an attack or two. If he imprisons you within one of his 'Bubbles', then simply attack the bubble with a weak magic spell, and you are free. You will need to cast a Cure-All after his Big Wave. Use the 'Sense' materia to keep a track of his HP. He will have a 'Final Attack' - his good 'ol Big Wave. Just to warn you - if he casts a Big Wave, and then you immediately finish him off, he will cast another one, and then you might get a game over. I once got wiped out like that...

After you are all done with that, you will have to go up in the Upper Junon. Once there, you will be mistaken as a soldier, and will have to participate in the parade. You MUST get over 39% (keep practicing over and over and over), so you can get the 6 Ethers as an award. Of course, if you can achieve 51%, it is much better, as you will get 5000 Gil, however, you have only gained 500 Gil, as

6 Ethers x 750 (their selling price) = 4500 Gil

And the buying price for an Ether is 1500 Gil, so actually, the Ether prize is better...

Once you have done that, you will have a chance to explore Junon. Believe it or not, only the items that are free are worth it. Don't buy a single thing in Junon, everything there is completely worthless. You might consider selling some stuff, though.

After that, you will have to participate in another ceremony for Rufus.

The prizes you can get for this Silver Glasses, HP Plus materia and Force Stealer. Out of the 3, HP Plus is the best pick, so get anywhere between 60 and 90 points (It is really easy, my fingers were itching because I like to get more points than that! My personal best is 210 points).

After that, just board the ship!

2.2.4 IS THAT A... SHIP?

Once you are on the ship, feel free to collect the the ether from the chest and the 'All' materia that is on the floor. If you have Yuffie in your party, then she will be blocking the way to the materia, so just get it later on.

Talk to Aeris. Then go up. Talk to Tifa and Red. Then walk down and talk to Aeris again. Now go back up and walk left-down as far as you can. The guy that used to be there won't be anymore, so you can walk into the next screen with Barret. Talk to him and another scene will follow. Then you will have to choose a party. I always have Barret and Red, but you can replace Red with Yuffie, if you are a fan of her :).

Afterwards, walk down to the first level of the ship. Pick up the All materia if you didn't do it earlier. Then enter the cargo room. Be sure to pick up the Wind Slash that is in the chest (climb the ladder). If you have everything from the ship, walk to where the guard is standing. Sephy will appear and you will have to fight Jenova again.

BOSS FIGHT

Name(s): JENOVA BIRTH
HP: 4000
MP: 110
Drops: White Cape

Attacks: Tail Laser will make you suffer, maybe even twice in a row. Then she has a laser attack, also can hit twice in a row.

Strategy: Your low levels will really show in this fight. Make sure someone has HP Plus. Put Choco/Mog on the same person and make a good use of it. Make sure everyone has Cure-All combo. I always have someone waiting until Jenova will cast Tail Laser, so I can Cure as fast as possible. Your limit breaks will be your best attack power. This is the most difficult Jenova fight of the game.

Once you are done with her (don't forget to pick up the Ifrit materia she drops!), you will arrive at Costa del Sol.

2.2.5 COSTA DEL SOL

There isn't much to do in this town, so I suggest you just leave...

The things you might want here: Rest, buy some Carbon Bangles (but you don't have to if you don't want to say goodbye to the cash), check out Hojo on the beach, and (if you don't have Red in your party) kick some football (against a wall, since you have no friends...)

Oh yes, you can get a Motor Drive and a Fire Ring from treasure chests...

2.2.6 THE COREL DESERTS, PRISONS, ENTERTAINMENT & Co, LTD

Once you get out of Costa del Sol, just follow the one and only path through the mountains and enter mount corel. You will find a man on the path. Talk to him if you want, but I'm evil, so I usually ignore helpless poeple... Pretty soon you will get to the Corel reactor (where you can't do jack for some reason... I've always wanted to blow it up...), and then walk on the railway tracks.

Just collect all the items on the railway. Don't forget to equip the W-Machine gun for Barret once you get it. At some points you will fall down the tracks. When this happens, just hold either left or right dircetional buttons, and quickly press the circle button (press right for the first time you fall down, and left for the second time. Or the other way around. But make sure you get both treasures. Once you come to the end of the railway tracks, be sure to take the upper track, cross over the bridge and walk into the little shack to let the bridge down. Once you have done that, it's time to kick some Cocatrice A\$\$! Keep on walking on the same railway track you are on right now (with the shack), walk until its end, and then try walking upwards (it's osomewhere there, not that difficult to find). There you will go up against some a cocatrice (choose to take the treasure and destroy all living things!! MUHAHAHA!! sorry...) Once you have taken care of her (do take the bother to steal a soft, OK?), you will get 10 Phoenix Downs. This can be sold for some good cash, but I suggest keepin' it, and instead try stealing from the enemies here and then sell the items that you get to get more cash. You only need 3000 Gil to enter the Gold Saucer (don't bother buying the Gold Ticket, You only have to enter this place twice...

So walk back to the railway track intersection, and this time take the lower track and walk over the bridge. When you are over the bridge, there will be a rail that will seem to lead into the water. Follow that rail, and keep on walking in that direction. You will come to a cave that has some pretty good items. After that, be on your way - walk over the large bridge (beware the bombs!) and you are back in Corel.

* NOTE: Due to some personal resons, this walkthrough will have to be cut *
* short here. I will update it later on. Read on for only boss strategies *
* and special tips *

--> Buy the normal ticket at Gold Saucer, as opposed to the Golden one

BOSS FIGHT

Name (s) : Dyne
HP: 1200
MP: 20
Drops: Sivler Armlet

Attacks: S-Mine, normal attack, Molotov's cocktail

Strategy: Make sure you have as little magic (that reduces HP) equipped.
Equip Barret with HP Plus. Give him only the restore materia. Also equip him the Power Wrist (increases Vitality by 10), it can save your life in this battle. Then just parry turns (CURE if you have to) until you get a limit break. Quickly do the limit break and then Cure again. Do this for the whole fight. It might take some restarts.

--> Make sure you get the Big Guard enemy skill by manipulating the Beach Plugs on the Costa del Sol beach.

2.2.7 THE VALLEY OF A FALLEN STAR

--> Completely ignore the Gonganga village.

--> Make sure you purchase the very newest and best equipment for your main characters (Cloud and Red MUST be there, the third one is your choice, my pick was Barret).

--> Stock up on as many HP Pluses as you possible can. Sell EVERYTHING in your inventory just to get a couple more HP Pluses.

--> Be sure to pick up the X-Potion in the Gi cave (i.e. fight all 3 Stingers)

--> Stinger strategy: these guys re perfect limit bar raisers. His bomb attack takes away a high % of your HP, increasing your limit bar immediately. Simply cast limits and cure all the time. I suggest you do 1 Big Guard so you can Haste everybody. Note that your physical attacks, when your party is hasted, can do a lot of damage.

BOSS FIGHT

Name(s): Gi - Nattak
HP: 5500
MP: 200
Drops: Wizer Staff

Attacks: You don't need to know.

Strategy: Use the X-Potion. He's dead.

2.2.8 THE COLD MOUNTAINS

--> Completely ignore the Shinra Mansion

--> The Nibelheim mountains hold some very strong random enemies. Some of them can take you out in no time, so Cure after every random battle (of course, you should run away from every battle, but you might get hurt in the process of running away...)

--> Be sure to pick up all the items using the pipes, but remember to push down the ladder before you do, otherwise you might not be able to go back.

BOSS FIGHT

Name(s): Materia Keeper
HP: 8400
MP: 300
Drops: Jem Ring, Counter Materia (get this after the fight)

Attacks: Trine (enemy skill, be sure to learn it), Big Horn (You're DEAD), A physical attack (You are Near-Dead), Hell Combo (that hurts...), Cure2 (just in case you do hurt him, he will heal himself...).

Strategy: This is arguably the most difficult fight of the whole game. It will take quite a number of restarts. Be sure to have Enemy Skill with Big Guard on at least 2 people. Make sure everyone is in the back row (you should have everybody in the back row anyway). Have everybody with Cure-All. I suggest you do equip some summons, more precisely - Ramuh and Choco/Mog. Ramuh is a big damage dealer and Choco/Mog can paralyze him for a couple of turns.

The strategy is simple - give out everything you've got. Remember that Cloud's Cross-Slash limit break will paralyze him for a turn, so you can have a healing break. Make sure you have Big Guard on at all times. If he hits you between the time when Big Guard has wearied off and you are casting it... I feel sorry for you. But do take that gap to your own advantage - before recasting Big Guard, Cure-All to get yourself to full health. Once he casts Trine, it's your lucky day - just cast it straight back on him using your enemy skill materia. At one point (once his HP gets to around 3000), he will start using Cure2, healing himself for around 1000 HP. Just don't stop hitting him, keep on going, even if he casts it twice. The time when I beat him, he casted it three times, and I still managed it.

VERY DIFFICULT FIGHT!!!

2.2.9 LET'S ROCK[ET]

--> Be sure to pick up the weapons in the treasure chests to get Barret's new weapon and talk to the guy who is looking at the rocket to get Cloud's Yoshiuki (is that how you spell it???), his new best sword.

--> Don't buy any materia, too expensive.

--> Don't buy weapons, you get them for free.

BOSS FIGHT

Name(s): Palmer
HP: 6000
MP: 240

Drops: Edincoat

Attacks: His Mako gun will cast spells equivalent to those of Fire 2, Ice 2 and Bolt 2.

Strategy: Surely a break after the Materia Keeper, but still nothing to look down on. His Mako Gun can be pretty powerful, so cast Big Guard. Use Choco/Mog to paralyze him for a couple of turns. Otherwise, just use limits and normal attacks.

| 2.3 GOING OFF-LAND |

2.3.1 THE TEMPLE OF ANCIENTS & THE BLACK MATERIA

--> If you ever wanted to do the Wutai side quest (that is, if you actually got Yuffie, if not, just ignore this), then now is NOT the time to do it, it's too difficult.

--> I suggest getting the 'Beta' enemy skill from Midgar Zolom at this time.

--> Spend ALL your cash by buying HP Pluses.

--> Make an additional save before going into the Temple of Ancients, you can get sooo screwed here.

--> The maze here is easy, once you get to the clock tower, only take these numbers (go only into these entrances):

- IIII. - Aeris's Ultimate Weapon
- V. - Leads outside to a Ribbon
- VII. - Trumbet Shell is here
- VIII. - Megalixer

--> Make sure that the seconds timer makes you fall down at least once. There you will fight some Ancient Dragons, but they are easily dispatched by Limit Breaks, Beta and Trine skillz. Note it's an ambush from both sides, so go prepared. Check the treasure chest for a Nail Bat - the best weapon for Cloud until the very end of disc 2.

BOSS FIGHT

Name(s): Red Dragon
HP: 6800
MP: 300
Drops: Dragon Armlet

Attacks: A massive physical attack that can do upwards of 1000 damage. And his Fire breath will also hurt. Lots.

Strategy: Your biggest liability in this fight is Aeris. If you had any other character than her, this fight would be easy. However, Aeris has very low HP and has the highest chance of dieing.

Make sure everyone is in the back row. Make sure everyone has Cure-All, 2 people have Big Guard and Trine. I suggest Truning Aeris into the total healer, make her do absolutely NOTHING else but keep on using Cure on allies. Make sure Barret and Cloud wack the dragon with either Limit Breaks or Trine. Not too difficult.

BTW, the most annoying thing about this fight - if you loose, you have to watch Sephiroth talking all over again. That can get really boring...

--> Be sure to rest and save.

BOSS FIGHT

Name(s): Demon Gate
HP: 10000
MP: 400
Drops: Gigas Armlet

Attacks: Cave-In and Demon rush will hit the shole party for a lot of damage. And he has a physical attack dealing 1000 damage.

Strategy: Make sure someone has Bahamut and cast him for some major damage. Big Guard on everyone. Make good use of Aeris limit break - it is instant healing for everybody, after all. His attacks will max out your Limit Bars real quick, so make good use of limit breaks. I always had 2 people using Cure at all times. I somehow didn't find this fight to be too difficult, as I didn't die a single time when fighting him.

2.3.2 ARE YOU SLEEPY? (OF COURSE! THIS IS THE SLEEPING FOREST!!!)

--> The Lunar Harp is located somewhere near the tent. It's not too difficult.

--> Although it isn't of much use, pick up the Kjata materia from the sleeping forest (it's floating there).

--> Be sure to pick up the Water Ring from the path after the sleeping forest.

2.3.3 THE FORBIDDEN (AHHH... I MEAN FORGOTTEN!) CAPITAL

--> Be sure to pick up the Aurora Armlet. It is some pretty good armor...

--> Make sure you pick up the third Enemy Skill materia from one of the ancient's houses.

BOSS FIGHT

Name(s): JENOVA LIFE
HP: 10,000

MP: 300
Drops: Wizard Bracelet

Attacks: All Water based.

Strategy: Equip the water ring on somebody. Give that same person all 3 Enemy Skill materias. Now enter the battle. That one person will absorb all Jenova's attacks (every last one of them!), so there is NO way of losing this fight. You have the 3 Enemy Skill materias to make sure you learn Aqualung on all of them.

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PART 3 : Disc 2 Walkthrough

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| 3.1 ADVENTURES IN THE SNOW |

3.1.1 ICICLE INN

--> Make sure you pick up the Magic Plus materia as you leave the Forgotten Capital.

--> Do not buy any of the weapons in the Icicle Inn. You can get enough for free.

3.1.2 THE DESERT OF SNOW

--> Try to pick up as many items from this place as possible. Return here if you want (once you have been knocked out).

--> I will write a walkthrough for this whole place on the next release of this guide.

3.1.3 THE CAVE OF ICICLES (AND HARD BOSSES!!!)

--> The easiest way to beat the Icicles is to use the Beta Enemy Skill, however, if you don't kill the bats, you will receive no EXP (and that just happens to be your aim...). But that might just turn out to be a little bit too difficult.

--> Note that you only have to defeat 3 Icicles...

--> There is a lake next to the save point. It will allow you to restore HP/MP with no cost.

BOSS FIGHT

Name(s): Schizo (two heads = two enemies)
HP: 18,000 (EACH)
MP: 320 (EACH)
Drops: Dragon Fang

Attacks: One of them is Fire based, the other is Ice based. They will do those elemental attacks as much as possible. They also have an a Quake attack and they have a Final Attack that does around 1400 damage. Watch out.

Strategy: Make sure someone has the Aurora Armband equipped. He will absorb Ice attacks. Another person should have the Fire armband equipped. He will absorb Ice attacks. The third person should have the Dragon Armband equipped. All attacks will only do 1/2 damage to him.

Now that you have everyone fully equipped, they should have little trouble surviving this fight. You can use Trine if you wish, but I usually stick to using Aqualung. Make sure you DON'T kill both of them at the same time, otherwise they will do their Final Attack twice (one is enough to bring you to Near-Death, 2 in a row will mean DEATH). Make sure someone is always using Cure (or Cure-All until all shots of All run out). Make good use of the limit breaks! And you're done.

3.1.4 THE CRATER

--> You will have to take Tifa for this part. Make sure she has the Fire armband equipped. Don't bother with her weapon, you will find a better weapon on your way.

--> Be sure to save. Restart the Whirlwind maze until you can pass the 'Wind' parts without starting a battle.

BOSS FIGHT

Name(s): JENOVA DEATH
HP: 25,000
MP: 800
Drops: Reflect Ring, MP Turbo Materia (pick this up after the fight)

Attacks: All Fire based.

Strategy: You should have Tifa (or whoever has the least EXP) with the Fire Armband. Now Jenova won't be able to deal a single HP damage to you. Considering Tifa is pretty weak and you can't get any Limit Breaks, this will be long fight... (don't worry if the other two members die, it's better for them - less EXP).

| 3.2 WE'RE BACK IN THE NORMAL WORLD... WITHOUT CLOUD |

3.2.1 THE WEAPON STRIKES!

--> Please note that you can run away from every single fight here, even when the soldiers attack you the time Cait Sith knocked out Scarlet

for the first time.

--> To free Tifa, use the following combination (T = triangle):

X; X; T; X + T; T + O; O;

3.2.2 THE CALM TOWN OF MIDEEL

--> Simply go here, you will find Cloud.

--> Do get the Curse Ring, it can be of some help in certain fights, but don't use it in fights that you know will be long.

--> None of the weapons here are really appealing, except for Barret's.

--> Do buy some Wizard Bracelets. The 8 materia slots look appealing...

--> Spend the rest of your cash on Hp Pluses.

3.2.3 SAVING FORT CONDOR (OR NOT?)

--> Let's be real, you don't have enough cash to save these guys. Sorry!

--> Place no soldiers on the battlefield. Set the battle speed to max and wait until they invade.

--> The boss you fight afterwards is pathetically easy. Aqualung?

3.2.4 SAVING COREL DESERTS, PRISONS, ENTERTAINMENT & CO. LTD

--> As far as I know, there is no way of evading the 6 fixed encounters in this scenario. Maybe I wasn't trying hard enough.

--> You will fight two soldiers first, they are pretty easy, just use Aqualung once (although I wouldn't suggest it, as it will decrease you MP buy too much...). Use physical attacks.

--> On the train, you'd better be fast at pulling the levers. I've managed to reach to other train at 24 secs... (You have to be quick or you won't have enough time to save Fort Condor. But you don't really have to save it. The ultima materia you get as the prize will take 5000 AP to become usable. I don't think you've even received 5000 AP through this whole game yet (OK, you might have... especially if using Triple AP growth weapons). The other prize is Barret's Catastrophe limit break (don't you get this even if you don't save Corel? Can't remember for the life of me...), but it's his LV4 limit break. You haven't even gotten LV2 yet (and won't...) so LV4 is too far fetched...).

--> For the Gas Doctor fight, use physical attacks and Limit Breaks. Don't use Aqualung, it takes up too much MP.

--> For the Gas Doctor x 2 fight, use an Aqualung. It should finish them off quickly.

--> For the Wolfmeister fight, use EVERYTHING you've got - Aqualung, Trine,

Big Guard (!), Beta, and Cure-All.

--> For the Eagle Gun fight, use Trine to kill him quickly.

--> Last encounter will be an Attack Squad. This is easy, just do physical attacks and that's it.

--> Once Cid takes control of the train, push

Down + X; Down + X; Down + X;

The train will speed up, but stop before Corel.

3.2.5 THE NOT SO CALM TOWN OF MIDEEL

--> There's a major boss fight comin' up, so let's get prepared first.

--> For the next boss fight, you will need some Tetra Elementials. You don't have to get 3, but get 2 and go to the church to pray for the third person....

--> You get them by morphing the Cactuar Type enemies on the Cactuar Island. The island is found on the south of Cosmo Canyon. Simply manipulate enemies (make sure you have the Hypnocrown from the cliffs after Forgotten Capital, if you haven't got it, then you still can!), make them use the 1000 Needles on themselves to bring them down to 1000 HP. Then just start Morphing. Morphing him is very difficult, due to his high evade, but if you have him manipulated before morphing, you hit 100% of the time. So, the patter should be

1. Manipulate
2. Cast 1000 Needles until his HP is at 1000.
3. Morph
4. Manipulate
5. Morph
6. Manipulate
7. Morph

And so on until you have a Tetra Elemental. Please not you only need 1 for the following fight, but you will need 2 for a fight a little bit later on, so get both now.

BOSS FIGHT

Name(s): Ultimate Weapon

HP: 10,000

MP: 400

Drops: You hope

Attacks: Ultima Beam, that does 2000 damage (you DIE!), Quake (that you will hopefully absorb...) and a physical (OUCH! That hurts...)

Strategy: #1: This is NOT going to be an easy fight, the only way you will win it if you do things as fast as you can. Go inside the battle with full limit bars and immediately cast limit breaks, except for one person who should cast a Big Guard (if you don't have this, you will die). Then let him do his limit. Ultima Weapon will most likely start the fight. Pray he starts it with his physical attack

or Quake, or this will be much more difficult... If his first attack wasn't an Ultima Beam, then his second WILL. And it hits hard, but you should have Big Guard on. Heal immediately after he does this, then do your limits (cause it will most likely fill up your limit gauges). He usually follows up with a Quake, which helps your healing :). After the third cast of limit breaks, he will fly away.

#2: He will also be defeated if you decrease his MP to 0 :) as he has less of it, this might prove to be an easier task. Learn the Magic Hammer enemy skill from the enemies near Wutai, then do it 4 times in the battle and you are done (please note that you will still have to get the Tetra Elementials, as they are needed for the fight again, so in fact, this strategy makes you gain more EXP from the enemies you need to gain Magic Hammer Enemy skill from).

| 3.3 I'M BACK! THE FOG HAS LIFTED, THE EARTH HAS SHIFTED! |

3.3.1 CHOCOBO, OR NO CHOCOBO, THAT'S THE QUESTION!

--> Basically, if you want, you can start breeding chocobos at this point. However, unless you used the "Aeris Exploit" (that is, leveled her up while you still had her to get high level magics and very high amount of Gil), you won't have enough cash for it at this point.

If you really have to get the chocobos in this game, I suggest you wait until you get the W-Item materia to get unlimited Chocobo Greens (as Sylkis greens come at 5000 Gil a piece...)

--> If you have Yuffie, you can do the Wutai quest right now. It won't be too difficult, the main boss of this quest has got only 6000 HP (but he is prepared to fight it without any materia what-so-ever).

If you can't do it right now, just leave it for later on (just before you fight the Diamond Weapon).

3.3.2 I'M GOING, I'M GOING, I'M GOING DEEPER UNDERGROUND

--> Make sure that you fight the soldiers in the Underwater reactor (I'm talking about the fixed encounters, you should run from all the random ones anyway), use only ONE character. That way you get less EXP. And swap the characters around, so it isn't that only one is getting all of it!

BOSS FIGHT

| | | |
|----------|-------------|-------------------------|
| Name(s): | Carry Armor | Arm x2 (Left and Right) |
| HP: | 24,000 | 10,000 (EACH) |
| MP: | 200 | 200 and 100 |
| Drops: | God's Hand | |

Attacks: He can imprison one of your characters by picking them up with his arm (in fact, he can imprison 2 characters...). His worst attack is his Lapis Laser, can do around 1600 damage.

Strategy: Make sure you cast Big Guard as quickly as possible, without it, you are as good as dead. He is weak to the lightning element, so cast Trine. As you have it on only 2 Enemy Skill materias, have the third person either Cure-All (Or Cure 2 - All, if you have it already) or use Aqualung. If you are quick enough, you can manage to kill the arms before they give too much trouble. Please note, if you have 2 characters standing while his arms are gone, you CAN win this fight, just don't give up.

BTW, Lapis Laser will fill up your limit bar, so use them!

3.3.3 THE ROCKET TOWN ROCKETS

BOSS FIGHT

| | | |
|----------|---------|--------------|
| Name(s): | Rude | Attack Squad |
| HP: | 9,000 | 1,300 |
| MP: | 240 | 100 |
| Drops: | S. Mine | |

Attacks: Rude can Cure 2 himself, so you must take him down quick. He can also cast Bolt 2, and it does hurt. AS an addition to that, he can cast a MBarrier, causing your already pathetic spells cause half the damage.

Strategy: Make sure you enter the battle with 3 full limit bars. Cast them all on Rude. Then have everyone cast Aqualung. They should be dead in no time.

--> Be sure to pick up Cid's Ultimate Weapon from the man standing next to the shop (the same one who gave you Yukiyoshi (did I get it right this time??

| 3.4 KICKING SOME WEAPON + SHINRA A\$\$ |

3.4.1 DISCOVERING THE SECRET

--> Search for the Key of the Ancients under the sea level.

--> If you do not wish to use the W-Item cheat, then you will have to make good use of the steal command and get at least 20 Turbo Ethers from enemies you can steal them from the list at this point is as follows:

--> Golem, Cosmo Canyon area

--> Jersey, Shinra Mansion in Nibelheim

--> Poodler, Hallway of Gelnika, the sunken plane

--> Search Crown, Mt. Corel, I think this is a rare enemy

--> Make sure you have 2 Tetra Elementials equipped onto 2 people who have the least EXP.

BOSS FIGHT

Name(s): Diamond Weapon
HP: 50,000 (!!!)
MP: 3000
Drops: Rising Sun

Attacks: Laser Ray (you will absorb it), Diamond Flash (this attack is based on %, so it can never kill you, but will make your HP close to 100), physical attack (still hurting). He is not vulnerable to physical attacks until he starts his countdown to Diamond Flash.

Strategy: Basically, your third character will die off very quickly, but there's a reason for it. Once you have 2 characters left, the only thing you have to worry about is his Physical "Big Foot" attack. Make sure you heal (Cure-All, Cure 2 takes too much MP) after every diamond flash, so that he doesn't kill you when he uses his Physical Attack. Note that he can use it twice in a row, but never on the same character, unless you have only one character.

Diamond Flash also inflicts Silence, so make sure you use a Vaccine on one person!

Diamond Flash will fill up your Limit Bars, so cast your Limits as quickly as you can. Make sure you cast them before he manages to do his physical attack, so you might be able to get another limit break. He has a lot of HP, so this fight will be VERY long.

At the end of the fight you will get 35,000 EXP (and 3,500 AP, so if you wanted Ultima, you can learn it now or never), which is why I wanted you to do this with only 2 characters. BTW, I tried but failed to do it with just 1 character, mainly because the bastard can do his physical attack twice in a row. Well, my guys/girls gained 5 (!) levels after this fight. I'm sooo sad :(

3.4.2 STOPPING SHINRA FOR GOOD

--> If you did the Wutai quest, you don't have to fight the Turks in Midgar. However, this fight can be a lot of fun :)

BOSS FIGHT (optional)

| | | | |
|----------|----------|--------|--------|
| Name(s): | Elena | Reno | Rude |
| HP: | 30,000 | 25,000 | 28,000 |
| MP: | ??? (0?) | 200 | 250 |
| Drops: | Elixir | | |

Attacks: Elena has lightning based attacks, Reno has ice based attacks and Rude has fire based attacks. Rude has a major Physical attack that can do over 2000 damage (do I smell dead people?), Elena has an Amulet attack that can confuse your characters, which just serves as an addition for her counter attack (!) and bomb attack. Reno just kicks a\$\$ with a large selection of weaker attacks.

Strategy: It seems like if you defeat Elena, you have defeated them all. This will be one of the toughest fights so far. It seems that using Big Guard helps only against Rude's major physical attack, but as far as the rest go, it seems that you are better off without Big Guard, and easy healing, than with it on. Anyway, it seems like Elena will cast her Amulet (confuse) attack always on the person who is first in your party (so if your party order is Cloud, Red and Cid, it will always be on Cloud). Lesson? Make sure that character has a Ribbon equipped. The other two characters should have Tetra Elemntials on, so that you can absorb at least some of their attacks. Simply have ALL THREE characters Cure at the same time, and only attack when your HP is either full or you have a limit break comin' up. When attacking, I suggest Aqualung, as it is very useful and attacks all three of the turks (although it seems you only need to attack Elena).

--> You can get the W-Item materia right now, but using the W-Item trick to duplicate item is MAJOR CHEATING. However, do pick up the materia, so if you find this game starts getting frustrating (and it will), just do the trick and make it easier for yourself.

--> Note that if you aren't going to use the W-Item cheat trick, then you must have lots of Turbo Ethers before you came into this place. If you don't then

- a) You're screwed
- b) You can get them from enemies in the Midgar underground (Shadow Makers, the ones that can only do a pathetic 'Slow' attack).
- c) Killing those enemies will get you EXP. That's BAD.

BOSS FIGHT

| | | |
|----------|----------------------------------------------|-------------|
| Name(s): | Proud Clod | Jamar Armor |
| HP: | 60,000 | 20,000 |
| MP: | ??? | 200 |
| Drops: | Ragnarok (Cloud's best weapon in this game!) | |

Attacks: This is the only battle where I can say that the enemy truly sucks at what he does. He has a pathetic 500 damage regular attack, a knee fire attack (around 800 damage) and a Beam cannon attack that does around 1100 damage. Pathetic. As an addition to that, he is really slow. Jamar Armor can do a Materia Jammer attack. No big deal, it's not as though you rely on materia... Remember Materia Keeper in disc 1? He had better attacks than this...

Strategy: This will be a very long fight, unless you have learnt some very good magic, which I bet you haven't... 60,000 HP is a LOT. The best strategy - use Big Guard to haste yourselves, then just wack away with attacks. Make sure everybody is in the Front Row.

That's right - you want everyone to receive as much damage as possible, so that you can use Limit Breaks (Cure 2 when necessary) to deal more damage. This guy just takes very long.

If you do have lots of Turbo Ethers, use Aqualung, but be warned: the upcoming boss fight will require many more Turbo Ethers than you think...

--> Don't forget to pick up the Mystile. It's a lifesaver. Make sure one character has the Mystile and the Ribbon equipped.

--> Forget about Barret's Ultimate Weapon. Unless you have learnt lot's of AP (which you haven't at all), as damage on that weapon is based on the amount of AP the magic (you have on that weapon) has.

--> The next three bosses are all linked together (no gap between fights)

BOSS FIGHT:

| | | | |
|----------|-----------------------|----------------|----------------|
| Name(s): | Hojo | Poodler Sample | Bad Rap Sample |
| HP: | 13,000 | 10,000 | 11,000 |
| MP: | 250 | 200 | 120 |
| Drops: | Power Source (shared) | | |

Attacks: Hojo summons the two monsters, he has some very weak attacks, nothing special.

Strategy: As Hojo has an "unlimited stock" of the monsters he can summon, just concentrate on him. Use Aqualung for some damage on all of them.

| | | | |
|----------|-----------------------|-----------|----------|
| Name(s): | Helletic Hojo | Right Arm | Left Arm |
| HP: | 26,000 | 5,000 | 24,000 |
| MP: | 200 | 300 | 400 |
| Drops: | Power Source (shared) | | |

Attacks: He can cast some status attacks, but nothing special. He also

Strategy: This guy can revive the arms at his convenience, so don't bother too much with them. What usually works the best for me was Aqualung or any other multi target hitting spell. However, you will need loads of Aqualungs to kill this guy, so keep the Turbo Ethers coming...

| | |
|----------|-----------------------|
| Name(s): | Lifeform Hojo-NA |
| HP: | Enough |
| MP: | Doesn't need it |
| Drops: | Power Source (shared) |

Attacks: He can cast silence, so the only person still left in the fight would be the one with the Ribbon and Mystile (remember I told you to equip those on the same person?). He can also cast Slow and he has a combo attack. It only does around 750 damage, but it inflicts Poison and sleep (again only the person with the Ribbon left in the fight, and he has mystile, so 50% of Hojo's

attacks will miss)

Strategy: Simply use your best attacks. Unfortunately for me, Aqualung was the best I could do. His attacks are so weak (doing around 250 to 500 damage per attack), that you simply won't get enough limit breaks. A really boring fight, but difficult to survive.

=====
PART 4 : Disc 3 Walkthrough
=====

| 4.1 LET'S EXPLORE THE REST OF THIS WORLD! |

--> Let's not. OK, seriously, there is no need to try to explore the world in disc 3. The only things you might want to get are

- a) Red's Ultimate Weapon
- b) Anything you might have missed during disc 2
- c) Steal Turbo Ethers from enemies (but you can do it in the crater also).

I will write a walkthrough of all the things you can do in a low level game in disc 3 in the next version of this walkthrough.

| 4.2 DO WE REALLY HAVE TO END THIS? |

--> Yes, we do. Although I am a Sephiroth fan, in a low level game I did look forward to killing him big time.

--> The whole Norhtern Crater thing is real easy, just make sure you pick up the second Mystile on your way.

BOSS FIGHT

| | | | |
|----------|------------------|--------------------|-------------------|
| Name(s): | JENOVA SYNTHESIS | Right Arm (part B) | Left Arm (Part C) |
| HP: | 60,000 | 10,000 | 8,000 |
| MP: | ??? | 600 | 600 |
| Drops: | Nope | | |

Attacks: A pathetic slap that does around 500 - 800 damage. Why is this a Boss Fight? Oh yeah, she will start a countdown and cast an Ultima once she ends it.

Strategy: Use Multi Target skills like Aqualung to take out both the arms and her at the same time. The arms may regenerate, so keep those MPs up into the highs. I like to take her out using Physical attacks (paired with Big Guard's Haste, of course), but you can do it any way you want. Note that you don't have to dish out 60,000 HP of her, just make her start the countdown. Once she starts it, heal everyone to full health and cast Big Guard. And pray that the Mystile does it's job!

BTW, you have to let her use Ultima, as otherwise you would get a crapload of EXP, enough to level you up upto 5 levels!!! You definately don't want that!

BOSS FIGHT

Name(s): Bizarro Sephiroth (A) Part B Part C Part D Part E
HP: 40,000 2,000 10,000 4,000 4,000
MP: ??? 400 400 400 400
Drops: What would you use it for?

Attacks: He has Bolt 3 (Over 2000 damage), a Stigma attack (1500 damage), Demi 3 (depends on your HP), another attack that does 1700 damage and the biggie - Bizzaro Energy (HEALS HIM for 6500 HP).

Strategy: Now, as Bizarro likes to heal himself constantly for 6500 HP, you will have no way of beating him until he stops doing so. So let's make him stop.

First you will have to kill off parts B, D and E. This is easy, they have little HP and you can kill them using the same old Aqualung. Once those 3 are dead, he will try to restore them. So just keep those Aqualungs coming. You might notice that upto now, the C part has been taking 0 damage. Well, once all 3 parts are down, you can now damage the C part. So keep on attacking (I suggest multi target spells so you can hit the main part of the body at the same time) until you destroy that part too. Once that part is gone, there's no more healing. Now just attack like you normally would (I still used Aqualung cause he kept on reviving Part B...) until he goes down. Note that his attacks are really nothing more than limit break bar fillers.

BOSS FIGHT

Name(s): Safer Sephiroth
HP: ??? (I would estimate it at around 70,000, but who knows?)
MP: ??? (doesn't really matter, just remember he won't run out of it, actually, one would hope he doesn't run out of it!)
Drops: It's the Final Boss. What do you expect?

Attacks: Super Nova (causes % based damage, will almost always lower your HP till 400), Shadow Flare (5000 damage, do I smell death? This is the best Enemy Skill, so whoever he casts it on - make sure that person starts casting it back!), Pale Horse (moderate damage but statuses come with it), Physical attack (he uses his One Wing to strike you, can do around 2000 damage), Wall (in case you were trying to damage him, you can only do half...), Dispel (in case you tried Wall on yourself...and it attacks all members...), Slow (in case you hasted yourself), Break (can deal a lot of damgae, but is absorbed by a Tetra Elemental). He can also fly around so that if you really wanted to hit him, you can't anymore...

Strategy: I remember thinking this guy was a joke Final Boss. Well, now that I have beaten him with a party whose average HP is less than 3000,

I don't think so anymore (although, beating him at a level as low as that means he is a joke...).

Use a vaccine at the beginning of the battle. Make sure one person has a Ribbon, so only 2 need a vaccine. Also, don't forget to cast a Big Guard!

Super Nova - Nothing to worry about, just cast Cure 2 - All and you have healed from this attack. This is really a limit break bar raiser, just use your limits to full after this attack. And please, don't try to make a pizza while he does this, I once got into huge trouble like that...

Shadow Flare - Well, the reaction after this is obvious: use a Phoenix Down. You will most likely die. If you don't, then you are either very lucky or have a too high level. However, the person who this was casted on will be your best fighter, as he can now cast Shadow Flare back on the Safer Sephiroth, dealing more damage than pretty much anything else. However, remember that Shadow Flare consumes an insane amount of MP (100!), so make sure you have lots of Turbo Ethers before using it.

Physical attack - limit break bar raiser, cast a limit right afterwards and a Cure 2 to follow it up.

Pale Horse - This is pretty weak, no strategy other than "I hope you have gotten some remedies or vaccinated yourself" is needed.

Dispel - cast a Big Guard right after he is doing this! You don't want to die after all, right?

In general, if you have enough Turbo Ethers (and maybe some elixirs and remedies?) then you will have enough life force to survive through this fight. Good Luck!

--> For the record, I beat Sephiroth with an average level of 32 (Cloud being at 30), using Cait Sith and Cid. The low level game took me only 17 hours.

--> With this walkthrough, you should do way better than I. After all, I had no guide to follow, and I did have to think of all the strategies myself.

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PART 5 : SOME MORE STUFF
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| 5.1 CONTACTING/ABOUT ME |

My Nick: Edman
Real Name: Edmunds Steins
Nationality: Latvian (that's in Europe, for those who don't know...)
E-Mail Address: edman@hackermail.com

Other guides: Final Fantasy 8 No Level Up FAQ/Walkthrough (DONE!)
Final Fantasy 8 Speed FAQ/Walkthrough (DONE!)
Final Fantasy 1 One Fighter FAQ/Walkthrough (DONE!)

Feel free to send me emails asking questions and with feedback (only constructive criticism, please!). I am thinking of making a FAQ at the end of this guide. However, you must remember that I can't dedicate my whole life to this guide.

| 5.2 MORE FF7 INFO |

Well, the best source of Final Fantasy 7 info is GameFAQs. Sadly enough, none of the Final Fantasy web sites that exist on the net (and there's at least a million of them) can even match the usefulness of some of the guides:

--> Kao Megura's FF7 FAQ/Walkthrough

--> Arctic's FAQ

Those two FAQs combined will give you all the in game info you would ever want.

If you wish to get some info about the happening around Final Fantasy 7, like rumors, game errors, and stuff like that, I suggest you use:

--> Kao Megura's Changes FAQ

--> www.ff7citadel.com (the only web site that has truly unique info! And I am in no way affiliated with this site).

| 5.3 THANKS |

--> Squaresoft, for making this game. I think it's one of the best games in the world.

--> Kao Megura, for making the best FF7 FAQ around. Helped me lots with all those side quests.

--> Whoever (can't remember his name...) suggested that this game is too easy. I think I just made it a little bit harder for ya!

--> Whoever (can't remember this guy's name again! I think it was Mark Panton...) told me about this game where you have to read lots of text!!

| 5.4 VERSION HISTORY |

Version 0.7 : First version, most low level tips are here, all boss strategies are here, but walkthrough is only partly done.

Planned:

Version 1.0 : All the Low Level Tips and Walkthrough are here. I will wait for some feedback, maybe somebody comes up with some better strategies, so I can add them later.

Version 1.1 : Fixed all (yeah right!) the spelling mistakes
Added more stuff to the FAQ.

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===== THANK YOU FOR READING =====
=====

FINAL FANTASY 7
LOW LEVEL GUIDE
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edman@hackermail.com

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