

Final Fantasy VII Chocobo Breeding Guide

by gmorris7897

Updated to v2.00 on Feb 24, 2011

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*                               Complete Chocobo Guide                               *
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*                               Version 2.0.0                                       *
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*                               by: gmorris7897                                       *
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* [faq] Questions Answered in the FAQ Section *

If you have a specific question, just look over these questions to see if they are answered in the Frequently Asked Question Section ([g30]) of this guide. If you don't see your question here, than it should be covered elsewhere in the guide. Please check the Table of Contents ([toc]) to see where else it might be. I'm just trying this feature out to see if it works like I want it to.

Note: you can also copy/find the FAQ number (FAQ01, FAQ02, etc) to quickly find the question in the FAQ Section.

FAQ01: I keep getting a Blue Male, and I need a Blue Female. I've tried resetting. What gives?

FAQ02: When can I start breeding Chocobos?

FAQ03: How do I get my Chocobos on the Highwind?

FAQ04: How do I get my Chocobos to the Gold Saucer to race?

FAQ05: Does it make any difference if I let Tifa/Cid race?

FAQ06: Is there any difference between the Long Track and the Short Track?

FAQ07: I missed the Choco/Mog Summon Materia on my first visit to the Chocobo Farm. Is there any way of getting it now?

FAQ08: Can I breed a Gold Chocobo without racing?

FAQ09: Can I breed a Green/Blue Chocobo using a Wonderful?

FAQ10: Can I/How do I make a Wonderful Gold Chocobo?

FAQ11: How can I tell if my Gold Chocobo is a Wonderful Gold Chocobo?

FAQ12: How do I use the W-Item trick/glitch to get more greens?

* [a00] Introduction *

* [a01] Welcome! *

Hello! And, welcome to my Chocobo guide. I have decided to take on writing this guide because I have noticed several of the same questions coming up on the GameFAQs Final Fantasy VII message board related to Chocobo breeding and raising. After doing a little research for myself and listening to the comments

from the other users, I realized that the information in the other Chocobo FAQs on the site is not completely accurate. Using those guides will result in breeding a Gold Chocobo, but following them will also result in a loss of a lot of time and money (gil that is, not cash money).

My plan was to make a guide that provides the answers to breeding a Gold Chocobo the fastest and cheapest way possible. I had also hope to be able to provide a little extra information about Chocobos and their place in Final Fantasy VII. It has since become a guide that (as far as I have found) is the most comprehensive Chocobo guide available. I've tried to add as much information on Chocobos as I can find to truly make this a one-stop Chocobo guide.

Let it be known that I have nothing but respect for the authors of the other guides on the site. At one time, I believed that the techniques they described were 100% correct, and it is now known that is not true. Those guides will lead to Gold Chocobos, but the method described in this guide is better.

If you're having a particular problem with breeding or raising Chocobos, check out the Frequently Asked Questions portion at the end of this guide ([g30]). The questions in that section are listed at the start of this guide ([faq]). I will have many of the questions that I've seen on the message boards several times answered in that section. The main body of the guide answers these questions, but the FAQ section has shorter, more to-the-point answers.

I thank you for taking the time to check out this guide. I hope you enjoy it, and I hope it helps.

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*                               [a02] How to use this guide                               *  
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I have tried to set this guide up so it will be easy to find the information for which you are looking.

If you are looking for the quickest way to breed a certain color of Chocobos or any other information in particular, simply highlight the corresponding label listed in the Table of Contents ([toc]), press ctrl+C (on a PC) to copy, ctrl+F to bring up your "find" browser and ctrl+V to paste the label in the "find" box. Hit enter, and you're on your way to the right area (hopefully).

I have redesigned the sections and assigned the sections into chapters, which (I think) weill help you find whatever it is for which you are looking fairly easily.

I started with (of course) the Table of Contents, which should serve as a quick reference to anyone looking for something in specific. The second section includes a list of the questions answered in the Frequently Asked Questions section at the end of the guide (section [g30]).

Each of the following chapters of this guide begins with a header. These headers will act as a quick reference point for each section.

The current chapter of the guide is the "A" section. This section is all of the introductory information about the guide and all of the legal mumbo-jumbo.

The "B" chapter is the quick reference guide to Breeding a Gold Chocobo. This chapter contains the quickest ways to breed. Just a little piece of advice: if you're using the "No-Race-Required" Method outlined in sectoin [b04], it is best to start from scratch. Do not come into the middle of the process and think you will be able to pick it up half way, as it will not work that way.

This chapter also contains information on how to work with the game's Chocobo-Breeding, Random-Number Generator

The "C" chapter acts as kind of the header for the meat of this guide. It starts the break down of all the Chocobo-related information I can find.

The "D" chapter addresses the basic information about catching, keeping and basic Chocobo care.

The "E" chapter discusses the racing of Chocobos. At this time, the information I have on hand about the actual races is a little sparse, but that has become my primary goal for the next update. This section also explains the stats of a Chocobo.

The "F" chapter handles the information about the different types of Chocobos and how to acquire them, whether that be through catching or breeding. This section also has the stat properties listed for the different Nuts.

The "G" chapter is anything else that I could think of to add to the guide that doesn't really belong anywhere else. It contains the FAQ section, the information on the Chococo Sage and the Chocobo Family as well as other little tidbits of information that I have gathered.

If you're just looking for the quickest way to breed a Gold Chocobo, highlight [b02], press ctrl+C, ctrl+F and ctrl+V to go straight to the "Breeding a Gold Chocobo" section of the guide. If you need a little extra help with how the process works, read the entire "B" section.

It has come to my attention that reading this guide has become longer than the actual process of breeding a Gold Chocobo using the methods described. So, I have taken strides in making the information flow a little better and help easier to find.

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*****  
* [a03] Quick Note of PSN Version for PSP *
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First, be aware that the PSN version of this (and all PSOne Classics) is the exact same game as the original, whether you play it on the PSP or the PS3.

There will be a few mentions throughout this guide of using the R2 and L2 buttons for different things. If you own one, you know the PSP doesn't have R2 and L2 buttons. However, the analog stick on the PSP (the "nub") is not used for playing Final Fantasy VII, as the analog stick was not used for the original game. To use your R2 and L2 buttons while playing this on your PSP, your "nub" has been assigned the roles of L2, R2 and L2+R2 by pressing left, right and up respectively by default.

I have received a few e-mails from readers who have let me know that the PSPGo operates the same way a original PSP operates. I don't have any personal experience with the PSPGo, so I will take their word. :)

Also, I have noticed there is a slight difference in the way you reset the game. If you choose either the "Reset game" or the "Quit game" option under the "Home" menu (by pushing the "Home" button), it will perform a "hard reset".

The only way I know to perform a "soft reset" on the PSP is to hold the L and R buttons, hold up on the "nub" and push start and select and the same time.

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Again, be aware that the PSN version of this (and all PSONe Classics) is the exact same game as the original, whether you play it on the PSP or the PS3.

The only thing of notice here is the way you reset the game. If you choose either the "Reset game" or the "Quit game" option under the "Home" menu (by pushing the PS button), it will perform a "hard reset".

Again, the only way that I have figured to perform a "soft reset" is to hold the four shoulder buttons and push select and start at the same time.

This doesn't make a big difference for overall game play, but if you're trying to work with the RNG (which is known to be a bit of a mess for this game), it makes a world of difference.

* [a10] Miscellaneous Stuff *

If there are any questions, concerns or comments pertaining to this guide, feel free to let me know via e-mail. The address is gamefaqsuser30@sbcglobal.net. I also still browse the Final Fantasy VII message board on gamefaqs.com with some regularity, and I'm always looking for ways to help other users, especially with Chocobos.

If you read though this guide and it has helped you or if you just enjoyed it, please just shoot me a short e-mail if you would like. Writers on this site don't get paid for what we do to help other gamers, and sometimes it's nice just to receive a short "Thanks". :)

* [a11] Version History *

Version 1.0.0 - Started October 17, 2009, and finished October 20, 2009.
----- Initial information and guide completed, hopefully without any major errors. Guide submitted to GameFAQs.com for possible consideration. Rejected twice for HTML and other programming errors.

First posted on the site: October 26, 2009. YAY!

Version 1.0.1 - Made several corrections of typos and a few unclear areas.
----- Added some Thank Yous.

Finished: November 10, 2009.

(Note: Not released)

Version 1.1.0 - Re-wrote a few sections. Corrected some inaccurate information.
----- Added short information about the PSPGo. Slightly re-worded the Copyright notice. Added a chart for Chocobo Encounters. Added a quick reference to breeding a Gold Chocobo earlier in the guide.

Finished February 16, 2010.

(Note: Not released)

Version 1.2.0 - Changed information on Random Number Generator and moved it to

an earlier position in the guide. Added more information. Re-
labeled sections to make more sense to me. Added a couple extra
FAQs.

Finished February 18, 2010.

(Note: Not released)

Version 1.2.1 - Spell Checked and cleared up a few things for consistency's

sake.

Finished February 19, 2010 (finally).

Version 1.2.2 - Noticed a few small spelling/consistency errors. Changed the

wording of a few things to make it a little clearer in my op-
inion. Added a "Thank You" to those that have e-mailed me cor-
rections and clarifications.

Finished February 22, 2010.

(Note: Not released)

Version 1.3.0 - Fixed a couple of small errors. Added some information on the

Chocobo races on Joe and the other Chocobos. I also added the
prizes for winning ten consecutive "S-Class" races, which I
evidently had forgotten about until now. Added the "Enemy
Skill" Materia receivable at the Chocobo Sage's house and the
"Contain" Materia receivable in Mideel. Moved Version History
to the end of the guide.

Finished February 22, 2010.

(Note: Not released)

Version 1.4.0 - Added Ruby WEAPON section. Added Lucrecia section. Added the

section of the Chocobo "Shops". Added another FAQ. Numbered
the FAQs in the FAQ section for easy finding. Added a list of
the FAQs close to the Table of Contents for quick reference.
Fixed location error for "Quadra-Magic" Materia in the Blue
Chocobo Section. Re-worded some things. Added a couple of Thank
Yous. Added my GameFAQs username as a byline to the title
block.

Finished February 25, 2010.

Version 1.4.1 - Fixed the numbering in the Breeding a Gold Chocobo - condensed

version. Separated the Breeding a Gold Chocobo - extended ver-
sion section. Added www.neoseekers.com as an available source
for hosting this file. Made some miscellaneous revisions to
the copyright notice. Fixed some typos and formatting issues.

Finished June 7, 2010.

(Note: Not released)

Version 1.5.0 - Re-worded some things. Added a few lines here and there for

clarity. Added a new FAQ question. Continued checking for and
finding typos and grammar errors. Started making preparations

for the Chocobo Racing section and re-organization of the guide. Noticed a couple of instances where it was still mentioned that fighting random battles advances the RNG markers and made appropriate changes. Added ChocoBuckle Section. Added Section on Run Type/Personality and some more information on the stats of the Chocobos you catch on the World Map. This was the largest update I had done in a while, so I hope everything looks good.

Finished June 10, 2010

Version 1.6.0 - Added the sections on the Chocobo Sage and the Chocobo Ranch Family. Fixed a couple of grammar issues and re-worded a few things for clarity (for my sake). Thanks to KingTrode for pointing out some unclear spots and making some recommendations. Added the "Myths Dispelled" section. Added the Quick Notes for PSN - PSP/PS3 section.

The next update will be a large "renovation" of the guide. I will be re-organizing the sections to make it a little more user-friendly (hopefully). It's going to look a lot different, and I am hoping a lot better.

Finished July 8, 2010

Version 2.0.0 - The first "major" revision the guide has seen. I re-organized a majority of the guide to help it flow better. I also renumbered the sections. They are now designed that each chapter has a kind of "purpose". I have begun working on gathering stats and information about the actual races. Hopefully soon, I'll have a section devoted to helping users win races. I also added and changed quite a bit of text. I have verified and corrected some of the information concerning the types of Yellow Chocobos and where they're caught.

I have now started researching the PC version for any differences in it. I am also examining the possibility of creating an HTML format of this guide to be hosted on a personal site, and I am also looking at potentially developing this guide into some form of application for mobile devices (iPhone, Android, etc.).

It was tough getting this guide accepted. However, since it has been accepted, the updates have started and will continue to come as I have time. I am working on some other projects, but I do believe this guide still answers a majority of the questions that I've seen arise. If there are any others, please e-mail me or ask on the GameFAQs Final Fantasy VII Message Board. There are many users ready, willing and able to help.

* [a12] Copyright notice *

This guide and all of the contents herein are copyright protected. Anyone reading this who possesses a current GameFAQs user name and password may post any information from this guide on the GameFAQs message boards or answers forum. The guide may be posted on GameFAQs.com, its affiliates and neoseekers.com.

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personal/professional courtesy.

This guide is for your private and/or personal use. If you want to print it off for your own use, please, feel free to do so if it makes it easier. If you choose to print this guide for your own use, I suggest using 9-point, Courier New as that will keep all of the charts in tact. If you print the guide in it's entirety, it's currently just a little more than sixty-five pages as suggested.

If you print this guide, do not sell it to others. You may give it freely to anyone that has an interest in it, but again, do not make money from my work, please.

If anyone sees this guide published in part or in whole on any site other than the aforementioned authorized host (especially with advertising), please contact me via e-mail to let me know, so I can address the situation. Thanks!

Long story short - I worked hard on this guide. Please, don't make money from my work.

For the information that is in here from other users, let it be known that I have contacted each person from which I've used information and they have authorized the use of their information for this guide.

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*****  
*                               [a13] Thank you!                               *  
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I know most people wait until the end of their guides and FAQs to thank the people they want to thank, but I'm going to do it right from the get go. If there is anyone that believes they deserve to be thanked, please let me know.

First, I'd like to thank my lovely wife. I know I've spent what seems like endless hours at the computer looking up information for this guide and typing it out, but I want you to know that I'm very thankful to have a wife who understands my desire to do this. I love you!

Thanks to phiefer3 - your dedication to making sure the board users know how to properly breed their Chocobos is what lead me to design this guide. I also use a lot of the information I have picked up from you in this guide.

Thanks to shadow666 - you have also helped clarify breeding mechanics to me, and your link (shadow.thebrink.us/Chocobobreeding.html) has provided me with a great deal of information.

Thanks to Absolute Steve - for allowing me the use of information from your guide to make sure this is the most accurate Chocobo guide on the site. Not to mention your guide has been a great deal of help to me and many other users during its life on this site.

Thanks to Terence (TFergusson) - for cracking the codes of this game to make the actual mechanics behind Chocobo breeding available to us all. Also for allowing me to use your information in my guide.

Thanks to BrutalAl - for further explaining/clarifying the Random Number Generator issues many users have. Also for your video on quickly breeding a Gold Chocobo using the glitch you discovered and RNG manipulation. Finally, Thank you for providing the information for the "No-Race-Required" Method of breeding a Gold Chocobo.

A big thank you to all of those who have e-mailed me or contacted me on

GameFAQs.com's Final Fantasy VII message board with corrections and clarifications. I'm only one person, and I am human. So, I know I miss a lot of mistakes when I read over my own work. Thank you for helping me clear up my guide, so it really can help the biggest number of users. A few of these folks are: Diamond Weapon, Scott, Taurevo, Thillbilli and KingTrode. I'm sorry if I've not listed you as someone who has contacted me and you have.

Thanks to you, the reader. Without you, there is no reason to write guides. I am doing this as a labor of love, because I love Final Fantasy VII and all aspects of it.

Thanks to GameFAQs.com and its administrative staff for finding this guide worthy of being on your site and continuing to host it.

And, of course, Thanks to SquareSoft (now Square-Enix) for producing Final Fantasy VII and the entire Final Fantasy series. In my humble opinion, it is a true masterpiece of a game and series that has withstood the test of time.

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*****
*                               [b00] Breeding quick reference                               *
*****
*                               [b01] The Random Number Generator                               *
*****
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I think this is a pretty good time to mention the Random Number Generator (or RNG) as I will mention it many times throughout the guide. The RNG can be your friend or your enemy when it comes to breeding. It can be a lot friendlier if you know how to work it a little bit, and here's a little help with that.

For those who do not know, computers are incapable of picking completely random numbers, so computer programmers have designed a Random Number Generator. This is a set sequence of "random" numbers on which "Markers" are placed. The Markers move along the RNG using set actions as triggers to advance. The RNG in Final Fantasy VII actually uses several Markers. The Marker for breeding, raising and moving Chocobos is separate from the other Markers in the game (such as random battles and other "random" events).

The game does not maintain the position of each Marker on your save file. They are contained in the system itself while the system is on. If you perform a "hard reset" (pushing the "reset" button or powering the system off), the Marker's position will reset to the initial position (zero). If you perform a "soft reset" (Pressing and holding the four shoulder buttons, select and start at the same time) the Marker will maintain its position.

Here's a quick look at the basics of how an RNG and its Markers work.

Think about the series of numbers from 1-10. Most people would count those numbers "1, 2, 3, 4, 5, 6, 7, 8, 9, 10". The RNG rearranges the numbers in a set pattern. As an example, we'll say the pattern is "2, 5, 8, 1, 4, 7, 10, 3, 6, 9". Every time you perform some type of Chocobo-related action (feed a Chocobo a green, mate Chocobos, move in to or out of the Stables.), the Chocobo Marker advances a set number of spaces. The Marker also advances on its own while you're standing outside of the Chocobo Stables on the ChocoFarm. The Marker advances at a rate of about once per second while you're standing on the farm (the screen showing the pen) but not in the stables (the screen with the kids). For the sake of our example to keep things simple, we'll say the Marker always advances one space for each thing that triggers an advance.

I always say that while working with Chocobos (as well as many other aspects of this game) it's best to save very often. I recommend saving every time right

before going into the ChocoStables. This way, if you don't get what you're trying to get, you can reset and try again.

Let's say (for the sake of this discussion) that the numbers 1-5 are assigned to producing Male Chocobos and the numbers 6-10 are assigned to producing Females. You'd see by my example that the order of breeding would be Male, Male, Female, Male, Male, Female, Female, Male, Female. If you have bred a Male Chocobo and you need a female, you need to advance the Marker. To do this, as I've said before, reset the game and reload from the previous save. There are two possible situations I'll go over - "hard resets" and "soft resets".

"Hard resets"

After you reload, you'll have to do something different before trying to move or breed again. A simple thing you can do would be to feed any Chocobo in your stable any green. This will advance the Marker. You could also just move in and out of the stable once, as this will also advance the Marker. If you still don't have what you need, try to reload and do some different things. Normally, you don't have to reset more than once or twice if you're doing different things each time.

"Soft resets"

After you reload from a "soft reset", the Marker will still be in the position it was before you reset the game. Meaning, once you've tried breeding or moving a Chocobo, the RNG will advance naturally. Performing a "soft reset" will maintain the Marker's naturally advanced position. You shouldn't have to do anything different after reloading to get a different outcome. Again, if it does not work the first time, "soft reset" and try again.

Of course, the RNG of Final Fantasy VII and its Markers are much more complicated than 1-10 and more things will move it along than the things I've mentioned. Some things will even advance it more than one space at a time, but you can get a general idea of how it's supposed to work from this. I believe the RNG for this game actually uses 256 Marker locations (0-255 or 00-FF (for those who use hexadecimal)).

Note: The RNG does not actually mix up the numbers. It simply assigns functions (gender, color, stats, etc.) to each spot on the line. Real example: for the breeding for two Great Chocobos with zero wins, RNG position @RNG006 will result in a Green Male, @RNG008 will result in a Green Female, @RNG034 will result in a Blue Male, and @RNG005 will result in a Blue Female.

Note: Any time I mention "Manipulating the RNG", I mean using means outside of the natural flow of the game to gain a desired outcome. Some examples of this would be to enter and exit the Chocobo Stables or feeding your Chocobos a set amount of a particular Green to advance the RNG to a desired spot.

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*****
*                [b02] Breeding a Gold Chocobo - condensed version                *
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Note: This section addresses what I feel is the quickest way to breed a Gold Chocobo without trying to manipulate the RNG too much.

Also Note: I will mention that I race my Chocobos up to a certain "Class". A Chocobo's Class has nothing to do with the breeding process. You do not need to race your Chocobos to a certain Class to guarantee any special breeding

mechanics. I only use the Class as a reference point to know how many races I've won with a particular Chocobo.

Final Note: It is very possible to breed Special Chocobos without racing. Racing only ensures that it will be impossible to receive anything other than a Special Chocobo when breeding.

Alright, here it is. A quick reference guide to breeding a Gold Chocobo. This will only be the information needed to guarantee a Gold Chocobo. Mechanics will be further broken down in the individual sections of the guide, but a lot of people asked for this to be early in the guide. So, here it is.

Here are the requirements to guarantee a Gold without RNG manipulation:

- 1) As far as breeding goes Good = Great, so
Good + Good = Great + Great = Good + Great
- 2) Breed two Good/Great Chocobos with four combined wins with a Carob Nut to guarantee a Blue/Green.
- 3) Between three and ten random battles after producing a Chocobo must be fought to give parent Chocobos proper "rest" time.
- 4) Mate your two Good/Great Chocobos with a Carob Nut again to get the "opposite" Chocobo from what you bred the first time. Example: your first breeding produced a Blue Male Chocobo. You need a Green Female. If you don't get what you need, reset and advance the RNG and try again.
- 5) Between three and eighteen random battles after a Chocobo has been produced must be fought before a newborn Chocobo is "old enough" to breed.
- 6) Breed one Blue Chocobo and one Green Chocobo with nine combined wins with a Carob Nut to guarantee a Black.

Note: in the following breeding, due to a glitch in the game, you must choose the Black Chocobo first to receive a Gold.

- 7) Breed one Black Chocobo with One Wonderful with twelve combined wins with a Zeio Nut to guarantee a Gold (remembering that you need to fight between three and eighteen battles before your Black Chocobo is ready).

So, in short:

Good/Great + Good/Great + four wins + Carob Nut = Blue/Green
Blue + Green + nine wins + Carob Nut = Black
Black + Wonderful + twelve wins + Zeio Nut = Gold (Black chosen first)

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*****  
*                [b03] Breeding a Gold Chocobo - extended version                *  
*****
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Now for a little deeper explanation to this.

First, buy/rent all six stables and visit the Chocobo Sage to buy about 40-50 Sylkis Greens. Then fly to the area just south of the Bone Village and steal some (at least three) Carob Nuts from Vlakrados. You can also take some time here if you so desire to catch a Wonderful Chocobo from the snow fields close to Icicle Inn (found with one or two jumpings (rabbit looking things)) and maybe snagging a Zeio Nut from a Goblin on Goblin Island. You'll need these things eventually.

Now, catch two Great Chocobos around Mideel. They will always be with one or two "Spirals". "Spirals" look kind of like purple armidillos.

Quick Side Note: While you're at the Chocobo Sage's House, talk to his Green Chocobo to receive one of the four "Enemy Skill" Materias, and take a Mimmitt Green to the Chocobo in the shop in Mideel and scratch it behind the ear to get the "Contain" Materia.

You will need one male and one female. Gender is chosen at the time you move your Chocobo from the pen outside of the ChocoFarm to the stables inside. For best results, save before you move any Chocobos from the pen to the stables. After you move one Chocobo from the pen to the stable, exit the ChocoFarm and save. After you've saved, return to the stables and move the second Great Chocobo to the stables. If you got a Chocobo that matches the gender of the first, do a soft reset (four shoulder buttons, select and start at the same time) and try again.

Once you have a Great male and Great female, talk to Chole about which Chocobo is faster and feed that Chocobo about eight to ten Sylkis Greens. Go to the Gold Saucer and race (and win) four races. Return to the ChocoFarm and breed your two Greats to produce a Blue/Green Chocobo.

Note: As previously stated, this will also work with Good Chocobos that can be caught around the Gold Saucer, but Great Chocobos have better base stats. So they're better racers and will produce better racers. You'll also receive more experience and AP from the enemy encounters outside of Mideel.

Hang around the ChocoFarm and fight ten random battles. Save your game and re-enter the ChocoFarm. Breed your two Greats again to produce another Blue/Green Chocobo. If you do not get the color or gender you needed, do a "soft reset", reload and try again. The RNG will have moved itself forward from the previous breeding if you soft reset.

Once you have one Blue and one Green Chocobo and one male and one female, I recommend feeding the Green Chocobo about ten Sylkis Greens and using that Chocobo to win nine races (This will bring you to the "S-Class" races, but you do not need to win any of the "S-Class" races). The reason I recommend racing the Green to nine wins is it's easier to race the Short Track with the Green as it receives no speed penalty during the "space area" of the track, and the Short Track takes less time. You'll also only need to feed one Chocobo this way.

Once you have nine combined wins (either all nine with one or a mixture of wins with both Chocobos - your choice) and have fought some random battles (your newborn Chocobo won't be able to breed until between three and eighteen battles have been fought), you're ready to save again and breed your Blue and Green Chocobos. If you have nine combined wins between your Blue and Green Chocobos and breed using a Carob Nut, you will get a Black Chocobo.

Again, feed your Black about eight to ten Sylkis Greens and your Wonderful Chocobo about five or six. I usually race my Black Chocobo up to "S-Class" (nine wins) and my Wonderful up to "B-Class" (three wins). This gives me the twelve wins required to guarantee a Gold Chocobo.

I always save before breeding, just in case, but once you have twelve combined wins between your Black and Wonderful, select the Black first and mate using a Zeio Nut. This will guarantee a Gold Chocobo.

Thanks to BrutalAl for the information in this section.

For those that wish to just get in there and breed out a Gold Chocobo, without all of the hassle of racing, feeding the Chocobos to increase stats, etc., the following method of breeding a Gold Chocobo is what I'm calling the "No-Race-Required" Method of breeding. It requires fighting seventeen random battles (to make sure your Chocobos are "old" enough) and uses the RNG mechanics to produce the Chocobos needed to receive a Gold.

So, here is the "No-Race-Required" Method with a bit of a break down.

BrutalAl's description

This is a copy of the post that BrutalAl posted on the GameFAQs message boards. I will attempt to break this down in a little bit.

Capture 1xGreat, 1xWonderful
@RNG-002 Move Great (F), then (directly after) move Wonderful (M)
@RNG-003 Mate Great+Wonderful = Blue Female
Fight 6x battles
@RNG-052 Mate Great+Wonderful = Green Male
Fight 8x battles
@RNG-007 Mate Blue+Green (Saraha Nut = Black Female
Fight 3x battles
@RNG-008 Mate Black+Wonderful = Gold Female

- * "@RNG" = marker's position (000 after hard reset)
- * Visiting Choco Farm Field (outdoors) "shortly" increases marker position by 2, more if you stay longer.
- * Feeding Karaka Greens increases the marker by 1 per Karaka Green.
- * Mating/Moving increases marker

This requires 0x races and a total of only 17x "Passing-Time" Battles

The Breakdown

This will hopefully break down BrutalAl's mechanics to a "read-able" version, which will require minimal script translation.

The Setup

You will need to have the following for this method:

- 75,900 gil.
 - 60,000 gil for the stables
 - 400 gil for the Saraha Nut (or find one)
 - 15,500 gil for the Karaka Greens - less if you want to use the W-Item trick/glitch to get the Greens cheaper.
- All six stable rented
- A few Reagan Greens to help catching the Chocobos in the field (technically two are needed to catch two Chocobos, but if you don't catch the first Chocobo you "fight" or you accidently catch a Chocobo you shouldn't have, it's nice to have the extras lying around in your inventory.)

- One Great Chocobo in the pens (caught using the Reagan Greens)
- One Wonderful Chocobo in the pens (caught using the Reagan Greens)
- Sixty-two Karaka Greens (this can be different if you use just enter/exit the Chocobo Farm Field screen a few times to advance the RNG Markers)
- Two Carob Nuts
- One Saraha Nut
- One Zeio Nut
- Just a little time. This method is by far the fastest way to breed a Gold Chocobo, but you will be required to fight seventeen battles. Where you fight these battles is completely up to you. If you want to gain decent AP and exp. while not being in any real threatening battles, I recommend the forested area around Mideel, but hanging out around the Chocobo Ranch works just fine, makes travel quicker and battles very easy.

The Process

First things first, buy/rent all six stable available for 60,000 gil. If you want to at this time, go ahead and buy a Saraha Nut and Sixty-two Karaka Greens. Feeding the Chocobos Greens makes it a little quicker to advance the RNG since you can feed them multiple greens at one time.

After you have this, it's time to go catch some Chocobos. It's up to you to decide if you want to go catch them north of RocketTown or if you want to go to Mideel. They both have Great Chocobos, but they seem to show up a little more regularly outside of Mideel. Catch one Great Chocobo. It will show with two "Spirals". If the Chocobo you caught does not show with two "Spirals", either release it or escape from the battle. It'll be useless to you.

Note: If you're still unsure if you have a Great, you can save your game outside of the Ranch, move the Chocobo to see if ChocoBilly tells you "This is a Great Chocobo." and then re-load before going to Icicle Inn. You need to move both Chocobos in a row for this method to work properly.

As soon as you've caught a Great, go to the Icicle Inn area. Do not move the Chocobo from the pens to the stables yet. Go to the Chocobo Tracks and catch a Wonderful Chocobo, which is found with one or two "Jumpings". They looks like rabbits. Only keep a Wonderful Chocobo. (see the note above if you're not sure if it's a Wonderful)

Return to the Chocobo Ranch, save and perform a "Hard Reset". This resets the RNG Markers to their initial position (@RNG-000).

Enter the Chocobo Ranch and quickly make your way into the ChocoStables (if it takes more than two or three seconds, the RNG will advance further than you want. You should have two Chocobos in your stables.

Talk to ChocoBilly and select "Moving Chocobos". ChocoBilly will ask you which Chocobo you would like to move. The first Chocobo that shows up will be the Great Chocobo that you caught, and ChocoBilly will let you know this by saying, "This is a Great Chocobo". Select "yes" when he asks if you want to move it from the pens to the stables. If you have done nothing else since re-loading after a Hard Reset, the RNG Marker will be at @RNG-002. This will produce a Great Female Chocobo.

Immediately after moving the Great over, talk to ChocoBilly again and have him move the Wonderful Chocobo over. When he sees the Wonderful Chocobo, he'll say, "This... is a Wonderful Chocobo!". If you moved your Great Chocobo at @RNG-002, the Marker will be at the right spot to give you a Wonderful Male Chocobo.

Now, exit the Chocobo Ranch and save your game. Perform another Hard Reset and re-load. Re-enter the Chocobo Ranch and quickly make your way to the stables. Tell Billy you want to feed Chocobos. Feed the Great Chocobo (though it doesn't matter which one) one Karaka Green to advance the RNG Marker one space. With the two spaces the Marker advances by entering the Chocobo Ranch Field Screen and the one space it advances by feeding one Karaka Green, you'll be at @RNG-003. Talk to Billy and have him mate your Great Chocobo (must be chosen first) with your Wonderful Chocobo using a Carob Nut. You will receive a Blue Female Chocobo.

Note: If your total battle count is not equal to 32,767, you will need to go fight six battles. Save and Hard Reset.

Enter the Chocobo Ranch and quickly make your way to the stables. This time the RNG Marker needs to get to @RNG-052, and quickly making your way to the stables screen advanced it to @RNG-002. So, you have the choice of feeding a Chocobo fifty Karaka Greens (to advance it one space per Green), exiting and entering the ChocoStables screen twenty-five times (each time you enter the Chocobo Ranch Field Screen, it advances by two), or a combination of the two. After six battles and an @RNG-052 position, breed your Great (chosen first) and your Wonderful with a Carob Nut again to get a Green Male Chocobo.

Once you have your Blue Female and Green Male Chocobos, you must fight eight battles to get your Chocobos to be "old enough" to breed. Save and Hard Reset.

Enter the ranch and make your way to the stables as usual. To get the proper Black Chocobo using this method, your Marker needs to be at @RNG-007. You can get there by entering and exiting the stables a couple of times and feeding one Karaka Green to a Chocobo or by feeding one Chocobo five Karaka Greens. Breed the Blue with the Green using a Sahara Nut (not a Carob Nut) to get a Black Female Chocobo.

Exit the ranch and fight three battles before saving and performing a Hard Reset (though you can save at any time, and I would advise in doing so).

Enter the ranch and once inside the stables, advance the Marker to @RNG-008 by exiting and entering the stables three times or feeding one Chocobo six Karaka Greens. Breed the Black (chosen first) with the Wonderful Chocobo to receive your very own Gold Female Chocobo.

Well, there you have it. This is a method of breeding a Gold Chocobo using the Random Number Generator to your advantage. It takes fighting seventeen random battles (though you can fight more, it won't hurt) and absolutely none of that racing that some people find so tedious.

Note: When I used this method myself, I started watching the clock in my house the moment I purchased my first stable (I bought all six at once) and paid attention to the clock the moment my Gold Chocobo was named. Less than forty-five total minutes had passed. That's catching a Great Chocobo, a Wonderful Chocobo, fighting the required random battles, saving multiple times and going through all of the hard resets all within forty-five minutes. That's quite a bit quicker than the several hours people used to believe it took to breed a Gold Chocobo. :)

A Glitch

A breeding glitch has been discovered by BrutalAl when the total number of battles fought equals 32,767. The glitch causes the number of battles fought

between breeding parent and newborn Chocobos to be obsolete - meaning you would not have to fight the random battles between breeding to breed again. Using this information and his own understanding of manipulating the RNG, he bred a Gold Chocobo in just under four minutes. His work can be seen on YouTube.

Here's his video. (Hosted by permission from BrutalAl)

<https://www.youtube.com/watch?v=ZaVmzfmhBw>

Note: the 32,767 battles that would need to be fought would take nearly 200 hours of game play to accomplish (or use a cheat device).

Also Note: the amounts of Greens BrutalAl feeds his Chocobos to manipulate the RNG is different than listed here. That's because he does not ever reset the game meaning the RNG Markers are in a different position after each breeding.

Enjoy.

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*****
*                               [c00] Chocobo basics - part I                               *
*****
*                               [c01] Chocobos - notes about                               *
*****
```

Okay. The first several sections of this guide were simply there for people who wish to breed a Gold Chocobo in a hurry. The rest of the guide is designed to break down Chocobos and their mechanics in every way that I can imagine it being possible.

Chocobos have been in every Final Fantasy game since the second game. To the best of my knowledge, Chocobos have even appeared in every spin-off Final Fantasy title (Crystal Chronicles, etc.). They even have their own spin-off series (the Chocobo Fables) and had their own Final Fantasy VIII side game "Chocobo World" (playable with a pocketstation). They are a mainstay in the Final Fantasy series and (in my opinion) one of the most recognizable Final Fantasy icons. They're cute, and everyone should get one.

One last note, if you're one of the gamers that likes to "customize" their controllers, set it back to default for all things Chocobo-related. The game is known to be very "glitchy" when custom controls are used with Chocobos. One of the most popular problems people have with custom controls is the inability to move Chocobos from the pens to the stables. So, please, use default controls for your Chocobos. This will make you and them happy.

```
*****
*                               [c02] Controlling Chocobos                               *
*****
```

On the World Map:

Chocobos are actually pretty easy to control. You continue to use the directional pad on your controller to maneuver them. Press the cancel button (default X) to dismount. Once you start breeding, press confirm (default O) to mount. All other field/camera controls remain the same.

In the races:

Directional pad: use to control your Chocobo's movement to the left or right.

Pressing up or down does nothing special. No, you cannot fly.
X: decreases your running speed. (note: slowing down enough will help to refill your stamina bar, albeit slowly.)
Square: increases your running speed. (note: speeding up enough will slowly decrease your stamina bar.)
O (circle): causes your Chocobo to sprint. (note: sprinting quickly drains your stamina bar and should not be done for long periods of time.)
Triangle: has no use in Chocobo racing.
Select: switches from "Manual" to "Automatic" control and back again.
Start: Pauses the game.
R1, R2, L1 & L2 by themselves have no use during Chocobo racing - more on that later (in the racing section).
Analog Sticks (either on the newer PlayStation controllers or the PS3 DualShock controller): has no use in Chocobo racing (or anywhere else in the game).
Analog "Nub" (PSP only): Acts as L2, R2 and L2+R2 by pressing left, right and up respectively, which by themselves do nothing during the races.

That's about it for controlling Chocobos.

```
*****  
*           [c03] What are Chocobos and why do I want them?           *  
*****
```

Chocobos are large chicken-like birds that can be ridden by humans. They are normally friendly, but they can attack you if you scare them. After they peck everything in sight, they run. What can I say? They're chickens.

Chocobos have a very important use in this game. They play a part in one of the longest side quests in the game, and they allow you access to the most powerful attack in this game that is not a limit break. They also make it possible to reach other powerful materia, which will make this game a whole lot easier in the long run.

Chocobos also have the ability to keep you safe from enemies. While you're riding on a Chocobo, you will not encounter any random enemies. How cool is that? However, it should be noted that there are at least three enemies that are visible on the World Map, which if you come into contact with one of them even while on a Chocobo, a battle will still commence.

Be careful though, unless you've bought/rented a stable from ChocoBilly (We'll discuss this later), once you hop off a Chocobo, it'll run and be gone for good.

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*****  
*           [d00] Chocobo basics - part II                               *  
*****  
*           [d01] Where can I find them?                               *  
*****
```

There are several locations across the world map where you can find Chocobos. All you have to do is look at the ground as you explore. Anywhere there are a bunch of marks on the ground that look like chicken tracks, you've found yourself a Chocobo area.

There are seven actual places where you can find Chocobos around the world. They are: the area east of Kalm - by the Chocobo Ranch; the area around Junon; The area to the northeast of the Gold Saucer; the area to the north of Rocket-Town; the area on the southern tip of the Wutai continent; the area by Icicle Inn on the Northern Continent; and the area outside of Mideel on the island in the southwest corner of the World Map.

Once you have made it to the point in the game where you can breed Chocobos (see section [d04]), the first thing you will need to do is make sure you have plenty of Gil to get started. Getting started isn't really expensive, and you should have more than enough gil to start by the time you reach this point in the game.

The first thing I would do is purchase the life-time pass from the Gold Saucer (if you didn't do it the first time you visited). This will run you 30,000 gil. You also need to visit the Chocobo Ranch and purchase/rent a couple of stables. These will cost 10,000 gil a piece, and I would recommend getting all six. You don't have to do that right away, but it'll make some sense later. Buy at least four to start though (40,000 gil).

You'll also want to buy some greens to aid in catching Chocobos. I would recommend flying the Highwind to the Northern Continent. Nestled in the mountains on the north side of the Forgotten City, lies a lonely house. This house belongs to the Chocobo Sage. A floating blue man who knows a lot about Chocobos but can never seem to remember too much of the information at once. He also happens to sell the best greens in the game.

(Side Note: Don't forget to talk to the Chocobo in Chocobo Sage's House. You receive one of the four "Enemy Skill" Materia for doing so.)

I would buy a few Reagan Greens at 3,000 gil a piece (four or five, maybe), and I would buy a lot of Sylkis Greens. (Note: if you wait until disc two has ended, there is a way to "mass-produce" greens and other combat items. It's called the W-Item Trick/Glitch. I won't explain it here though.) Sylkis Greens cost 5,000 gil a piece, but they are more than worth it when breeding Chocobos. You'll probably eventually want to buy at least fifty total Sylkis Greens for breeding purposes.

There's just a few more things that you'll need to breed - Nuts. You can buy some nuts from ChocoBilly, but I wouldn't do that. To get the nuts you need, you gotta go find them.

You'll want to get at least three Carob Nuts. You steal Carob Nuts from an enemy called "Vlakrados". Vlakrados look kind of like a small dragon. They are not the easiest enemy in the game with 33,333 hit points. The Carob Nut is also a drop from the enemy, so if you don't like stealing for moral reasons, you don't have to.

Note: You can also "purchase" Carob Nuts from the Battle Square at the Gold Saucer for 500 Battle Points per Nut.

You will also need one Zeio Nut. The Zeio nut is only found in one place in the world, and that is Goblin Island. Goblin Island is almost due north of the Chocobo Ranch on the "Main" continent and due east of the Chocobo Sage's house on the Northern Continent. Goblins appear in the forest.

Once you have your life-time pass to the Gold Saucer, some stables, some greens and some nuts, you're ready to start catching and breeding some Chocobos!

The short answer would be "very carefully".

Actually, you will need a little help with this. Your first step will be to acquire the "Chocobo Lure" Materia. There are two ways to do this. Ideally, you will want to grab it after you have been to Kalm for the first time. On your way to the Mythril Mines, stop by the Chocobo Ranch. Speak with ChocoBilly, and he'll offer you the Chocobo Lure for a small fee (of 2,000 gil). Most likely, you will need this at this time of the game, since getting across the marsh which lies to the southwest of the ranch is a little difficult without a Chocobo (but possible).

Side Note: During your first trip to the ChocoFarm (and I believe any other trips there before disc two), you'll notice there are several Chocobos in the pens in front of the stables. If you approach the Chocobo closest to Cloud and "talk" to it, he'll say "Wark". If you answer back "Warrk!" (I think), the Chocobos in the pen will do a little dance for you. After the dance, you'll receive the Choco/Mog Summon Materia.

Anyways, you will also have a chance to get the Chocobo Lure Materia during disc two. Once you have the Highwind available to you, you can return to the Chocobo Ranch, and the Chocobo Lure will be right out in front of the pens, on the ground. This will only be here once.

These are the only two ways to get the Chocobo Lure Materia (except mastering one of these), so don't lose them or sell them off. If you lose both of them, you will not be able to catch, raise or breed Chocobos. The only Chocobo you will be able to get is the Gold you receive from the Kalm Traveler (see section [g21]).

The chart below shows the chances of encountering a Chocobo on the different tracks on the World Map with either one or two Chocobo Lures equipped at different levels. (Thanks to Absolute Steve for the use for this chart.)

Chocobo Encounter Chart:

Chocobo Lure Materia Lvl:	Rating:	Chance Chocobo battle Ranch:	Chance Chocobo battle Junon:	Chance Chocobo battle everywhere else:
Level 1&2	8	75%	50%	25%
Level 3&4	16	100%	100%	50%
2x Lvl 3 or 4	32	100%	100%	100%

You should also have some greens. Greens are Chocobo food. Without greens keeping them occupied, it is very complicated to try to catch Chocobos. Buy some greens from ChocoBilly or the Chocobo Sage (disc two or three only). You should buy Curriel Greens (from ChocoBilly) or Reagan Greens (from the Chocobo Sage) to catch Chocobos as they will hold the Chocobos longer than the others available early on in the game.

After you've received your Chocobo Lure Materia and some greens, you need to equip the materia on one character. It doesn't matter whom. It will also help to manually re-arrange your items, so the greens are the first item. Once you meet up with a Chocobo, they don't hang around long, and the greens are the only thing that will keep them around. All you have to do is wander around the area on the world map where you see the Chocobo tracks, and one will show up soon enough. Chocobos always show up with groups of enemies.

Note: You do not have to be walking directly on the tracks. Being close is good enough, but I'm not sure how far from the tracks you're allowed to be.

The breakdown of what greens do to Chocobos in battle:

ChocoBilly's Greens

- Gyshal Greens: Keeps a Chocobo occupied for 2 turns.
- Krakka Greens: Reduces the Chocobo's chance to run to 33.3%.
- Tantal Greens: Keeps a Chocobo occupied for 3 turns.
- Pahsana Greens: Reduces the Chocobo's chance to run to 20%.
- Curiel Greens: Keeps a Chocobo occupied for 5 turns.
- Mimett Greens: Keeps a Chocobo busy for 1 turn

The Chocobo Sage's Greens

- Reagan Greens: Keeps a Chocobo busy for 8 turns and reduces the Chocobo's chance to run to 12.5%.
- Sylkis Greens: Keeps a Chocobo occupied for 1 turn

So, as you can see, Curiel Greens are the best thing available from ChocoBilly to keep Chocobos around, and, while Reagan Greens are the best overall, they are not available early on. Just make sure you do not attack a Chocobo during the battle or cast any magic or summons which will attack all, as this will cause the Chocobo to freak out and run. Use the green quickly and kill off the remaining enemies. The game will confirm that "You've caught a Chocobo." You're now ready to run.

Here are just a couple of tips for making the process go just a little quicker:

- Two Chocobo Lure Materia (preferably with 2 or more stars on each), which will increase the chances of getting into a ChocoBattle and limit the regular battles you'll face (see above chart).
- The Enemy Lure Materia, which will decrease the time between battles.
- A strong arsenal of weapons, which will make finishing battles quickly easier.
- Your Reagan Greens (or whichever Greens you choose) located to the first spot in your inventory.
- Pre-emptive Materia, which will help ensure you're not back-attacked

A few Chocobo-catching "Do Nots":

- Do not use Slash-All or Mega-All Materia as they will attack the Chocobo you're trying to catch.
- Do not use and green Materia paired with All as an offensive spell.
- Do not use summons (though I've heard Odin works).
- Do not pair Sneak Attack Materia to anything offensive, as it'll have a chance to attack the Chocobo.
- Do not have multiple Counter Attack Materia on one party member, if the first counter kills the attacking enemy, the party member will randomly attack another enemy, which could be the Chocobo.
- Do not pair Counter (Command) or Magic Counter with any Commands/Magic that target multiple enemies.

You're all set!

* [d04] How do I keep one? *

Once you have purchased/rented a stable from ChocoBilly (available disc two

once you have control of your airship, the Highwind), you will be able to keep any Chocobo you catch. Once the ChocoBattle is finished and you're riding high on your newly acquired Chocobo, you can now choose to dismount the Chocobo. It will not run away. You will have the option of sending it back to the stables or setting it free. Any Chocobo you send to the stables will be waiting for you outside of the barn in the pen.

Once you return to the Chocobo Ranch, talk to ChocoBilly. He will have a list of options for you. One of the options will be "Moving Chocobos". Select this and he will show you - one-by-one - each Chocobo you have caught and give you the option of releasing it or sending it to the stables. I'll talk more about what he says a little later on and what it means. ChocoBilly will also tell you the gender of the Chocobo at this time and let you name the ones you keep.

Note: when you get ready to start breeding Chocobos, I suggest that you name your Chocobos something gender-specific. If it's a Female Chocobo, give it a Female name. It also makes some sense to put some form of hint about the rating of the Chocobos that you keep for breeding purposes.

I name my Great Female Chocobos "GreatF"; Blue Male Chocobos are named "BlueM". So on and so forth. This will keep things straight in your stables and make it easy to keep track of who's racing and how many races you've raced with each one. Just remember, you only have six spaces to name your Chocobo.

You will be able to choose any Chocobo you have moved into the stables to ride around on at any time, unless you release it. Once you have started catching and keeping your own Chocobos, you can dismount them, and they will stay. You can also ride your Chocobos onto the Highwind (get close to it and hit the "confirm" button) and take your Chocobos all over the world.

```
*****
*                               [e00] Racing Chocobos                               *
*****
*                               [e01] What's the deal with racing Chocobos?         *
*****
```

There is one instance on disc one where you will be forced to race a Chocobo. This is a story-related event, and you must win the race. It is not a hard race, and there are things you can do to make it easier on yourself. Even if you don't win the first time, Esther (your "manager") will give you another, better Chocobo and send you back out to the races.

Racing Basics -----

If you want to breed Chocobos, understanding racing will make things a lot easier on you. First off, you'll notice that there are several things going on the screen during a race. The colors of the track are very bright. There's a meter on the left that's filled with red when you start. This is your stamina bar. It'll tell you how "tired" your Chocobo is. There's the box on the bottom which tells you if you're racing in "Manual" or "Automatic" mode. There's a thing on the right that tells you the order of the Chocobos in the race right now, and there's a map of the course you're on. You'll notice on the map that there's one part in white and the rest of it is grayed out. The grayed-out portion of the track during your first race is the long track, and I'll talk more about that later.

Controls -----

Again, anytime you're working with Chocobos, it is best to revert your controller back to its default settings. Once the race starts you will have no control whatsoever of your chocobo, this is because all races start in "Automatic control". Pressing the 'select' button will change it to "Manual" control, which will make winning a whole lot easier. Now that you have "full" control of your Chocobo, here are the controls:

Directional pad: use to control your Chocobo's movement to the left or right.

Pressing up or down does nothing special. No, you cannot fly.

X: decreases your running speed. (note: slowing down enough will help to refill your stamina bar.)

Square: increases your running speed. (note: speeding up enough will slowly decrease your stamina bar.)

O (circle): causes your Chocobo to sprint. (note: sprinting quickly drains your stamina bar and should not be done for long periods of time.)

Triangle: has no use in Chocobo racing.

Select: switches from "Manual" to "Automatic" control and back again.

Start: Pauses the game.

R1, R2, L1 & L2 by themselves have no use during Chocobo racing - more on that in the next paragraph.

Analog Sticks (either on the newer PlayStation controllers or the PS3 DualShock controller): has no use in Chocobo racing (or anywhere else in the game.

Analog "Nub" (PSP only): Acts as L2, R2 and L2+R2 by pressing left, right and up respectively, which by themselves do nothing during the races.

Note: Esther will go over these controls with you before your first race, and anytime you start racing on disc two (after gaining access to the Highwind), you can ask her to "teach" you how to race.

Next, any time you are racing, I would press the 'select' button to change from "Automatic" control to "Manual" control. Then, there is a little cheat that you can use to make sure you maintain stamina. Holding down R1+R2 on your controller while you race will slowly but steadily refill your stamina bar. This will come in handy, especially if you're not a seasoned, veteran racer. Without this little trick, it is sometimes very hard to keep enough stamina to finish the race strong.

Generally speaking, the first race isn't too hard. I usually start with a little sprint just to get ahead of the pack or at least a steady second. Then I will lay off the sprint and just increase my running speed until the stamina bar is barely going down. I usually hold this until I cross over a little hump and there's a path that (to me) looks like red carpet. I will sprint from here and try to take the lead if I've not done so by this point. Once I get a bit of a lead, I stop sprinting. You'll soon come up to a space-type area. Sprinting here doesn't do much good, as all basic Chocobos are slowed down at this point. Watch the map on the screen, and if you see a Chocobo start to encroach on your lead (or if you can see one on your screen), then sprint as fast as you can until you reach the finish line. This strategy usually works well for me, but it is not the only strategy around. The race is a lot easier using the R1+R2 stamina trick, since you will be able to sprint more.

Once you have finished and won this race, you'll not be able to race Chocobos again for quite some time.

Fast forward to disc two. I'll try not to spoil too much, but there is a short time on disc two where your party will be split up. Once you have access to the Highwind (the airship), you can start catching and breeding Chocobos, but the Gold Saucer will be closed for business at this point. However, I recommended that you wait until the entire party is back together. You can begin racing Chocobos once your entire team is reunited as the Gold Saucer will be open

again. At this time, you can also pick up the second Chocobo Lure materia in front of the pens at the Chocobo Ranch.

Classes:

Once you begin racing Chocobos, you'll notice that your Chocobo will be entered into the "C-Class" races. After you win three races, you'll be promoted to the "B-Class" races, and after another three wins, you'll find yourself in the "A-Class" races. Finally, after another three wins, the "S-Class" races are open to you. Esther will let you know each time you move up to the next level.

Note: The mandatory race one disc one is a "B-Class" race, and Esther has four different Chocobos that she will let you race with. Each one is a little better than the one you raced with before. The stats for these Chocobos is in the "stats" section ([e02]).

Also Note: Once your Chocobo has been promoted to the next level, you cannot go back and race the lower level races with that Chocobo. Each Chocobo advances individually.

Joe/TEIOH

During the races, there is a chance you'll see a Chocobo named TEIOH. That's Joe and his speedy Chocobo. Don't worry about his stats. His speed is always 10% higher, and his stamina is always 25% higher than yours. Luckily for you, he's really not that good of a racer. He wears his Chocobo out pretty early. If you're having trouble beating him, use the "stamina trick", and he'll lose to you pretty regularly. TEIOH is also a Black Chocobo. As a Black Chocobo, he incurs no speed penalty in the "Space" area of the Short Track nor the "Water" area of the Long Track.

For the purpose of racing, all other Chocobos are Yellow/regular, regardless of what their on-screen color is. Those colors are only chosen for the different Chocobos for identification purposes. The colors are determined by the Chocobo's racing position.

Joe never appears in "C-Class" races nor the mandatory race on disc one, but there is a chance of him showing up in every class after that as follows:

! "B-class" ! 1/8 chance !
! "A-Class" ! 1/4 chance !
! "S-Class" ! 1/2 chance !

* [e02] Chocobo Stats *

(Special thanks to Absolute Steve and Terence for the information in this section. This information is used by express written permission from the original authors and is copyright protected by Absolute Steve and Terence. Also thanks to BrutalAl for providing some of the information in this section on the order of stat assignment.)

The Stats

Just like the characters with which you fight battles, your Chocobos have stats that grow. However, The stats don't grow by "leveling" your Chocobos; they grow by feeding your Chocobos greens. Keep in mind that not all of these stats are visible to the player. You can ask Chole at the Chocobo Ranch to "rate" your Chocobos, and she'll be able to tell you which one is the fastest, quickest, etc.

The Chocobo Stats (with a short description of each) are:

Dash - Chocobo's sprinting speed (holding O) - this is a visible stat... to an extent. This stat is shown as "Speed" on the Chocobo status screen before each race. The total "Dash" value is between 1 and 6,000; "Speed" is "Dash" divided by 34. (i.e. $6000/34 = 176$, a Chocobos max. speed). For any results not equal to a whole number, any numbers following the decimal are dropped on screen. Example: Dash = 4267, $4267/34 = 125.5$, 125 is shown.
Maximum value = MDash

MDash - The highest "Dash" rating a Chocobo is capable of getting - invisible.
Maximum value = 6000

Run - The Chocobo's average running speed (with no adjustments) - invisible.
Maximum value = MRun

MRun - The highest possible "Run" rating - invisible.
Maximum value = 6000

Stamina - The Chocobo's endurance/how fast the "Stamina Meter" drains while sprinting or running faster - visible... to an extent. The stat shown as "Stamina" on the Chocobo status screen before a race shows the Chocobo's total stamina divided by ten. Stamina is a value between 1 and 9,999. You will see a value no greater than 999 for one of your Chocobos.
Maximum value = 9999

Acceleration - How quickly the Chocobo accelerates - invisible.
Maximum value = 100

Co-operation - How well your Chocobo gets along with you as a rider. This stat determines how well the Chocobo will listen to you while under "Manual" control and is always set to zero by default when you catch or breed a new Chocobo. - invisible.
Maximum value = 100

Intelligence - How smart your Chocobo races on its own. This stat will determine how well your Chocobo races in "Automatic" control. - invisible.
Maximum value = 100

Races won - How many times a Chocobo has crossed the line in first place. This stat obviously is always set to zero when you catch or breed a Chocobo - invisible.

Gender - Ummm...if you need an explanation on this, please ask your parents - technically invisible, but ChocoBilly will tell you the gender when you move the Chocobo from the pen to the stables or when a new Chocobo is bred. Once you have been given the gender of the Chocobo, it is usually a good idea to give the Chocobo a name that will let you know what the gender is. For example: Billy says "This is a Great Chocobo! Please, name this female Chocobo.", a smart thing to do might be to name it GreatF or something similar to let you know the rating and the gender. Once you've named the Chocobo, there's no telling what the gender is. Gender has no bearing on racing ability.

Color - What color your Chocobo is - visible with a color TV.

Rating - The rating your Chocobo is. This was told to you when you asked to move your Chocobo from the pen to the stable. It rates from "Terrible" to "Wonderful". More on this later.

Esther's Chocobos

Esther has four different Chocobos she will let you race with during the mandatory race. If you lose a race, she'll give you the next Chocobo in line. Here are the stats of the four Chocobos in the order that you'll race them upon losing:

	First	Second	Third	Fourth
	-----	-----	-----	-----
Dash	3000	3200	3700	4500
Run	2200	2500	3000	3500
Accel	50	50	50	50
Co-Op	50	60	80	100
Intel	50	60	80	100
Stamina	3200	3400	4000	6000

All of a Chocobo's stats are determined when the Chocobo is moved from the pens to the stables. When you move a Chocobo, its starting MDash and Stamina stats always start at pre-determined values depending on what rating of Chocobo you caught. The following table shows the possibilities of stats for each rating.

Note: Thanks to Terence for this information.

Wonderful	MDash	3500	3600	3700	3800	3800	3900	4000	4000
-----	Stam	4500	4300	4200	4000	4000	4000	3800	3500
Great	MDash	3000	3000	3100	3200	3300	3400	3500	3600
-----	Stam	3800	3600	3500	3400	3300	3200	3200	3000
Good	MDash	2800	2800	3000	3000	3100	3100	3200	3300
-----	Stam	3500	3300	3200	3100	3000	2900	2800	2600
So-So	MDash	2400	2500	2600	2700	2800	3000	3000	3000
-----	Stam	3300	3100	3000	3000	2800	2700	2600	3000
Average	MDash	2000	2200	2300	2400	2600	2800	2500	2500
-----	Stam	2500	2300	2200	2100	1900	1800	2000	2000
Poor	MDash	1800	1900	2100	2200	2300	2000	2000	2000
-----	Stam	2000	1700	1500	1300	1000	1600	1600	1600
Bad	MDash	1500	1600	1700	1900	2000	1800	1800	1800
-----	Stam	1300	1200	1100	900	800	1000	1000	1000
Terrible	MDash	1300	1400	1600	1700	1800	1500	1500	1500
-----	Stam	1000	900	700	600	500	800	800	800

Adjusting MDash and Stamina

Now, once the base values for Max Dash and Stamina have been determined, they will be adjusted separately:

1/2 chance of being increased by Rnd(0..127)
1/2 chance of being decreased by Rnd(0..127)

Adjusting Dash -----

This is a lot simpler than the previous section, Dash is set to merely a percentage of the MDash Stat. The formula used depends on the Rating:

Wonderful, Great, Good and So-So:

$$\text{Dash} = [\text{Max Dash} / 10] * \text{Rnd}(5..8)$$

Average, Poor, Bad and Terrible:

$$\text{Dash} = [\text{Max Dash} / 10] * ([\text{Rnd}(0..255) / 50] + 3)$$

Adjusting Run and Max Run -----

These are again related, so we will deal with them together.

First, we must define a modifier we will be using. It differs depending on the Rating of the Chocobo:

Wonderful, Great, Good and So-So:

$$x = 100 * \text{Rnd}(2..4)$$

Average, Poor, Bad and Terrible:

$$x = 100 * \text{Rnd}(2..5)$$

Once this is defined, then:

$$\text{Max Run} = \text{Max Dash} - x$$

$$\text{Run} = \text{Dash} - x$$

Assigning Acceleration and Intelligence -----

Acceleration and Intelligence are randomly determined multiples of 10, again based on the Rating:

		Acceleration	Intelligence
Wonderful/	Great:	10 * Rnd(6..7)	10 * Rnd(5..6)
	Good/ So-So:	10 * Rnd(5..6)	10 * Rnd(3..4)
	Average/ Poor:	10 * Rnd(3..5)	10 * Rnd(0..2)
	Bad/ Terrible:	10 * Rnd(2..5)	10 * Rnd(0..2)

There is one more stat that I will address in the next section, but for all intents and purposes, you now have your Chocobo!

The "Kalm Traveler's" Chocobo -----

You receive a Gold Chocobo for returning the "Desert Rose" to the "Kalm Traveler". The Chocobo is always rated as a Great Chocobo and has a 50% chance of being male and 50% chance of being female. See Sections [g20] and [g21] for information on obtaining the "Desert Rose" and what to do with it.

Here are the other stats on this Chocobo:

Dash: 1000 MDash: 3000

Run: 500 MRun: 2500
Stam: 1000 Accel: 60
Co-Op: 0 Int: 30

There are two ways to improve the stats of your Chcoobos: breeding and feeding. Feeding will be covered in section [e04], and breeding will be covered in the breeding chapter a little later in the guide [f00].

The Order of Stats

When you move your Chocobos from the ChocoPens to the Stables, they are assigned their stat values based on the position of the RNG Markers. The stat selection order is the same everytime.

Each time a stat is assigned, the RNG Marker advances one place down the line, so moving Chocobos will advance the Chocobo-related RNG Marker twelve places (thirteen places for Terrible Chocobos).

The order in which the stats are assigned is as follows:

1. MDash/Stamina pair
2. MDash adjustment size picked
3. MDash adjustment added or subtracted
4. Stamina adjustment size picked
5. Stamina adjustment added or subtracted
6. Dash set
7. Run and MRun set* (see note below)
8. Accel set
9. Intel set
10. Personality attempted to be set at 0 (see next section)
11. Personality set at 1 or 2 (only if Personality \neq 0)
12. Gender set** (see note below)

* - For Terrible Chocobos - between 7 & 8, dummy roll with no meaning

** - The chances of receiving a Male of Female Chocobo are not exactly 50/50 for all Ratings. Terrible Chocobos have a 134/256 (~52.3%) chance of being Male (122/256 chance of being Female), and Wonderful Chocobos have a 122/256 (~47.7%) chance of being Male (134/256 chance of being Female).

* [e03] A Final Note About Chocobo Stats (Personality) *

Note: I separated this section from the other stat section in this guide because there is still some confusion as to what Personality does for Chocobos beside making them do different things on the racing menu. There also appears to be some difference in the way the different racing types effect the breeding RNG. From what I've read, I assume it's because Personality types 1 and 2 require an additional RNG roll. There's a lot that's not completely clear about it. However, it's in the game, so for now, it's here.

Also Note: Special thanks to Terence for this information. This is pretty much a copy/paste from his mechanics breakdown on the qhimm forum (with some minor formatting revisions and replacing Run Type with "Personality").

From Terence:

Before you start reading and stuff, I'd like to ask for a little help: there's a stat that I've decided to call Personality. Now, it has three possible val-

ues: 0, 1 or 2. I've noticed that Personality2 chocobos look like they're forever dashing on the setup screen when you play Chocobo Racing. However, Personality 2 chocobos are "rarer" than the better Ratings (only a 1/16 chance to get a Personality 2 Wonderful Chocobo). In addition, there's a Green that allows you to "remove" Personality 1 and 2 and replace it with 0 after enough feeding (and if you feed it enough to cause that, you'll get a fanfare and ChocoBilly will say that "their personality's improved!"). [Note: This is the Pasana Green] So, I'm assuming that Personality 1 and 2 are "BAD".

But, I don't know what they do. I've watched the effects of Intelligence and Co-Operation first hand in Chocobo Racing... but Personality doesn't "seem" to affect anything that noticable. Maybe Intelligence overwrites it on auto, but... eh. I dunno.

BrutalAl also made the observation that a Personality 2 Chocobo will appear as a "dashing" Chocobo on the pre-race screen. There appears to be no visible difference between 0 and 1. They both appear to be "trotting" or "jogging".

If anyone wants to help Terence and myself solve this puzzle, be my guest.

And, on to Personality:

And finally, Personality is randomly determined. First, you have a chance at Personality 0 - the Normal Personality - and this depends on the Rating again:

		Chance of Personality 0
Wonderful/	Great:	7/8
Good/	So-So:	3/4
Average/	Poor:	1/2
Bad/	Terrible:	1/2

If you don't get Personality 0, then you have a 50/50 chance each of Personality 1 and 2.

```
*****
*                               [e04] I have to feed these things?                               *
*****
```

(Note: Again, special thanks to Absolute Steve for the information in this section. The information provided in this section is copyright protected by Absolute Steve and is used with express written permission from the original author.)

To be an effective racer, yes, you have to feed your Chocobos. What you feed them makes a difference, too. The easiest way for me to describe it is, you get what you pay for. As I have previously stated, Chocobos eat greens. The types of greens they eat determine the amount their attributes increase. This list is a little long, so please, bear with it.

Note: Greens fed to Chocobos in the field (battle) have no effect on a Chocobo's stats. It also seems that greens fed to Chocobos while on the Highwind have no effect on the Chocobo's stats. Only greens fed to Chocobos in the stables will effect their stats.

Also Note: unless otherwise specified, only whole numbers are used.

Gyshal Greens:

Purchased: ChocoBilly - 100 gil

Dash + [0-3]

Run + [0-2]

Stam + [0-3]

Co-Op + [1]

Karaka Greens:

Purchased: ChocoBilly - 250 gil

Int + [1-2]

Co-Op + [1]

Tantal Greens:

Purchased: ChocoBilly - 400 gil

Dash + [1-4]

Run + [1-4]

Stam + [1-2]

Int + [1]

Co-Op + [1]

Pahsana Greens:

Purchased: ChocoBilly - 800 gil

Int + [1-8]

Co-Op + 25%[1], 75%[2] (25% chance the increase is 1, 75% chance the increase is 2 points)

Curiel Greens:

Purchased: ChocoBilly - 1000 gil

Dash + [0-3]

Run + [0-3]

Stam + [3-10]

Co-Op + [2]

Mimett Greens:

Purchased: ChocoBilly - 1500 gil

Also Available: Gold Saucer - Battle Square - 1280 BP - After getting Buggy

Also Available: Gold Saucer - Battle Square - 400 BP - After getting Tiny
Bronco

Dash + [1-16]

Run + [0-3]

Stam + [3-10]
Accel + 75%[0], 25%[1]
Co-Op + [2]

The following greens are only purchasable from the Chocobo Sage and have
Special Chocobo stat properties.

Reagan Greens:

Purchased: Chocobo Sage - 3000 gil
Also available: Gold Saucer - Battle Square - 2000 BP - Highwind access

Dash = [Speed * 34]

x = [Dash/20], y = [between 0 & 10]
Dash + 50%[x+y], 50%[x-y], minimum = 0

x = [Run/20], y = [between 0 & 10]
Run + 50%[x+y], 50%[x-y], minimum = 0

x = [Stam/100], y = [between 0 & 10]
Stam + 50%[x+y], 50%[x-y], minimum = 0

Co-Op + [3]

Sylkis Greens:

Purchased: Chocobo Sage - 5000 gil

Dash = [Speed * 34]

x = [Dash/10], y = [between 0 & 10]
Dash + 50%[x+y], 50%[x-y], minimum = 0

x = [Run/10], y = [between 0 & 10]
Run + 50%[x+y], 50%[x-y], minimum = 0

x = [Stam/50], y = [between 0 & 10]
Stam + 50%[x+y], 50%[x-y], minimum = 0

Int + [1-4]
Co-Op + [4]

Got all that? Good. Build up your Chocobos a little and get ready to race.

* [e05] The Chocobo races *

Ok. Here's the background behind this section. My wife was at some all-night, girl-only party, and I got a little bored. And, I figured, what better way to pass some time than racing Chocobos and timing the races. I spent some time actually timing the races. Just in case someone wanted to know how much time the races take. Here's what I came up with.

Note: These times are not absolutes, they are the approximate averages of the

times that the computer-controlled Chocobos will cross the finish line in each particular level.

C-Class:

- Short Track - 1 minutes, 40 seconds
- Long Track - 2 minutes, 15 seconds

B-Class:

- Short Track - 1 minute, 15 seconds
- Long Track - 1 minute, 40 seconds

A-Class:

- Short Track - 1 minute
- Long Track - 1 minute, 15 seconds

S-Class:

- Short Track - 40 seconds
- Long Track - 1 minute

From my observations, it seemed in every race that I ran, the first Chocobo that wasn't TEIOH or my own finish within 1.5 seconds of these times. Of course, TEIOH's times varied greatly, depending on my own Chocobo's stats.

I bred a standard Gold Chocobo using the "No-Race-Required" method of breeding ([b04]) that had 156 speed and 546 stamina) and fed her 15 Sylkis Greens to max out her speed and increase stamina, Co-Op and Inteligence. I regularly finished the Short Track in about 45 seconds by putting the Chocobo in Manual (pushing 'select') and setting the controller on a table. If I pressed the accel button for about one-half second from the start, the Gold Chocobo would finish about 3-4 seconds ahead of the S-Class pack (at about 36.5 seconds, depending on traffic) with no other adjustments during the race.

Joe's Chocobo (with 174 speed and 701 stamina) racing against this Gold finished at about 35 seconds +/- .5 seconds each time. If I pressed accel twice for a half second each from the start and left it, I ran out of "gas" with just enough time for Joe to take me by somewhere between .1 and .2 seconds.

All of these tests were run without the "stamina trick".

Without the stamina trick, my best time was around 31 seconds. With it, I hit 27 seconds. It could have been a little better, but at that time I had only fed my Gold 15 Sylkis Greens to improve stats. I did not try to breed a faster Chocobo.

```
*****
*                               [e06] Chocobo racing prizes                               *
*****
```

Once you start racing Chocobos, you'll notice that there is a board on the chocobo selection screen that has numbers on it. This board looks something like this:

```
+---+---+---+---+---+
!1-2!1-3!1-4!1-5!1-6!
+---+---+---+---+---+
!2-3!2-4!2-5!2-6!3-4!
+---+---+---+---+---+
!3-5!3-6!4-5!4-5!5-6!
+---+---+---+---+---+
```

There will also be a list of possible prizes listed on the bottom, which will look something like this:

```
+----+
! I ! POTION
+----+
```

```
+----+
! II! TRANQUILIZER
+----+
```

```
+----+
!III! ETHER
+----+
```

This will tell you the prizes that you can win with the proper combination of the first- and second-place Chocobos. There is a mini-game in which you can participate, where you can make a pick of who you think will win the race and place a "wager" on the race. You can win prizes this way, but that doesn't help you breed Chocobos. So, I won't cover it at this time. As far as this portion of the guide goes, I will only concern you with prizes for racing.

When you race, every time you win your race, you'll have the option of keeping your prize or trading it for GP. As far as breeding goes, it doesn't matter if you keep your prize or trade it. I would keep one of each materia you get and keep any megalixirs you win. Trade the rest for GP and use it in the Battle Arena or the Speed Square (also at the Gold Saucer) for more cool stuff.

In every individual race, three items are "randomly" selected. The common (lowest GP given for trade) item has 7 out of the 15 squares (~46.6%), the uncommon item (middle amount of GP for trade) 5 out of 15 squares (~33.3%), and the rare item (highest amount of GP given for trade of the three items picked) only 3 out of 15 (20%). In all classes, items of 200 or more GP are always rare, and there can only be one rare item per board. C-Class races have no rare items to win. The rare item is always in the third space (from what I've seen).

The same item cannot appear on the same board more than once, so you will never have two potions or two Enemy Away Materia on the same board.

I'm still working on obtaining the full mechanics behind it, but this is a little look into the chances of the "rare" items appearing on the board for the S-Class races.

Note: The mechanics here only apply to the S-Class races. I'll keep searching for the other classes.

Also Note: Thanks to shadow666 for digging around and finding this information, and again, thanks to Terence for figuring it all out.

By programming default, there is a 7/8 chance that a rare item will appear in the third of three prize spots. The game will then choose three random items to put into the three slots, using the 7/8 check on the third spot. If the check fails the "rare item" check, the game will put a "non-rare" item into this spot. The "non-rare" item will always be one of the better items on the chart. If the item placed into the "rare item" spot is already on the board, it'll remove that item from the board and re-run the "rare-item" check using the initial 7/8 check. This will actually increase the chances of getting any rare item to about 90.25%.

Now, in S-Class races, there are ten rare items. The system lists the elixirs

twice in the sequence of rare items, so there's a 1/11 chance of each rare item being selected for that spot if it passes the initial (or secondary) check (with elixirs having a 2/11 chance).

So, there is a 7/8 chance that there will be a rare item up for grabs and a 1/11 chance for each item to be picked. That means each rare item has a 7/88 chance to be on the board for any given S-Class race (7/44 chance for elixirs).

Now, on the prize board, there are fifteen places for prizes, and only three of those places receive the rare item. There is no way of knowing beforehand which three places have the rare item, so you're kind of out of luck. All you can really do is race the race and hope for the best, and you should have a 1/5 chance of landing on the rare item.

Finally, if you're searching for a particular rare item, you have to figure in all of the chances to know what your chances of getting the item you need. Meaning this: There's a 7/8 chance of having any rare item on the board. If that check passes, there is a 1/11 chance the item that is selected will be the item for which you're looking. Last, you have a 1/5 chance (if you win the race) of landing on one of the rare item places on the prize board, leaving you with a 7/440 (~1.59%) chance (roughly) of getting the item that you want (double that for elixirs).

Once you figure in the "repeat item" check in the first step, your chances improve to a whopping ~1.65%.

Note: From experience (I have no first-hand understanding of the mechanics on this), I have figured the "rare item" check on "A-Class" races to be about 3/4 chance of a rare item with six rare items. If elixirs are listed twice here, then there would be about a 3/140 (~2.14%) chance of winning any particular rare item during "A-Class" races (double that for elixirs). Again, these figures could be wrong, as I don't know the exact chances of the rare items showing up according to the actual game mechanics.

Note: From experience (I have no first-hand understanding of the mechanics on this), I have figured the "rare item" check on "B-Class" races to be about 1/2 chance of a rare item with two rare items. If elixirs are listed twice here, then there would be about a 1/30 (~3.33%) chance of winning any particular rare item during "B-Class" races (double that for elixirs). Again, these figures could be wrong, as I don't know the exact chances of the rare items showing up according to the actual game mechanics.

The prizes for Chocobo racing are:

C-Class Races

Prizes:	GP*	!	Rare	!	C-Class	!	B-Class	!	A-Class	!	S-Class	!
Potion	5	!	no	!	yes	!	no	!	no	!	no	!
Phoenix Down	10	!	no	!	yes	!	yes	!	yes	!	yes	!
Hyper	10	!	no	!	yes	!	yes	!	no	!	no	!
Tranquilizer	10	!	no	!	yes	!	yes	!	no	!	no	!
Hero Drink	15	!	no	!	no	!	no	!	yes	!	yes	!
Hi-Potion	15	!	no	!	yes	!	yes	!	yes	!	no	!
Antarctic Wind	20	!	no	!	yes	!	yes	!	yes	!	no	!
Bolt Plume	20	!	no	!	yes	!	yes	!	yes	!	yes	!
Fire Fang	20	!	no	!	yes	!	yes	!	yes	!	no	!

Ether	30	!	no	!	yes	!	yes	!	yes	!	no	!
Fire Veil	50	!	no	!	no	!	no	!	yes	!	yes	!
Ice Crystal	50	!	no	!	no	!	yes	!	yes	!	yes	!
Swift Bolt	50	!	no	!	no	!	no	!	no	!	yes	!
Turbo Ether	150	!	no	!	no	!	yes	!	no	!	yes	!
Elixir	200	!	yes	!	no	!	yes	!	yes	!	yes	!
Megalixir	300	!	yes	!	no	!	no	!	no	!	yes	!
Precious Watch	300	!	yes	!	no	!	no	!	no	!	yes	!
Counter Attack	300	!	yes	!	no	!	no	!	no	!	yes	!
Sneak Attack	300	!	yes	!	no	!	no	!	no	!	yes	!
Enemy Away	300	!	yes	!	no	!	yes	!	yes	!	yes	!
Chocobracelet	400	!	yes	!	no	!	no	!	no	!	yes	!
Magic Counter	500	!	yes	!	no	!	no	!	no	!	yes	!
Cat's Bell	500	!	yes	!	no	!	no	!	yes	!	yes	!
Sprint Shoes	500	!	yes	!	no	!	no	!	yes	!	yes	!

* - GP is only awarded if prize is rejected

If you win ten "S-Class" races in a row, Esther will make a comment that you have broken Joe's record of wins (or something like that) and will give you some additional items. They are: Sprint Shoes, Precious Watch, Cat's Bell, Chocobracelet and a Counter Attack Materia. This is a one-time event.

Note: There are two errors with the in-game item listings.

1. There is no Magic Counter Materia in Chocobo Racing. The Counter Attack Materia is wrongly listed as Counter Materia instead. You won't win a Counter. You will receive a Counter Attack instead.

2. You will never receive a Hi-Potion for a race. If the game says you've won a Hi-Potion, your inventory will show an increase of one Tranquilizer, but you can still trade the Hi-Potion for 15 GP (whereas the Tranquilizer is only good for 10 GP).

```
*****
*                               [e07] Betting on the races                               *
*****
```

At any time that you have access to the Gold Saucer, you may bet on the Chocobo races. Once you have your own Chocobos, you can place bets on any Class of Chocobo that you own or below (example: if you have one A-Class Chocobo and one C-Class Chocobo, you can bet on A-Class, B-Class or C-Class but not S-Class).

To place a wager on a race, step up to the counter in the center of the screen and talk to the lady behind it. She'll ask if you want to place a wager on the next race for a 200 gil registration fee. If you accept, you'll be given the choice of which Class you would like to wager on. The amount of money you spend on each wager depends on which Class you choose, as follows:

S-Class - 500 gil per bet
A-Class - 300 gil per bet
B-Class - 200 gil per bet
C-Class - 100 gil per bet

Once you've selected the Class on which you'd like to wager, you'll be taken to

the "pre-race" screen as mentioned above ([e06]). You'll also have the opportunity to "scout" the Chocobos that are racing to help make your decision. Then you'll be able to choose up to three combinations that you think will make up the one-two finish. You do not need to get the order correct, only the two Chocobos that you think will finish first and second.

As of yet, I have not figured out any rhyme or reason to figuring out what determines which Chocobo will finish where. The only thing I've noticed is the Chocobos that appear to be "sprinting" on the pre-race screen seem to have troubles finishing in the top two. So, I generally don't pick them.

Most of the time, the stats are so close, that I don't think the few points that they differ make a difference. This is especially true at the higher levels.

It's kind of unfortunate that Joe/TEIOH do not show up during these races since that would at least almost guarantee at least one of the Chocobos that would finish in the top two. However, without your Chocobo being in the race, there would be nothing to base his stats on.

As far as actually placing the wagers, I've come to the conclusion that the best method for betting is to pick one Chocobo that you feel will do really well and pick three combinations with that one. Stamina seems to play a bit more into the winning decision than speed does (from my experience), but that's not always true.

So, what I'll do is pick the Chocobo with maybe the second highest Stamina (as long as their speed is among the top as well, and they're not a sprinting Chocobo) and three Chocobos with the highest Stamina scores. It doesn't always work, but I do win my bets occasionally. This method at least gives you the shot of having one Chocobo that you think will finish in the top two (out of six for a 1/3 shot) and three other Chocobos that you think will finish in the top two (1/5 shot on each). I'm not exactly sure what the odds of winning using this method are, but this does not appear to be completely horrible.

However you work it, you have (technically) a 1/5 shot at winning a prize even picking three random entries.

You will not have any clue if the race will be the Long Track or the Short Track ahead of time, and that seems to make a bit of difference during the races. I have not, however, noticed any difference in the trends behind the wagering.

I think the hidden stats (intel/Co-Op, Accel, etc) probably play a part in which Chocobos win these races, but unfortunately, you cannot see these, so there's no way to base any decisions on them.

After you've placed your bets, press start, and the race will begin. You have no controll over the races. So, sit back, relax for a minute or two and see what happens.

However, after all of this, the prizes for winning the wagers are the same as winning the races (and you have better odds at rare items by racing), so placing bets (in my opinion) is kind of a waste of time.

```
*****
*                               [f00] Chocobo types?                               *
*****
*                               [f01] What are the different types?                   *
*****
```

There are five different colors of Chocobos. They are Yellow, Blue, Green, Black and Gold. Each Chocobo has its own abilities which make it unique.

A very important thing to remember is to save often when breeding Chocobos. You should always save before attempting to breed or move Chocobos. If you get a type of Chocobo that you don't want or need, you should reset the game, advance the RNG and try again.

```
*****  
*                               [f02] Breeding Chocobos - why?                               *  
*****
```

Without breeding, there is no way that you can produce the colored Chocobos (except a Gold Chocobo, but more on that in just a moment.) They give you access to some of the most useful and powerful materia in the game. They also make racing easier, as each of the colored Chocobos has an area of the course where they are not supposed to incur a speed "penalty". Chocobos just make this game overall easier.

There are really two ways to get a Gold Chocobo. First, you can defeat Ruby WEAPON once he appears. There are plenty of conditions that have to happen before he will even show up. He is a VERY difficult optional boss with 800,000 HP, and that's not an exaggeration. You will also most likely start the fight with him as a solo character as he will instantly knock two random party members completely out of the battle. If you beat Ruby WEAPON, he'll drop the Desert Rose. You can take this item to the village of Kalm and give it to the guy known as the "Kalm Traveler". For this item, he'll provide you with a Gold Chocobo. This battle requires proper preparation to be successful. Please, refer to the Ruby WEAPON ([g20]) section of this guide (or many other guides on GameFAQs.com or other sites) for assistance with defeating Ruby WEAPON.

The other way to get a Gold Chocobo is to breed one. This way seems a little long and tedious at times, but if you follow this guide, it'll cut a lot of time from the breeding process.

It could go without saying that you can only breed males together with females. This game does not allow same-gender mating.

```
*****  
*                               [f03] What do I need?                               *  
*****
```

You will need just a few things when trying to breed a Gold Chocobo.

- 1) At least one "Chocobo Lure" materia. You can get this as soon as you get to the Chocobo Ranch the first time. If you get this one, you can still get a second one outside of the Chocobo Pens at the ranch during discs two and three. I recommend having both as this will increase your chances of getting into a ChocoBattle. I would also recommend taking a little time (during a normal grinding session) to level up your "Chocobo Lure" materia a couple of levels. This however is not necessary. It will speed up the process slightly.
- 2) Purchasing a few stables for your Chocobos. You should get at least four at 10,000 gil per stable. This includes two for your original "parents" and two for the first two Chocobos you'll breed. If you want to keep it cheap, you can then release the "parents" and use the newly emptied stables for the newborns. I usually buy as many stables as I can to make things a little easier. You can buy up to six stables. It's your choice.

Note: It is possible to breed a Gold Chocobo with as little as three stables, but it requires you releasing one of the parent Chocobos as soon as they've bred one of the first Special Chocobos. It's just a little easier to use all of the stables.

- 3) Purchasing some greens to catch and feed your Chocobos to make racing easier. Like I have said earlier, buying a few Reagan Greens for catching will make the ChocoBattles easier. These greens keep Chocobos busy for eight rounds of battle. The longer they are busy, the better your chances of catching a Chocobo will be. Reagan Greens only be purchased from the Chocobo Sage for 3,000 gil a piece or from the Battle Square for 2000 BP. Buy at least three or four. Buying Sylkis Greens will make improving the stats of your Chocobos faster and easier. Sylkis Greens can only be purchased from the Chocobo Sage for 5,000 gil a piece. They are well worth it. Buy about 50 of these.
- 4) You will need some nuts to breed. For some unknown reason, Chocobos do not like to breed unless they're fed a nut. You will need two types of nuts for the quickest breeding (although others work as well). You'll want to get three Carob Nuts. You can steal these from VlakraDOS on the Northern Continent. They have 33,333 HP. You can steal the Nuts from them, or they can drop them after battle. You'll also need one Zeio Nut. You can steal them from Goblins on Goblin Island (due north of the Chocobo Ranch) in the forested area. Goblins also drop Zeio Nuts.

Note: If you steal any item from an enemy, they will not drop anything, so you cannot gain two nuts from any one battle.

- 5) You will need to catch some Chocobos to breed more. Other guides say you need a good female, a good male, a great female and a great male. Some say you need a good female and a great male or a good male and a great female. This is where these guides are not accurate.

When it comes to breeding, mating Good Chocobos with Good Chocobos and mating Great Chocobos with Great Chocobos have the same chance of breeding "Special" Chocobos as mixing Goods and Greats. The easiest way to get a Chocobo with the best stats is to breed two Greats. When the stats for a newborn are determined, the game (with some exceptions) uses the average of the parents stats, so two Greats will produce a slightly better offspring than a Good and a Great. You can catch Great Chocobos in the area around Mideel and north of RocketTown, and you can catch Good Chocobos in the area around the Gold Saucer. You will also need one Wonderful Chocobo. You don't have to catch this one right away, as it will be one of the final breedings you have to do. Wonderful Chocobos are found around the Icicle Inn area on the Northern Continent.

- 6) A little time, a little patience. Breeding a Gold Chocobo, even using the fastest method to guarantee a Gold Chocobo available (without manipulating the RNG), it'll probably take a an hour or two. Make sure you save frequently, especially every time before you attempt breeding.

So, you have your materia. You have your stables. You have your greens and nuts. You have some Chocobos and you're ready to take a little time to breed. Let's get started.

This is all of the statistical information about the nuts and how they affect the Chocobos you're breeding

Note: Special Thanks to Terence for the following information.

Also Note: Nuts are only available for purchase during discs two and three.

A few notes before we begin. The first Chocobo you pick is very important when determining the stats of a baby for most of the Nuts. You'll also notice the following:

- 1) It is impossible to make your first Green or Blue Chocobo without a Carob Nut.
- 2) However, it **IS** possible to make a Black Chocobo with any Nut except a Zeio
- 3) While it's possible to get a guaranteed Gold Chocobo when mating a Black and a Wonderful Chocobo (providing they have won enough total races), breeding a Gold by mating a Black and a Gold is **NOT** a guarantee unless the Gold has a Wonderful Rating.

So, some fairly interesting things to see.

Pepio Nut

Purchased: ChocoBilly - 100 gil
Drop/Steal: Dual Horn

Basic Stats

Max Dash: Average of Parents' Max Dash - $100 * \text{Rnd}(1..2)$
Minimum of 300

Dash: Average of Parents' Dash - $100 * \text{Rnd}(1..2)$
Minimum of 300

Max Run: Average of Parents' Max Run - $100 * \text{Rnd}(1..4)$
Minimum of 300

Run: Average of Parents' Run - $100 * \text{Rnd}(1..2)$
Minimum of 300

Stamina: Average of Parents' Stamina - $\text{Rnd}(0..255)$
Minimum of 1

Note: The minimums only apply for the initial values; further reductions can safely ignore them

If Dash is greater than or equal to Max Dash, subtract 100 from it until it is lower than Max Dash

If Max Run is greater than or equal to Max Dash, subtract 100 from it until it is lower than Max Dash

If Run is greater than or equal to either Dash or Max Run, subtract 100 from it until it is lower than both

If the baby Chocobo's Max Dash is under 4000, there is a 1/512 chance that a bonus will be applied to the Chocobo's Dash stats, using the following:

1/128: Max Dash is set to 4000
1/128: Max Dash is set to 4100
2/128: Max Dash is set to 4200
3/128: Max Dash is set to 4300
1/128: Max Dash is set to 4500
120/128: No change to Max Dash

Its Dash is then set to its Max Dash, and then 6 random numbers each between 0 and 255 (Rnd(0..255)) are subtracted from it. That means that it could end up anywhere between 0 to 1530 beneath your Max Dash.

Extra Stats

Accel: Average of Parents' Accel
Co-Op: 0
Int: Average of Parents' Int
RunType : See Notes
RT Count : 0
Races Won: 0
Gender: 50% chance of Male or Female

Color/Rating:

If mating a Green and Blue Chocobo together, there is a 25% chance of a Black Chocobo

If that fails or you're not using a Green and Blue, then it's 50% chance of the father's color and 50% chance of the mother's color

In all cases, the baby's Rating has a 50% chance of being equal to the father's, and 50% chance of being equal to the mother's

Luchile Nut

Purchased: ChocoBilly - 200 gil
Drop/Steal: None

Basic Stats

Max Dash: 50% chance of Average of Parents' Max Dash
50% chance of Average of Parents' Max Dash - Rnd(0..255)
Minimum of 300

Dash: 50% chance of Average of Parents' Dash
50% chance of Average of Parents' Dash - Rnd(0..255)
Minimum of 300

Max Run : 50% chance of Average of Parents' Max Run
50% chance of Average of Parents' Max Run - 2*Rnd(0..255)
Minimum of 300

Run: 50% chance of Average of Parents' Run
50% chance of Average of Parents' Run - 2*Rnd(0.255)
Minimum of 300

Stamina: Average of Parents' Stamina

Note: The minimums only apply for the initial values; further reductions can safely ignore them

If Dash is greater than or equal to Max Dash, subtract 100 from it until it is lower than Max Dash

If Max Run is greater than or equal to Max Dash, subtract 100 from it until it is lower than Max Dash

If Run is greater than or equal to either Dash or Max Run, subtract 100 from it until it is lower than both

Extra Stats

Accel: Average of Parents' Accel

Co-Op: 0

Int: Average of Parents' Int

RunType: See Notes

RT Count: 0

Races Won: 0

Gender: 50% chance of Male or Female

Color/Rating:

If mating a Green and Blue Chocobo together, there is a 25% chance of a Black Chocobo

If that fails or you're not using a Green and Blue, then it's 50% chance of the father's color and 50% chance of the mother's color

In all cases, the baby's Rating has a 50% chance of being equal to the father's, and 50% chance of being equal to the mother's

Saraha Nut

Purchased: ChocoBilly - 400 gil

Drop/Steal: Spencer

Basic Stats

Max Dash: 3/32 chance of the *first* Parent's Max Dash increased by 1/33rd, maximum of 6000

3/32 chance of the *first* Parent's Max Dash decreased by 1/33rd, minimum of 1

26/32 chance of average of Parent's Max Dash

Dash: Average of Parents' Dash

Max Run: 3/32 chance of the *first* Parent's Max Run increased by 1/33rd, maximum of 6000

3/32 chance of the *first* Parent's Max Run decreased by 1/33rd, minimum of 1

26/32 chance of average of Parent's Max Run

Run: Average of Parents' Run

Stamina: 3/32 chance of the *first* Parent's Stamina increased by 1/33rd, maximum of 9999
3/32 chance of the *first* Parent's Stamina decreased by 1/33rd, minimum of 100
26/32 chance of average of Parent's Stamina

If Max Run got the 3/32 chance of a 1/33rd increase and Max Run is greater than or equal to Max Dash, subtract 100 from it until it is lower than Max Dash. If Run is greater than or equal to Max Run, subtract 100 from it until it is lower than Max Run

Extra Stats

Accel: Average of Parents' Accel
Co-Op: 0
Int: Average of Parents' Int
RunType: See Notes
RT Count: 0 Races Won: 0
Gender: 50% chance of Male or Female

Color/Rating:

If mating a Green and Blue Chocobo together, there is a 50% chance of a Black Chocobo

If that fails or you're not using a Green and Blue, then it's 50% chance of the father's color and 50% chance of the mother's color

In all cases, the baby's Rating has a 50% chance of being equal to the father's, and 50% chance of being equal to the mother's

Lasan Nut

Purchased: ChocoBilly - 600 gil
Drop/Steal: Mandragora

Basic Stats

Max Dash: 50/256 chance of the *first* Parent's Max Dash increased by 1/20th, maximum of 6000
25/256 chance of the *first* Parent's Max Dash decreased by 1/20th, minimum of 1
181/256 chance of average of Parent's Max Dash

Dash: Average of Parents' Dash

Max Run: 50/256 chance of the *first* Parent's Max Run increased by 1/20th, maximum of 6000
25/256 chance of the *first* Parent's Max Run decreased by 1/20th, minimum of 1
181/256 chance of average of Parent's Max Run

Run: Average of Parents' Run

Stamina: 50/256 chance of the *first* Parent's Stamina increased by 1/20th, maximum of 9999
25/256 chance of the *first* Parent's Stamina decreased by 1/20th, minimum of

100

181/256 chance of average of Parent's Stamina

If Max Run got the 50/256 chance of a 1/20th increase and Max Run is greater than or equal to Max Dash, subtract 100 from it until it is lower than Max Dash

If Run is greater than or equal to Max Run, subtract 100 from it until it is lower than Max Run

Extra Stats

Accel: Average of Parents' Accel

Co-Op: 0

Int: Average of Parents' Int

RunType : See Notes

RT Count : 0

Races Won: 0

Gender : 50% chance of Male or Female

Color/Rating:

If mating a Green and Blue Chocobo together, there is a 50% chance of a Black Chocobo

If that fails or you're not using a Green and Blue, then it's 50% chance of the father's color and 50% chance of the mother's color

In all cases, the baby's Rating has a 50% chance of being equal to the father's, and 50% chance of being equal to the mother's

Pram Nut

Purchased: Chocobo Sage - 2500 gil

Drop/Steal: None

Basic Stats

Max Dash: 50/256 chance of the *first* Parent's Max Dash increased by 1/18th, maximum of 6000

25/256 chance of the *first* Parent's Max Dash decreased by 1/33rd, minimum of 1
181/256 chance of average of Parent's Max Dash

Dash: Average of Parents' Dash

Max Run: 50/256 chance of the *first* Parent's Max Run increased by 1/18th, maximum of 6000

206/256 chance of average of Parent's Max Run

Run: Average of Parents' Run

Stamina: 50/256 chance of the *first* Parent's Stamina increased by 1/18th, maximum of 9999

35/256 chance of the *first* Parent's Stamina decreased by 1/10th, minimum of 100

171/256 chance of average of Parent's Stamina

If Max Run got the 50/256 chance of a 1/18th increase and Max Run is greater than or equal to Max Dash, subtract 100 from it until it is lower than Max Dash

If Run is greater than or equal to Max Run, subtract 100 from it until it is lower than Max Run

Extra Stats

Accel: Average of Parents' Accel

Co-Op: 0

Int: Average of Parents' Int

RunType: See Notes

RT Count: 0

Races Won: 0

Gender: 50% chance of Male or Female

Color/Rating:

If mating a Green and Blue Chocobo together, there is a 50% chance of a Black Chocobo

If that fails or you're not using a Green and Blue, then it's 50% chance of the father's color and 50% chance of the mother's color

In all cases, the baby's Rating has a 50% chance of being equal to the father's, and 50% chance of being equal to the mother's

Porov Nut

Purchased: Chocobo Sage - 2000 gil

Drop/Steal: None

Basic Stats

Max Dash: 70/256 chance of the *first* Parent's Max Dash increased by 1/15th, maximum of 6000

186/256 chance of average of Parent's Max Dash

Dash: Average of Parents' Dash

Max Run: 50/256 chance of the *first* Parent's Max Run increased by 1/15th, maximum of 6000

25/256 chance of the *first* Parent's Max Run decreased by 1/20th, minimum of 1

181/256 chance of average of Parent's Max Run

Run: Average of Parents' Run

Stamina: 50/256 chance of the *first* Parent's Stamina increased by 1/20th, maximum of 9999

206/256 chance of average of Parent's Stamina

If Max Run got the 50/256 chance of a 1/15th increase and Max Run is greater than or equal to Max Dash, subtract 100 from it until it is lower than Max Dash

If Run is greater than or equal to Max Run, subtract 100 from it until it is lower than Max Run

Extra Stats

Accel: Average of Parents' Accel

Co-Op: 0

Int: Average of Parents' Int

RunType: See Notes

RT Count: 0

Races Won: 0

Gender: 50% chance of Male or Female

Color/Rating:

If mating a Green and Blue Chocobo together, there is a 25% chance of a Black Chocobo

If that fails or you're not using a Green and Blue, then it's 50% chance of the father's color and 50% chance of the mother's color

In all cases, the baby's Rating has a 50% chance of being equal to the father's, and 50% chance of being equal to the mother's

Carob Nut

Purchased: Gold Saucer Wonder Square - 500 GP (listed as ????) initially)

Drop/Steal: Vlakorados

Basic Stats

Max Dash: See below

Dash: Average of Parent's Dash

Max Run: 30/256 chance of highest of Parents' Max Run increased by 1/10th, maximum of 6000

55/256 chance of highest of Parents' Max Run decreased by 1/20th, minimum of 1

161/256 chance of average of Parents' Max Run

Run: Average of Parent's Run

Stamina: 50/256 chance of highest of Parents' Stamina increased by 1/20th, maximum of 9999

216/256 chance of average of Parents' Stamina

If a Black Chocobo was born (see below for what causes this) and the average of the Parents' Max Dash is less than 4000, then the following 'bonuses' will be applied:

7/16: Max Dash is set to 4000

4/16: Max Dash is set to 4200

1/16: Max Dash is set to 4300

1/16: Max Dash is set to 4400

2/16: Max Dash is set to 4500

1/16: Max Dash is set to 4800

After this bonus, the Max Dash is further modified:

x = [Rnd(0..255) / 5]

50% chance that Max Dash is increased by 'x'
otherwise, Max Dash is decreased by 'x'

Otherwise (the baby is not a Black Chocobo or the average Max Dash was greater or equal to 4000):

60/256: The baby's Max Dash will be set to the highest of the Parents' Max Dash increased by 1/10th, maximum of 6000

196/256: The baby's Max Dash will be set to the average of the Parents' Max Dash

If the Chocobo's Max Run is greater or equal to its Max Dash, then Max Run is reduced by 100 repeatedly until it is lower than Max Dash.

Finally, if the baby Chocobo's Run is greater or equal to its Max Run, the Run value is reduced by 100 repeatedly until it is lower than Max Run.

Extra Stats

Accel: Average of Parents' Accel

Co-Op: 0

Int: Average of Parents' Int

RunType : See Notes

RT Count : 0

Races Won: 0

Gender : 50% chance of Male or Female

Color/Rating:

If a Blue and a Green Chocobo are being mated, then:

If the total number of races won by its parents is nine or more, then the baby is automatically a Black Chocobo.

If it's less than nine:

10/256 chance: Black Chocobo

128/256 chance: Blue Chocobo

118/256 chance: Green Chocobo

The baby's Rating will be either Great (50%) or Good (50%)

Otherwise, if both of the parents are Great or Good Chocobos:

If the total number of races won by the parents is four or more, then the baby is automatically either a Blue (50%) or Green (50%) Chocobo

If it's less:

46/256 chance: Blue Chocobo

44/256 chance: Green Chocobo

166/256 chance: Yellow Chocobo

The Rating of the newborn Chocobo will be Great if both parents have the same Rating, and will have an equal chance of Great or Good if the parents were of different Ratings

If the *first* Parent you picked was a Great or Good Chocobo, but the second isn't, then there's a 25% chance that it won't matter, and it'll use the above condition (both parents are Great/Good) to work out Color and Rating. The Rating of the newborn in this case will be the same as the first Parent

If *everything else* fails, then the baby will be a Yellow Chocobo, and have a 50/50 chance of getting either its mother's or its father's Rating

Zeio Nut

Purchased: None
Drop/Steal: Goblins

Basic Stats

Max Dash: See below

Dash: Average of Parent's Dash

Max Run: 80/256 chance of highest of Parents' Max Run increased by 1/8th,
maximum of 6000
15/256 chance of highest of Parents' Max Run decreased by 1/20th, minimum of 1
161/256 chance of average of Parents' Max Run

Run: Average of Parent's Run

Stamina: 175/256 chance of highest of Parents' Stamina increased by 1/20th,
maximum of 9999
81/256 chance of average of Parents' Stamina

If a Gold Chocobo was born (see below for what causes this) and the average of the Parents' Max Dash is less than 5000, then the following 'bonuses' will be applied:

7/16: Max Dash is set to 5000
2/16: Max Dash is set to 5100
2/16: Max Dash is set to 5200
1/16: Max Dash is set to 5300
1/16: Max Dash is set to 5400
2/16: Max Dash is set to 5500
1/16: Max Dash is set to 5950

After this bonus, the Max Dash is further modified:

$x = \lceil \text{Random}(0..255) / 10 \rceil$

50% chance that Max Dash is increased by 'x'
otherwise, Max Dash is decreased by 'x'

Otherwise (the baby is not a Gold Chocobo or the average Max Dash was greater or equal to 5000):

55/256: The baby's Max Dash will be set to the highest of the Parents' Max Dash increased by 1/10th, maximum of 6000

201/256: The baby's Max Dash will be set to the average of the Parents' Max Dash

If the Chocobo's Max Run is greater or equal to its Max Dash, then Max Run is reduced by 100 repeatedly until it is lower than Max Dash.

If a Gold Chocobo was born and its Max Run is less than 4000, then it gets a bonus of 1000 to its Max Run. This can potentially cause it to go above Max Dash.

Finally, if the baby Chocobo's Run is greater or equal to its Max Run, the Run value is reduced by 100 repeatedly until it is lower than Max Run.

Extra Stats

Accel: Average of Parents' Accel
Co-Op: 0
Int: Average of Parents' Int
RunType : See Notes
RT Count : 0
Races Won: 0
Gender : 50% chance of Male or Female

Color/Rating:

First, if you are mating a Black and a Wonderful Chocobo, then:
1/32 chance: Gold Chocobo
31/32 chance: Gold Chocobo *ONLY* if the total number of Races Won by the
parents add up to twelve or more

If you get a Gold Chocobo by this method, then it will have a Rating of Great

If you don't get an automatic Gold Chocobo or aren't mating a Black and a
Wonderful Chocobo in the first place, then you have a 50% chance of the
father's color and a 50% chance of the mother's color

Under those circumstances, there's a 50/50 chance it'll get either the father's
or the mother's Rating

* [f10] Breeding Yellow Chocobos *

There are a number of techniques that you can use to breed Special or Colored
Chocobos, and I will discuss those in the next few sections. Most of these re-
quire certain nuts to be used and using Chocobos with certain ratings. Also in-
cluded in the mix of things that will produce Special Chocobos is the number of
races you've won with the Chocobos at the Chocobo Square at the Gold Saucer.

However, if you're breeding a Yellow Chocobo with another Yellow Chocobo and
none of the other checks pass, you will breed a Yellow Chocobo. Yellow Chocobos
that you breed (that do not meet the Special Chocobo criteria) will have a 50%
chance of having their father's rating and a 50% chance of having their
mother's rating. Gender is also determined at time of birth, and there's a 50%
chance of each gender. For stat distribution to newborn Chocobos that are not
"Special" or Colored, please refer to the Nuts section ([f04]).

* [f11] Types of Yellow Chocobos *

Yellow Chocobos are your basic Chocobos. They are the only ones you will be
able to catch on the World Map. To learn how to catch Yellow Chocobos, please
refer to section [d32]. When you catch a Yellow Chocobo and send it back to the
pen, you'll have the option of moving it to the stables (if you've bought or
rented some) or releasing it from there. If you decide to move some Chocobos
from the pen to the stables, ChocoBilly will first tell you what he thinks of
your Chocobo. I will discuss this a little more in just a moment.

Note: If you missed the Choco/Mog Summon Materia on disc one, you can get it
now by talking to one of your own Chocobos before moving them to the stables.

All Yellow Chocobos have the ability to run over grass, swamp, beaches, dry ground and forests. Pretty much anything that's not water or a mountain. While riding a Yellow Chocobo, you will not encounter any random enemies. The only times you can get into a fight while riding a Chocobo is if you stand still in the marshes to the southeast of the Chocobo Ranch or run into Ruby WEAPON in the desert outside of the Gold Saucer. The Midgar Zolom and Ruby WEAPON WILL ATTACK YOU! If you don't want to fight the Midgar Zolom, keep moving. You will outrun him. I realize this is less of a problem later in the game as he's not that difficult of an enemy, but early on, defeating him takes some preparation. If you don't want to fight Ruby WEAPON, don't bump into him. He is a pretty stationary object. You can also fight Diamond WEAPON by bumping into him while riding any Chocobo.

If you decide to keep your Chocobo, ChocoBilly will tell you to name you Chocobo and what gender it is. Gender is also selected at the time you move your Chocobo from the pen to the Stable. He will say something along the lines of "Name your [male/female] Chocobo!". There is a 50% chance of getting a male and a 50% chance of getting a female.

There are actually eight different types of Yellow Chocobos, ranging from Terrible through Wonderful. What type you get depends on where you caught it and the enemies that were with the Chocobo when you caught it. When in doubt about which enemy you're facing with a Chocobo, use sense, and that will tell you the name. You can also push the select button on your controller, which does not use a turn.

Wonderful Chocobos:

These are the best "natural" racing Chocobos. Their stats start higher than their counterparts and they have higher max stats. You will need one of these to breed a Gold Chocobo. Wonderful Chocobos can be found around the Icicle Inn area on the Northern Continent. They will always be found with one or two "Jumpings" (they look like rabbits). Toss a green, beat up the rabbits and send your Wonderful Chocobo back to the Chocobo Ranch. When you go to move a Wonderful Chocobo, ChocoBilly will say "This...is a Wonderful Chocobo!"

Great Chocobos:

These Chocobos are pretty good racers. You should have at least one of these Chocobos when trying to breed a Gold Chocobo. More of that in a minute. Great Chocobos can be found in the area around Mideel, which is on the island to the southwest of the "Main" continent. They will always be with one or two "Spirals". They look like purple armadillos. They can also be found in the area north of RocketTown with two "Valrons" or two "Kyuvilduns". When you move a Great Chocobo to the stables, ChocoBilly will say "This is a great Chocobo."

Good Chocobos:

These are about the lowest class Chocobos that you should race if you're interested in racing. You can use these Chocobos when trying for a Gold Chocobo. To understand this particular statement a little better, let me explain.

It was originally understood that you needed to have one Good and one Great Chocobo when trying for a Gold Chocobo. It has since been discovered that this

is not true. When it comes to breeding, Good Chocobos and Great Chocobos are considered the same. You can mate two greats, two goods or a good and a great, and you'll have the same chance of breeding the proper Special Chocobos.

Anyways, Good Chocobos can be found around the area of the Gold Saucer with two "Spencers". When you move the Good Chocobo to the stables, ChocoBilly will say, "mmmm...this seems like a good Chocobo."

Note: if all that you're interested in is breeding, never keep any other Chocobo below this point on the list. While it is technically possible to breed a Special Chocobo with one Good or Great Chocobo with any other rating of Chocobo, the chances of breeding one are significantly lowered, so if you're not looking into racing just for fun, feel free to ignore the remaining Chocobo.

So-So or Fair Chocobos:

If you're a little crazy, you can race these birds, but it is completely unnecessary. You'll find So-So/Fair Chocobos around Junon with two or three "Capparwires". You can also find them around Wutai with two "Tail Vaults" or three "Razor Weeds". And lastly at Mideel with two or three "Headhunters". If you decide to keep a So-So/Fair Chocobo, ChocoBilly will say, "mmm...this one's not bad."

Notes: the two "Tail Vault" battle will be a "side view" battle. The two- "Capparwire" battle will be a "side-view" battle.

Average Chocobos:

This is the lowest class of Chocobos that I have tried seriously racing. You'll find Average Chocobos around the Gold Saucer with one "Harpy" or two "Flapbeats". They are also around Wutai with two or three "Tail Vaults". ChocoBilly will tell you, "this is a pretty average Chocobo."

Note: the two-"Tail Vault" battle will be a "front-view" battle.

Poor Chocobos:

Poor Chocobos are just about useless as racers. You can find Poor Chocobos around the Chocobo Ranch area with two "Mandragoras" or one "Mandragora" and one "Levikron". They also hang out around Junon with two "Capparwires" or two "Nerosuferoths". ChocoBilly's comment for these will be, "This one doesn't seem very good."

Note: The two-"Capparwire" battle will be a "side-view" battle.

Weak or Terrible Chocobo:

If you get a Weak/Terrible Chocobo, you might as well throw it away. It will be hard to get out of the C-Class races with this one. They are found in the Chocobo Ranch area with two "Levikrons" or two "Elfadunks". They are also in the Icicle Inn area with two "Bandersnatches" or one "Bandersnatch" and one "Jumping". If, for whatever reason, you keep a Terrible/Weak Chocobo, ChocoBilly

will tell you, "I really can't recommend this one."

When racing Yellow Chocobos, they will be slowed by the "Space" area of the short course and the "Water" area of the long course. All other Chocobo that you race against are Yellow Chocobos, regardless of their actual physical color, with the exception of TEIOH, who is a Black Chocobo and not slowed by any of either tracks' "special" area because he is a Black Chocobo. More on him later.

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*****  
*                               [f20] Breeding Blue/Green Chocobos                               *  
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The process for breeding a Blue Chocobo is the exact same as it is for breeding A Green Chocobo. A common misconception is you have to feed your Chocobos 99 Sylkis Greens and race them to S-Class racers before breeding. Another misconception is certain mixtures of Goods/Greats and Males/Females will result in certain Colors and Genders of Chocobos. While these will (in theory) work, it is not necessary and is a tremendous waste of time and gil.

The following is the most effective way to breed a Blue and Green Chocobos without manipulating the RNG. Catch two Great Chocobos from the Mideel area. I say Mideel because the experience is a little better there than the Rocket-Town area. The Great Chocobos in this area will be found with one or two "Spirals". They look like purple armadillos.

Send these back to the ranch and move them from the pen to the stables. You will have the opportunity to name your Chocobos, and I would suggest naming one a masculine name and one a feminine name. This will make it a little easier if you need to release one to know what gender you need to fill. Remember, gender is determined at the time you move the Chocobo from the pen to the stables, and it is a 50% chance of getting either gender. After you move the first one, leave the ranch, save the game and move the second one. If you get the same gender for both, reload the game, advance the RNG (see section [b01]) and try again. Once you have a Male Great Chocobo and Female Great Chocobo, you're ready to race.

Racing is not a requirement for breeding, but it will increase your chances. You can also save yourself a little money (gil) here. As I said before, you do not need to race both Chocobos to S-Class Chocobos to breed. To gain a Blue or Green Chocobo, your Greats need a combined four wins. That's all. You can do it several different ways to do this, but I recommend you feed one Great five to ten Sylkis Greens and use this one to race.

Note: Even using the absolute worst-case scenario, feeding your Chocobo eight Sylkis Greens will max out any Chocobo's Speed (Dash) stat. Any greens that you feed a Chocobo beyond that will improve the Chocobo's Stamina, Inteligence and Co-Op.

Winning four races is kind of child's play. After you have won four races with this Chocobo, go back to the stables and tell ChocoBilly that you want to mate Chocobos. Select your two Greats and use one of your Carob Nuts. If you breed two Greats with a combined four wins and use a Carob Nut, there is a 100% chance of breeding a Blue or a Green Chocobo. This is a 25% chance of getting a Blue Male, a Blue Female, a Green Male or a Green Female. Save.

After two Chocobos have been bred and become "Parent" Chocobos, they need a little time between breeding. Chocobo time is determined by random battles. "Parent" Chocobos require between three and ten random battles before they're ready to breed again. This number is "randomly" selected by the game and varies

from breeding to breeding and Chocobo to Chocobo. Go fight about ten battles or so, SAVE and try breeding again.

Whatever you got from breeding from the first mating, you need to get the opposite from this one. Example: if you received a Blue Male Chocobo from the first mating, you'll need a Green Female Chocobo from the second. If you don't get an opposite Chocobo, reload and try again (did I mention to save beforehand?). Remember to advance the RNG ([b01]).

Note: It is possible to breed Blue and Green Chocobos without racing. If you breed a Good or Great with a second Good or Great, using a Carob Nut, you have an approximately 23% (46/256) chance of a Blue Chocobo, 22% (44/256) chance of a Green Chocobo and a 64.8% (166/256) chance of a regular Chocobo.

Also Note: It is also possible to breed Blue and Green Chocobos with only one Good or Great Chocobo. As long as you select a Good or Great Chocobo first, you can select any other type of Chocobo, but the chances of the above mechanics working are reduced to 25%.

In other words, if you win four combined races with one Great Chocobo and one Wonderful Chocobo, your chances of receiving a Blue Male are reduced to ~6.3%. The same holds true for the other types (Blue Female, Green Male and Green Female).

Final Note: That means it's possible to breed a Blue and a Green with a Good or Great and any other Chocobo without racing. That chances are just pretty poor. (~2.8% chance of each color/gender).

Anyway, once you've bred a Blue and a Green Chocobo and you have a male and a female, you're ready to start working on the next step ([f30]).

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*****  
*                               [f21] Blue Chocobos                               *  
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Blue Chocobos have all of the same abilities as Yellow Chocobos. They can also run over shallow waters (rivers, streams and shallow oceans). They are also known as "River" Chocobos.

There is one extra materia that is obtainable with the Blue Chocobos. It is the "Quadra-Magic" materia. This materia is to the west of Wutai Island and north-east of Mideel, along the island chain. To reach this materia, you need to take your Blue Chocobo to the Island of Mideel. Then, follow the string of islands to the west of Mideel around, and you'll eventually come across an island with a cave on the northern tip. Take your Chocobo onto the island via the beach, dismount and enter the cave. "Quadra-Magic" Materia allows the use of any linked Magic (green) or Summon (red) Materia to be used four times in one turn. It does use the MP required to cast the spell four times, and Knights of the Round does not work with it.

When you race your Blue Chocobo, it will not be slowed by the "Water" area of the long course. Although it takes a little longer, you may want to race your Blue Chocobos on the long course, especially if you're trying to gain the "S-Class" status. Since TEIOH is not slowed by the water, this make things a little easier.

Note: the mechanic programmed to cancel out the "Water-area penalty" is known to have a glitch where it does not always work as it's supposed to. This will often cause the Blue Chocobos to be slowed by the "Water" area of the Long Track. As of now, there's no way to over-ride this glitch.

* [f22] Green Chocobos *

Green Chocobos have all of the same abilities as Yellow Chocobos as well, but instead of water, their forte is the mountains. They can climb any mountain in the game. They are known as "Mountain" Chocobos. (Note: though Green Chocobos can climb mountains, they cannot traverse cliffs.)

There is one materia that you can get once you've bred a Green Chocobo. With the Green Chocobo, you can get the "Mime" material. If you keep going east from the "Quadra-Magic" cave with the Highwind you'll come across Wutai Island (conversely, you can also go west). On the east side of the island at around the middle of the island close to the bridges, there is another cave. Use your Green Chocobo to climb the mountains to get to the cave, which contains the "Mime" Materia. This materia is AWESOME!

"Mime" Materia allows the use of whatever action was taken by the last member of your team. Any action may be mimed with the exception of Limit Breaks. Limit Breaks may only be mimed by the party member who originally used it (i.e. Tifa cannot Mime Cloud's Limits, but she can Mime her own as long as no other actions have been taken). Mime also does not use any MP, so feel free to Mime any magic or summon indefinitely.

When you race your Green Chocobo, it will not be slowed by the "Space" area at the end of the short course. This is definitely very helpful. Again, TEIOH takes no disadvantage into the "Space" area of the short course, so this will level the playing field a little for this course.

* [f30] Breeding Black Chocobos *

Breeding a Black Chocobo is similar to breeding a Blue or a Green. You will be mating your Blue and your Green that you've just produced. I know. It seems a little sick as they are "related", but this is the fastest way.

If it's a moral dilemma for you, feel free to catch two sets of parent Chocobos. That way the Blue and Green won't be related to one another.

Newborn Chocobos are not ready to breed right away. They need a little time. As we know, time in Chocobo breeding terms means fighting. Newborn Chocobos need between three and eighteen random encounters to be ready to breed.

You should also race your Blue and or Green Chocobos to increase your chances. Again, you don't need S-class Chocobos. To guarantee a Black Chocobo, your Blue and Green Chocobos need a combined nine wins. To get these wins, start by feeding the Chocobos some Sylkis Greens. Probably about five to ten would be pretty good for starters.

I recommend racing your Green Chocobo to A-Class (this takes six wins). The reason I recommend this is because the Green Chocobo incurs no speed penalty from running through the "Space" area on the short course, and racing the short course will save you time in the long run. You could keep going and get S-Class with the Green Chocobo (nine wins), but the races are a little harder, and you'll start racing against Joe and his Chocobo TEIOH more regularly. It's your choice.

You could also feed your Blue Chocobo a few greens (mostly to increase co-oper-

ation as speed and stamina should not be an issue on C-Class races) and win three races (long or short track - remembering that Blue Chocobos shouldn't incur a speed penalty in the "water" area of the long track) and mate with a Green with six wins.

However you do it, once you have nine combined wins between your Blue and Green Chocobos and you've fought some random battles, so they're ready to mate, breed your Blue and Green Chocobos using a Carob Nut. Assuming you've won nine combined races and you're breeding using a Carob Nut, the chances of getting a Black Chocobo are 100%. Again, gender is randomly selected and is a 50% chance of either.

Note: It is possible to breed a Black Chocobo without racing. If you breed the Blue and Green Chocobos with a Carob Nut, you have a 10/256 chance of getting a Black, 128/256 of getting a Blue, 118/256 of getting a Green.

Also Note: It is also possible to breed a Black Chocobo using any Nut other than a Zeio Nut. If you use any of the other nuts, you also do not have to race to improve your chances as they are set chances for each nut as they are set chances for each Nut. See The Nuts ([f04]) for complete details.

Once you have your Black Chocobo, you're ready to finish things off and get your Gold Chocobo ([f40]).

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*****
*                               [f31] Black Chocobos                               *
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The Black Chocobo has all of the abilities of the Yellow Chocobos AND the Blue AND the Green Chocobos. This means the Black Chocobo can cross all forms of land, can cross rivers and streams and can climb mountains. This leaves the deep oceans as the only thing that Black Chocobos cannot pass.

Once you have a Black Chocobo, you can reach the cave to the North of North Corel. This cave holds the HP <=> MP materia. This materia will swap your Hit Points with your Magic Points. I don't know why anybody would want this, but it's there. You should get it for completion's sake if nothing else.

Also note that you can pick up the "Quadra-Magic" and "Mime" Materias with a Black Chocobo.

The Black Chocobo suffers no disadvantage in any area of any track. I stick with The short course, just based on time, but you won't be slowed by either track's "special" area. TEIOH is a Black Chocobo as well, and as such suffers no disadvantage on either track.

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*****
*                               [f40] Breeding Gold Chocobos                               *
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Take your new Black Chocobo and feed it about ten to fifteen Sylkis Greens. You will also need to have a Wonderful Chocobo from the Icicle Inn area. You will need to have twelve combined wins between your Black and Wonderful Chocobos to guarantee a Gold Chocobo.

I recommend winning nine races with your Black Chocobo, since it incurs no speed penalty in either the "Water" or the "Space" areas. Winning nine races will give you an S-Class racer. You can race and win twelve if you like with the Black Chocobo, as the S-Class races aren't really that hard with a Chocobo that doesn't incur a speed penalty in "special" areas, but you can also feed

your Wonderful Chocobo a few greens and win three races with that one if you want to stop the Black Chocobo at nine wins.

Note: Due to a glitch in this game's mechanics, you MUST select the Black Chocobo first in the mating selection process. If you do, it is a 100% chance of getting a Gold. If you don't, it is a 0% chance of getting a Gold.

Take your Black Chocobo (after fighting three to eighteen battles so it's ready) and your Wonderful Chocobo and mate them using a Zeio Nut. If your Black and Wonderful Chocobos have a combined twelve wins and you mate them using a Zeio Nut, you have a 100% certainty of getting a Gold Chocobo.

Note: It is possible to get a Gold Chocobo without racing. If you breed the Black Chocobo with a Wonderful Chocobo using a Zeio Nut you only have a 1/32 chance of getting a Gold Chocobo.

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*****  
*                               [f41] Gold Chocobos                               *  
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Ahhh...the cream of the crop of Chocobos...The Gold Chocobo! With these Chocobos, you can go just about anywhere in the world. If you want to go run in the ocean, go for it. Stand on a Mountain? Go ahead.

Now, it goes without saying that you cannot dismount your Chocobo while standing on a mountain or in the ocean, but the idea that you can do it all with one Chocobo is a great thing. The Gold Chocobo can simply go almost anywhere in the world with two exceptions. The only exceptions are the Northern Crater and anything under water. You need to be on the Highwind to access the Northern Crater and a submarine to access anything underwater. Sorry.

There is a cave on the northeast corner of the map. The entire island is surrounded by mountains and is filled with forests. The only way on or off this island is a Gold Chocobo. There is a cave on this island, which contains the most powerful, individual, non-limit break attack known as "Knights of the Round".

It's worth the trouble of breeding just to cast this spell once.

Gold Chocobos can also obviously grab any of the aforementioned Materia from their respective caves.

Gold Chocobos also suffer no disadvantage in the races. They also receive a bonus to their stats based on the breeding process to get one.

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*****  
*                               [f50] A Perfect Chocobo                               *  
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There are a lot of questions on the message board about breeding "Perfect Chocobos", so I've decided to add a section covering "Perfect Chocobos" for your reading enjoyment.

Note: Thanks to phiefer3 for breaking this down into an understandable format.

Most of the stats: Stamina, Co-op, Intelligence, and Acceleration can be maxed by all Chocobos and don't really require any special preparation. All of these can be maxed after you get the others. (This means you can max these out by feeding your Chocobo greens and not by mating.)

The only ones to really worry about are Run and Dash. These do require breeding, because you need to get the correct caps to really max them out. As it is, the Zeio Nut is easily the nut of choice, because it includes chances for both the MRun and MDash stats of the baby to be higher than the parents'. Your best bet is to start off by getting a Gold. Actually, you'll want to get two Golds, a male and a female, that way every time you breed them (or their offspring) you'll always get a Gold as well, assuming you don't use a Carob Nut.

Since Dash is easier to check than Run, Run cannot exceed Dash (normally), and the Zeio Nut has a chance to lower the MRun of the baby (but not MDash), you should try to max the Dash stat first. So, what you want to do is feed the Gold parents enough Sylkis Greens to max their Dash and Run stats (you can also feed them enough to max their stamina, then all babies will be born with max stamina as well). Then breed them and feed the baby one or two Sylkis Greens to cap their Dash (and Run) stats (Dash and Run always start out at least a little below the max), and then either go to the races to check the speed or talk to Chole to see who she says is the fastest sprinter.

If the newborn is the fastest sprinter, then you want to replace the parent of the same gender with the newborn (if the newborn is a female and is the fastest sprinter release the mother and use the newborn instead). If one of the parents is the fastest sprinter, either kick the newborn out or reset and try breeding again (remember to soft reset to keep from having to "manipulate" the RNG). You may also want to check at the races what the speed of the fastest sprinter is (speed stat at races reflects dash stat, not run). Keep progressively breeding until your sprinter has 176 speed. This will probably take two or three times of getting a faster newborn. Actually, you want to get 2 Chocobos with 176 speed, a male and a female. Once you do then when you breed them (with a Zeio nut) the baby is guaranteed to have 176 for its max speed (MDash).

You can now start working on Run. You basically want to do the same thing as for Dash, except that you want to see who Chole says is the fastest runner. You also won't really be able to tell as easily at the races just how high your Run stat is. The only way will be to race it and during the race compare how fast it goes when you just run (using square) and how fast it sprints (using circle) the more similar the speeds the closer Run is to Dash which means the closer it is to being maxed. You won't really be able to tell when you're as high as possible, so just stop when you seem to be pretty close (this will also mean that sprinting will be almost pointless when racing since you'll run at near the same speed all the time).

Once Dash and Run are maxed (or close enough for your taste) you can worry about the others. A total of 25 Sylkis greens will max out Co-op, between 25 and 100 Sylkis greens will max out Intelligence (though the greens you fed the parents will also influence it, and Int is only important if you race on auto instead of manual). Feed it as many more Sylkis greens are needed to max Stamina out (if you haven't already).

Acceleration is the biggest pain to max. This is mainly because there's no way to check it, and no greens guarantee an increase. Each Mimett has a 25% chance to raise Accel by 1 point. If you started your breeding chain with 2 Greats then your "Perfect" Chocobo will have between 60 and 70 Accel, if you started with a Good then it'll be between 50 and 70. Accel caps at 80, so feed about 90 to 120 Mimett Greens and maybe some more for extra insurance.

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*****
*                               [g00] Misc. info                               *
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*                               [g01] Other Chocobo-Related Stuff           *
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The following sections are devoted to just some of the other things in the game that relate to Chocobos. Some of the information is covered elsewhere in this guide, but this just serves as kind of a quick reference point for these things.

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*                               [g02] ChocoBuckle Enemy Skill                               *
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There is one Enemy Skill that is Chocobo-specific. It is the ChocoBuckle Enemy Skill. You learn it from Chocobos.

The earliest you can learn it is right after you visit the Chocobo Ranch for the first time. You must get the Chocobo Lure Materia from ChocoBilly and equip it. You also need an Enemy Skill Materia, which the first one is available at the Sector 5 playground before the first assault of ShinRa Headquarters.

However, learning it is not as simple as standing there and waiting for a Chocobo to use it on you. It requires a little extra work.

The first thing you need to do is learn the Enemy Skill L4 Suicide, which can be learned from Mu's, which are small mole-like creatures. They can be pretty uncommon, and be careful that not all your character's levels can be divisible by four, or you might get yourself killed. L4 Suicide causes critical damage and Mini to everyone with a level divisible by four.

Note: It might be a while before they use the attack.

Once you've learned L4 Suicide, you're ready for ChocoBuckle.

It's a little tricky and requires quick action, but it's definitely possible. It helps to have the Sense Materia and the Enemy Skill with L4 Suicide on different party members.

First buy at least one Mimett Green, and I would suggest saving. Equip the Chocobo Lure Materia and get into a battle with a ChocoBattle. Use Sense to check its level. For this area, it must be Level 16. If it's not, either release it and try again or re-load and try again. Once you've found a Level 16 Chocobo, use the Mimett Green and quickly cast L4 Suicide once its eating. The Chocobo will counter with ChocoBuckle. Skill learned.

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*****
*                               [g03] The Chocobo Ranch Family                               *
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During your first trip to the Chocobo Ranch (or any time during disc one), you will be able to meet the Chocobo Ranch Family. They are ChocoBill and his grandchildren: ChocoBilly and Chole. ChocoBill stays in the house and ChocoBilly and Chole stay in the stables and take care of things in there.

When you first enter the ranch, you'll be on a screen that has four Chocobos in a pen, a building to the left and a barn to the right. If you speak to the Chocobo closest to the front of the screen and select "Warrrrk..." as you option, you'll see the Chocobos do a little dance for you and present you with the Choco/Mog Summon Materia, which is the first summon available in this game.

ChocoBill

On disc one, ChocoBill will offer to let you stay at the ranch and rest up. This acts as an inn, which will completley heal your characters. The cost for this is 100 gil.

Once you have access to the Highwind, ChocoBill provides some additional information about Chocobos and mentions the Chocobo Sage. He also is the one to whom you'll have to talk in order to rent/purchase the stalls in the ChocoStable.

ChocoBill will have the following conversation with you after you have access to the Highwind:

ChocoBill: "Oh what is that? What has this world come to? Stars falling and everything.

"With things the way they are now, how 'bout raising a Chocobo?

"No, I'm not trying to pesuade you for money. It's just because of the state of things in the world.

"I thought that it would be a good and healthy thing for you to raise some Chocobos...

"Hmmm... You just happen to be in luck!

"It just so happens that we aren't taking care of any Chocobos for anyone else, so...

"I could take care of 6 Chocobos right now for 10000 gil per Chocobo. How 'bout it?"

He will then give you three options:

- Take care of my Chocobos
- Tell me something else
- How do you raise them?

Take care of my Chocobos

ChocoBill: "To raise a Chocobo, you'll need a 'Chocobo Stable',
"And they rent for 10000 gil. Currently I can rent out up to 6 'Chocobo Stables'.

"If you rent a 'Chocobo Stable', we will keep up to 4 of the Chocobos you catch in the fenced area outside.

"At a later date, you can select the Chocobo that you would like to put in your 'Chocobo Stable'.

"Chocobo Stables cost 10000 gil..."

Rent it - ChocoBill responds with "Thank you."

Don't need it - No response.

"My grandson takes care of the Chocobos. He's in the Chocobo Stable at the far right of the farm. Please tell him what you want.

Tell me something else

ChocoBill: "Someone once told me there is a 'Chocobo Sage' ... somewhere.

"He seems to know how to raise some great Chocobos.

"If he really exists, I'd like to meet him someday."

How do you raise them?

ChocoBill: "Chocobos aren't hard to take care of.

"The day to day care will all be done here.

"But, please buy the food for the Chocobo and feed them yourselves.

"Chocobo's abilities will differ with what you feed it, so feel free to choose your own food.

"Also, if you're able to find a male and a female Chocobo that like each other, they'll produce an egg. But only if you feed them a 'Nut'.

"New Chocobos inherit the abilities of their parents.

"I've heard that sometimes new breed of Chocobo are born with special abilities. I've never actually seen it, though."

ChocoBilly

ChocoBilly is ChocoBill's Grandson. He stays in the ChocoStables with Chole.

ChocoBilly will teach you how to catch a Chocobo in order to help you cross the Midgar Swamp to avoid fighting the Midgar Zolom. ChocoBilly sells you a Chocobo Lure Materia for 2000 gil (disc one only). That may seem like a lot early in the game, but it's probably well worth it.

ChocoBilly also has an assortment of Greens to help you catch Chocobos available for purchase. Please, check out the "ChocoShops," "Stats" and "Catching a Chocobo" sections for information on which Greens you might want.

On discs two and three, ChocoBilly has the same assortment of Greens available, and he's also added a few different Nuts to the mix. He will also be able to provide you the information on catching, keeping and breeding Chocobos.

Here is a list of the information ChocoBilly has available for you (note: once you have caught a Chocobo, this list changes):

- Feeding Chocobos
- Mating Chocobos
- Chocobo by the fence
- Riding it around
- What are "classes"

Feeding Chocobos

ChocoBilly: "What the Chocobo eats are 'Greens'. The most famous one is the 'Gizzard Greens'

"Chocobos will mature differently depending on which 'Greens' they eat. Certain 'Greens' will boost their Stamina."

"You'll have to figure out what kinds have what effects for yourselves.

"Oh, and Chocobos are born with certain natural abilities. So no matter how much they mature, they can't get more abilities than what they're born with.

"Remember that if a Chocobo's abilities don't increase even though you fed it, that means its limit has been reached.

"It's best to let those kinds of Chocobo go or mate them to get a new Chocobo."

Mating Chocobos

ChocoBilly: "A male and a female Chocobo together can produce an egg.

Chocobo by the fence

ChocoBilly: "The Chocobo out there is part of the stock that you caught.
"We can only keep 4 Chocobos here at once. If you get a fifth one, the first
one will be let go.
"If you don't want that to happen, come back and put it in your stable."

Riding it around

ChocoBilly: "Yeah, you can ride this one.
"And even if you take it outside, this Chocobo won't run away when you get off
of it.
"If you want to return it to your 'Chocobo Stable', just ride it onto the Farm.
"Then, you'll be able to feed it again."

What are classes?

ChocoBilly: "Chocobo strengths are divided by 'Class'."

Chole

Chole will write down any information that that Chocobo Sage gives you about
Special Chocobos, and she'll also provide a brief synopsis on which Chocobo in
your group has the highest stats. More on Chole in the next section.

If you talk to Chole before gathering information from the Chocobo Sage, she'll
tell you:

Chole: "Welcome I've got something good to tell you."
"The White Chocobo likes it when you scratch behind its ears.
"But id you scratch ir someplace that it doesn't like, it'll get mad, so be
careful"

This is a pretty clear clue toward the Mideel Chocobo discussed a little later.

* [g04] The Chocobo Sage *

At any time after you have access to the Highwind, you can visit the Chocobo
Sage. A wise person who lives nestled away in the Mountains of the Northern
Continent. The Chocobo Sage's house is only reachable with the Highwind or a
Green, Black or Gold Chocobo. There are a few ways to find his house pretty
easily.

First, starting at the Chocobo Ranch, fly due north. This is easily done by
landing the Highwind right next to the ranch and re-boarding. When the Highwind
takes off, it'll be facing due north. Then fly north until you reach an island.
At the island, turn ninety degrees to the left (facing as close to due west as
you can) and fly. You should see the Chocobo Sage's house in passing.

The second way I've found that works is again to start at the Chocobo Ranch.
Aim the Highwind directly at (or just a little bit north of) Kalm (push select
and use the large world map to help you) and fly toward the town. If you fly
straight and pass just north of Kalm, you should fly right over the Chocobo
Sage's house.

Finally, a prety easy way to find it is to fly to the Bone Village on the

Northern Continent. Land the Highwind to get it pointing due north. Re-board it and tap left on the directional pad or L1 once or twice to turn just a little toward the west (you probably only want to change the direction by about five to ten degrees at most. Fly for just a second or two, and you'll be there.

The Chocobo Sage is an odd fellow. However, he has some information about the different types of Chocobos and how to get them, but he only seems to remember it in pieces.

After the Chocobo Sage tells you everything he knows, he'll pause and mention that he can't remember anything else at that time. Some time will have to pass before he can remember anything, and time (as we should know by now) in this game is determined by random battles.

I've not been able to dig up the exact mechanics behind the amount of battles required, but in my testing, it appears that the number of battles fought has always been between three and six. This leads me to believe it either uses the same numbers as breeding parent Chocobos (between three and ten), or it uses a different set of numbers altogether (potentially using three and six as its limits). Whatever the case, it appears "random", and it appears the information you're about to receive has no bearing on how many battles. Again, I have no mechanics to back any of this; this is merely play-testing and speculation.

When you first find the Chocobo Sage, you'll notice he is on the top floor of his house, and there is a Green Chocobo in a stable on the bottom floor. If you approach the Chocobo and "inspect" it, it'll provide you with one of the game's four Enemy Skill Materials.

Going up stairs, speak to the Chocobo Sage. He's the floating blue guy with a hat on. He'll seem surprised. Then there is some dialogue, and eventually he'll begin telling you about the different Chocobos. Once he does, you can travel to the Chocobo Ranch where Chole will "take notes" on what the Chocobo Sage tells you. You can visit Chole any time to give her the information the Chocobo Sage had told you up to that point.

The following is the word-for-word transcript of everything the Chocobo Sage tells you and the clues the Chole jots down from that. You do not have to visit Chole after each visit to the Chocobo Sage. Chole will keep track of all of the information you get from the Chocobo Sage, and each time you visit Chole, you will read all of the information you have received to that point. (Note: any thing inside of these [brackets] is my own commentary on the subject and not actually expressed within the game's script.)

Note (and minor spoiler): If you visit the Chocobo Sage and complete this part while the party is split up, the dialogue does not change.

[When you first enter the Chocobo Sage's house and speak to him for the first time]

Chocobo Sage [currently un-named]: "Ho ho. It's unusual for people to come to such as out of the way place..."

"I can't remember how many years it's been since the last person came."

Cloud: "Who are you?"

Chocobo Sage: "Me? I'm

"I don't know."

Cloud: "you don't know who you are?"

Chocobo Sage: "Been a while since I gave it any thought..."

"Wonder what they used to call me?"

"Oh yeah!! They used to call me the 'Chocobo Sage'. That's right!

"Right, that was it, the Chocobo Sage!!" [after this, the Chocobo Sage is named

in his "speech bubbles"]

Cloud: (no one would forget that)

Chocobo Sage: "Now what can I do for you?"

Sell me something [every visit from here on out will have this option]

- this option takes you to the Chocobo Sage's General store

What about that Chocobo? [this changes to " You remember something" for every visit after this]

Chocobo Sage: "That Chocobo? Well that one is...

"Let's see now. I don't quite remember..."

[Note: at this time, the Chocobo Sage will not remember anything else until some time has passed, which means random battles.]

[After some battles]

Chocobo Sage: "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'."

Cloud: "Where can we catch one?"

Chocobo Sage: "There aren't any around now.

Cloud: "..... That's one right there, isn't it?"

Chocobo Sage: "Wha? I wonder what he's doing there?"

"I can't remember for the life of me.

[At this time you can re-visit the Chocobo Ranch and talk to Chole about what you have discovered.]

Chole: "Hey, do you know what a Chocobo Sage is?"

"What!? You've actually met him!?"

"Wow! What did he tell you?"

[Cloud will move his hands a few times as to show him telling Chole what he had heard. Cloud will do this every time he comes back from the Chocobo Sage's House with new information. Chole will in turn respond with...]

Chole: "Wow, that's amazing! ... let me take some notes."

[Then checking back with Chole after giving her the information, she will say]

Chole: "What?"

[and give you the option of "Chole's Chocobo Inspection" or "Let me jot this down". At this time Chole will go over the information that the Chocobo Sage has provided in a little more understandable form.]

Chole: Other than the regular Chocobo, there are "Mountain Chocobo" and "River Chocobo.

[Fight some battles and head back to the Chocobo Sage's House.]

Chocobo Sage: "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."

Cloud: "So where's this Chocobo?"

Cloud: "So where can I get these 'Carob Nuts'?"

Chocobo Sage: "Huh? Where? Where was that?"

"And what was that nut?"

"Can't remember for the life of me..."

[Return to the Chocobo Ranch]

Chole: In order for the "Mountain Chocobo" and "River Chocobo" to be born, you must 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".

[Fight battles]

Chocobo Sage: "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. Or you might..."

"..... Funny What was I saying just now?"

"Can't remember for that life of me..."

[Back at the ranch]

Chole: A "Great Chocobo" and a "Good Chocobo" are found... on an island south-east 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?

[My assumption is he is talking about the "Good Chocobos" that can be caught just outside of the Gold Saucer, which is located where Corel once stood and the "Great Chocobos" that can be caught in the RocketTown area.]

[Fight Battles]

Chocobo Sage: "Oh right!"

"It was about the Mountain Chocobo and the River Chocobo I told you about.

"When you mate these two together..."

"You get one that can cross rivers AND mountains.

"And... and also... uh, what was I saying?"

[To the ranch!]

Chole: One surprise. If you get the "Mountain Chocobo" and the "River Chocobo" to produce an egg, You'll get a Chocobo that can cross mountains and rivers. I bet the right nut for that is the "Carob Nut".

[Note: The Carob Nut is not the only nut capable of producing a Black Chocobo.]

[Fight Battles]

Chocobo Sage: "Oh yeah! And also..."

"There's one that can cross oceans, too!"

Cloud: "You probably don't remember, but..."

"How can I get one of those Chocobos?"

Chocobo Sage: "Hey, don't tease me like that! To get an Ocean-crossing Chocobo, you just..."

"Let's see now... .. Nope. Don't remember a thing."

[Visit the ranch]

Chole: 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.

[Fight Battles]

Chocobo Sage: "Oh, I remember! The Ocean-crossing Chocobo is...
"The Mountain-and-River-Crossing Chocobo is... is... Oh what was I saying?
"Let's see now... .. Nope. Don't remember a thing."

[At the ranch]

Chole: In order to get a Ocean Chocobo you need to get a Mountain-and-River
Chocobo to mate with something else.

[Fight Battles]

Chocobo Sage: "Right, right! I remember! You take the Mountain-and-River Cross-
ing Chocobo...
"Mate it with a 'Wonderful Chocobo' you can catch right around here... And
you'll get...
"Can't remember for the life of me..."

[At the ranch]

Chole: 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.

[Fight Battles]

Chocobo Sage: "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?
"Can't remember for the life of me..."

[At the ranch]

Chole: 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?

[Fight Battles]

Chocobo Sage: "Oh yeah! Zeio Nuts were...
"The favorite of goblins. There's a small island east of here where the goblins
have a bunch of them."
Cloud: "You remember something?"
Chocobo Sage: "Oh!
"That's it..."

[At the ranch]

Chole: Zeio Nuts are found on a little island east of the Chocobo Sage. "Gob-
lins" have them. With this you can produce an "Ocean Chocobo"
Chole: 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 by winning at the races, it'll increase your chances of getting one.

[Note: "Class" doesn't matter when breeding Chocobos. Only the number of wins
matters.]

[From this point on, if you ask him if he remembers anything else, he'll respond with]

Chocobo Sage: "I think...
"... that's all I'm gonna remember."

* [g10] The ChocoShops *

This is a list of the stores where you can buy Chocobo-Related items (Greens and Nuts) in the game.

ChocoFarm Vegetable Store - disc one

Item	Cost
Mimett Greens	1500 gil
Curiel Greens	1000 gil
Pahsana Greens	800 gil
Tantal Greens	400 gil
Krakka Greens	250 gil
Gysahl Greens	100 gil

Note: Any time you visit the ChocoFarm during disc one, you can buy one Chocobo Lure Materia from ChocoBilly for 2000 gil.

ChocoFarm Vegetable Store - discs two and three

Item	Cost
Lasan Nut	600 gil
Saraha Nut	400 gil
Luchile Nut	200 gil
Pepio Nut	100 gil
Mimett Greens	1500 gil
Curiel Greens	1000 gil
Pahsana Greens	800 gil
Tantal Greens	400 gil
Krakka Greens	250 gil
Gysahl Greens	100 gil

Anytime you visit the ChocoFarm after gaining access to the Highwind, you can find one and only one Chocobo Lure Materia on the ground in front of the pens for free.

Chocobo Sage General Store (only available one you have access to the Highwind)

Item	Cost
Porov Nut	2000 gil
Pram Nut	2500 gil
Sylkis Greens	5000 gil
Reagan Greens	3000 gil

* [g11] The Chocobo Sage's Chocobo *

Anytime you visit the Chocobo Sage, you'll notice there is a Green Chocobo on the lower floor on his house behind a gate. If you speak to the Chocobo Sage, you can ask him for some information on that Chocobo. If you talk to the Chocobo, you can also get one of the four Enemy Skill Materia in the game.

* [g12] The Mideel Chocobo *

Before you head to Mideel for the first time, make sure you have at least one Mimmatt Green in your inventory.

In one of the shops in Mideel, there is a White Chocobo that is racing around the shop. If you stop the Chocobo, feed it a Mimmatt Green and scratch it behind its ear, you'll receive the Contain Materia.

This doesn't have to be done the first time in Mideel. It can be done any time.

* [g13] The Materia Caves *

This information is also found in the sections describing the different types of Chocobos, but I thought it would be convenient if it had its own section.

There are four caves in the world that are accessible only with Chocobos. These caves all hold rare materia that is available no where else.

Quadra Magic

Accessible with: Blue, Black, Gold

Type: Support (Blue)

Located: At the end of a series of island west then north of Mideel. Cave is on the northern tip of the last island.

Uses: Allows use of linked Materia four times in one turn. Only used with green (magic) Materia or red (summon) Materia (except Knights of the Round).

Mime

Accessible with: Green, Black , Gold

Type: Command (Yellow)

Located: Eastern side of Wutai Island. Cave is on the east side of a mountain by the bridges on its own peninsula.

Uses: Allows the one equipped with it to copy or "Mime" the action of the previous party member. Can be used to "Mime" any magic, summon or command. Can "Mime" any physical attack of any other character with the exception of Limit Breaks. Can only "Mime" a character's own Limit Break (meaning no other actions can be preformed after the Limit Break had been used).

"Miming" a magic or summon cost no additional MP beyond the original casting.

HP<=>MP

Accessible with: Black, Gold

Type: Independant (Purple)

Located: North of North Corel. Cave is on the south side of a mountain, just north of a river.

Uses: Switches the HP and MP of the one equipped. This would allow for a character to have up to 9,999 max MP (at the cost of having 999 max HP).

Knights of the Round

Accessible with: Gold

Type: Summon (Red)

Located: On a lone island in the northeast corner of the World Map. Island has a circle of mountains on the outside and is full of forests.

Uses: Summons the Knight of the Round Table to assist you in battle. Summon animation is about one minute in length as each of the thirteen knights takes their turn attacking all of your enemies. This is the most powerful non-Limit Break attack in the game, capable of causing close to 130,000 HP worth of damage on all foes.

* [g14] Lucretia's Cave *

Once you have a Green, Black or Gold Chocobo, you can visit a cave by a waterfall located straight west of the Gold Saucer (southwest of North Corel). You may have seen the waterfall while navigating the Tiny Bronco on the river that cuts the Eastern Continent in half. Just ride your Green, Black or Gold Chocobo west from the Gold Saucer over the mountains and you'll see a small lake with a cave on the north side of it. Park your Chocobo on the grassy plain just outside of the cave.

To activate a scene with a person in the cave name Lucretia, you must have Vincent in the active party. You will then learn a little of the story behind Vincent and Sephiroth and why Vincent feels compelled to help Cloud and Co.

After the short scene, mount your Chocobo and cross the mountains again. Fight about ten random battles and cross the mountains to the cave again. You'll not be able to fight any encounters right outside of the cave. After fighting the battles, go back in the cave with Vincent in your party, and Lucretia will talk to you again. This time she will give you Vincent's Ultimate Weapon, the "Death Penalty", and his level four limit manual "Chaos".

Note: This cave is also accessible with a submarine.

First, after a story-related event leads you back toward Midgar, you will be forced to fight Diamond WEAPON. Next, you will have the ability to track down Ultimate WEAPON. This can be done before or after you re-visit Midgar to continue the story. I suggest you go to Midgar first because there are some things in there that will help you beat Ruby WEAPON. Once you have fought, defeated Ultimate WEAPON and fought one random battle, Ruby WEAPON will poke his head out of the sand around the Gold Saucer.

Before you begin combat with Ruby, you should have the Ziedrich or Mystile as your Armor on all active party members and Ribbons as everyone's accessories. You should also make sure you have a good stock of Megalixirs or Elixirs on hand.

Ruby Basics

There are two ways to initiate combat with Ruby WEAPON. You can ram him with the Highwind, or you can run a Chocobo into him. Either way, you'll want to make sure you're well prepared for a tough battle. To prepare, you'll want to enter a random battle and intentionally knock out two of your party members. This may seem a little odd, but if you don't, Ruby WEAPON will knock two of your party members out of combat before you can even begin to fight him.

Ruby has two tentacles that he uses to attack you from behind. Until his tentacles are in the ground, you will not be able to harm him. Ruby will also use "Whirlsand" on two random party members before sticking his tentacles in the ground if they are not knocked out ahead of time. If your party members are kicked out of battle in this manner, they will not be able to be brought back until after the fight.

If you damage Ruby's tentacles enough while they are underground, he will pull them back and use whirlsand if there is more than one party member not KO'd. To keep Ruby from using "Whirlsand" on your party, KO two party members before the battle and stay away from attacking the tentacles. Once Ruby has his tentacles in the ground, cast Life2 on both of your downed party members (Alternatively, you could summon Phoenix to raise both members of your party, but Ruby absorbs Fire damage. So, you'd be healing him at the same time).

The Ruby Battle

Regardless of which tactic you use against Ruby, there are several things that remain consistent throughout. And, that's Ruby himself.

To start with, Ruby WEAPON has 800,000 HP and 2560 MP. Upon defeating Ruby, you'll receive 45,000 exp., 50,000 AP and 30,000 gil. Each tentacle has 40,000 HP and 1000 MP, but you receive no exp, AP or gil if you beat them. You will also receive the "Desert Rose" item for defeating Ruby WEAPON.

Ruby and his tentacles nullify Gravity- and Water-based magics. Ruby's main body also absorbs Fire-, Ice-, Lightning- and Earth-based magics. So, you see quite a few of your attack spells will have no effect or even worse will be counter-effective.

However, there's good news. Ruby and his tentacles are weak against some status ailments. This can be very helpful. Ruby and his tentacles are weak to Slow, Paralyze, and Darkness, and his tentacles can be poisoned, though you may not

want to. If his tentacles lose enough HP, Ruby will pull them out of the sand, and before he puts them back in, he will cast "Whirlsand" on two non-KO'd party members.

The Strategies

Note: There are other strategies for defeating Ruby WEAPON than the two I have listed here. However you do it, he will drop the "Desert Rose". Take the "Desert Rose" to the "Kalm Traveler", and he'll give you a Gold Chocobo. Not a bad trade off if you ask me.

(Thanks to Absolute Steve. These strategies are also outlined in his guide.)

Strategy 1

Use status defenses to your advantage

Additonal things you should have:

W-Item Materia

W-Magic Materia (optional)

Enemy Skill Materia (three preferably) with Big Guard

12 Hero Drinks

Plenty of Dazers (Could also use Hades or Master Summon Materia)

Time (not the Materia... actual time. This take a while).

Ruby does not have any elemental weaknesses, but he is weak to Paralyze, which is usefull as it will stop him completely. It only last for a a few rounds, but it's still helpful. The best thing you can use here will be Dazers, which you can steal/morph/win from Boundfat creatures, which appear in the Coral Valley (after Bone Village). I'd go with stealing. You can also steal Dazers from Battery Caps, which appear in forests near Nibelheim and Rocket Town. You will need a lot, or you can just clone them with the W-Item trick (FAQ12). Hades also inflicts paralyze when cast, but unfortunateluy not when used with Added Effect. You can only cast Hades 5 rounds, unless you have Master Summon. Either way, Dazers are probably prefered since they use no MP and have no limit as to how many you can use.

Have one character use Dazers with W-item on Ruby and the tentacles at all times (clone when needed). Have the other two characters use the strongest attacks they have. If Ruby stays paralyzed he won't be able to attack. You can also slow ruby so that if it happens he snaps out of paralyze he's alot slower than normal.

You can poison the tentacles, but it's not recommended. Ruby will withdraw them from the sand if they take enough damage, and you don't want that. You can also inflict Darkness on Ruby (and tentacles), but it certainly doesn't help for the tentacles, and Ruby only has one physical attack that he only uses when the tentacles aren't in the sand, so it's not worthwhile to waste your time with that. You should also speed up the party with haste ("Big Guard"), and use Hero Drinks (4 for each character) to make your attacks (and defense) stronger.

Ruby WEAPON has a very high defense, so it will appear that your attacks are not as effective as they normally are. Just hang in there. If you continue to keep Ruby paralyzed and keep hacking away, he'll fall eventually.

Strategy 2

Minimalizing the effectiveness of Ruby's attacks:

Additional things you should have:

- Elemental Materia (level 3+) linked with Fire in ARMOR
- Three Enemy Skill Materia with "Magic Hammer"
- W-Magic Materia and/or Quadra Magic Materia
- Double Cut Materia (level 2+) on as many party members as possible
- Strong, non-elemental attack spells (Ultima/Comet2)
- Again, time

This again starts based on Ruby having it's tentacles in the sand, and you've revived your party members that you KO'd before the battle. While his tentacles are in the sand, Ruby cannot use "Big Claw", "Big Swing", "Whirlsand" or Comet2. "Ruby Flame" is fire based, so that's free healing for everyone who has the Level 3+ Elemental-Fire combo in their armor.

That leaves Ultima, "Shadow Flare", the tentacles and "Ruby Ray". Those first two attacks are rather powerful, but there are ways around them. You can reflect "Shadow Flare", but this isn't a good idea to cast that just for that attack. It's better to prevent Ultima and "Shadow Flare" both from being cast by having Ruby run out of MP. He has 2560 MP, which is a lot, but if you cast "Magic Hammer" 26 times, his MP will be gone. So, that is what you'll start by focusing on. With all three characters doing it, you'll be doing it for about 9-10 turns.

After this, all that's left is the tentacles attacks and "Ruby Ray". The tentacles can not kill you, since they only take a certain percentage of your current HP away. They also cause bad status effects, but if everyone is equipped with a Ribbon, this will be prevented. "Ruby Ray" cannot be prevented, but it's far from being the worst attack in the game. Its base damage is 4662, and it's only directed at one character. If you have Ziedrich equipped the damage will even be halved due to a special element.

Now it's all just a matter of healing with Megalixirs (for quickest healing) and perhaps giving your characters some Hero Drinks to boost attack and defense. For just boosting defense you can also cast "Dragon Force". Attack Ruby with attacks like 4x Cut if you have high strength. You can also use Ultima or Comet2 with W-Magic/Quadra Magic. Continue to attack and heal, and eventually, Ruby WEAPON will fall.

Strategy 3

Using Cheap tricks:

Things you'll need:

- Knights of the Round Materia (or Master Summon)
- HP Absorb Materia
- Mime Materia
- Counter (Command) Materia
- Ziedrich (preferred, not required)
- A little time

This technique is assuming you already have a Gold Chocobo and have received Knights of the Round. Alternately, you can beat Emerald WEAPON to receive one copy of each of the Master Materia. It's a fairly simple tactic. It's all about the setup.

First, link HP Absorb to Knights of the Round. Then link Mime to Counter. Get into a fight and knock out two of your characters. Enter battle with Ruby WEAPON. Once Ruby has put his Tentacles into the ground cast Knights of the Round. Alternately, you can revive the other party members with Life2 or Phoenix Summon if you want, but it's not necessary. They just won't receive any experience and/or AP if they're KO'd. If you revive the other characters, it may help things along to have them also equipped with the Counter=Mime combination.

Once Knights of the Round has been summoned, all you have to do is watch the fight. Depending on your Magic stat, this will take between ten and twenty minutes to finish. Every time Ruby WEAPON attacks you, you will counter with Knights of the Round. Since Knights of the Round is linked to the HP Absorb Materia, you'll recover enough HP to keep you alive. Ruby WEAPON counters Knights of the Round with Ultima occasionally, but if you're wearing a decent armor (Ziedrich), the damage will be minimal. If you're wearing a Mystile, there's a good chance Ultima will miss. After somewhere between seven and twelve round, Ruby WEAPON will fall, and you'll receive your Desert Rose.

Again, there are other tactics available. Try some different things, and don't become too upset about failing this battle. It is an optional battle, and I've come to the realization that if you stress too much about things in a game, you're probably taking things too seriously.

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*****
*                               [g21] The "Kalm Traveler's" Chocobo                               *
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You receive a Gold Chocobo for returning the "Desert Rose" that you receive for defeating Ruby WEAPON to the "Kalm Traveler". The Kalm Traveler is in one of the buildings on the first screen of the town of Kalm (between Midgar and the Chocobo Ranch). The Chocobo is always rated as a Great Chocobo and has a 50% chance of being male and 50% chance of being female.

Here are the other base stats on this Chocobo:

Dash:	1000	MDash:	3000	Stam:	1000	Accel:	60
Run:	500	MRun:	2500	Co-Op:	0	Int:	30

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*****
*                               [g30] Frequently Asked Questions                               *
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I'll try to keep answers here short, sweet and to the point. I want this to be a quick reference for those wanting to breed Chocobos or those that have a question about Chocobos in general.

If you have any questions about breeding Chocobos, feel free to send me an email. I can be reached at gamefaqsuser30@sbcglobal.net. I will do my best to answer your questions, and if I get the same one enough, I will post it here.

FAQ01: I keep getting a Blue Male, and I need a Blue Female. I've tried resetting. What gives?

Ans: The RNG needs to be adjusted. If you perform a "hard reset", the RNG resets to zero, so try something different on the ChocoFarm and try again. If you perform a "soft reset", the RNG maintains its position, so minimal tinkering is required.

FAQ02: When can I start breeding Chocobos?

Ans: You can start catching them as soon as the Highwind becomes available
--- to you at the start of disc two. Without spoiling much, there is a
time at the beginning of disc two where the party splits. You will
be able to start breeding once the entire party gets back together.

FAQ03: How do I get my Chocobos on the Highwind?

Ans: Ride your Chocobo out of the stables. Approach the Highwind and press
--- the "confirm" button (defaulted to O). Only Chocobos that you have
moved from the pen to the stables and named can be taken on board.
When you get off the Highwind, you will be riding your Chocobo. You
can also visit your Chocobo on the Highwind by going to the bridge
(default Triangle) and going to the screen that leads to the "Oper-
ations Room". This screen looks kind of like an open bay or perhaps
an Engine room and has Yuffie in it if you've taken the time to add
her to your party. Anyways, follow the arrow that has a Chocobo on
it (it leads off the right side of the screen) and there's your
Chocobo with a handler.

FAQ04: How do I get my Chocobos to the Gold Saucer to race?

Ans: Fly to North Corel (the town north of the Gold Saucer). Go to the Gold
--- Saucer and inside the Chocobo Square, you'll want to talk to Esther
(she's to the left of the main counter). She'll ask you which Cho-
cobo from the ChocoFarm you want to race with, and she'll register
you in the next race.

FAQ05: Does it make any difference if I let Tifa/Cid race?

Ans: No.

FAQ06: Is there any difference between the Long Track and the Short Track?

Ans: The Long Track is longer and has a water area, and the Blue Chocobos
--- don't incur any speed penalty in the water. The Short Track is
shorter and has a space area. Green Chocobos don't receive any
speed penalty in the space. Black and Gold Chocobos suffer no pen-
alty on either course. There is no difference in prizes, and nei-
ther course effects the outcome of breeding.

FAQ07: I missed the Choco/Mog Summon Materia on my first visit to the Chocobo
----- Farm. Is there any way of getting it now?

Ans: Yes. Anytime during the first disc, you can re-visit the Chocobo Farm
--- and speak to the Chocobos in the pen. However, after you've reached
the second disc, ChocoBilly tells you that all of the people that
had their Chocobos in the pens decided to take them out. To get
your Choco/Mog Summon Materia, you'll need to put some of your own
Chocobos in the pens. All you have to do is go catch a couple of
them, send them back to the pens and talk to them before moving
them to the stables.

FAQ08: Can I breed a Gold Chocobo without racing?

Ans: Short Answer - yes. Longer answer - It is possible to breed any type of
--- Chocobo without any racing. You will just not breed guaranteed a
Gold Chocobo without racing. Without manipulating the RNG, you will
probably be resetting and reloading a lot to get the desired re-
sults.

Blue/Green Chocobos - The Break Down - Without winning four combined races between your two Good/Great Chocobos, the chances of breeding a Blue Chocobo are 46/256 and breeding a Green is a 44/256 chance, which will give you a 166/256 chance of getting another Yellow (the Yellow will have a 50/50 shot at having each parents rating). If you use one Good or Great and one Chocobo rated something else, the above chances are reduced to about 11/256 each Blue/Green and 245/256 Yellow (You must pick the Good/Great first for this to work). This is all assuming you're using a Carob Nut, which is required to breed a Green or Blue Chocobo.

Black Chocobos - The Break Down - Without winning nine combined races between your Blue and Green Chocobos, the chances of breeding a Black Chocobo are reduced to a 10/256 chance. If you don't get a Black, the chance of getting a Blue Chocobo is 128/256 and the chance of getting a Green is 118/256 chance. Again, this is assuming you're using a Carob Nut to mate. Without a Carob Nut, you can breed a Black Chocobo using any Nut other than a Zeio. Using a Pepio or Luchile Nut will give you a 25% chance of breeding a Black. Using a Saraha, Lasan, Pram or Porov Nut provides a 50% chance of breeding a Black. These chances do not increase with any racing.

Gold Chocobos - The Break Down - Without winning twelve combined races between your Black and Wonderful Chocobos, the chances of breeding a Gold Chocobo are reduced to 1/32. This is assuming you're mating with a Zeio Nut. You cannot breed a Gold Chocobo with any other Nut.

FAQ09: Can I breed a Green/Blue Chocobo using a Wonderful?

Ans: Short answer - yes. Longer answer - It is possible to breed a Green/Blue Chocobo using a Wonderful Chocobo. When you breed using a Wonderful, you must select the good/great first, and your chances of breeding a special Chocobo are reduced by 75% (meaning you only have a 25% chance of breeding a Blue/Green Chocobo). The rest of the mechanics remain the same. It is impossible to breed a Blue or Green using two Wonderful Chocobos.

FAQ10: Can I/How do I make a Wonderful Gold Chocobo?

Ans: Gold Chocobos that you get when you breed through standard breeding and the Gold Chocobo you receive from the Kalm Traveler for the Desert Rose are always going to be rated as Great Chocobos. However, you can get a Wonderful Gold Chocobo. When you breed any two Chocobos and do not use any of the special breeding mechanics (i.e. don't use a Carob Nut), there is a 50 percent chance of the offspring taking one of each parent's color and a 50 percent chance of the offspring taking one of each parent's rating. That being said, If you breed any Wonderful Chocobo with any Gold Chocobo, there is a 25% chance of getting a Wonderful Gold Chocobo. However, how would you check if a Gold Chocobo is Wonderful?

It's a good thing you asked.

FAQ11: How can I tell if my Gold Chocobo is a Wonderful Gold Chocobo?

Ans: Since the only time that you're specifically told what rating your Chocobo has is when you're moving it from the pen to the stables, you will have to use a little deductive reasoning to figure out if a Gold Chocobo is a Wonderful or just a standard Great. First thing you'll want to do is breed a Gold. Then breed that Gold with the

Wonderful that you had to get the Gold using anything but a Carob Nut. As previously stated, there is a 25% chance of getting a Wonderful Gold Chocobo from this mating. If you get a Yellow Chocobo, throw it out and try again, it's not what we're looking for. If you get a Gold Chocobo, make sure you have a Good/Great with four wins (or win four races with your newborn Gold) and mate them using a Carob Nut. If you get a Blue/Green Chocobo, you still have a Great Gold Chocobo. If your breeding results in a Yellow or a Gold, the parent Gold Chocobo is a Wonderful Gold Chocobo. This is true because breeding two Good/Great Chocobos (remembering a Gold is Great by normal breeding) with four combined wins bred with a Carob Nut WILL RESULT in a Blue/Green. If you don't get a Blue/Green Chocobo, the special breeding conditions were not met, and you will get a Chocobo of one of the parent's color. Interesting stuff, right?

By the way, Wonderful Gold Chocobos do not act any different than any other Gold Chocobos, and they provide no added bonus for racing. It only effects the breeding mechanics

FAQ12: How do I use the W-Item trick/glitch to get more greens?

Ans: Fine. If you want to cheat to get your greens, I guess I won't stop you.
--- ;) First, you need the W-Item materia. You get this during a story-related event toward the end of the second disc. The W-Item materia enables the one equipped with it to use two items in one round of combat. Once you have that, I would recommend going to an area with enemies that won't do much damage if left unguarded for a while. I suggest the areas outside of Midgar and Kalm. Equip the W-Item materia on any of you active party members and enter a battle. Once in battle, have whichever character is equipped with the W-Item materia use the command. Select (default O) the item you want to duplicate and any character in your party or any enemy to use it on. Then select any other item (again, O), BUT DO NOT SELECT A CHARACTER OR ENEMY TO USE IT ON. Instead, cancel the item selection (default X). You'll notice the inventory of the first item you selected has increased by one. Select the second item again and cancel before you use it. Again the inventory will show an increase of one of the first item selected. Repeat as necessary/wanted. You can gain 99 of any battle-usable item in your inventory within a couple of minutes. For the purposes of this guide, that gaining a basically infinite amount of Sylkis Greens without spending 5,000 gil for each one.

* [g31] Myths Dispelled *

There are a number of myths that surround Chocobos in Final Fantasy VII. This section will address some of those myths.

Myth: You need to have "S-Class" Chocobos to breed Special Chocobos.

Truth: No, you don't. As discussed several times throughout this guide, it is very possible to breed Special Chocobos without "S-Class" parents.

Myth: Racing Chocobos increases your odds of breeding Special Chocobos.

Truth: Kind of true. Having a certain number of combined wins when breeding guarantees that you will get certain Special Chocobos when the other checks pass (number of wins + rating of Chocobo + Nut, etc.), however if you're trying to breed a Gold Chocobo using a Black and a Wonderful, you won't have a better chance of breeding a Gold when

the Black and Wonderful have a combined 10 wins over 2 wins. It's kind of an "all-or-nothing"-type thing.

Myth: "The RNG doesn't like me."

Truth: Again, kind of true. RNG's are designed that under normal circumstances, they will produce "random" results. Generally meaning that if you are not trying to blindly manipulate the RNG, you will eventually receive different results. However, if you're trying to manipulate the RNG without any knowledge of how it works, it'll appear to hate you.

Myth: There is a White Chocobo.

Truth: This one is actually true. There is one White Chocobo in Mideel. Scratch it behind the ears and feed it a Mimet Green, and you'll receive the Contain Materia.

Myth: You can catch/breed/ride a White Chocobo.

Truth: No, you can't

Myth: You can catch/breed/ride/find a Red/Purple/Orange/etc Chocobo.

Truth: As fun as all of these may sound. All of them, in all honesty, are very false.

Myth: There is a Chocobo that can fly/go into space.

Truth: Not in this Final Fantasy.

Myth: I bred/caught a Chocobo with 190 speed and 1200 Stamina.

Truth: No, you didn't. This usually starts on the message boards in topics relating to "perfect" Chocobos. There are many users who inevitably will post in the topic that they had bred a Gold Chocobo with 190+ speed and/or 1200+ Stamina. According to the mechanics of Chocobos, it is completely impossible to have a Chocobo with those stats in your lineup. These people also often say either "it was my friend's game, so I don't have access to the save file" or "I erased that file". Either way, they cannot back up their claim of these impossible Chocobos. Remember that Speed is shown as Dash/34, and the Maximum Dash you can have is 6000 ($6000/34=176.471$ - shown as 176). And Stamina(racing) is shown as Stamina(stat)/10. Maximum Stamina (stat) is 9999, and $9999/10$ is 999.9 (shown as 999). So, your highest Chocobo racing stats can be 176 Speed and 999 Stamina. What most likely happened was they bred a Gold with 170+ Speed and 999 Stamina, and they got into a race against TEIOH, whose stats are always based on your stats. TEIOH Speed = your speed + 10%, and TEIOH Stamina = your stamina + 25%. Meaning a maxed out Gold Chocobo (6000 Dash and 9999 Stamina) will give TEIOH 6600 Dash (194 Speed) and 12,498 Stamina(stat) (1249 Stamina(racing)).

I will keep my eyes open across the Internet for other Myths that exist.

* [g32] Still to Come *

I have not put everything Chocobo-related in this guide... yet. I have tried to compile as much information as I can find on Chocobos. I've also tried to add as much information about anything that could possibly be considered "Chocobo-related" to the guide. However, there's still more out there, and I'm doing my best to ensure it's all in here. Now that the guide has been picked up as a guide for GameFAQs.com, updates have started and will continue coming.

My next goal is to continue the section about the races. If anyone has any "tricks of the trade" that you would like to share about racing, please feel free to e-mail them to me.

This section will hopefully also contain more information about each of the different Chocobos that you can race against as well as some trial and error results of betting on the races. This will be a time-intensive task, so please, bear with me.

I've noticed that I need to double check the facts in the Yellow Chocobo section, so I will be going through and doing some play-testing to make sure the information provided is accurate.

As mentioned, there will hopefully soon be an HTML version of this hosted on a private site and potentially a mobile version. We'll see.

Future updates will include:

- More in depth mechanics regarding breeding and/or racing (as I can find it)
- As much information as I can dig up on Chocobos that you might want to know
- Any additional questions that might need to be posted in the FAQ section
- And, of course, I'll keep fixing my typos. :)

Keep watching and keep finding my errors. :)

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*****  
*                               [g33] Final Notes                               *  
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Again, I need to thank phiefer3, shadow666, Absolute Steve (cloud VS sephiroth), diamond weapon, sabin01, KingTrode, BrutalAl and Terence for their help in this guide. Without all of your help, this guide would be no where near what it is right now. Thank you! Thank you! Thank you, all!

A very special thanks to my wife! You've put up with me while I spend countless hours doing research for this guide. You've listened to me talk about Chocobos and Final Fantasy VII again and again - both of which I know you care nothing about. Thank you, and I love you!

I hope I have answered as many of the questions as you might have as I possibly can. Thank you all for reading this guide.

Again, this guide is copyright protected to Greg Morris, GameFAQs username gmmorris7897. All rights reserved.

Contact me via e-mail at gamefaqsuser30@sbcglobal.net. You can also usually find me on the Final Fantasy VII message board among a few others on GameFAQs.

Again, if you read this guide and it seems to have helped in any way, please feel free to let me know via e-mail. Writers on this site don't get paid, and sometimes it's just nice to know our work is appreciated. :)

Thank you for taking the time to read my guide. I'm enjoying writing it, and I hope it helps.