Final Fantasy VII Demo FAQ/Walkthrough

by Tsunaike   Updated to v1.0 on Aug 16, 2001

```
                    #GGOsC33s(
                  (#KSeOsC%%3CsOS~
                ~####SGO66C6s%3CssC
                @RRRSSeGGeeGeG336OOO
               ~R@RR#KQKSQSeQG6sG#OS7
               @@@@RR##RQRO#C%(GGK#OQ
              @B@@RBR#@^R #/R    G##Q
              @@@@@BtR/ e @ @     Q##S
              @@@@@G/7G@%  ^@O    KeKK
              @B@@@%@R@@//^ /@@Q(  /RR
             G@@@@@/(RRR//^  OO     #@
             @@@@@@@t/~~~/        /^^KR
             @@@@@@BG(((((^/  ^^//~~RQR
             @@@BK##@R7(767%(~~^@@@@RR#^
            CB@@@RSSS@(((((/~((@B@@@@BR@
            @@@@@@RGs@@%7(((7^@@@@@@@@@@
            @@@@@@@KG%@(%%%%~ @R@@@@@@@@
            /((   ^@RRGe ^/(/   (@B@@@@@@
            (~/^      KGK          @/  ^
            (((~//    #BS             C
          ((((((((~//^#O#
          %77tt(((~/^Q ^Q
          C7t((((((((OR~/ B
           7t((((%tt@(7(~/^
           %7((((SQ/@666%(/              ~
           37((/ QSG@eGGOCt(/      ^/     ^/~
           /t(~//@#SQ@GSeOG6%7t((((t%7(77CS
            ((~//@@GQS@QSeGGeGGO%%eSOsCOK (^
           %(~//@RRQSSS@SQSSSQO77((%S ^  3(/   /
           ~t~//CBRR%%Q@sGO6%(^  ^^^/^   7/^ (R@ ^
            t(/ @@RRt737~(t((~//~~/~  ^ @KKR##OCQOQ
            @@R##@BB(t7@(e%%(((((((/   @BR@BRQGKeG
            @@@B@ #RQKO6@7%#%7/    t  @QBR@B#GCeK
            @#R@@ GRKQSOeGOs63t(//~~/e  ##eBB@#QGsS
           @RKQS(@@@RRR##K##KKQQSQQQ#K  (QRBB@RKSO@
           RR#QO@@@@@BBBRRRRRRR###QQQQR   @BK @RKQGO
          @RR#Q@@@@RRR##KKQKQQQQQQQSSSQ@       @RRQe
         %@@BR@@@@BRR##KQQQQQQQQQQSeGeQ#R       @BR#Q
         R@@@R@@@BRR##QQQQQQQQQQQQQQS##@        @RRR##
        @R@@@@@@@@@@BR##KKQQQQQQQQQQKQK#R@       @@@BR#R
        BBRRK B@@@@@RR#####QQQQQK####RR@         @@@@R@
       @@@@BR@@@@@@@@BBBRRRRR##K###RR###RR       ^G@QQO#RRR
        OQ@@B@@@@@@@BBBBRB@BBBBRRRBBR###QK#        @@@@@R##C
      R#QQKBst K@@@RRRRRRRRB@@@@BRRR#QQQSSK        O@@@@@@@%
     ^ @@R#K##@   @@@RR#######RRB@@BRR##KQQQQQQ@        @@@R7(~^C
    B@@@RRKR@    @@@R#####KK##R@@@BRRR##KQQQK#@       Kes% RQS@
    #@B@@//B ^    @@RR#####KK##R@@@BRRR##KKK##RR          G@B#R#
    @K/( (t     BBBB########R@@@@B###@@@@@ s3G%        @R#K@/~~~^
     7 ^~~       /((//       7((((//^     GGGeeeSQK#RR###RQ#3
              7((//^^      t(((~//////^BeQQQQQQK###KKKQ@^
              %((((//^^    t((~///////  #K###KQ#QQQKQQ@
              Ct((///^^    t(((~////// @RRRBR@@@@@@@@
              ~t((~//^^   /((((((~~~~~(  @@@@@
               7((~//^^   /t(((((~~~/    BB@@
```

```
         7((~/^^^    %7t(((~~~/     @@R#
         7((~/^      77t((((~/~     @R(
        6t(~/^      %7tt((~// ^  @@@
         t(//     ^(77t((~//^
         3(/^     /7777((~~        +-++-++-++-++-+
        7t/^      (7tt((~/         |F  I  N  A  L|
         t~^     ^t(((((///        +-++-++-++-++-+
         7(/     ((((~/^^      +-++-++-++-++-++-++-+
         ~(/     (~///^^        |F  A  N  T  A  S  Y|
          //^    /^   ^         +-++-++-++-++-++-++-+
         %~/^                      +-++-++-+
         %///^^     ^              |V  I  I|
         7~///^   /^^              +-++-++-+
         7///^    //^^       +-++-++-++-++-++-++-+ +-++-+
         7///^    ~///       |S  A  M  P  L  E  R| |C  D|
        t~//^      //^       +-++-++-++-++-++-++-+ +-++-+
        7(//^      //
        6(//^     ~/              FAQ/Walkthrough
        ~t~//^     ~
         7(///^^ ^~                 by Tsunaike
         7(~///^^/~
         %7(~///^(
         %%((/////(
         ^t7(~///
          %7((~//
          67t((~(        _____ ____ ____ ___
          K%%t((7        /_  __// _// __// _ |
         @@%%7(t(         / / _/ / / _/ / __ |
         @B%777%s        /_/ /___//_/  /_/ |_|
        R@@RQG6e#@
        @@@@R#SRB@
        @@@@@@R@@@B##
        @@@BR#QKRRBK#R@@RRRRRB^
        @@@@RR##RBBR@@@BRRR#####
        @@@@@@B@@@@@@@@BRR##KK###t
         @@@@@RRBB@@@@@BR###K#####^
         @@@@B#K##R@@@@@@RR##RRR#
         @@@BR###KB @@@@@@BBR@
        #@@@RRRRR#R    t@@@
        K@@BRBRRR#
         @@@@B##K##
         @@@BR#KKK#QK
         @@@BR#KKK###7
         @@@BR######R@
        Q@@@BRR####RR@6
        #O


         Final Fantasy VII Interactive Sampler CD - FAQ/Walkthrough
                     by Tsunaike


------------------------------------------------------------------------
                   INFORMATION:


Author:        Tsunaike
E-Mail:        tsunaike_freeman@hotmail.com
Version:       1.0
Date Started:  15/02/2001
Last Update:   16/02/2001
------------------------------------------------------------------------
```

==
                             CONTENTS
==

==
 1.   UPDATES

```
==============================================================================

------------------------------------------------------------------------------
+ Version 1.0 (08/16/01)

   - First version.

------------------------------------------------------------------------------



==============================================================================
 2.                           INTRODUCTION
==============================================================================


------------------------------------------------------------------------------
                          FAQ Introduction
------------------------------------------------------------------------------


I was looking through the list of the FAQs on Final Fantasy VII at
GameFAQs.com to see that no-one had done a FAQ/Walkthrough on the sampler
CD (same for the demo as well). So I decided to do one myself. This FAQ
contains everything you could possibly want to know about the sampler CD.
The only new thing I could add in would be the source code for it or
something (not that I have it) :). Anyways, please enjoy reading this
FAQ. :)


------------------------------------------------------------------------------
                          About the Sampler CD
------------------------------------------------------------------------------


The Final Fantasy VII Interactive Sampler CD was released with Tobal No.1
in Japan and America. It's rare now, so you may have trouble finding a
copy of either version. I have the American version of it. When I bought
Brave Fencer Musashi (a 2nd hand version), it was wrongly packaged,
instead of the Final Fantasy VIII sampler, I found the Final Fantasy VII
sampler CD! I was more than pleased.

So, you may want to go look for a copy. If your a big Final Fantasy VII
fan, I recommend going to your local game shop and finding a copy!
There's nothing like seeing how the game was originally supposed to be.

Also on the CD, along with the early Final Fantasy VII demo, you will
find a Final Fantasy Tactics preview movie, Bushido Blade preview movie
and a Saga Frontier preview movie.

As well as all this, you will be treated to a really good remix of the
prelude theme from some of the Final Fantasy's. Based on the Final
Fantasy VII version of it (of course).

So...try and get yourselves a copy of this great sampler CD. :)



==============================================================================
 3.                           GAME BASICS
==============================================================================

Everything that you need to know before playing the game is in this
section here, so why not have a look?
```

```
-------------------------------------------------------------------------------
                                  Controls
-------------------------------------------------------------------------------


This section is basically the same as the part named "Controls" on the
actual sampler CD.


---------------
+ WHILE WALKING
---------------


Cross/X:              Dash
Circle/O:             Speak/Select
Directional Buttons:  Moves Cloud in all directions.
                      (use L1/R1 to move him freely)


---------------
+ DURING BATTLE
---------------


Directional Buttons:  Choose command and target.
Left D-Pad button:    Go to option "Change".
Right D-Pad button:   Go to option "Guard".
Cross/X:              Cancel
Circle/O:             Select
Select:               Help on/off
                      (Explanation for new players)



-------------------------------------------------------------------------------
                           Things you should know
-------------------------------------------------------------------------------


- There is no "triangle" menu. You cannot access it in this sampler CD.
  Which means you cannot cure yourself with magic or items while
  exploring, you will have to do restore your HP in battle.

- You cannot level up. Don't bother wasting your time trying to level up,
  because you can't. When you think you are just about to level up, it
  will just stop at 0 EXP. That's it, nothing else.

- You cannot level up any materia.

- You cannot gain any more limit breaks.

- You cannot save.

- You cannot run away from battle.



-------------------------------------------------------------------------------
                                 Party Setup
-------------------------------------------------------------------------------


                                 YOUR PARTY:


                      +--------------------+
                      |NAME:    Aeris      |
                      |LEVEL:      9       |
```

```
                              |EXP:      2476p        |
                              |HP:        409         |
                              |MP:        121         |
                              |MAGIC:   - Cure        |
                              |         - Cure 2      |
                              |         - Cure 3      |
                              |         - Ice         |
                              |         - Ice 2       |
                              |SUMMON:  Leviathan     |
                              +--------------------+


                              +--------------------+
                              |NAME:     Barret       |
                              |LEVEL:     10          |
                              |EXP:      2653p        |
                              |HP:        572         |
                              |MP:         30         |
                              |MAGIC:   - Demi        |
                              |         - Fire        |
                              |         - Fire 2      |
                              |SUMMON:  N/A           |
                              +--------------------+


                              +--------------------+
                              |NAME:     Cloud        |
                              |LEVEL:     10          |
                              |EXP:      2126p        |
                              |HP:        516         |
                              |MP:         57         |
                              |MAGIC:   - Cure        |
                              |         - Bolt        |
                              |         - Bolt 2      |
                              |SUMMON:  N/A           |
                              +--------------------+


   GP: 123 GP

   ITEMS: - Potion (4)
          - Hi potion (1)
          - Ether (2)



===============================================================================
 4.                           WALKTHROUGH
===============================================================================
```

After the cool introduction, your party will get off the train. When you
have control of Cloud (you can't pick the potions up), run forward in
the same direction the rest of the team went. Two security troops will
approach you, and a battle will begin.

For this battle, I recommend just attacking the troops physically. They
will be dead in no time. After the battle go up the stairs like the the
rest of your team.

In this area, go up and speak to your team-mates. After the conversation,
you will be in another new area. Follow the same direction the rest of
your team are going.

You will now begin to experience random battles from now on, in these battles I recommend using Cloud and Barret for physical attacks. Make Aeris do small magical attacks like Ice, Ice 2. Be careful not to consume your MP supply too fast. If your MP level is low, use an Ether.

Go through the door the rest of the team went through, you will find yourself in front of the reactor, on the bridge. Follow the team up, do not go where Wedge is going (which is too the left). You will soon find yourself in the actual reactor. Walk up to Biggs and Jesse, Barret will come out of Cloud and start speaking. After the text, go right up to the locked door. Biggs will open it for you. Then go up to the next door, and Jesse will open it up for you. Follow Jesse and go up to the elevator door she is standing near. It will open, go inside it.

Inside the elevator, Jesse will tell you to press the button. So go up to the flashing control panel with two arrows on. Press circle to make Cloud press the switch.

On the way down, Barret will give Cloud a lecture about the planet. Cloud doesn't really care, which really seems to make Barret angry. Exit the elevator once it has stopped.

Follow Jesse down the big stairs, after about half way down them, look to the right. Do you see a bright blue light near the three pipes? Well, make note of this area. You will have to find Biggs here later on. Now continue down the stairs and through the door.

Follow Jesse and jump across the various platforms, then climb down the ladder. Jesse will no longer be with you now, she is waiting there for you to come back after you set the bomb. So lets continue, go down the slanted ladder and run across the pipe towards another ladder. Climb down that and run across to get to the next area.

In this new area, make your way to the ladder on the left of the screen. After climbing down it, go down the bridge you see to the next area.

You will now be in the main core of the reactor, this is where you are going to set the bomb. Run up the bridge and Barret will tell you to set the bomb. After Cloud has done this, the reactor alarm will go off (it doesn't sound as good as the final version alarm don't you think?). You will then get into a "boss" fight!

If you played the final game before playing this sampler, then be prepared for a big surprise. The boss isn't Guard Scorpion, its an enlarged Sweeper! Hehe :). Also helping this Sweeper is two combatants. Take care of the two combatants first, kill them using Cloud and Barret's physical attacks. When Cloud gets a "Special" make sure you use Cross Slash, since it does more damage than Braver. To kill the big sweeper, get Cloud and Barret to destroy it with their physical attacks while Aeris repeatedly summons Leviathan. I recommend healing if your HP goes below 200 or something. This is a battle you will NOT lose. Its too easy to lose.

After destroying the boss, a message will come up indicating you have 3 minutes to get out of there before the whole place blows up. Quickly make your way back the same way you came. In the random battles if you get a group of Hedgehog Pie's, I suggest using Bolt-All as it can quickly dispose of this group. Now continue on your way back, when you come across the area where Jesse is, she seems to be missing. Wrong, look near

the top of the screen, you will see her there. She is stuck so go and
help her (can't complete the demo without her). Now continue on your way
back after saving her.

Now remember the bright blue light? Well, you should be in that same area
now. Ignore the stairs and make your way to that part of the area. You
should see Biggs on the floor, help him up. Then again, make your way
back up the stairs and into the elevator.

After taking the elevator up, you will be in the room with the two doors
again. However, they are locked again, so walk into them to get Biggs and
Jesse to open them for you. Now follow them out of the reactor.

Now sit back and watch the reactor explode.

Well done! You have completed the Final Fantasy VII Sampler CD!


```
==============================================================================
 5.                              LISTS
==============================================================================
```

Lists of all the items, magic, specials (limit breaks), and summons can
be found in this section.


```
------------------------------------------------------------------------------
                                 Item List
------------------------------------------------------------------------------



              +----------+-------------------------+
              |   NAME   |       DESCRIPTION        |
              |----------|-------------------------|
              |  Potion  | Restores 100 HP.        |
              |----------|-------------------------|
              | Hi-Potion | Restores 1000 HP.      |
              |----------|-------------------------|
              |   Ether  | Restores 50 MP.         |
              +----------+-------------------------+



------------------------------------------------------------------------------
                                 Magic List
------------------------------------------------------------------------------



              +----------+------------------------+----+
              |   NAME   |      DESCRIPTION        | MP |
              |----------|------------------------|----|
              |   Bolt   | Lightning element attack | 4 |
              |----------|------------------------|----|
              |  Bolt 2  | Lightning element attack | 8 |
              |----------|------------------------|----|
              |   Cure   | HP restored.            | 5 |
              |----------|------------------------|----|
              |  Cure 2  | HP restored.            | 20 |
              |----------|------------------------|----|
              |  Cure 3  | HP restored.            | 40 |
              |----------|------------------------|----|
```

```
                        |   Demi     | Reduces HP by 1/2.       |  5 |
                        |-----------|--------------------------|----|
                        |   Fire    | Fire element attack      |  4 |
                        |-----------|--------------------------|----|
                        |   Fire 2  | Fire element attack      |  8 |
                        |-----------|--------------------------|----|
                        |   Ice     | Ice element attack       |  4 |
                        |-----------|--------------------------|----|
                        |   Ice 2   | Ice element attack       |  8 |
                        +-----------+--------------------------+----+
```

                              Specials List

Specials is the original name for Limit Breaks. Lucky they changed it,
as I am not too keen on Specials.

+ Aeris

  - Healing Wind (Restores all)

+ Barret

  - Heavy Shot (Charges and discharges 'Ki.')

+ Cloud

  - Braver (Temporarily paralyzes enemy)
  - Cross Slash (Crosscut Slash an enemy)

                              Summon List

Only one summon in this sampler.

```
        +-----------+----------------------------------+----+
        |   NAME    |          DESCRIPTION             | MP |
        |-----------|----------------------------------|----|
        | Leviathan | Tsunami attack against all enemies |  4 |
        +-----------+----------------------------------+----+
```


===
 6.   MONSTER BESTIARY
===

When a move has (un-named) next to it, it means that when the enemy does

the move, the name of the move doesn't show up. So its basically
un-named. So I called it my own name which best describes it.

As there is no menu screen, it makes hacking the game much harder. I was
trying to hack a code to be able to use "Sense", so I can find out the
enemies level, HP and MP. But this proved too difficult, so my attempts
came to nothing and that's why there are no HP or MP levels in this
monster bestiary.

```
+------+--------------------------------------------------+
|NAME: |  Combatants                                      |
|EXP:  |  31                                              |
|AP:   |   2                                              |
|GP:   |  80                                              |
|MOVES:|  Beam gun, Hit (un-named)                        |
+------+--------------------------------------------------+


+------+--------------------------------------------------+
|NAME: |  Deenglow                                        |
|EXP:  |   40                                             |
|AP:   |    2                                             |
|GP:   |   15                                             |
|MOVES:|   Ice, Hit (un-named)                            |
+------+--------------------------------------------------+


+------+--------------------------------------------------+
|NAME: |  Grenadiers                                      |
|EXP:  |  24                                              |
|AP:   |   2                                              |
|GP:   |   40                                             |
|MOVES:|  Grendade, Machine gun (un-named)                |
+------+--------------------------------------------------+


+------+--------------------------------------------------+
|NAME: |  Guard Hounds                                    |
|EXP:  |  18                                              |
|AP:   |   1                                              |
|GP:   |  20                                              |
|MOVES:|  Feeler, Bite (un-named)                         |
+------+--------------------------------------------------+


+------+--------------------------------------------------+
|NAME: |  Hedgehog Pie                                    |
|EXP:  |  8                                               |
|AP:   |  1                                               |
|GP:   |  5                                               |
|MOVES:|  Fire, Jump and Bite (un-named)                  |
+------+--------------------------------------------------+


+------+--------------------------------------------------+
|NAME: |  Security Troops                                 |
|EXP:  |  12                                              |
|AP:   |   1                                              |
|GP:   |   25                                             |
|MOVES:|  Machine gun, Hit (un-named)                     |
+------+--------------------------------------------------+

+------+--------------------------------------------------+
|NAME: |  Sweepers                                        |
|EXP:  |  289                                             |
```

```
|AP:    |    2                                              |
|GP:    |  200                                              |
|MOVES: |  Double, Smoke shot, Machine gun (un-named)       |
+------+----------------------------------------------------+


========================================================================
 7.                           CODES
========================================================================


These codes were all hacked by me on a X-Plorer FX. They should work on
any Gameshark.

NOTE: These codes are for the American version of the Sampler CD only. I
      do not have the Japanese Sampler CD so I cannot hack any codes for
      it.

- AERIS INFINITE HP

  800DB3B4 0171
  80157304 0171

- AERIS INFINITE MP

  800DB3BC 0100
  80157308 0100

- BARRET INFINITE HP

  800DB378 0171
  80156F98 0171

- BARRET INFINITE MP

  800DB378 0050
  80156F9C 0050

- CLOUD INFINITE HP

  800DB3F0 0171
  80157670 0171

- CLOUD INFINITE MP

  800DB3F8 0100
  80157674 0100

- LOADS OF EXP

  8008E0E0 FFFF

- LOADS OF GP

  8008E0D8 FFFF

- LOADS OF AP

  8008E0E4 FFFF
```

I did try and hack a debug room code, but it was taking so long, I just
had to stop. Every time I entered a new room and did a search, it knocked
off about 1 code possibility out of 10,000 or something! There probably
isn't even a debug room on the CD. Also, I tried hacking a simple item
code, but it caused very strange results. The item information is
probably stored in an un-usual way or something.


```
===============================================================================
 8.                             SCRIPT
===============================================================================
```

This is the script for the whole of the FF7 sampler demo. Please note
that any mistakes in this script were actually in the game. It has been
copied exactly as it appears with no adjustments made.

(Introduction as normal, the "camera" spinning around looking at the
 stars then some text comes onto the screen)

"Shinra Company" --- A large conglomerate that possesses all of the
world's energy and controls its politics.

Outraged by the Shinra, the inhabitants formed the rebel group
'Avalanche' to resist them.

After coming into contact with Avalanche in a bar, Cloud joins their
demolition mission in return for a large reward.

Their target is the Shinra power plant Makoro.

(Introduction now continues as normal, with Aeris walking around Midgar
 and the Final Fantasy VII logo flashing up on the screen)

(A train pulls up by a reactor train station, Biggs jumps off the train
 and throws the guard into the train. Then Jesse jumps off and kicks the
 other guard. Wedge then gets off the train and runs up the stairs along
 with Biggs and Jesse. Barret and Cloud jump off, Barret says to Cloud)

C'mon newcomer.
Follow me.

(Barret then proceeds to run up the stairs just like Biggs, Wedge, and
 Jesse did)

(Cloud runs forward but comes face to face with two Security Troops, he
 fights them off with the help of Barret and Aeris (don't ask))

(Cloud then joins up with his team-mates outside the big door)

```
Biggs: Wow! He's an ex-soldier alright!
  ...Not everyday ya find an ex-soldier
  in a anti-Shinra group like the 'Avalanche'.


Jesse:  Soldier's?
  Aren't they supposed
  to be the enemy...?!


Jesse:  ...Then why's there one
  here with us in Avalanche?"


Biggs: Don't jump the gun Jesse.
  He WAS a soldier.
  Now he's one of us.


Biggs: Didn't catch your name.
  What was it?


Cloud: ...Cloud.


Biggs: Cloud, eh?
  Well, I'm...


Cloud: I don't care about your names.
  Once the job's over, I'm outta here anyways.


(Barret comes running along)


Barret: The heck are you guys doin'?!
  I told you all not to move around
  all together!


Barret: Our target is the
  north Makoro plant.
  We'll meet on the bridge
  in front it.


(Jesse opens up the big door, the team run through, Barret turns round to
 Cloud)


Barret: Ex-soldiers...
  Hmph, can't trust 'em!


(Barret runs along, Cloud walks forward a bit and stares at the gigantic
 reactor, then continues through the now open door)
```

(Cloud and the rest of the team run along to the bridge in front of the
 reactor)

(Barret, Biggs and Jessie run north up the bridge, while Wedge secures
 the exit, Cloud approaches Wedge)

Wedge: I'll secure the escape passage.
  Cloud,you concentrate on the mission.

Wedge: Geez, they're really gonna blow
  this huge furnace up?
  This'll be somethin' to see!

(Cloud turns back, and goes where the rest of the team went...inside the
 reactor)

Barret: ...Hey.
  This isn't your first time
  inside a Makoro plant,is it?

Cloud: Well.
  I was a soldier...
  in the Shinra, ya know.

Barret: This planet is full of Mako
  energy. The people here use it for
  their daily lives. But none of 'em
  understand its essence. Do you?

(Cloud shrugs)

Barret: It's the life blood of this
  planet. The Shinra continues to suck
  the blood out of it, using this weird
  hunka scrap machinery...

(Cloud stands in front of the locked door and shrugs)

Biggs: Code deciphered.

(The door opens and everyone goes through to the next locked door, Cloud
 goes up to this one and shrugs)

Jesse: Code deciphered.

(Cloud and Jesse run up to the elevator, Jesse opens the door, and they
 both get in)

Jesse: Press
   that button!

(Cloud presses the button)

Switch on

(The elevator starts to move)

Barret: The Makoro is draining
   this planet of life.
   Eventually,it will be all used up.

(Cloud shrugs and says)

Cloud: I don't really care.

(Barret gets angry and starts hitting his chest like a monkey)

Barret: The planet's
   dyin', Cloud!

(Cloud shakes his head and says)

Cloud: The only thing I care about is
   finishin' this job before the security
   troops and Roboguards come.

(Barret looks like he is about to hit Cloud, then decides against it.
 The elevator stops and everyone gets out and makes their way to the main
 reactor core)

(They finally reach it, Barret and Cloud approach it)

Barret: When we blow this place,
   this overgrown washing machine
   will be nothin' more than
   a hunka junk.

Barret: Hey Cloud,
   setup this bomb for me.

```
Cloud: I think you
  oughtta do it instead.


Barret: Me?! Nah,
  I'll just stand watch
  and make sure you don't
  pull anything funny.


Cloud: ...fine,
  be my guest.

(Cloud sets the bomb, then the alarm goes off)


Barret: They're comin'
  for real!


(A big battle ensues between the party and two combatants who have a big
 friend, a Sweepers!)


(The party destroy the enemies)


Cloud: Let's get
  outta here!


3 minutes until detonation


(The party make their way out of the reactor, on the way they encounter
 Jesse who is stuck)


Cloud: You alright?


Jesse: Darn, careless of me!!
  My leg's stuck...


Jesse: Thanks!


(They continue out of the reactor, they then encounter Biggs, who is
 lying on the floor)


Cloud: You alright?


Biggs: The enemy got behind me...
  I let down my guard.
```

(They continue out of the reactor, this time without any distractions)

(The doors are locked again, Jesse opens up the first door)

Jesse: Code deciphered.

(Then Biggs opens up the second door)

Biggs: Code deciphered.

(They all run out of the reactor onto the bridge and into the escape
 route. Jesse falls over just before making the escape route, luckily,
 Cloud quickly comes to the rescue, and everyone gets out safely while
 the reactor blows up)

(After the movie sequence of the reactor blowing up, the words below
 come up in big red letters)

MISSION COMPLETE

FINAL FANTASY VII
coming in December

==
 9.   CHANGES
==

These are the changes from the Final Fantasy VII Sampler CD to the final
version of the game.

- In the sampler CD, there is text at the start of the introduction
  explaining what the current situation is. In the final version, it is
  no where to be seen. The strange thing is, its like the text is
  supposed to be there. Why else would they bother spinning the camera
  around everywhere at the stars? So they have enough time to show all
  the text! You know it makes sense! You might be thinking "Well, they
  only put the text in the demo so that the player knows what is going
  on in the game". Wrong, the text would still make perfect sense in the
  final version. Anyways, some may argue that the "stars" part of the
  introduction just sets the scene of the game and putting text in would
  ruin it.

- Minor sound effect changes in the introduction, everything just seems
  a bit different.

- The music is a tiny bit different to the final version.

- The character models of Barret and Cloud are a little bit different.

- There is no "triangle" menu. You cannot access it in this sampler CD.

Which means you cannot cure yourself with magic or items while exploring, you will have to do restore your HP in battle.

- The L1 and R1 buttons work different, you can now run in complete perfect circles! In the final version, they work different, so you cannot do that. :(

- You cannot level up. Don't bother wasting your time trying to level up, because you can't. When you think you are just about to level up, it will just stop at 0 EXP. That's it, nothing else.

- You cannot level up any materia.

- You cannot gain any more limit breaks. Or "Specials", as they are called in this demo.

- You cannot save.

- You cannot run away from battle.

- You cannot pick the two potions up at the start of the game.

- The two guards that come running down the station to fight you look a lot different (a lot cooler if you ask me!).

- You have Aeris, Barret and Cloud in your party for the demo. In the actual game, you haven't even met Aeris yet!

- In the fight with the two guards that approach you, you are not alone like in the final game. You have Aeris and Barret with you (even though Barret can be seen running off past the guards!).

- Cloud is called Cloud and not Ex-SOLDIER like he is at the start of the final version of the game.

- Barrets special is called "Heavy Shot" and not "Big Shot" like in the final version.

- You have Specials, not Limit Breaks. Luckily they called them Limit Breaks in the final version.

- The character models in battle are different from the ones in the final version. Barret looks a lot different. While Cloud and Aeris only have a few minor changes.

- There is no "Attack" command. But there is a "Fight" command, that does exactly the same thing :)

- In the final version, when you press right in battle, it should go to "Defend". In the Sampler version, it goes to "Guard".

- When you press select for help, the help bar is now bigger and is positioned at the top of the screen.

- The blue bars that contain the name of the spell your casting, the name of the enemy spell the enemy are casting etc, are bigger. Making them a lot uglier than the slender blue bars of the final version.

- The "Ice 2" magic animation is completely different to the final version of it.

- A lot of the sound effects of the battle have changed, like when you cast a spell. The noise it makes is very different.

- When you do Cloud's special "Braver", before he hits them with the sword, there is a sparkle at the tip of it. This was not in the final version.

- Braver now paralyses the enemy, not Cross Slash like in the final version.

- When you go to cast a spell "junctioned" with All. A new menu that is not in the final version will pop up. You have a choice of using "Regular" (just hit or cure one target) or "All - 1 left" (casts it on all targets). The "1 left" part is for when you level up your All materia, if you had a level 2 all materia, it would say "2 left". I have no idea why they took this out, I thought it was lot better than pressing "L1" to change between my targets (which I didn't figure out for awhile :)).

- The Hi-Potion in the sampler CD restores 1000 HP. In the final version, it restores only 500 HP.

- Same story with the Ether, in the sampler CD demo it restores 50 MP. While in the final version it restores 100 MP.

- The amounts of MP needed to cast some spells is different to the final game.

```
     SAMPLER CD                          FINAL GAME

    BOLT 2 -  8 MP                     BOLT 2 - 22 MP
    CURE 2 - 20 MP                     CURE 2 - 24 MP
    CURE 3 - 40 MP                     CURE 3 - 64 MP
      DEMI -  5 MP                       DEMI - 14 MP
    FIRE 2 -  8 MP                     FIRE 2 - 22 MP
     ICE 2 -  8 MP                      ICE 2 - 22 MP
 LEVIATHAN - 40 MP                 LEVIATHAN - 78 MP
```

- In the Sampler CD, the money currency is GP. In the final version, the money currency is Gil. However, in the final version, GP is the currency for the Gold Saucer amusement park.

- You cannot name any of the characters.

- The script is different. It is _very_ badly translated for this Sampler CD. For example, they take the word "soldier" literally. Looks like no one informed the translators of the games plot for the demo. You can read the script, in the script section (just before this section).

- Most of the enemies have different names in the final version. As shown below.

```
     SAMPLER CD                          FINAL GAME

   SECURITY TROOPS                          MP
    GUARD HOUNDS                        GUARD HOUND
     COMBATANTS                            GRUNT
      SWEEPERS                            SWEEPER
```

- Not only that, one enemy isn't even in the final version. That being
  the Grenadier, he looks exactly like a Security Troop, but with a
  different colour uniform. However, in the final version, in the
  Shinra Building, there is an enemy called "Grenade Combatant", but
  the uniform colour is the same as the normal ones.

- Also, some enemies have been moved to different locations in the
  final version. You don't fight the Hedgehog Pie until the part in the
  church with Aeris in the final game. But in the sampler CD, you fight
  them in the reactor.

- Some enemies have been slightly modified, like they do different moves
  and stuff. One big difference is the size of the Sweepers. As it is the
  boss in the demo, they seemed to have made it a little bit bigger than
  it is in the final game.

- There is no chest with a Phoenix Down in, in the reactor. In the final
  game there is one.

- When you die in battle, the party's bodies are all in weird positions
  not seen in the final version.

- There is no game over screen. It just says "Game Over..." at the top
  of the battle screen and goes straight to the Squaresoft logo.

- The switch in the elevator flashes in the sampler version. In the
  final game, it doesn't.

- Jesse stops in a different place when your making your way to the core
  of the reactor.

- When using a ladder, you just walk into it. You do not need to press
  circle like in the final version. The ladder also has some bugs, one
  time I was able to actually walk down one, one time. :)

- There is no save points. As you cannot save.

- There is no restore materia on the floor near the core of the reactor.

- The alarm that goes off after setting the bomb sounds completely
  different. Thank god they changed it for the final version.

- In the final game, the boss of the reactor is Guard Scorpion. Not the
  Sweeper. The Sweeper is now a normal enemy that can be fought in the
  random battles.

- In the final version you have 10 minutes to escape. In the sampler, you
  only have 3 minutes.

- There is no timer to tell you how long is left. The only indication you
  get is a message box saying "2 minutes left", "1 minute left", "30
  seconds left" etc..

- Jesse is stuck in a different position to the final version. She is
  way up this ramp thing.

- I was surprised to see that Biggs is kind of stuck in this version! He
  is lying on the floor of the reactor (the place with the big stairs
  outside the elevator). He's not really stuck, but he has been beaten in
  by the Roboguards or whatever. Square probably changed this because if

the Roboguards did beat him up, why would they just leave him there?
They would arrest him or something! That's why they changed it I guess.

- After the movie of the reactor blowing it up, it says "MISSION
  COMPLETE" in big red letters then "FINAL FANTASY VII coming in
  December". This of course, was not in the final version. I can see why
  as well. :)

That's about all the changes I have spotted. There's probably a lot more
as well. Please feel free to E-Mail me any changes you have spotted. :)

==
10.   FAQ
==

----

(1) Q. What happens if you die in the Sampler demo?

    A. Well, first of all, the position your party fall on the floor is
       quite different. When all members of your party die, it says
       "Game Over..." much like the original FF7. Then it resets the
       whole sampler CD right back to the Squaresoft logo. Oh, and you
       won't die. The only way your going to die in this demo is if you
       actually try and kill yourself (that's how easy it is).

----

(2) Q. Well, if the demo is that easy, why did you write an FAQ on it?

    A. Good question, with a good answer. I want people to know what the
       FF7 Sampler disc is like, that's why I included the script and
       other detailed stuff. But saying that, I guess it can still help
       people in some way.

----

(3) Q. What happens if the bomb timer runs out while you are still in the
       reactor?

    A. The screen will go black, then it will show outside the reactor
       (where the bridge is), but no-one will be there and then it will
       blow up. The weird thing is, it still says "Mission Complete" in
       the movie sequence. Which is rather strange :).

==
11.   CREDITS
==

This section is for all the people that have helped this FAQ become what
it is. If you contribute towards the FAQ in anyway, or do something
helpful you'll be put on this list.

```
    + CJayC (www.gamefaqs.com)


      - For running a great site dedicated to helping people.
      - Posting this FAQ.
    -------------------------------------------------------------------------




    ===========================================================================
    12.                            AUTHOR'S NOTE
    ===========================================================================


    If you would like to contact me, please E-Mail me at this address:

    tsunaike_freeman@hotmail.com


    If you are unsure of something, please make sure you check this FAQ for
    the required information first. If it isn't in the FAQ, then feel free to
    E-Mail me and I will try and answer your questions. You can also find me
    on MSN Messenger with the address above.


    That's the end of this FAQ, hope you enjoyed it. :)




    ===========================================================================
    13.                        COPYRIGHT INFORMATION
    ===========================================================================


    (c) Copyright 2001 Tsunaike


    This FAQ cannot be distributed in books, magazines, etc. or in any other
    form of printed or electronic media in any way. It may not be given away
    as some sort of prize or bonus with a purchase, and it may not be used
    for promotional or profitable purposes. Any characters, names, or other
    objects are copyright their respective companies. This document and its
    author are in no way affiliated with any company involved with this game.


    If you wish to use this guide on your site, you may post it without my
    permission AS LONG AS this document is NOT changed in any way, shape, or
    form. The latest version of this guide can always be found at GameFAQs
    (www.gamefaqs.com) or Video Game Strategies
    (http://vgstrategies.about.com).
```