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FINAL FANTASY VII FAQ v1.6
 Part 1 of 2 - The Complete Walkthrough
 for the Sony PlayStation (import)

Feel free to do anything you want with this FAQ as long as you don't use it for profitable/promotional purposes or use it to get prizes or recognition from game magazines, contests, etc. Please give credit where it is due should you use part or all of this FAQ in a guide of your own or use it in any way not mentioned here. The Final Fantasy series is (c) Square of Japan and (c) Square USA. If you have a question concerning this disclaimer, e-mail me--I have the right to do whatever I want if someone ignores the disclaimer :)

This FAQ is divided into two parts:

The Complete Walkthrough - The file you're currently reading. It contains a guide for the entire game, and has information on how to play the game as well as an item/shopping list.

Extra Stuff You Should Know - You're not reading this one. This file focuses on secrets in the game. In addition it has extensive lists of materia orbs, limit breaks, monsters and speculation concerning FF7 rumors.

Both of these files can be found at the 'main' address (cgfm2's homepage) Other sites that carry this FAQ may not have both files, or may have older versions of the FAQ (it was just one file until v1.6). If you're asking why I split up this FAQ, it's because it was too big for me to edit on my computer.... ^_^; Both parts will be updated under the same revision number--you can find out which file was updated by looking under the 'Revision History' section. Some sections can be found in both files, simply for ease of use and to create a more uniform appearance.


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1. REVISION HISTORY
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VERSION 1.6 (June 20, 1997)

Finished the Materia List and revamped the 'Rumors and Speculation' section. Changed the order of some sections and updated lots of other stuff, including the Translation section. The Disc One walkthrough is now completely rewritten--Disc Two should be done by the next revision or so. Also added the initial release of the monster list. If you haven't noticed, the FAQ has been split into two files, too. Also updated the 'Earn Lots of AP' Game Shark code.

VERSION 1.5x (June 1, 1997)

Added the 'Materia Select' Game Shark code, in addition to some info. about the hidden (or at least undocumented) Materia Orbs; you may want to take a look at the 'Underwater Breath' materia. Also updated the Rumors and Speculation section, Materia List and added all remaining master AP scores for the Materia Orbs.

VERSION 1.5 (May 31, 1997)

Added the 'Item Select' Game Shark code! Fixed up minor changes made in later releases of v1.4 so everything is up to date at this point. Also added master AP scores for most of the materia in the Materia List.

VERSION 1.4 (May 29, 1997)

New sections have been added: 'Shopping List' (to make help with purchases), 'Learning Limit Breaks' (self-explanatory), and

'Translations' (a list of items, etc. and their translated names). Several sections have also been updated (like the Enemy Skills List and Materia list). I am currently re-playing the game to fix mistakes and clear up any poorly written sections; Disc 1 is a little over half complete and I will work on the other discs soon. As usual, more corrections and updates have been made (especially for my translations :)). I've added some Game Shark codes that were submitted to me in the 'Secrets and Strategies' section, as well as more info on the FMV Viewing Trick. Finally, the disclaimer has been tweaked a little (hopefully for the last time :)).

VERSION 1.3 (May 6, 1997)

Updated the Enemy Skills List, Materia List, and Raising Chocobos sections. Added information on other Bonus Areas and Cosmo Canyon. Added the 'Kamedouraku Flyers' and 'All 7 Fever' tricks, as well as the 'Infinite Limit Break Use' and 'Start with Gold Chocobo' Game Shark codes. There's also a new section, the Limit Break List. General updates and corrections have been made throughout the FAQ. Now that I have many of the 'correct' names for the items, locations, etc., most of the names in this FAQ have been changed. The disclaimer has also been changed somewhat.

Keep an eye out for a complete listing of monsters and their abilities; the initial release will be added to this FAQ in an upcoming revision or be released separately.

VERSION 1.2 (April 20th, 1997)

Complete overhaul of the Enemy Skills list. How to get the Bahamut Zero materia, info. on red sub and events at Cosmo Canyon added. New ASCII title, and a new URL added (for those of you who want to understand this game's storyline).

VERSION 1.1 (April 14th, 1997)

Added the FMV Viewing Trick to the 'Secrets and Strategies' section.

VERSION 1.0 (April 12th, 1997)

The Disc Three walkthrough is done, making this version the 'official' release (since it now guides you through the whole game). Added the 'Piano Trick', explained how to get the Alexander Materia and how to reach the lower chest in the east wing of Sephiroth's Mansion. Altered the Introduction and Revision History sections a bit, and updated the Enemy Skill List and Materia Orbs sections. Also added how to get back into Midgar City.

VERSION 0.4x (April 7th, 1997)

Various corrections/updates, among them the 'Character Select' code and info. on the Sleeping Man, as well as the monster in section 4a.

VERSION 0.4 (April 6th, 1997)

The walkthrough for Disc Two is complete! This FAQ now provides a complete guide for both Disc 1 and 2 at this point. The guide for Disc 3 is currently underway.

VERSION 0.3 (April 5th, 1997)

Began work on Enemy Skill and Summon Materia charts. Fixed up some misc. info. and other things in the FAQ, and added the Mini-Battle game strategy to the 'Having Fun' section. Added 'Body Heat' Game Shark code, and more information concerning the 'Character Select' code.

VERSION 0.2 (March 31st, 1997)

Fixed information on the 'bug' Materia (it's actually a Learn Enemy

Skill Materia). Added the 'Character Select' Game Shark code, which among other things, lets you play with Aerith AFTER Disc One or even use Sephiroth! The Disc Two Walkthrough has just been started and will be added in good time.

VERSION 0.1 (March 28th, 1997)

First release. Bare-bones walkthrough for Disc One and other basic information. Still more to add and correct. Contains the 'No Time Limit' Game Shark code.

Began construction of VERSION 0.0 on February 14th, 1997.

+++++
2. INTRODUCTION
+++++

"The town of Makon is under the tight grip of Shin-Ra, the infamous conglomerate. The Shin-Ra Electric Power Company has been exploiting the life force of the planet, destroying its' precious nature. Meanwhile, the underground rebel force with a mission, Avalanche, managed to blow up Makon Furnace No. 1. Their goal is to destroy Shin-Ra and stop their atrocities. It turned out that Cloud, one of the former Shin-Ra soldiers, helped the explosion. Can just a handful of brave soldiers save the life of the planet? Shin-Ra is much too big an enemy to fight against.

THE FATE OF THE PLANET IS ON THIS BATTLE."

So begins Final Fantasy VII's saga, set in a futuristic world where swords and sorcery are combined with guns and machinery. This FAQ is designed to guide people through the game, providing not only a walkthrough for the adventures contained on each disc but also information on basic gameplay, secrets and tricks, and more.

This FAQ is designed for the Japanese version of FF7. Therefore, some things in this guide may not apply to the English version of FF7 when it is released (presumably on September 7th, 1997). Furthermore, as the writer of this FAQ neither speaks nor understands any Japanese, this guide is not 100% accurate. Although mistakes will be corrected in future revisions as soon as they are noticed, some parts of this guide are bound to be unclear on the subject or run the risk of supplying false info.

Any Japanese names that you come across have either been submitted to me by someone else or I have translated them using a kana chart (and since I don't know the first thing about the Japanese language, my translations may not be correct). Now that I am doing item and name translations, (as of v1.3 onwards) this is more true than ever. If you see a translated name and would like to know the English equivalent, (assuming there is one) then please refer to the 'Translations' section for details.

Whenever possible, I'll write NSS (Not So Sure) after anything that may be incorrect or unconfirmable. Furthermore, the I'll try to provide names of monsters, cities, locations, magic spells, etc. when possible, but many things may be referred to as 'the big brown hut', 'the four-armed red frog monster', 'the item' or 'the <color> Materia'. This FAQ tries to be as understandable and clear as possible, but this is not always the case. In most cases, the names of places/objects/other stuff will simply be made up, or borrowed from earlier FF games (such as the names of spells/summoning materia/skill materia).

Due to the size of this game, the FF7 FAQ will start off incomplete but

be revised whenever it is necessary, and can be found at:

www.geocities.com/SiliconValley/Park/7990/index.html

You can find revisions elsewhere (look at the top of the FAQ). While I update the FAQ whenever I have the spare time, I can't guarantee that other places will have the latest revision.

Also, please don't e-mail me requesting a FAQ; the e-mail address I use isn't mine and I don't have the time to send out copies to everyone. However, if you notice any errors, have any information you'd like to add to the FAQ, or have some suggestions, then e-mail me via: cgfm2@hooked.net. I may not be able to use everything I receive, but whomever contributes something that is added will have their name included in the Special Thanks section. Comments and questions are welcome, and I'll try to answer a question in the next revision of the FAQ (assuming it doesn't already provide an answer or solution).

+++++
3. **WALKTHROUGH - DISC ONE**
+++++

(Note that the beginning of this game has been altered somewhat from the FF7 demo disc packaged with Tobal No. 1.)

=====
a. **MAKORO POWER PLANT**
=====

ITEMS IN THIS AREA: Poosyon x3, Fenikkusu no Bi, Kaifuku Materia, Asaretogan.

At the start of the game, you'll have 3 Poosyons, a Fenikkusu no Bi, and an Eeteru. You can't equip Materia until you reach section 3b, by the way.

Once you leave the train, check the body of the closest guard twice to get two Poosyons. Then head north. You'll be attacked by some guards. Take them out with your sword (you may win a Poosyon for killing them) and then move left to go outside. Now, talk to your teammates (Biggs, Wedge, and Jesse), then name yourself and Barrett. Make your way to the northwestern door, and head up in the next room to enter the heart of the power plant.

Talk to Barrett, (who joins you) and then talk to each Avalanche member to open the doors. After opening the second door, head right to enter another chamber with a treasure chest (Fenikkusu no Bi). Then, go back and enter the elevator (you'll have to talk to Jesse first). Press the arrow switch to activate it.

Work your way down to stairs and go through the door to the left. Then follow Jesse down the ladder. When he stops, search the area in front of him for a Poosyon (it's hard to see because of the steam). Climb down the cross the pipes, descend the nearby ladder, and take note of the Save Point before heading down the walkway.

Pick up the Kaifuku materia on the ground in the next area and set the bomb. An alarm will sound and you'll have to fight the boss, a huge scorpion-like machine.

BOSS TIPS: GAADOSUKOOPION (Guard Scorpion) LV: ?? HP: 800 MP: 0

Cloud's Sandaa magic works well. Don't worry about the boss' infinity-symbol-shaped ray and have Barrett attack. When you've done enough damage, the boss will start to shake and Cloud will talk to Barrett. From this point onward, don't attack the boss and heal yourself or simply guard until the boss attacks you. If you try to hurt it during this time, the boss responds with a damaging laser ray shot from his tail. A few more hits after it stops shaking and the boss dies. You'll get an Asaretogan (Assault Gun) when you kill it.

You now have ten minutes to escape from the power plant. You'll need to make your way back to the upside-down T-shaped entrance hall where one of the Avalanche members is waiting. (If you've played the demo disc, know that you don't need to 'search' for the other members; just talk to the one member waiting for you at the top of the stairs and ladders to make him jump over you and then get out. Since Barrett gets a new gun after the battle, be sure to equip it. Also, talk to the other members to open the two doors on your way back.

=====

b. MIDGAR CITY

=====

ITEMS IN THIS AREA: Poosyon.

After the Avalanche members blow up the passage, head up the stairs. You'll meet Aerith here, but she won't join you yet. Since Barrett's gone, you'll have to fight the enemies here alone. There's a Poosyon to the southwest of the circular structure (near the lampposts). Walk south. In this next part, you'll meet up with guards and have the choice of running (bottom choice) or fighting (top choice). After a few more encounters, Cloud'll jump onto the passing train and run into the Avalanche gang. After talking to them, walk to the 'front' of the screen and you'll jump off into another area. Talk to the people here and one of the members (Jesse) will show you a picture of the Makoro plant on the train's screen. Approach Barrett and you'll end up going to the group's base.

=====

c. AVALANCHE BASE

=====

ITEMS IN THIS AREA: 1500 gil, Zentaika Materia, Eeteru.

Head west and go upwards. Talk to the kid by the fence, then head west again (there's a Save Point nearby, too). Talk to the people here, then check out the bar. At the top of the tallest building in the south-east is a bedroom. The kid here will let you spend the night for 10 gil.

In the bar, you'll meet Tifa, who is also a member of Avalanche, as well as Marin, who is supposedly Barrett's daughter. After naming Tifa, Barrett shows up when you try to leave and reveals the hidden base underneath the bar. Talk to Tifa, and then when you meet Barrett the next morning, he'll give you 1500 gil. You'll also find that there is another Save Point in the second floor of the tall building, inside the huge cage. The man in the right corner of this room has a Materia by his feet (Zentaika). Take it and a chest will drop down that has an Eeteru inside of it. You can learn about the game's mechanics from the people in here (if you know

Japanese, that is :)) If you check the Main Menu, you'll see that you can use Materia at this point, and that Tifa has joined your party. In addition, the two buildings that were locked the other day are now open.

When you're ready, go back to the train station to prepare for Avalanche's next mission. If you like, you can go to the far right to enter a train yard, but there's not much of interest there.

=====

d. RETURN TO THE MAKORO PLANT

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ITEMS IN THIS AREA: Eeteru x2, Poosyon, Tento, Chitanbanguru.

Board the train. When the timer appears after you talk to Tifa, go through each train car until Tifa jumps off one of the cars and you and Barrett follow her. You'll end up in an underground railroad passageway. If you go south (towards the 'front' of the screen), you'll go through the same screen 5-6 times before coming to two guards who you can fight. When the battle's over, choose the bottom option to keep fighting or the top option to run away. You can fight the same battle over and over, so when you get tired of fighting, just pick the top option. Anyway, it's a lot faster to just head north to where the green barrier is and go down the hatch to the west (examine it and choose the top choice twice). Pick up the Eeteru in the adjoining passage, climb down the two ladders, and talk to the Avalanche member in this area. Then go up the ladder near him to reach a room where Jesse is waiting for you. Take the Poosyon that's next to him and climb down the ladder on the left end of the room to reach a chamber where you can find a Tento, a Save Point, and Biggs.

Go up the ladder here to reach the Makoro Plant. The room you're in should be familiar. Slide down the pipe and then work your way back to the heart of the plant (where you set the bomb last time). After Cloud fiddles with the machinery, go back to the large room and climb up the stairs and into the elevator. This time, you'll ride it to a new floor. Grab the contents of the treasure chest (Eeteru) and then head to the left where there are three control panels. You'll need to hit your panel as the same time Barrett and Tifa hit theirs (using the O button), so give it a shot. Instead of waiting for them to raise their arms, you'll have an easier time if you time it to hit your panel just before they do. You can't use the panels if you didn't go back to the heart of the power plant. Afterwards, go through the opened gate (there's a Save Point here), and head north.

In the T-shaped room, you'll be stopped by a group of guards, and then meet the president of Shinra. After that, a helicopter and a hydrofoil-like machine show up. The Shinra president leaves in the helicopter, but the huge machine attacks you and your friends.

BOSS TIPS: EABASUTAA (Air Buster) LV: 15 HP: 1200 MP: 0

This machine turns to face (and attack) whomever hits him. So, if one of your characters is low on life, have the person on the opposite side attack to draw the boss' attention away. Be especially careful of his shockwave pounce--it causes tons of damage (but also increases your Limit meter quickly). Remember that even if his back is turned, he can use a weak machine gun attack on you. Use potions and the Kaifuku Materia to keep up your HPs and use Ikazuchi as well as your Limit Break attacks to take this machine out. You'll receive a Chitanbanguru if you

win the battle.

=====
e. MAKORO CITY SLUMS
=====

ITEMS IN THIS AREA: Poosyon, Fenikkusu no Bi, Kabau Materia, Eeteru.

After the battle, the boss will explode, sending Cloud off the walkway in the ensuing blast. When you awake, you'll find yourself in a church. Aerith is here, and you can name her after talking to her several times. Reno (of the Turks, a group of hired thugs that are currently employed by the Shinra) shows up afterwards with some guards. In the next room, Aerith falls down while trying to escape with Cloud. You now have the option of fighting the guards using Aerith or trying to bean the guards on the head with barrels on the upper floor (if you miss, you'll have to fight using Aerith anyway). Remember, she starts off in the back row, so to increase damage, make her move up by choosing 'Change' at the start of each battle (do this by pressing left, then the O button).

The correct order of barrels to drop is: the leftmost barrel (in the back), the far right barrel (in the back), and the far right barrel (in the front). Simply examine each barrel and choose the top option to drop it. This way, Aerith won't have to fight anybody. When Aerith meets you at the top of the chapel, she'll hook up with Cloud.

In the next room, climb up the second beam on the left and jump out of the hole in the roof. After you and Aerith make it back to ground level, head left to find a Save Point. To the northwest is a town. Be sure to meet the man in the pipe near the entrance. There are several stores here, including one that sells Materia. To the far, far right is a path that leads to Aerith's house and a garden. You can spend the night here once you've met Erumina, Aerith's mother. The next morning, look between the desk and the bed for a Poosyon and a Fenikkusu no Bi. Then, sneak downstairs (or Aerith will make you go back to bed) and leave the house (you can do this by not touching the walls and not running, either). In the lower flower bed to the right, you can get the Kabau Materia and an Eeteru. There's another Save Point near her house if you need to use it.

Leave the town and go left to the hole in the wall. Aerith will be here waiting for you and will rejoin you. In the next location, work your way upward (by going across the hole-filled metal length, then down the iron beams and through the passage, then up the brown pipe and finally down the stairs and heading to the left). After Aerith leaves you at the playground, head right, then up to arrive at the Wall Market.

=====
f. WALL MARKET
=====

ITEMS IN THIS AREA: Fenikkusu no Bi, Eeteru, Koufunzai.

Aerith rejoins you (again) here. There's a Save Point in the upper-right part of the village. The building in the lower left is an inn, where you can spend the night for 10 gil. To the right of it is the entrance to a brothel. The building in the middle has nothing in it but a computer. (If you touch it, a machine gun will fire at you and Cloud jumps away. You can't do anything here until later). Just above that building is an item shop. North of the shop is a sushi bar. Finally, there is a

clothing store to the upper left and some sort of pottery store to the upper right. A path by the clothing store leads to another part of town. Here, there is a gym, a restaurant, and a weapon shop. In the northern area lies a large building. If you go east from here, you'll reach a dead-end area.

Your objective in this part of the game is to sneak into the large building where Tifa is being kept. To do this, Cloud will have to dress up as a woman in order to get inside since men aren't allowed into the building. So, follow these steps to get the items you need to 'alter' Cloud's appearance. You may want to read this entire section before starting so that you'll know how your choices will affect the game.

- a) Go to the brothel and talk to the big guy with silver hair who's chatting with the bouncer at the door. Talk to him and pick the first option to inquire about Tifa.
- b) Go back to the building at the end of town and talk to the guy near the door. Aerith and Cloud will move away and have a short conversation.
- c) Return to the first screen, go to the clothing store, and talk to the store owner by standing near the bottom edge of the counter.
- d) Go to the bar in the second screen and talk to the lone man by the door. During the conversation, you'll have to make two decisions. So when you're asked a question, pick either the first or second choice. After you're done talking to the man, return to the clothing store.
- e) At the store, you'll see that the man from the inn is now behind the counter. Talk to him and you'll receive an item based upon your decisions:
 - If you answered: first choice, first or second choice, you'll get the Kotton no Doresu (Cotton Dress).
 - If you answered: second choice, first choice, you'll be given the Saten no Doresu (Satin Dress).
 - If you answered: second choice, second choice again, he'll give you the Shiruke no Doresu (Silk Dress).
- f) Cloud will try on the dress, but won't actually wear it. Leave the clothing store and go to the second screen. Enter the gym and converse with the woman by the fighting ring. When you have the chance, pick the bottom option twice. As soon as you clear her message with the O button, start pressing the S, X, and O buttons repeatedly in that order. The object of the game is to go fast enough to make Cloud do more squats than the African gymnast, but you don't want to press the buttons too fast or Cloud can't keep up. It's not too hard to win since the other guy will often stop to scratch his head, but you only have 30 seconds, so get in as many squats as you can.
 - If you are able to do more squats than the gymnast, you'll be given the Burondo no Katsura (Blonde Wig).
 - If you and the gymnast have the same score, the lady will give you the Cyapatsu no Katsura (?? Wig).
 - If the gymnast does better than you, then the lady will give you the Kuzege no Katsura (?? Wig).

At this point, you can just return to the clothing shop and enter the

stall; Cloud will dress up as a woman and you can return to the north building to get inside. You can also choose to not change yet and explore more of the Wall Market, picking up items that you can use to make Cloud more 'feminine'. If you're finished, then skip down a ways to find out what to do next. Otherwise, keep reading.

g) Go to the pottery shop. When you have to choose an answer, pick the top one twice. (You can't talk to him unless you chatted with the guard at the north building). Then go to the inn and pay 10 gil to spend the night. In the middle of the night, you'll find yourself in front of the vending machine in the outer hallway. Pick any option (I hope you have enough gil). The next morning, return to the pottery shop and talk to the man to get an item:

- If you bought the first item (200 gil), he'll give you the Daiya no Tiara (Diamond Tiara).
- If you bought the second item (100 gil), he'll give you the Rubii no Tiara (Ruby Tiara).
- If you bought the third item (50 gil), he'll give you the Garasu no Tiara (Glass Tiara).

h) Enter the sushi bar and walk past the empty seat. When a message appears, choose the top option. Then choose any option, (you'll need 70 gil), followed by the middle choice to get a Kuupon (Coupon). Now go to the item store and talk to the man behind the counter. Choose one of the three options to get an item, then head back to the restaurant. Go to the bathroom and talk to the person inside. Accept the first choice and:

- You'll get the Koron (Cologne) if you traded the Coupon for the first-choice item at the item shop.
- You'll get the Furawaa Koron (Flower Cologne) if you traded the Coupon for the second-choice item at the item shop.
- You'll get the Sekushii Koron (Sexy Cologne) if you traded the Coupon for the third-choice item at the item shop.

i) Talk to the large man in the white shirt who's standing near the edge of the screen to get the Kaado (Card). He won't give it to you unless you talked to the guard by the door of the northern building. Head right to arrive at the brothel. If you talk to the bouncer, he'll let you in once he sees the Card, but Aerith refuses to enter. Inside the brothel, you'll find that the doors on the right side are locked, but if you chose the bottom option, you can look inside them and peer around using the control pad and the O button. If you look in the upper-right keyhole, you'll see a familiar face...a small version of Cait Sith! If you go to the north room and talk to the farthest girl on the right several times, you can choose the top option to make her dance faster and faster. You now have two choices: you can only do one or the other. They are:

Examine the lower-left door and pick the top option twice. In the room, talk to the girl and pick the top option three times to take a soak with Mukkii and his friends. Answer however you like while in the tub and Cloud will be given the Bikini Pantso (Bikini Pants).

Or, examine the upper-left door and pick the top option twice. Inside, talk to the ghostly Cloud near the stone tub and Cloud will have a psychotic episode. When you come to, all your HP and MP is restored, thanks to...Mukkii :(Talk to him and choose the bottom option. Then talk to the girl and you'll get the Ranjerii (Lingerie).

All done? There's nothing left to do now but return to the clothing store and dress up as a woman. When you finish, go to the large building in the north and talk to the man by the food carts again. He'll let you into a posh-looking parlor. Now, go up the stairs and into the door on the far left after talking to the receptionist. Then, go down the staircase to the torture room (!) where you'll find Tifa and an Eeteru by the smoldering coals. Once she's joined you, head back up the stairs and go into the middle door. Inside is Tifa's kidnapper, the nefarious Don Corneo. He will examine each of you when you try to approach him. Who he picks for his 'friend' is determined by what items you collected in the Wall Market:

- He'll pick Cloud if you're wearing the Silk Dress, Blonde Wig, and have the 'best' extra items (the Diamond Tiara, Sexy Cologne, and Lingerie or Bikini Pants).
- He'll pick Aerith if you're wearing the Silk Dress, the Blonde Wig, the Lingerie and the Sexy Cologne (in addition to anything else you may have).
- He'll pick Tifa if you're wearing the Silk Dress, Blonde Wig, and one or two of the extra items not mentioned above (or anything worse than that).

If Corneo picked Tifa or Aerith, then read below:

In the next room, examine the item bag by the bed to get a Fenikkusu no Bi, and talk to the man by the television set after talking to the other henchmen. After revealing your true nature to the love-struck goons, they'll fight you. This is followed by another fight with the other three punks. Afterward, get Aerith from the torture chamber and then go into the middle door again (if Tifa was picked, then you'll meet her when you go outside). When you're through intimidating Corneo, look behind his head for a Koufunzai, then stand by your allies. He'll make you choose one of three options. No matter which one you choose, you'll fall through a trapdoor.

If Corneo picked Cloud, then you'll end up in his room. Search behind his bed for a Koufunzai, then talk to him and answer anyway you like. Your friends will burst in and Corneo will ask you a question; pick any one you like and you'll still plummet to the sewers below.

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g. (THE SEWERS / TRAIN YARD REVISITED)
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ITEMS IN THIS AREA: Poosyon x4, Fenikkusu no Bi, Nusumu Materia,
Haipoosyon x3, Yamabikoenmaku, Eeteru x2.

Once the cut scene with the Shinra flunkies ends, you'll find yourself in a sewer. Before talking to Tifa or Aerith, climb up the stairs to the south and go along the walkway to nab a Poosyon. Before you can escape, a blue monster attacks your party.

BOSS TIPS: APUSU

LV: 18 HP: 1800 MP: 0

His dark wave attack hurts all members, so use Potions and Kaifuku Materia to heal your wounds. Luckily, the dark wave will damage the big blue guy, too (he uses this attack as a counterattack before dying if he can manage it). When he does the reverse dark wave, it causes less damage to him. Honou spells work the best on him. Use Cloud's Limit

Break to harm the boss and use Aerith's Limit Break to heal yourselves. You'll receive a Fenikkusu no Bi for winning the battle.

Climb up the ladder and head right. Go down into the sewage, then up the stairs. Grab the Yellow Materia (Nusumu) and go down the hatch. In the next room, go down the stairs, then climb up the side of the curved structure. Climb up the ladder and you'll go outside. There's a Save Point here and an item on top of the nearby train car. Check out the oil drum by entering the train car (near the Save Point) to get a Haipoosyon. Get another Haipoosyon on the roof of adjacent car, then hop off onto the iron beam and check the oil drum to the north for a Yamabikoenmaku. Walk right, then south and enter the nearby train car to get a Poosyon. Climb up the ladder, head north, and climb down again. Go north once more through the train car then exit to your left to find a second Poosyon. Then go north to arrive at the next screen.

Here, circle left around the car to get a Poosyon. Keep going left to find an oil can with an Eeteru inside of it. Hop on the train to move the other car out of the way. Climb atop the formerly blocked car to net a Haipoosyon. Now, ride the other train back backwards, climb onto the eastern train car, jump onto the train you just moved, and climb across it and the last car before going down the ladder to get back to the front part of the Avalanche train yard.

Head left. The Avalanche members will be fighting atop the power generator you first saw when you arrived at the base. After Wedge plummets to the ground, save your game at the Save Point and talk to the man on the left if you need to buy items. Climb up the stairs and you'll meet Barrett, who is firing at the Shinra helicopter you saw back at the plant. The same man who attacked Aerith in the cathedral will jump out, and you'll have to fight him. Good thing Barrett joins you. When you inflict enough damage, the boss runs away!

BOSS TIPS: RENO

LV: 17 HP: 1000 MP: 0

This guy packs a wallop. He can imprison your friends using his golden Piraiddo (Pyramid) attack, and if he does this to all your members, you lose. To break the pyramids, attack your allies (they won't be damaged). Watch for his spark bolt attack (which can paralyze you) and use your Limit Breaks whenever possible. Reiki works well on him. For some players, this may be the first battle they lose! You'll get an Eeteru for scaring him off should you win.

h. INTO THE SKY

ITEMS IN THIS AREA: Eeteru.

After fending off the boss, Shon (is he a Turk like Reno?) will kidnap Aerith (and p**p slap her)! As he escapes, the entire city explodes and falls down a level, destroying it. Cloud, Tifa, and Barrett all come to in the playground at the Makoro Slums. After Barrett yells for Marin, Wedge, and his other friends, he and Tifa join you in the next area. Go back up to get a sparkling yellow Materia (Miyaburu), before returning to Wall Market. The man in the pottery store will now sell you Materia, and if you go back to the parlor, you have the option of freeing one of Don Corneo's men from the torture chamber. Even if you got the Card the

first time around, you can no longer enter the brothel, BTW.

When you're done, leave and go south from the playground. Return to the Area 5 Town and go to Aerith's house. Talk to Erumina, her mother. You can spend the night in the upstairs bedroom once the intermission ends. Return to the Wall Market and go to the dead-end area near the parlor. (you'll see a bunch of kids run in there). Climb up the pipe, and you'll find yourself high above the town. If you haven't gotten them already, go to the 'Machine & Gun' store and talk to the man at the left end of the store; he'll sell you 3 Zinkubatterii (Zinc Batteries) for 300 gil and you'll need them to activate the boxes in this part of the game. With that in mind, examine the box-shaped object in the lower right to try and start a nearby propeller. Head up, and you'll jump onto the propeller. From there, make your way to the other box and activate the painted barrier. Climb up it, and use the O button to jump onto the swinging metal pipe. After that, climb up to the next screen.

Once here, climb up, then drop down to activate the next box and you'll find an Eeteru. Climb down the lefthand pipe and make your way back up again. Instead of dropping down, continue up, and you'll find yourself at Shinra's headquarters.

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i. SHINRA HEADQUARTERS

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ITEMS IN THIS AREA: Erikusaa, Zokusei Materia, Houshi no Pendanto, Foursurotto, Zentaika Materia, Fenikkusu no Bi, Eeteru, Doku Materia, Tendan x2, Tarisuman, Teki no Waza Materia, Poosyon x4, Misiru no xx, xx Cyokki, Gaado Appu.

There's a Save Point here. You have the option of either heading to the left and climbing up a stairwell or barging in through the front door. Going up the stairs takes forever, but it's free of enemies and you can get an Erikusaa that's lying on one of the landings. On the other hand, going through the front door and taking the elevators in the back is faster, but you have to fight several battles along the way. Not only that, but you can chase around the Shinra staff before taking the elevator :) You can't use the circular lifts by the doors yet, but you can use them once you reach the 60th floor. You can also look at one of the monitors on the ground floor to see a short FMV sequence of the silver car that Rufus rides around in during the Junon Town celebration (which is a little later on in the game). There are some chests here that a woman won't let you open, but you can get them later. Remember, if you go through the front, check the control panel in the elevator (the one that goes haywire) after each enemy encounter in order to continue upwards. If you go up the stairs then change your mind and go back down, you won't have to fight anybody on the elevators, and the main area of the ground floor will be empty.

No matter what method you use, you'll eventually reach the 59th floor. Head southeast and kill the armored guards to get the Kaado Kii 60 (60th floor Card Key), then take the lift to the 60th floor. Here, you'll have to head to the room in the upper-left and make it to the other side without being seen by the patrolling guards. In order to stay hidden from them, pause behind the gold statues, then lead Tifa and Barrett across using the O button. If you mess up, not only to you get attacked (ambush-style combat), but you'll have to start all over again. Keep in mind that the set of guards on the right half of the screen move faster than the ones on the left.

Take the stairway up to the 61st floor. Talk to everyone here. A man who asks you about Aerith will give you the Kaado Kii 62 (62nd floor Card Key) if you answer ".....". On floor 62, talk to the man in the room, Domino, and the man in white, (Hatto) then check out the two library rooms. Answer Domino's question and he'll give you the Kaado Kii 65 (65th floor Card Key). The problem with this is that the answer changes with each game you play. It seems like it would be easy enough to simply try each answer until you get it right, but you get a Zokusei Materia if you answer correctly the first time. So, it's in your best interest to just reset and keep trying in order to get the materia. You can buy hints from Hatto if you don't know the answer, for varying prices (NSS).

The 63rd floor is tricky. You have to collect 3 Kuupons (Coupons) from all three rooms, but you're only able to remove 3 gates at a time. You can reset the gates by investigating the computer in the right-hand room, but that also resets the location of the items. You can move around using walkways, but to enter them you have to climb into the black, box-shaped structures (there's one in the computer room). You can't do that unless you have at least one of the three items.

To get the items, follow this procedure: activate the computer, then head to the top of the screen and open the gate farthest to the right. Head right and open the left-hand gate, then walk right and go south to enter the room where Coupon A is. Choose the top option to climb into the black box and use the walkway to get to the room where Coupon B is at. Finally, go through the door in this room and open the gate to the left, then go north to enter the room containing Coupon C. Then use the walkway to return to the computer room.

Now if you want, you can just trade one of the Coupons for an item, but if you have all three then you'll get all three items. The trade setup works like this:

- Trade Coupon A for the Houshi no Pendant
- Trade Coupon B for the Foursurotto Bracelet
- Trade Coupon C for the Zentaika Materia

To get your items (depending on how many coupons you have) go to the computer and choose the bottom option, then the top. Keep in mind that you can only do this once.

On the 64th floor, you'll find a Save Point and bedroom to your left. If you examine the lockers in the back room, you can find a Fenikkusu no Bi, an Eeteru, and a Megaphone (a weapon for Cait Sith), but you can only take the first two items for now. Head to the 65th floor.

Here, you have to open a treasure chest, then examine a broken section of the model in the circular room and choose the top option to repair it. This unlocks one of the other chests, allowing you to open it and use the part inside to repair another section of the model. When you have finished, you'll get the Kaado Kii 66 (66th floor Card Key). You must fix the model in a counter-clockwise fashion starting from the bottom. The order of the chests you open goes like this:

- Upper-left room: bottom chest
- Upper-left room: top chest
- Lower-left room: left chest
- Lower-left room: top chest
- Upper-right room: chest
- Middle-right room: you can now get the Kaado Kii 66 from here.

On the 66th floor, you can either run into the meeting hall as quickly as you can, or you can enter the stall in the bathroom located in the northwest corner of the floor. Choose the middle option, and you'll climb on top of the toilet and enter an air duct. Move forward to see what the Shinra members (Riibu, Parumaa, President of Shinra, Haidekkaa, Houjou, and Sukaaretto) are discussing. Climb back out, then climb up the stairwell after Houjou (the pony-tailed scientist) in the room to the right of the meeting hall. Note that you'll end up in the air duct even if you ran into the hall...strange. On the next floor (67), talk to the people and keep following the scientist. After looking in the purple chamber (and after Cloud gets another headache), move beyond the crates and to the right to find a Save Point and a treasure chest with a Doku Materia inside.

Enter the elevator to the north, and then watch as the scientist toys with Aerith. Now, choose who you want to protect Aerith, (either Barrett or Tifa), and then you can name the lion creature (Red 13) that was attacking Houjou. He'll fight alongside you when the mutant boss shows up. Don't forget that Red 13 comes equipped with his own Materia!

BOSS TIPS: SANPURU:HO512 (Sample: HO512) LV: 19 HP: 1000 MP: 120
 SANPURU:HO512-OPT LV: 7 HP: 300 MP: 48

Don't try to kill this guy's little guardians; he'll only create more. Instead, use Ikazuchi or Honou on him and try Kaifuku to keep up your own life power. Avoid using physical attacks, Reiki, or Doku. This means that Red 13 is better off using Fire against the boss. This battle is easier if you have Barrett, who can inflict more damage. Don't worry about getting poisoned since you can get infected again when the boss uses the pink gas attack on your characters. You get two Tendans and a Tarisuman should you kill the boss.

Tifa and Barrett return after the battle. When you're in control of Cloud again, be sure to grab the Yellow Materia (Teki no Waza) that's left behind in the sample chamber. Then go up the ladder and head south. Talk to the man in the gray coat to get the Kaado Kii 68 (68th floor Card Key). Go back down to floor 66 and try entering one of the lifts; you'll get caught by Ruudo (he's a Turk who you'll be running into constantly throughout the game). He and Shon will 'escort' you to a meeting with the president of Shinra. Afterwards, you'll end up in the jail cells on floor 67. Here, listen to everyone, then go to sleep.

The next morning, you'll find that your door is unlocked. Investigate the guard, then talk to Tifa. Check the guard again to unlock the doors, then look in on Barrett and Red 13. After freeing your companions, return to the lab and talk to Red 13. Talk to him again after taking the elevator up to the 68th floor, then use the incline to reach the walkway again. Go all the way along it until you find two purple Poosyons, then climb back down and enter the door from the ground floor. The green bars of light won't hurt you; run through them and pick up two more Poosyons before climbing up the stairs to the 69th floor.

Go out the center door to reach a Save Point. Then, run up either of the purple stairs. Check out the dead Shinra leader, capture Parumaa, then enter the door to the north to exit the room. Outside, talk to the man in white. He's Ruufausu, the son of the Shinra president.

The other characters will return to the floor below, and you must lead them outside (I don't know what the difference is when Tifa makes you

X Switch members
 O Right Attack
 T Main Menu
 Start Return to game

Be sure to re-equip Materia before returning to the game!

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 j. **ESCAPE!**
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ITEMS IN THIS AREA: Houshi no Pendanto.

Use the controller to move any any direction. Pressing S makes you slash to the left, and pressing O makes you slash to the right. The object here is to protect your friends in the truck from enemy cyclists. Eventually, you'll reach a dead end and fight the boss. The amount of life you start off with during the battle depends on how much life you and your friends lost during the high-speed escape. If a character lost all his life, he begins with only 1 point when the battle starts, but since the boss gets to make the first attack, they'll have to be revived using Phoenix Tails if there area any live party members left. The boss is a spiked, armored robot with six wheels.

 BOSS TIPS: MOOTAABOORU (Motor Bore) LV: 19 2600 MP: 120
 (weak vs. Ikazuchi)

This boss gets a free attack from behind...sheesh. Most of his attacks do little damage, but his flamethrower and flying fire sweep attacks can kill your party in a single blast (the fire sweep does around 220 damage)! The best way to beat this group is have your party consist of Aerith and Barrett. Give the Zentaika and Kaifuku Materia to either Cloud or Barrett, and give the other character Ikazuchi. This way, you can heal with one character, attack with another, and then use Aerith's Limit Break to keep your life up at all times. Reiki works better than Honou against the boss (for those characters that don't have Ikazuchi equipped). Remember, your rows are reversed when attacked from behind, so put Cloud and Barrett in the back and Aerith in the front if you want them to line up properly when the boss shows up. If you beat the boss, you'll get a Houshi no Pendanto.

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 k. **KALM TOWN / CHOCOBO FARM**
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ITEMS IN THIS AREA: Eeteru x3, Piisumeekaa, Gaado Appu, 'Summon Chocobo & Mogli' materia.

You'll find yourselves outside of the gate after beating the boss (you could also see this scene by going south from the church where you met Aerith the first time). Decide who will be in your group, then head towards the screen to exit and arrive at the World Map (the outside world).

Outer World Controls

T Menu Screen
 L2/R2 Change from overhead/side view
 L1/R2 Same effect as L2/R2

	Turn left/right (during side view)
Start	shows World Map
Start x2	Shows Large World Map
Start x3	No map is shown
Select	Same as Start

Head northeast to reach Kalm Town. Go into the inn to see the rest of the gang waiting for you. Cloud will talk to the others about Sephiroth via a series of semi-interactive flashbacks:

- You'll start off in a truck being driven by Shinra soldiers. After talking to the soldiers and Sephiroth (Cloud's former ally in the Shinra army and now a wanted criminal), the truck will be stopped by a dragon. You'll have to fight it, but Sephiroth (who is super-powerful) can kill it in two hits. In the flashback, Cloud's portrait is different; this 'Young Cloud' is of a low level, but Sephiroth is so strong that you need not worry about losing battles. However, you can't control Sephiroth's actions and you can't hurt him (because of your low level), either. Although Young Cloud comes equipped with a Sensei Kougeki and Sephiroth has several mastered materia equipped, you can't take them for your own (although you can if you use a Game Shark code...see section 8). Also, Young Cloud and Sephiroth can't use Limit Breaks (because they don't have any).
- After the battle, you'll end up in Nivelheim, Cloud's hometown. Talk to Sephiroth and the guards if you wish, then head north. If you want to look around the town, feel free to, but nothing you do during this part of the game has an affect on the rest of your quest. One thing you might want to do is go into Tifa's house (the large building on the 'southeastern' side of town). Choose the top option when you're prompted to, then go up the stairs and choose the top option again. Approach the piano in the nearby room and pick the bottom option; Cloud plays a tune on the piano that you can play yourself when you arrive at Nivelheim later in order to get Tifa's Limit Break manual (see section 8 for details). Also note that you can't get Vincent Valentine during Cloud's flashback because you can't examine the safe :(
- When you're done looking around town, go to the inn and head upstairs. Talk to Sephiroth twice and choose the bottom option. The next day, talk to Sephiroth and get your picture taken, then sit back and watch the FMV. When you're in control of Cloud, head along the bridge and talk to Tifa, then talk to her again further along the bridge and it will break. After you've recovered, head northeast into the cave, then keep heading north. Eventually, you'll arrive at the Jenova plant. Enter it, head along the beams, then walk onto the wood platform and climb down the chains and go after Sephiroth. Talk to him in the next area, examine the chamber to the left of Sephiroth, then talk to him twice, once to make him move out of the way and once to make Cloud look inside the chamber. After Sephiroth goes ballistic, you'll return to Kalm Town. Pick the top option to save your game, or the bottom option to continue. Cloud's narrative starts off back at Nivelheim, where he enters the large mansion at the edge of town.
- Inside, climb the two staircases and head to the right. Enter the lower door and make your way into the next room; if you examine the circular part of the stone wall, a passage appears. Enter it and climb down the spiraling walkway until you reach the bottom;

keep walking from here to find a library. Leave after Sephiroth finishes talking. After Cloud wakes up, return to the library. Sephiroth gives a little speech then he exits the mansion; return to the town square. Try entering the house to your right.

- Back at the Jenova plant, return to the area with the chambers after witnessing the struggle between Tifa and Sephiroth. Examine Tifa to carry her out of harm's way, then run up the stairs and enter the door that Sephiroth opened. After the FMV sequence, Cloud's flashback ends and you are returned to Kalm Town.

Note that you have to go to Kalm Town to proceed with the game; you can't make your way through the Mithril Mines beforehand, although you can visit the Chocobo Farm if you want to. As for treasure, there's an Eeteru in the door beneath the stairs in the house near the inn, another Eeteru in the cabinet on the second floor of the house to the right of that house, and the Piisumeekaa (Peacemaker; a gun for Vincent) in the chest on the second floor of the third house (take the curving stairs). If you take the normal stairs in the same house, you can get a Gaado Appu in the cabinet by the little girl. Finally, in the house on the other side of the town, there is an Eeteru in the door beneath the stairs on the north wall of the first floor. Oh, you'll be given the PHS (Party Hensei System) when you talk to your allies on the first floor of the inn; it allows you to switch group members whenever you want, providing that you're in the World Map or standing on a Save Point.

Leave the town and head east to reach the Chocobo Farm. Talk to the Chocobo at the front end of the pen and choose the top option to see the big yellow birds dance; you'll get the 'Summon Chocobo and Mogli' materia afterwards. Then, talk to Guringurin (the man with the hat) in the stables behind the pen. Choose the first option, then the 4th option, then the top option again. Providing you have 2000 gil to spare, he'll sell you a 'Chocobo Yose' materia, which lets you attract chocobos to ride.

To catch a chocobo, wander around outside on the chocobo tracks (in this area of the game, you can meet them on the light patches of grass, too), until you are attacked. If a chocobo is one of your opponents, then kill off the other enemies and when the battle ends, you'll be riding the chocobo. If you attack the chocobo, it will hurt you and the other enemies, then escape, so you'll have to try again. Don't forget, you can only fight chocobos if you have the Chocobo Yose materia equipped. When riding a chocobo, you can move around normally, and you won't get attacked by enemies. You can press X to dismount, but if you do this, the Chocobo will run away and you'll have to catch another one.

A little to the south and directly west of the Chocobo farm is a cave, but a creeping snake in the marsh before the cave entrance will rise up to attack you. Instead of trying to kill it now, go get a Chocobo instead, who can outrun the snake and enter the cave. Yes, you will still get attacked if the snake touches your chocobo.

BOSS TIPS: MIDOGARU ZUORUMU (Midgar Zolem?) LV: 26 HP: 4000 MP: 348

This boss has two deadly attacks: one is a tail swipe that knocks a team member off-screen and puts them out of commission for the rest of the battle. The other one is the Beta enemy skill, which inflicts around 1000-1200 points of damage (which spells instant defeat if your allies are weak, although you should try to pick up this skill if you have a Teki no Waza equipped). Along with his bite attack, this serpent can be

a tough enemy if you try to fight him earlier in the game. It's easier if you try to defeat him after you have Cid's airplane, since you can use Limit Breaks and powerful Shoukan and Mahou spells to kill it. Unfortunately, you get a measly amount of EXP, AP, and gil for beating the boss and what's worse, he reappears when you return to the World Map, so you're right back where you started.

The first time you reach here, you'll see a large snake impaled on a tree. Just exit the screen to continue playing. Also, if you get off your chocobo while on the patch of grass before the mine entrance, he'll stay there in case you need to return to the farm (this doesn't seem to happen all the time--I don't know why, either).

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1. MITHRIL MINE / JUNON TOWN

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ITEMS IN THIS AREA: Eeteru, Tento, Enkyori Kougeki materia, Maindo Appu x2, Erikusaa, Pawaa Risuto, 'Summon Shiva' materia, Tendan or Poosyon x6 or Eeteru x6, Teki no Waza materia, 1/35ths Shinra Doll x2, Rakku Appu, Pawaa Appu, Gaado Appu, Supiido Appu, xx Megane or HP Appu materia or Foosuiitaa.

Inside the Mithril Mine, head northeast to find a green Eeteru on the stone steps. In the chest is a Tento, so be sure to grab it. If you try climbing up the brown vine on the western rock face, you'll find a purple materia (Enkyori Kougeki). Climb back down, return to the first area, then head left. Make your way southeast to find a chest with a Maindo Appu inside, then head west to reach the next area. Here, you'll run into some of the Turks again: Ruudo, Iriina, and Shon. Once they leave, walk north. There's a chest with a Erikusaa inside it and a Haipoosyon just to the north of the chest. Return to the area where you met the Turks, climb up the vine, and go through the door to exit the mine and return to the World Map.

Nearby is a rocky outcropping with a huge bird statue atop it, the Condor Fort. Enter it and choose the second option when talking to the man out front. After climbing up the rope, you'll find yourself in a town built into the rock itself. There is a Save Point, item shop, bedroom (you can sleep for free), and Materia shop here. Talk to everyone, then leave and go northwest through the forest to Junon Town by the shore.

Once you arrive at Junon, talk to the villagers, then go down the stairs to the shore. Here, a young girl named Purishira is playing with a dolphin. Out of nowhere, a big flying boss shows up and attacks her, then your party.

BOSS TIPS: BOTOMUSUWARU (Bottom Swayer?) LV: 23 HP: 2500 MP: 100

There's not much to worry about; just attack with Ikazuchi or Doku spells and keep your life up. Since this guy's flying, some characters can't attack him (like Barrett), while some can (like Cloud). Find out which guys should be casting magic and which should be attacking early on in the battle. Sometimes, the boss puts an hp-reducing bubble around a character. It only disappears if you cast a magic spell upon it (this won't hurt the 'bubbled' person). If you have the Zentaika Materia, you can use this to cast a spell on the bubbled person and the boss at the same time. Before dying, the boss will attack with a wave, (he

can do this normally, but always does one before he disappears) so watch out and make sure your hp is high enough to withstand an attack. If you want, you can equip characters (like Barrett) with weaker weapons so that they can attack the boss, but it may not be worth it. You'll receive a Pawaa Risuto when the battle is over.

After killing the boss, you'll have to revive Purishira. To do this, watch the lung-shaped meter that appears in the upper right. Press the S button once to make the meter start to raise. Just as it reaches the top, press S again to make Cloud breathe into the girl's mouth. It will take a couple of tries. Afterwards, go to the house near the entrance to town and talk to the person there (for some reason, choosing the top option won't make Cloud go to bed, but if you go back in the house and try again, he will go to sleep).

During the night, Cloud will have another bad dream. In the morning, leave and go to the house above the stairs (your friends will be gathered near it). Purishira will give you the Shiva summon materia, a gift for saving her life. Follow her to the shore, then talk to her a second time. Barrett will show up and the girl will keep talking; when you have the chance, choose the middle option. Your goal in this part of the game is to leap atop the iron beam above the electrical tower so that you can sneak into the heart of Junon Town. Your controls are:

- X Swim faster
- S Makes the dolphin flip you into the air

If you get too close to the electric blasts traveling along the tower, you'll get shocked and will have to try again (just pick the second option). The easiest way to get up there is to simply not move and press S. The dolphin will miss and deposit you near the bottom of the screen. However, you'll be perfectly positioned, so if you press X again, Cloud will land on the beam. Once you're on it, head to the left to get a good view of the flying airship 'Highwind'. Make your way south (towards the 'front' of the screen) to continue.

The next area has a higher and lower level. If you investigate the box-like switch, you'll be taken to the lower level. From there, head south to find a building. There is a projecting roof nearby which has a door underneath it; just press against the edge and you'll enter a hallway filled with soldiers. In the halls, go up to find a locker room. Check out the half-open locker and choose the second option to dress up as a guard. When the captain of the guards asks you another question, pick the bottom answer.

Then, leave the locker and take note of the Save Point before heading through the door (follow the other soldiers). Now that you're outside, go into the first alleyway. You'll come across a group of marching soldiers. The head guard will want you to join in and march with them perfectly, so it may take a couple of attempts before this event will end. You also have to move your gun in time with the soldiers by pressing and releasing the O button. Depending on how high or low the counter was during this scene (the one in the lower right-hand corner), you will get the following:

PERCENT	NAME	TRANSLATION	TYPE
21%	= Tendan	(Bomb)	Item
37% - 39%	= Poosyon x6	(Potion)	Item
45% (?)	= Eeteru x6	(Ether)	Item

(I'll figure out the rest later....)

Afterwards, you'll have to stand at attention while Rufus and Haidekkaa talk to each other...press in any direction and the captain of the guard will tell you to get back in line. After the rest of the soldiers leave, the captain will give you an option; choose either option and you'll return to the locker room for some training on the next event. There, you can try to follow the captain's orders, if you wish. When he asks you a question, choose the top choice to try training again, or the bottom option to finish the training. Once the soldiers leave, follow them outside.

Now's your chance to do a little shopping and treasure hunting. You'll run into Ruudo in the basement of the first weapon shop, but he won't recognize you in your Shinra guard uniform. Go through the third door and talk to the guard near the back of the room, then jump down to an area with several Shinra guards and some holograms. In the far corner of the room is a yellow materia (Teki no Waza). This place (I believe) is similar to the 'House of Learning' back in Area 7 Town where you could learn about the game's mechanics. On the second floor of the same building, you can get a 1/35ths miniature Shinra guard doll and a Maindo Appu. In the room with the cats nearby is a Rakku Appu. On the third floor is a red Pawaa Appu and a green Gaado Appu.

If you enter the fourth door on the other side of town, you'll find that that Iriina, Rudo, and Shon of the Turks are here. It's a good thing that you're in that uniform :) Go through the sixth door to find a room with a soldier; you can check the silver trashcan for a message and pick up a yellow Supiido Appu in the side room. On the floor above, you can pick up another 1/35th miniature Shinra guard doll.

In the next area, Haidekkaa and Rufus show up again. You have to do your salute according to what the captain of the guard tells you to do (remember your training)! At the very end, all you have to do is be facing forward: pressing any button will make you do the 'spinning gun' salute. Unfortunately, the order of commands is random each time you play, so just do your best. Afterwards, you can press the following buttons to make Cloud do funny things:

S	Scratch back with gun
X	Put one leg forward
T	Shrug
Pad	Stand at attention

Depending on how well you did during the salute, Heidekkaa will give you an item. Each 'button press' action was worth 10 points, and the final salute was worth 30 points. Changing direction was worth 0 points, but unless you were facing in the correct direction, any action you performed was worth 0 points. Also, performing an action was worth 0 points if you did it too late (although you'll get full points if you do the action early). Your total score determines what you will receive (notice that Rufus' reactions change depending on what item you will be given):

SCORE	NAME	TRANSLATION	TYPE
000 - 050 =	xx Megane		Accessory
060 - 090 =	HP Appu	(HP Up)	Independent Materia
100 - 190 =	Foosuiitaa	(Force Eater)	Weapon for Cloud
200 =	(I'll figure out this one later....)		

After everyone else leaves, Red 13 (who was watching from just inside the boat) will talk to you if you try to leave instead of boarding the boat. Either way, you'll end up joining your friends in the boat's hull.

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m. SHINRA BOAT

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ITEMS IN THIS AREA: Eeteru, Zentaika materia, xx Ri, Howaitokeepu.

Open the treasure chest to get an Eeteru, and be sure to pick up the blue materia (Zentaika). Talk to the people here, then go up on the deck and talk to everyone else; you'll notice that some of them are your companions (don't miss Red 13 :)). The man in white will sell you items if you talk to him. Once you're done, go back down and talk to Aerith, then return to the deck and go all the way to the left; one of the guards has left, allowing you to sneak to the front of the ship.

Here, talk to Baret, who is spying on the Shinra members. After talking to him a couple of times, an alarm will sound. Go back to the center of the boat to find your friends. Then, assemble your party. If you want to change the setup, talk to your friends again. When you're ready, go downstairs and head through the door that the one guard was standing in front of. In the next room, watch out for enemies and climb up the ladder, the walkway leads to a chest with a xx Ri (a weapon for Yuffie) inside. Did you get all the items on the boat? When you're ready, go and talk to the captain of the guards. It turns out that he's dead. Then, Sephiroth shows up, and summons a huge monster for you to fight before he flies away.

BOSS TIPS: JENOBA*BIRTH (Jenova*Birth) LV: 25 HP: 4000 MP: 110

Daichi, Honou, and Reiki magic work well against it, but don't use Doku. Attack with your Summon Materia and hit it with everything you've got. Keeping your HP up is a priority, since it can use lasers to attack one or all members. Only use physical attacks if you are running low on MP. The boss can cast 'Stop' on a single ally so make sure that you're not too dependent on any one character during the battle. Some Phoenix Tails will also come in handy, since the boss sometimes uses a laser that hits all allies (Terror Laser) twice in a row (which can inflict loads of damage). You'll get a Howaitokeepu when the battle is over.

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n. COSTA DEL SOL / NEW CONTINENT

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ITEMS IN THIS AREA: 'Summon Ifrit' materia, Pawaa Appu x2,
Mootadoraibu, Honou no Yubiwa, W Mashingan, Eeteru
Taabo, Henshin materia, Wizaadoroddo, Houshi no
Pendanto, x no x x2, Fenikkusu no Bi x10, Maindo
Appu, Tento.

Grab the red Materia (Summon Ifrit) after the battle and wait for the boat to dock. Talk to the people here and then go up the stairs. A short automatic sequence follows. In the next area, go into the door to meet a shady guy who will sell you this room for 30 gil; you can sleep here for free anytime you want afterwards. Climb down the stairs in the bottom part of the room to reach a basement with a sleeping man. You can get a Pawaa Appu, and a Mootadoraibu here, as well as a Honou no Yubiwa from the treasure chest. You'll meet Mukkii (from the cabaret in the Wall Market) in the bar, as well as some of his friends. If you go down to the beach, you'll run into Houjou (the scientist you met in the

Shinra HQ). You can talk to him if you want, but you won't get anything out of it.

Outside of the town, head through the mountains and across the bridge. You'll find a cave-like entrance. Talk to the man on the hill, then keep heading north. Eventually, you'll reach a walkway that leads to a large Makoro furnace. Head south and follow the train tracks; there's no point in looking around here. Keep going, and you'll come across some curving tracks and a Save Point. As you walk along the tracks, you can get the following items: W Mashingan, Eeteru Taabo, and a Henshin materia.

These tracks are rickety, and when you walk across them in certain areas a message will appear telling you to press O so that you don't fall through them. It's better to let yourself fall, because you can then hold left or right and rapidly press O to land beneath the tracks. Then, press Up to climb back up. If you landed on the left side of the tracks, you can pick up a Wizaadoroddo. If you landed in the middle, you can't get anything, but if you landed on the right side, you'll find a Houshi no Pendanto. There are three places where you can fall through the tracks, so be sure to get these items.

Take the upper rail path to the next area. Are your friends waiting for you on the lower track? If they're not, then go back and take the lower path. You'll get an option to summon them using the PHS system (NSS). Assuming they're there, take the upper path and keep walking until you find a wooden shed. Enter it and pick the top choice when you're prompted to make a decision. This will lower the tracks on the bottom path. Before returning to the lower rail path and following after your allies, you can walk to the end of the path you're on and climb the wall; you'll hear birds chirping if you're in the right place.

After finding the nest, you can choose to take the treasure in the nest (the top option), or leave the birds alone (the bottom option). If you choose the top option, you're attacked.

TIPS: KOKATORISU (Cocatrice) LV: 17 HP: 420 MP: 0

This guy's easy; just attack until it dies. You'll get 10 Fenikkusu no Bis should you kill it. You can get two x no x from it; one by stealing, the other by killing it with Henka (Morph).

You'll get 10 Fenikkusu no Bis after the battle is over. Cloud will then return to the train tracks. Keep in mind that this is a one-shot deal; whether you decide to take the treasure or not, you can only make a choice one time. As you're traveling along the lower rail path, you'll see a part where the track splits in two directions. Take the left path (the one that turns back). Walk north (towards the bridge), then right (under the first bridge). It may sound confusing, but you'll end up in a little shack where there's a bunch of items and a man resting on a bulldozer. There's a Maindo Appu and a Pawaa Appu here, and the chest has a Tento inside of it. Leave and follow the other path across the bridge in the next area to reach the town of North Corel.

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o. GOLD SAUCER

ITEMS IN THIS AREA: 'Summon Ramuh' materia, x no xx.

There's some merchants here at North Corel and an inn. You can also learn more about Barrett here, whether he's in your party or not. When you're done shopping and chatting, go to the sky lift. After Barrett has a flashback about his friend Dain, take the lift up to the Gold Saucer. You can return to the World Map by heading right from the bottom area of the town, but there's nothing to do out there (aside from saving your game or riding around on a Chocobo).

You'll see a Save Point in the background of the first area of the Gold Saucer, but you'll need GP (not gil, like what you've been using) to activate it. Pay the man to get in (the first choice is for a one-time entrance, the second choice will let you enter as often as you'd like), and then choose the path of your choice after your companions separate.

If you try to leave the Station Square (the area where you're at; all the areas in the Saucer are divided into 'squares'), Aerith will join you. As you explore the rest of the Gold Saucer, you'll discover that Shinra soldiers are snooping around, looking for Sephiroth. When you're ready to move on, go to the Wonder Square. Here, you'll meet Cait Sith, a would-be fortuneteller. He'll automatically join you since you only have two members (you and your friend) at this point.

Go to the Battle Square and you'll find a bunch of dead bodies; the handiwork of Sephiroth. As you're talking to the few who are still alive, Dio, the proprietor of the Gold Saucer shows up and promptly blames you for the carnage. Cait Sith makes a dash for freedom, but after following him, the party is trapped. Dio and his henchmen then summon three large robots that throw you and your allies through the 'Gateway to Heaven' to a desolate area, the Corel Prison, which lies at the base of the Gold Saucer.

Here, you'll find Barrett. After he runs away, examine the dead body and talk to the other guy before going through the southern gate. There is a treasure chest here (in the chamber at the base of the ladder), but it's already opened (anyone know if there's supposed to be something in it that you could have gotten earlier?)

In the second area, talk to everyone here. The building to the far southeast is a bar, and a man inside will sell you items. After looking around here, enter the building to the east (it doesn't matter which entrance you take). Barrett will show up once you're inside, as will Tifa and Aerith. After Barrett's flashback (in which his best friend falls down a gorge and North Corel is razed to the ground), reassemble your team and go back to the first area. Examine the guard (who is dead), then either leave through the gate. If you exit by going through the area between the gate and the building to the right, you'll end up wandering around in a wasteland until a caravan (the same one that Tifa was captured in) shows up. When it does, pick the top option to get a ride back to the area beyond the gate or choose the bottom option to stay where you are (in the middle of nowhere...you'll have to keep wandering around until the caravan shows up again).

Anyway, once you've gone past the gate, talk to the man out here and go to the right. Any other direction leaves you stranded in the desert (read the above paragraph again if you want to get back on track). This takes you to the caryard. Go up from here and you'll run into none other than Dain (the guy from Barrett's flashback). He tells Barrett about Erenoa and Marin (who is actually his daughter), then (for what reason, I have no idea), decides to attack Barrett. In the battle, you're forced to fight using just Barrett.

BOSS TIPS: DAIN

LV: 23 HP: 1200 MP: 20

The easiest way to kill this boss is simply let him hit you; his attacks increase your Limit meter quickly. Use the Kaifuku Materia to restore lost life, then hit him with the Heavy Shot when your meter maxes out. A summoning Materia (like Shiva or Ifrit) is also a good way to inflict added damage. Just make sure you have all the MPs you need, and you can win in no time. The boss can pull off a final attack before dying, so keep your life up (but he can't do it if you kill him fast enough). You get a x no xx (a bracelet - 34/4/22/2c/2s) for beating him.

After Barrett's friend dies, you'll find yourself back in the trailer. After talking to Kooshi (Coach?), you'll be invited to become a Chocobo racer. In the elevator shaft, choose the top option to have the racing process explained to you (NSS), or pick the bottom one to skip it. In the room with the other men, check the alcove by the Chocobo poster for a red Summon Materia (Ramuh). Then, talk to the girl in pink (Esuto) to start racing.

Your controls as a Chocobo racer are:

S	Speed Up
X	Speed Down
O	Dash (uses up your Dash Meter)
Select	Switch between Automatic and Manual control
R1+R2	Hold these buttons to refill your Dash Meter.

The more you Dash, the slower your walking speed is, so conserve your Dash Meter for when you really need it. You have to keep racing until you win, so get good fast! Esuto will explain the controls to you again prior to the race if you choose the top option, or you can conclude your conversation with her and start racing by choosing the bottom option. If you can't get the hang of it, then just keep racing using the Automatic Sequence mode until you get first place.

After winning, you'll receive the Bagii (Buggy) as first prize, and can now roam freely about the overworld and even pass through shallow rivers! (Look for lighter-shaded fords along the rivers.) Your controls are set up in the following manner:

X	Exit buggy
O	Enter buggy
T	Main Menu
Select/Start	World Map (press repeatedly to enlarge/hide map)
L1/R1	Rotate view (or return to side view if in overhead view)
L2/R2	Change view

You can run into enemies in the buggy, so be careful. Also, you can only return to the Golden Saucer if you take the sky lift from North Corel Town; you can't get there using the buggy. If you go across the river south from the Golden Saucer and look around, you'll find a house on a peninsula; you can't explore it yet, so ignore it for now. BTW, you can return to the desert if you get in the buggy, enter the dirt pit surrounding the Saucer, and touch the houses at the base of the Saucer. However, you'll find that there's nothing to do here but wander through the desert--do so long enough and the same cart that Tifa was abducted in will pull up and offer you a ride back to your vehicle. Choose the top option to accept and the bottom option to stay where you are. And as the help menu indicates, it's possible to return to Junon Town and take the Buggy with you. After you've completed the scenario with Cid,

you can explore the house on the penninsula; you can also get Aerith's Level 4 Limit Break manual at that point in the game (see section 14 for details).

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p. GONGAGA TOWN / COSMO CANYON

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ITEMS IN THIS AREA: Fiiariteiru, Ekusupoosyon x2, 'Summon Titan' materia, Hissatsu materia, Tsuika Kouka Materia, Eeteru, Burakkumegahon, Ekusupoosyon, Fiiariringu, Eeteru Taabo, Waizaaroddo, Juuryoku Materia (later you can get an Erikusaa, Majikku Appu, and a Fulkea materia)

Your next goal should be to head south from the Golden Saucer across the river to a forested area. Go into the black structure (it's called Jungle, for some reason). Reno and Ruudo are here. After Iriina shows up and alerts the other Turks to your prescence, you'll be asked a question. No matter what your answer is, you'll have to fight Reno and Ruudo at the same time.

BOSS TIPS: RENO	LV: 22	HP: 2000	MP: 80
RUUDO	LV: 23	HP: 2000	MP: 135

Use Summoning spells to even the odds at the start of the round, then go after either one. Once you injure one enough times, he'll leave, then the other one will. It may be better to attack Ruudo, since he can heal himself and Reno, but then again, Reno can inflict more damage. In any case, this fight isn't too hard either way. You'll get a Fiiariteiru and a Ekusupoosyon should you win the battle.

After the Turks leave, head northeast, then go north to reach a pile of scrapped machinery. As you're looking around, Sukaretto and Shon show up in the Shinra helicopter and talk about 'Huge Materia' (which you'll learn more about in Disc 2). After they leave, examine the area where Sukaretto was standing and choose the bottom option to get the 'Summon Titan' materia. Then go back to the first area and head left. In the second area, there is a Hissatsu materia near the left path (which returns you to the World Map). If you take the north path, you'll arrive at Gongaga Town.

Be sure to visit the stores (don't forget that you can climb up the pole in the Accessory Shop to reach a room where you can buy weapons) and get the treasure chests from the inn (Ekusupoosyon) and the old man's house (Howaitomegahon). If you go into the far right house, you'll meet an old couple who apparently know Cloud (or someone just like him), and someone else named Zekkusu. When you're done here, return to the World Map. Head southwest, then turn toward the river and go over the shallows, and then make your way up through the mountains to reach Cosmo Canyon. If you try to drive past the town, the buggy will short out, so you don't really have any choice but to enter the town (and you can't get anywhere else without the buggy, so even if you didn't drive it past Cosmo Canyon and entered on foot, it wouldn't matter....)

When you approach the man at the gate, Red 13 will talk to him (he'll either bound up the steps past your party if he's not with you, or he'll just leave your party and start talking if he was with you previously). Everyone here knows Red 13 by the name 'Nanaki'. After Red heads up the

stairs, talk to the guard and choose the bottom option to be let into the town (Red 13 will reappear to make sure you guys get in). If he was in your party, you'll have the option to make a new team; otherwise, you can look around town freely. Don't miss the Save Point located in the Tigerlily Arms Shop. In the Item Shop, there is a passage with a red rope across it that prevents you from checking out the room in the back. Keep this place in mind because if you return to Cosmo Canyon in Disc 2 or 3, the rope will have been removed and you can get an Erikusaa, a Majikku Appu, and the Fulkea materia orb from the back room.

Eventually head up to the observatory, where you'll run into Red 13 and Buugen Haagen, an old geezer who knows all kinds of things. After Red 13 leaves, go back down and talk to your friends in order to make a new party. Then talk to Red 13 in the room connected to the inn before returning to the observatory. Enter the side door, chat with Buugen Haagen, and you'll see a short FMV sequence.

When it's over, return to the large bonfire to the right of the entrance. Your friends are here. Talk to everyone here, then chat with Red 13 a second time. Buugen Haagen will show up, and you'll make a new group (with Red 13 as a permanent member). If you want someone else, just talk to another ally (it doesn't matter which one). Follow Buugen Haagen back to the sealed door above the weapons shop and talk to him, then choose the top option. He'll open the door for you. Enter and climb down to the very bottom of the shaft, then head left.

In the next area, head right and up until you see a hole facing left*. Enter it and you'll be given an option. Pick the top one to make an opening appear nearby. Go through it, then head up and left. You'll slide on the oil and hit a spiked wall, reducing every member's HP by 500 points. Then go south, through the hole, and head right to reach the Combination materia you couldn't get in the first area (Tsuika Kouka). Go back and carefully walk along the edge of the path to avoid slipping across the oil. Then go right, up, left, down the stairs, and through the underpassage to reach a chest with an Eeteru inside of it. Then return to the stairs and go left, then down to find a second chest containing a Burakkumegahon. Then climb back up the stairs and head to the upper-left to leave this area.

* If you enter any of the other three holes, you'll be given the same option, but if you choose the top choice, you'll be attacked. Doing this doesn't seem to alter the level in any way, but you're better off doing this after you've cleared the whole area out instead of doing it right now; I'd rather be safe than sorry, in my opinion.

There are five passages in this area; you only want to take the 2nd and 4th passages from the left. First, take the 4th passage. When you touch the web beyond it, you'll have to fight a giant spider (Stinger). When you've killed it, follow the path north to find a chest with an Ekusupoosyon inside. Then go back and take the 2nd passage from the left. Kill the Stinger that attacks you when you touch the web and then head left and down. As you're going through the tunnel, hold right and you'll find an alternate path that leads to yet another treasure chest. You'll find a Faeriiringu in it. Go back up to where the web was and walk north to find another web. Past it is the exit, but try holding left and Cloud will go along a passage hidden by the rock that leads to a chest. There's an Eeterutaabo inside.

When you approach the giant face in the next cavern, it begins to move and you are attacked.

BOSS TIPS: GI*NATATAKU

LV: 29 HP: 5500 MP: 200

Don't worry about the Soul Fires this boss has with him; just use your Summon Materia, then concentrate on attacking and using Limit Breaks on the big guy himself. If your spell Materia has hit second level, then Reiki and Ikazuchi work nicely on him. You don't even need to worry about your life much; the boss can be taken down before any serious damage is done to your party. You'll get a Waizaaroddo for winning the battle.

Grab the spell Materia (Juuryoku) that's left behind and follow Buugen Haagen up the steps. After the sequence with Red 13 and the other creature (his father, who was transformed into metal or something?), make a new party and leave the town. Don't worry, Red 13 will rejoin you when you try to leave. Oh yes, the Buggy will be working again when you leave Cosmo Canyon.

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q. RETURN OF SEPHIROTH

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ITEMS IN THIS AREA: Rakku Appu x2, Erikusaa x2, Purachinafisuto, Eeteru Taabo, Shirubaamegahon, Shiinvaipaa, Enemiiranchya, Majikku Appu, Shoumetsu Materia (and if you open up the safe, you can get a Kosumomemorii and the 'Summon Odin' materia, not to mention a Key Item (the gold key), Ruunbureido, Purachinabaretta, Oobaasouru, Zentaika Materia, Zokusei Materia, Sunaipa CR, Jyueruringu, Kauntaa Materia.

Get in the buggy and continue past Cosmo Canyon. Head north to find a river with a shallow ford you can cross. Past it, the mountains are of a different type than what you usually see. Near them is a small town, Nivelheim. Look familiar? It's the same one Sephiroth and Cloud went to in Cloud's flashback.

First, go into the inn. Talk to the black creature in the back to get a Rakku Appu. You can get an Erikusaa from another one of the creatures in the Item Shop, and a second Rakku Appu if you talk to the small creatures in the upper floor of the southeastern house. The large house to the east is Tifa's home, and you'll be given a Purachinafisuto and an Eeteru Taabo if you talk to the creatures here. There's a piano in Tifa's room that you can fool around with (see section 14 for details).

Now, go into the large mansion at the edge of town. Left of the entrance is a piece of paper written by the Turks (?). It has several hints on it that clue you in to the combination of the safe on the upper floor (but it's useless if you don't know Japanese :)). So, head right and look for the sliver of light near the stairway, it's very hard to see. It's an opening that leads to the lower section of another room. There's a chest here, with a Shirubaamegahon inside. Go back out and go into the northern door beneath the staircase. In the adjoining hall, head right and up to find a chest with a Shiinvaipaa in it. To the left is a room with a broken piano (which you could have also reached by looking for the opening near the left staircase in the main room).

Go up the stairs and head left. In the circular room is a chest that

has an Enemiiranchya within it. There's nothing in the northern room except for a locked safe--you'll need the right combination in order to open it (see section 14 if you don't know how). If you want to try your luck, examine it with the O button and choose the top option to enter the combination or the bottom option to quit.

Open the safe (or not), then go right and into the right wing of the manor house. If you go up, you'll find a chest with a Majikku Appu inside. Then go into the lower room and examine the curved wall to open a secret passage. Go down the spiralling walkway, and then head right. If you got the gold key from the safe, you can open the northern door (refer to section 14 for details). Continue to the right to find a library. Then go north and you'll run into none other than Sephiroth, who will pelt you with a green materia before flying away. Be sure to get the materia (Shoumetsu) before leaving the mansion.

Once you're back outside, leave Nivelheim from the northern entrance and continue along until you see a passage leading into the mountains. In the next area, follow the path until it splits, and take the north path, which wraps around the back of a spire and leads to a chest with a Ruunbureido inside of it. Now go back and follow the original path. You'll notice that just before the bridge, there's a path that curves away to the north. Follow it up into the mountains and when it curves south, take that path instead of continuing in the same direction. The path curves several times, but eventually you'll make it to the top of the mountain, where you can get a chest with a Purachinabaretta. It may help if you press SELECT so that you can see yourself when a mountain is blocking your view, and if you can't seem to get any further, press in other directions (like down) to scale the back of the mountain.

Go back down to the main path and head up the bridge. Inside the cavern, take the ladder down instead of the tubes, or you won't be able to get all the treasure in this area. You don't have to worry about the large boss near the door just yet. Feel free to make use of the Save Point, then climb back to the top of the area. Enter the pipe labeled '2' to end up on a rocky ledge. There's an item bag here with the Oobaasouru inside; get it and then press down to jump down to a lower ledge, then press down again to reach the floor. Climb back up one last time and go into the pipe labeled '4' in order to reach the treasure chest on the bottom ledge below; there's a Zentaika materia lying within. Walk against the right edge of the ledge to drop down to the floor.

See the path heading south, just below the path that the boss is blocking? Follow it to go outside, then try to keep walking and you'll drop down to the lower ledge. Following the path here leads to a dead end, so enter the cave instead and take the righthand path once you're inside. Ignore the exit at the other end of the cave and work your way southwest, then go through the small hole. Walk up, then left, then down in order to reach the treasure chest you could see when you first came in here. Inside it is an Erikusaa. Now go through the exit to arrive at a wooded area. On the ground, to the left of the mass of crystalized Materia is a Zokusei materia. Take it and proceed north, going through the opening to go back into the caves.

Inside, head to the right, then go up as far as you can and walk left past the stone walls to reach a chest containing a Sunaipa CR. Then go back and take the rightmost passage. It goes south and leads you back to the outside. From here, head left (going right leads you to

a dead end). You'll eventually end up at the Jenova Plant you visited in Cloud's flashback. There's nothing to do inside the plant, so continue beyond it to the door set in the rock wall. Enter it and you'll end up back in the chamber with the pipes again.

It's true that you could have taken the door and done this entire sequence in reverse, but then you couldn't have scaled the ledge and you would have to go all the way back, instead of taking the express route like you just did :) Now climb down and examine the boss, and it will attack you.

BOSS TIPS: MATERIAKIIPAA <Materia Keeper> LV: 38 HP: 8400 MP: 300

Don't use Honou-related attacks; it'll only heal him. Red 13's Limit Break B1/1 works well, as does Cloud's B2/1 Limit Break. I'd also suggest using the 'Chocobo and Moogli' materia as much as you can--it's ability to stun this boss is very useful. Physical attacks should do the trick if you have good weapons; save your MPs for healing yourselves. Kealra and Zentaika Materia are a good combination (remember to link them when selecting holders) if you want to stay alive, since the boss can inflict 300-800 points of damage with its stabbing/mauling attacks. Also, he can heal himself (around 1000 hp's worth), and use the damaging Tryne skill, which causes about 500 points of damage to all those still alive. If Red's learned his B1/2 break or someone knows Haste, it would be a wise idea to use it at the start of the round. Since the Materia Keeper is one of the few enemies that can use Tryne, it comes highly recommended that you have a Teki no Waza materia equipped so that you can learn this enemy technique. You'll get a Jyueruringu should you be victorious.

After the battle is over, examine the purple materia that is left behind in order to take it (Kauntaa). Then follow the path outside--it leads back to the World Map.

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r. **THE INVENTOR**
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ITEMS IN THIS AREA: Pawaa Appu, xxxxxx, Doriruaamu, Ejinkooto.

Head southwest, then turn north (you're making a big C around the mountains). Keep walking and you'll see Rocket Town up ahead. In the Accessory Shop, you'll receive a message if you go to the left end of the counter and examine it (anyone know what it means?) If you go into the house farthest to the right, you can find a chest with a Pawaa Appu inside of it in next to the stove. Then talk to the old man standing near the house that's just left of the rocket's launch pad. Talk to him again, and he'll ask you a question. Pick the top answer and the view will pan up to show the rocket. Then the old geezer will give you the xxxxxx (a weapon for Cloud - a56 d100 2s).

Go into the house to the right of the old man. This is the home of Shiera and Cid, although neither of them are around at the moment. There's a chest here with a Doriruaamu inside it. If you go out the back entrance, you'll find a light airplane in the backyard--it's one of Cid's inventions, the 'Tiny Bronco'. After looking at the airplane, Shiera will show up. When she leaves, go outside and head north to arrive at the rocket--climb inside it to find Cid. After chatting with him, name him. You can then ask him several questions; you have to at

least ask the first one (top choice) in order to proceed with the game. Then leave the rocket and return to Cid's house. Shiera will show up, then Cid, too. After Cid goes out back, Shiera will explain how Cid was going to pilot his rocket into outer space some time ago, but aborted the launch when he discovered that Shiera was still making last-minute checks and hadn't left the launch pad yet; she would be burned to ashes since the launch could only be aborted, not delayed. By saving her life, Cid's dreams were shattered, since he did not have the resources to repair the falling rocket.

Cid comes back into the house, then Parumaa shows up--an employee of Shinra. Go outside and you'll run into Rufus and a Shinra guard, who have come to 'borrow' the Tiny Bronco. After Shiera brings you back inside the house, go out the back entrance to find Parumaa standing atop the Tiny Bronco. Talk to him and he'll attack you.

BOSS TIPS: PARUMAA <Palmer> LV: 38 HP: 6000 MP: 240

His gun causes a fair amount of damage since it has the effects of Faira, Blizara, and Sandara, so make sure Aerith is in your party or that you have some Kaifuku Materia. Use Haste + Zentaika on your party and Slow magic and/or Summon Chocobo on him to even the odds a bit. You'll want to have Cloud's B2/2 by now--it comes in handy. You'll receive an Ejinkooto when the battle is over.

After the boss gets wasted (heh, heh), your party and Cid will escape on the Tiny Bronco. Although it gets damaged during your escape it can still be used to skim across shallow water and traverse rivers (although you can't go up or down waterfalls). Here are the airplane controls:

X	Exit airplane
O	Enter airplane
Select/Start	World Map (press repeatedly to enlarge/hide map)
L1/R1	Rotate view (or return to side view if in overhead view)
L2/R2	Change view

You now have several options that are available to you: you can get Aerith's Level 4 Limit Break manual (see section 14 for details) or go on Yuffie's sub-quest (if you have her in your party, see section 6 for further information). Even if you don't have Yuffie, you can purchase some pretty good weapons and find some treasure chests lying around in Uutai, so you may want to stop there anyways. You can even go back and kill the big snake you had to flee from in section 3k, if you've been itching to do so (you'll now have enough HPs to learn the enemy skill 'Beta' from it without dying). In any case, it would be a good idea to explore other areas and pick up items you missed/buy stuff you couldn't afford before instead of continuing on your quest just yet. I would suggest checking out the excavators' site to the north, since you can pick up the powerful 'Summon Kujata' materia there as well as buy some useful bracelets and items (see section 3u for details).

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s. **BETRAYAL**

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ITEMS IN THIS AREA: xx Cyokki, Chyokobo no Hane, Erikusaa

Pilot the Tiny Bronco back to the Gold Saucer area. Go to the weaponsmith's house on the peninsula near the dirt pit and talk to him--he'll explain that you need the Kiiston (Keystone), which he no longer has. Get back in Cid's airplane, and leave it on the shore by the dirt pit. You need to get to the Golden Saucer, so either walk or find a wild Chocobo and ride it back to North Corel. Then take the sky lift up to the Gold Saucer. Go to the Battle Square and look for an opening on the right side of the room labeled 'Dio's Show Room'. Inside, examine the glittering object on top of the large stand; it's the Kiiston. Dio, the big lug who threw you out of the Gold Saucer before, will show up and offer you a challenge: fight in the Battle Square and he'll give you the Kiiston. When you have a choice, pick the top option to accept or the bottom option to temporarily decline. You'll now have to fight in the Battle Square using only Cloud. Keep in mind that even if you lose the very first battle, Dio will still give you the Kiiston.

If you want to try and see if you can win all the battles, then keep fighting. After each battle, the message 'GREAT!' will appear, followed by two options. Choose the right option to stop fighting, or the left option to continue fighting. If you choose to continue, a jackpot-like device will appear. You can stop it from spinning by pressing the O button, and whatever comes up when you press O will take affect prior to the start of the next battle. Depening on what you get, different things will happen to you, although certain accessories can render you immune to some of the more debilitating effects.

Furthermore, the status ailments that you are afflicted with as a result of the jackpot stay with you from battle to battle, and you're forced to stop the jackpot after each battle, so you could end up being a poisoned, petrified frog in a few rounds, if you're not careful. If you last through seven battles, then the fighting ends.

Refer to the 'Having Fun' section for a complete explanation of how the Battle Square works, but keep in mind that although you will earn Battle Points during the battle, they are reset to zero when the battle ends since you end up in the Show Room (and the way things work you lose all the Battle Points you earn if you leave the main room at any time). Should you make it through all the battles, Dio will give you a xx Cyokki and a Chyokobo no Hane, in addition to the Kiiston.

There's nothing else you need to do at the Gold Saucer now, but when you try to leave, you'll discover that the ropeway that the sky lift travels up and down is broken, leaving you stranded in the Saucer. Cait Sith will either show up (or leave your party, if he's already with you guys) and suggest that you all meet him at the Ghost Hotel. At the Hotel, you and your allies will chat for awhile. In the next scence, you'll find yourself in your room.

At this point in the game, a character will come into your room and ask to go on a date with you. While it's usually Aerith, it's been confirmed that you can go on a date with Tifa instead, if you were nice to her and mean to Aerith throughout the course of the game. It's also been hinted at that other characters will want to go on a date with you, but this hasn't been confirmed yet.

Both times that I've played through this part, it's always been Aerith who comes to ask Cloud to go on a date, so I'll write the next section with her in mind, although you may end up with someone else.

First, you'll go to the Event Square. Since you're the 100th person to come here that day, you and Aerith will be offered a role in the upcoming play. What you do here doesn't affect the game in any way, so just pick whatever options you'd like and watch one of the many humorous endings. If I wrote it out, it would ruin the fun, so.... Next, you'll ride the gondola in the Round Square. When Aerith looks out the window, you can press left to look out, too, and see various FMV sequences showcasing the events at the Gold Saucer.

After the date is over, Cloud and Aerith will return to the Station Square only to find Cait Sith sneaking around with the Kiiston. He'll run away when Cloud yells at him, and you have to chase him around various sections of the Gold Saucer. (If you don't want to waste time doing that, then go to the Chocobo Square, enter it, and chase Cait Sith back outside). Eventually, Cait will stop at the steps outside of the Chocobo Square. The Shinra helicopter shows up, and Cait will toss the Kiiston up to Shon. When confronted by Cloud and Aerith, Cait reveals that he is in fact a spy for the Shinra. He insists that he continues to travel with Cloud and his friends because he has taken Marin as a hostage back in Midgar (right? That's what it seems to say).

Once Cait Sith leaves, you'll find yourself back in the Ghost Hotel. Check the iron maiden for an Erikusaa (notice the sound it makes; it sounds just like Norstein Bekkler's laugh [the guy from Chrono Trigger!]). Leave the room to meet up with your allies again. After a brief talk, Aerith will join your party, becoming a permanent member. Pick another ally and then leave the Saucer, since the ropeway is now repaired.

Now that you're back at North Corel, leave and return where you parked the Tiny Bronco. Look at the World Map. See the tiny chain of islands near the bottom of the map? Just to the right of them and to the left of Mideel and the Condor Fort is a large island. If you go there, you'll see a large temple surrounded by a forest. This is your next destination, so land the Tiny Bronco at the shore and head to the temple.

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t. **THE TEMPLE**
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ITEMS IN THIS AREA: Toraidento, Maindo Appu, xxxx, Eeteru Taabo x2, Rokettopanchi, Rakkii materia, Henka materia, Prinsesugaado, Ribon, xxx, Last Elixir, x Batto, Doragon no xx, 'Summon Bahamut' materia, Gigaasu no xx.

At the top of the temple is a black creature, similar to the ones you met in Nivelheim. If you talk to it, it floats into the air in a flash of light. Inside the temple, you'll find the Turk, Shon. He was badly wounded by Sephiroth. He gives you the Kiiston so that you can go after his attacker; examine the dais in the center of the room and you'll be transported into the depths of the temple.

This area has a very confusing layout; it's a mass of stairs, walkways and passages. There are chests everywhere, and a kooky old man in a blue robe is also running around down here. From where you arrived, head up, then left, then up again and go down the stairs to the ground level. There's an opening just above you; go in it, turn to the right, then climb down the vines clinging to the wall beneath you. If you run underneath the long staircase nearby, you can reach a treasure chest

that has a Toraidento inside of it. From there, head right, go down the stairs, then turn and climb up the wall using the vines. Head past the opening (which you can't enter at this point, anyway) and go up the stairs. The old man will dash away; ignore him for now and climb up the vines to reach a platform. There's a shiny pink item here (Maindo Appu). Take it and go down the stairs, then enter the door to your left to find a room with a treasure chest and the old man. Inside the chest is the xxxx (a gun for Vincent). Talk to the geezer twice and he'll offer his services to you:

- Purchase Items
- Restore HP and MP to maximum
- Save your game*
- Nothing

* Choose the top option to decline or the bottom option to accept and save your game.

Outside, go back up the stairs and down the vines, but this time, head down and to the left. You can pick up a green item here (Eeteru Taabo). Then go down the long stairway. At the bottom, climb down the smaller set of steps to your left, then work your way towards the southwest corner of the screen. There's a small patch of vines here that you can climb down. Be sure to open the nearby chest; there's a Rokettopanchi inside of it. Now, go down the stairs and walk northeast along the path to find some more vines and the old man, who scampers away when you get too close. Climb up the vines, then go up the stairs next to you, go through the archway, turn east and go down the stairs, and climb up the long stretch of vines on the nearby wall. Head left, underneath the staircase, and you can nab a purple materia (Rakkii).

Now, go back the way you came (go right, down the vines, up the stairs and down and out through the archway so that you're back on the path that the old man was standing on, just above the vines). Walk to the east until the path stops, then head south and turn east again to enter the nearby door. As you enter, the old man will dash away. There are huge hollow boulders that are rolling down this walkway. To get past them, time your dashes so that the hollow part will be directly over you, causing Cloud to kneel as the boulder rolls over you. Then keep going until you reach a side path that leads to a pool of water. Grab the Henka materia near the pool, then continue along the walkway, avoiding the boulders. Once you reach the end of the path, they'll disappear for good, but remember that if you get hit by a boulder, you'll be dragged all the way back to the beginning of the path (ouch!) Alternately, you can wait until the boulders disappear and then go back and pick up the materia after the sequence with Sephiroth.

Once the boulders are gone, Aerith will sense a powerful presence in the chamber and return to the pool. Light will erupt from the surface of the pool, and you'll be able to see what I presume is a flashback of Shon and Iriina (both Turks) running around in the shrine. After Iriina leaves, Sephiroth shows up and creates a double of himself. While he busies himself with attacking Shon, the laughing double flies up into the air. After this sequence is over, Sephiroth's double will descend into the pool and then fly away (is this supposed to mean anything?) When you return to the end of the passage, the old geezer will be waiting for you, and will once again offer his help:

- Restore HP and MP to maximum
- Save your game
- Nothing

When you're ready, go down the stairs. There's a huge room here with twelve doors labeled I to XII. In the center of the room is the ever-annoying talking clock. I was ready to use my FF7 discs as frisbees by the time I figured out how to solve this little 'mini-game'. Here's how it works:

If you press O (Roulette), the hour and minute hands move around very quickly. Even when you press O again to stop the hands, they'll both move three more spaces in the direction they were traveling.

If you press T, you're given two options: one in blue, one in green:

BLUE: This gives you four more options, one in blue, one in green, one in red, and one in white.

- BLUE The hour hand moves ahead by one space.
- GREEN The hour hand moves ahead seven spaces.
- RED The hour hand moves ahead by 17 spaces. This invariably sets the minute hand ahead by at least one space.
- WHITE This does nothing.

GREEN: This gives you another four options, in blue, green, red, and white, respectively.

- BLUE The hour hand moves back by two spaces.
- GREEN The hour hand moves back by ten spaces, setting the minute hand back by one.
- RED The hour hand moves back by 20 spaces. This makes the minute hand decrease by at least one space, too.
- WHITE This does nothing.

If you press X, the damn clock shuts up and you're free to move onto the hands of the clock (providing you've aligned them properly). You can only walk on the hour and minute hands of the clock.

Isn't this fun? Well, there are twelve passages (labeled I to XII), and you get to explore them by setting the clock to various positions. Here's a list of what's in each passage:

- I - When you open up the chest, you'll be attacked by monsters. You won't get anything for beating them, either.

TIPS:	JEMINISUMII	LV: 24	HP: 800	MP: 80
	POIZUNFUROGGU <Poison Frog>	LV: 26	HP: 500	MP: 100
	POIZUNFUROGGU <Poison Frog>	LV: 26	HP: 500	MP: 100

The Poison Frogs are weak against Reiki, so use cold-based attacks/spells on them. Their attacks will turn you into a frog, but they attack so often that it's better for you to wait until they hit you again (turning you back into a human) instead of wasting a Virgin's Kiss or other restorative item. The woman (Jeminisumii) is weak against Poison, so use one of the Bio spells on her for good results. The only point in fighting this battle is if you want to learn Kaeru no Uta from the frogs.

- II - This passage is blocked off by rocks. You can't do anything here, so return and pick another path.

- III - A treasure chest. It contains monsters, too.

You won't get anything for defeating them.

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TIPS:  HEKUTOAIZU <Hecto-Eyes>          LV: 30  HP: 500  MP: 220
        HEKUTOAIZU <Hecto-Eyes>          LV: 30  HP: 500  MP: 220
-----
```

Both of these red, multi-eyed monsters are weak against Poison, so use the best Bio spell you've got, or simply attack to dispatch them. If you've got Henka equipped, you can morph both of them into Magic Up items, which is really the only point in fighting this battle. Although weak, either enemy can drain lots of HP from you (around 1200-1400 points!)

- ```

 IIII - Shouldn't this be IV? Anyway, there's a chest
 here, and Aerith's Ultimate Weapon, the
 Prinsesugaado (Princess' Guard) is inside.

 V - This passage leads outside to the gold chest you
 could see but not normally reach. Inside it is
 a Ribon.

 VI - Read below to find out what to do here.

 VII - There's a chest here. A weapon for Cait Sith,
 the xxx, is inside it.

 VIII - You can get a Rasutoerikusaa from the chest in
 this room.

 IX - A passage blocked by fallen rock.

 X - This is where you came in, bud!

 XI - Yet another blocked passage.

 XII - What a creepy room! You'll be seeing more of
 it soon enough.

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At some point, you should stand on the hour or minute hand and let the second hand approach. When it passes over you, it will knock you down into the pit below. When you land, you'll find yourself in a room with a treasure chest. Before you can open it, you'll be ambushed by two monsters.

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BOSS TIPS: ENSHYANTODORAGON <Ancient Dragon> LV: 34 HP: 2400 MP: 450
 ENSHYANTODORGAON <Ancient Dragon> LV: 34 HP: 2400 MP: 450

```

Using Juuryoku or some Summon Materia will kill these dragons quickly. Even physical attacks work well. Either enemy can only attack for about 500 points of damage, or use a Sazankurosu (Southern Cross) attack that hit's one enemy for the same amount of damage, so they don't pose too serious a threat. You can also control them, even though they're bosses. You'll win an Eeeteru Taabo for defeating both of them.

```

In the chest is the x Batto, the strongest weapon Cloud can get during Disc 1. Take it and leave the room. You'll find yourself back at the door you couldn't enter earlier (in the area with the vines and staircases. Simply work your way back to the talking clock, and pick up any items you might have missed the first time around.

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PASSAGE VI

Before going down this passage, make sure you've cleared out the other rooms since you won't be able to go back to them after the next event. When you step out into the open, the bouncing old man will see you and run away. When Aerith asks you a question, pick the bottom answer if you want to return and explore more of the clock puzzle room (NSS), or choose the top answer if you want to hunt down the old man. To find him, simply go through the passages; you want to end up going into a passage that he plans to come out of. You can go down to another set of passages by going to the left end of each ledge and pressing the O button to jump down a level. The passage entrances and exits are random, but you can catch him without too much difficulty. Don't forget to take the chest lying on the lowest level; there's a xx (a weapon for Tifa) inside. As usual, beat the old man at his own game and he'll help you in return:

- Restore HP and MP to maximum
- Save your game
- Nothing

Now that you've caught the old man, the large door on the top level will open. Go inside and head to the right. You'll encounter Sephiroth four times. Up to his usual evil, Sephiroth talks about the energy within the temple as he swings his sword around, his every motion trailed by the double that he made earlier. After disappearing, Cloud will suffer from some sort of fit (something about the Materia taking over his body?) After coming to his senses, the party examines a mural on the wall which shows a meteorite speeding towards the people of the earth. Aerith talks about the spell 'Meteo' which Sephiroth is planning to cast, when the party hears Sephiroth's voice. The temple starts to shake, and a large red dragon appears and attacks the allies.

-----  
BOSS TIPS: REDDODORAGON <Red Dragon>                   LV: 39   HP: 6800   MP: 300

Slow the dragon and Haste yourself to gain the upper hand. Some Summon Materia will also even the odds, but don't use Kujata since it will heal the boss by about 2100 points. Also, Juuryoku won't work against it. Limit Breaks and physical attacks should do the trick. You'll win a Doragon no xx should you win the battle.

-----  
Pick up the summon materia that's left behind (Bahamut). Then go back and examine the floating gold object on the dais. Aerith refers to it as the 'Kuro Materia' (Black Materia) but it's gold...in any case, Aerith will then ask you a question. It doesn't matter which answer you choose. At this point, if Cait Sith isn't in your party, you'll hear a ringing sound and Cloud will answer the PHS phone. Cait will talk to him through the phone. If he is in your party, then he starts hopping around and talking to you. When he finishes, leave this chamber, let the old man heal you if you need it, then go back to the clock room. The only direction you can go in is straight up through passage XII. When you examine the door in the room beyond, yet another boss appears to finish you off.

-----  
BOSS TIPS: DEMONZUGEITO <Demon's Gate>               LV: 45   HP: 10000   MP: 400

The bad news is that the boss can hit for lots of damage. The good news is that most of his attacks (especially the earthquake and body slam attack) quickly max out your Limit bars. Now's a good time to try out

the Bahamut materia, but most other Summon materia don't do much damage. Make good use of Aerith's B1/1 and Cloud's B2/2, and you'll want to Barrier and Haste yourselves. Luckily, this boss can't instantly kill you as a similar boss in FF2 could. You'll win a Gigaasu no xx from this boss if you're victorious.

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Once the boss is defeated, Cait Sith will have an animated conversation with your party. If he's not in your group, then he bursts out of the door and starts talking. He'll then return to the chamber where the Black Materia was and take it. Afterwards, the entire temple vanishes! In the following scene, Cloud and Aerith go down into the foundation of the temple and retrieve the Black Materia, but Sephiroth shows up and forces Cloud to give the Materia to him. During this time, you control a ghostly image of Cloud as a child. If you stand in Cloud's path and keep talking to him, you'll prevent him from approaching Sephiroth, but there's no point in doing this since Cloud will continue to advance until you give up. After Cloud gives Sephiroth the Black Materia, he will attack Aerith (and you can't do anything about that, either). Cait Sith will show up (he says he's Cait Sith 2; a replacement of the original?) Then your other party member will leap down and prevent Cloud from killing Aerith.

After what I take to be a dream sequence, you'll awake in, of all places, the inn at Gongaga Town, with Barrett and Tifa by your side. Answer Barrett's question any way you like, then go outside. Tifa and Barrett will join your party, but you don't have to keep them as permanent members. Look for the Tiny Bronco on the southern shore near Gongaga Town.

Also, Aerith has left your party for good. However, you'll have all of her weapons, equipment, accessories and materia in your item menu. Now, you need to go to the forest that you saw in Cloud's dream. First, get in the Tiny Bronco.

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u. EXCAVATORS' SITE / THE FOREST

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ITEMS IN THIS AREA: Mizu no Yubiwa.

Make your way up to the Northern Continent by going around the left side of the Western Continent after going along the river by the Gold Saucer.

Head to the right edge of the continent, where you'll find a forest surrounded by mountains. In the middle of the forest is a big rib cage and a large skull. Approach it, and you'll find yourself in a excavation site where a bunch of archaeologists spend their time digging. Before doing anything else, you might want to head up the ladder and go through the hole in the back to reach a forest, the same one from Cloud's dream. Keep walking until you reach the second forest screen. If you stand here for a moment, you'll see a red Materia floating on the left side of the screen. It will switch to the right side and back again every few seconds. Try to predict where it will show up and use the O button to grab it. Your reward is the Summon Kujata materia. If you try to continue through the forest, you'll find that this screen repeats endlessly. So, go back outside. Before going on to the next part of the game, you may want to buy some bracelets and items; talk to the man sitting near the rib cage and pick the second option in order to buy things from him.

What you need to do at this point in the game is commission one of the men to dig up the Runahaapu (Luna Harp) for you. As long as you have it in your possession, you're able to pass through the 'endless' forest.

- First, talk to the man sitting just outside of the rib-cage room. Pick the first option twice\*. The screen will fade out.
- When the screen fades back in, all the men will be gone. What you do is choose a place where you want a digger to stand and press the S button. It costs 100 gil to place a digger. Use the top option to place a digger, or the bottom option to quit. You can place up to five diggers.
- You'll quit once you choose the bottom option or after you've placed five diggers. Now, press the S button to set off an explosion. You'll hear a music cue, and the diggers will turn in different directions.
- Stand where you want one of the diggers to search through the night and press S again after clearing the dialogue box. You'll find yourself back at the bottom of the screen the next morning. The treasure chest nearby will be closed, and it may or may not hold an item, depending on where you chose to dig.
- The key to getting the right item is to watch the diggers after the explosion occurs. They'll all look toward the location of the item you need, so try placing them in compass-point style layout so that you can follow their vision to the place where the item lies. If you're really stuck, the Runahaapu lies just a little ways to the west and ever so slightly south of the tent on the upper ledge.

\* Normally, the first option is used to dig for the Runahaapu (all the diggers will look in the direction of the harp). The other two options are used to dig up other items (the diggers will look in the direction of the closest item/next item to be found). But not only do you not have to place diggers in order to find an item, but you can use any of the three choice to dig up the Runahaapu or any other item--it's just that the diggers won't look in the correct direction if you don't use the first option, and you can't use the first option after obtaining the Runahaapu.

How do you know if you got the right item? Well, it will show up on the Key Item menu (where the important stuff like the PHS is kept). Also, if you talk to the digger sitting by the room, and choose the first option twice, he won't let you select and place diggers. Finally, try going into the forest. If the screen turns green, then you've got the right item.

When you've got Runahaapu, go into the forest. When you reach the second area, the screen changes to a green color, and the forest will no longer repeat. Beyond the forest is a rocky area. First, go under the tree trunk to reach the treasure chest with a Mizu no Yubiwa inside. Climb up the rocks near the pink mass of coral, then go through the fallen trunk and head north to reach the next area (you can't climb up the vine in the first area, so ignore it). Walk along the curving path and you'll find yourself back in the World Map, in the canyon near the forest. Head straight forward to the top-like object to continue your quest.

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v. ANCIENT CITY

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ITEMS IN THIS AREA: Majikku Appu, xx no xx, Inseki, Gaado Appu,  
Erikusaa, Teki no Waza materia, Uizaadoburesu.

This area looks a lot like the floor of the sea; there's shells and coral everywhere. At the crossroads, take the left path. It leads to a stone building--inside of the building is a Save Point, and there's a chest on the upper ledge with a Majikku Appu inside it. Leave the building and continue past it, following the path east into the rock face. Inside, go down the stairs and head all the way right to find a chest with a xx no xx (a bracelet that absorbs ice attacks) inside of it. You can check out the blue crystal if you want, but there's nothing you can do with it at this point in the game. Return to the crossroads and take the middle path. Enter the shell building and climb the spiraling walkway to the very top to find a green materia lying there (Inseki). Go back to the crossroads yet again and take the right road. It leads to an area with several shell buildings. Go all the way to the right, then go north to enter the building before you. Climb all the way to the top level. There's a chest here containing a Gaado Appu.

There's nothing else to do in this area but enter the last shell house; your friends won't let you take the path leading out of the city, and the main path leads to another part of the chamber with the blue crystal, but there's nothing you can do there. So, if you're ready to proceed, enter the shell house to the right of the main path. On the ground floor is a chest holding an Erikusaa. Take it and climb up the ladder. When you approach the beds, you'll be given an option. You can choose the bottom option, grab the yellow materia behind the headboard of the third bed (Teki no Waza), exit the house, then enter it again, approach the beds, and choose the top option to go to sleep. Or, you can just pick the top option the first time around, go to sleep, and when you wake up in the night, grab the Teki no Waza materia (it's easier to see at night, too).

No matter what you decide to do, go to sleep. You'll wake up in the middle of the night. After Cloud's companions join him, return to the crossroads a final time and take the middle path again. When you enter the shell building, the fish floating in the middle of the spiraling passageway will have disappeared; there are blue steps instead. Go down them and you'll find yourself in an underwater palace. At the bottom of the stairs, leave the building and take note of the Save Point before going down both sets of stairs.

Aerith's here, and you have to get to her by jumping across several pillars. Press in the direction of the next pillar to get proceed, but you'll have to use just Cloud; your allies will wait for you back on the ground. Once you get close to Aerith, Cloud has another spastic fit and will draw his sword. You can press the controller and the buttons to make Cloud do different things, but pressing O three times will make him try to strike Aerith. Luckily, he'll come to his senses beforehand with some help from his friends, but Sephiroth makes an appearance and attacks Aerith. After her death, Sephiroth escapes, leaving behind another monster in his wake.

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BOSS TIPS: JENOBA\*LIFE <Jenova\*Life> LV: 50 HP: 10000 MP: 300

This boss is weak against earth attacks, so use Daichi and Titan. Also, Inseki, Bahamut, and Kujata all work very well. Physical attacks do a surprising amount of damage. The boss will cast Riflek on itself the first time you cast a spell on it, so be wary about using spells too

often. Jenova\*Life's attacks are not that strong (about 400-700 points), but it has an ultra-deadly blue bubble attack (Aqua Breath) that inflicts +1500 damage to each character. Be sure to have some Kaifuku Materia handy. Considering it's the last boss on this disc, this is not a very hard battle. You'll win a Uizaadoburesu when you win the battle.

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After beating the boss, there's another FMV sequence, then you're given the option to save your game. Guess what? You just finished Disc One! My times (if you're interested, and even if you're not :) were 29:04 initially, and 25:20 for the rewrite.

+++++  
4. WALKTHROUGH - DISC TWO  
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a. THE CAVE

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<KM's note - Everything beyond this point is just the old walkthrough (aka v1.5x). Look for the Disc 2 rewrite in a future revision!>

From the shell-shaped building, walk left to see Sephiroth again. Then, head north and go along the path you couldn't cross before. You'll come to an area with a white, spiky object. Go behind and around it to get the treasure chest, then go to the front of the object and use the pad to climb up it, then go down inside it and out to enter a cave. Walk toward the second cleft in the wall and use the pad to work your way up. When you're given three options, pick the bottom one. Climb up the next cliff and choose the bottom option; you can still open the chest even though it's above you. Get back into the cleft and choose the bottom option, then the top one. Go to the next cleft, choose the bottom option, and climb down to get a treasure chest. Climb back up the cleft, choose the bottom option, then try to get on again and pick the top one. When you reach the chest, pick the top option, then the bottom one to get to the other ledge. Work your way up the next cleft, then run to the left and choose the bottom option to get on the ladder and climb down.

Look around with the O button to find a Purple Materia. You'll automatically climb up the ladder and get off again, so try to get back on and choose the top option. Once you reach the top, go to the right and enter the archway. Take the contents of the treasure chest in the next room, then go through the door to reach the outside. From the cave entrance, head along the path, then turn to the right. Turn right again at the chocobo tracks to see a village between two icy hills.

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b. FROST VILLAGE

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First of all, go to the far end of town and talk to the man in purple. Pick the top option. Two Shinra members will show up, and the lady with them will try to knock out Cloud. To avoid her strike, press left just after you see the transparent message box. If she does hit you, you'll wake up in one of the houses, but if she doesn't, then she'll roll right out of the town. It doesn't make a difference whether you get hit or not (NSS). Afterwards, go back up and enter the house just to your right. Talk to the kid in the back room and he'll let you have his

snowboard. Then, go to the inn and grab the item by the windowsill. Exit and enter the house on the far right (by the snowman). Take the items in the back room, then look at the map on the wall. Take it by choosing the bottom option. Finally, go into the house on the left side of town and go down the stairs. There's another item by the windowsill. You're now ready to leave, but you can look around (and see some flashbacks if you check out the machinery in the house that you're in), or purchase items if you want. Go beyond the man in the back of town into the forest, and you'll enter the snowboard sequence.

Your controls are:

|       |                                                               |
|-------|---------------------------------------------------------------|
| S     | Brake                                                         |
| X     | Jump                                                          |
| Pad   | Move left or right, down to brake                             |
| Start | Pause/unpause                                                 |
| L1/R1 | Quick turn to the left or right when used<br>with control pad |

Basically, you want to make your way through the mountains. You can collect balloons along the way, but I don't know what they do for you. There are also obstacles to crash into, like dead wood, pine trees, igloos, moogles, snowmen, rocks, ice boulders, and chocobos. I believe there are four different 'exit' paths (NSS); I'll take the left path twice and go from there in this FAQ.

My characters came to in a white forest. Did yours? From this point onward, you can press S to look at the map you took (but not in some screens), which shows where you need to go but not where you are. I spent hours trying to map this place out, only to discover that there's almost nothing of interest in this area. So, I've simply described each location and where it is on the map; getting there isn't much of a problem. Your ultimate goal, BTW, is to make it to the red check mark.

The locations are:

ENTRANCE (looks like a square at the bottom-center of the screen)  
Heading south from this area takes you back out to the World Map. If you return to Frost Village to heal yourself, you'll have to snowboard in here again.

MOUNTAIN CAVE (small opening just to the right of the ENTRANCE)  
You can hop across the ledges to the top of the screen, but in the next room, there's nothing to do but choose to fall/not fall down an icy chute that has no effect aside from ejecting you back into the world map. The entrance to this cave is hard to see; it's just to the right of the T-junction screen.

FOREST (forest divided by Y-shaped paths)  
In the main forest screen, there's an item at the foot of a tree near the lefthand top part of the screen.

BURIED AIRPLANE (tail of plane sticking out to left of forest)  
Nothing here.

LAKE CAVE (cave in the middle of the central lake)  
Search the front of the lake for an item before continuing to the ice flow scene. Then, head to the upper left corner of the screen to reach a break in the lake. Here, you'll have to jump on the floating ice chunks to get across, but the chunks around the one you're standing on will submerge or raise depending on how they looked when you arrived there. If you mess up and they are all submerged, you'll have to start

all over. It's not too hard, though. To get on the ice floats, choose the top option, then use the O button to jump around. Enter the cave in the next area, get the item, and leave.

LONE TREE (pine tree up and right from the LAKE CAVE)  
Nothing here, either.

ICE BOULDERS (northwest corner, left and below the STONE FACE)  
Go into the small cave entrance and grab the item in the northwest corner, then go out the other entrance.

RIVER LOG (above central lake, at mouth of river)  
There's nothing here.

STONE FACE (left of the red check mark)  
Nothing here.

STEAMING LAKES (south and east of the check mark)  
You can touch the water on the lefthand bank if you want. In fact, you should, since you can't get the Alexander Materia any other way.

MOUNTAIN CROSSROAD (top of mountain east of the STEAMING LAKES)  
Head to the upper right corner, you'll go off-screen, then work your way up and to the left in the next screen. When this screen repeats a second time, look for a Blue Materia about halfway up the screen. This path takes you back to the steaming lakes, but if you try to back the way you came, you'll see that the screen has changed. Put another way, you couldn't have gotten the Materia unless you took this path since the 'switching' path isn't marked on the map.

At some point in the game you pass out. What determines this, though, I'm not sure of. Well, leaving this area aside for now....

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c. LOST IN THE SNOW  
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You'll awake in the house of an old man. Go up the stairs and let the old man talk to you; choose the bottom option twice. When you wake up the next morning, check out the Save Point. If you want to spend the night again, talk to the old man in the first room and choose the top choice. When you leave the shack, your friends will be waiting outside. Make a new party if you wish, then head south. You may have noticed that you can talk to the man from the ground floor even though he is above you :)

Outside, you'll be in a snowy wasteland. Use the O button to set down spikes that you can use to track your location (since your direction changes when the wind picks up). If you want to explore the rest of that first area that you passed out in, head due south. When you leave the first area, you'll see a rock formation with a cave entrance if you keep walking north. Inside, a Blue Materia is lying near the tent. What's odd is that you seem to always run into this on your way back from the first area instead of on the way to it.

If you head east, you'll go through some snowy areas, then arrive at a cave entrance. Talk to the purple fellow inside to enter a battle, but only if you touched the water back at the Steaming Lakes. Even though you'll hear boss music, it's just a normal enemy. When you win, you'll get a Summon Materia (Alexander). While you can use the map here, you can't reach this place normally. If you go right, then down the snow



the top, go to the boulder and choose the top choice to knock out the blocked passage. Go back the way you came to reach the lower part of the room, then go along the now-unblocked path. Follow the passage and you'll go outside again.

When you climb up the first ledge, you're given a choice. Choose the top one to go up, the middle one to go down, or the bottom one to climb to the right. Pick the top option and head up until you are prompted with another choice: the top one goes to the right, the bottom one leaves you where you are. Pick the top one, head right, and climb up the mountain until you reach the ledge with a left and right path. The right path is a dead end, so take the other one and keep climbing up the ledges until you arrive at a second cave entrance.

This large cavern is pocked with holes. There are some exits and a chest, but they are too high to reach, for now. Don't miss the Save Point to your left. If your characters are getting weak, you may want to bring in two new members and reassign Materia Orbs to increase your strength. Nab the chest in the lower right corner of the room, then go through the northeast passage. Outside, head up and to the right. In the next room, take the chest to the right. There are four huge icicles here, and you have to 'fight' them to knock them down. However each icicle is guarded by several yellow bats. You can kill the bats if you wish, but after you inflict 4000 points of damage to the icicle, the battle ends and it plummets to the room below. The icicles may not be alive, but they can still hurt you; the icicle will 'counter' with a shower of small icicles to the person who hits it repeatedly. Each time you win a battle, you'll be given an option. If you pick the bottom choice, you'll drop down to the room below, while picking the top choice lets you stay where you are and continue to 'fight' the other icicles. After knocking down the last icicle, choose to stay where you are so that you can get the chest on the far left. Then go back to the main room.

I'm not sure what the purpose of dropping the icicles is; the floor of the bottom area is 'raised' allowing you to reach the other chest and the exit, but if you go out the northeastern door, you'll go right outside instead of going to the other caverns (NSS). Anyway, get the treasure chest that you couldn't reach before, then go through the main door. The path beyond leads outside, to a treasure chest. Continue past it and then keep following the path until you end up outside again. Climb along the mountainside until you're given three options: you can go up (top), left (middle), or right (bottom choice). Go right and climb up to the ledge, then keep climbing until you reach the left side of the screen and are given three more options: up (top), down (middle), or right (bottom). Although it may seem like taking the left path would've gotten you here faster, you move very fast on the right path and can reach the ledge without losing as much body heat. In any case, choose the top option and keep climbing until you reach yet another cavern entrance.

The next area has a Save Point, and your HP and MP will be restored if you examine the nearby pool. Leave this room by going to the far right, then go down the passage, where you'll run into one of those black, shrouded guys from the town where Sephiroth and Cloud went to in their flashback. Before you can examine him, you're attacked by a two-headed boss.

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BOSS TIPS

- scaly head\* (hp: 18000 mp: 350)
- horned head\* (hp: 18000 mp: 350)

This boss has two heads that can be attacked separately. The scaled head (left side) attacks with a fire breath attack, but this can be lessened with a Barrier. The horned head (right side) attacks with a ice breath attack, but that can be cut short with a Mabarrier. So, start off the round by using Barrier and Mabarrier on all your members, then Haste yourselves and Slow both heads. The boss's other attacks are a powerful Quega spell and a 'lightning-earth-fire-explosion' type attack that inflicts about 1400 damage points to all members. Once you've injured a head enough, it droops and cannot attack. I'm not sure about this, but the new sword you got for Cloud in last chest will heal the right head. If you can spare the MP, then any version of Inseki and the Alexander, Leviathan, and Bahamut summon materia should be used to quickly kill both heads. Also, try using Honou on the horned head and Reiki on the right head for easy damage (or, use Ikazuchi on either head). Don't use Doku or Kujata, since Doku does no damage and Kujata will heal both heads. If you have the 'Anti-Fire' and 'Anti-Ice' accessories, then equip those to receive no damage from the breath attacks. When this boss' life is reduced to 0 HP, it automatically does the 'explosion' type attack before dying.

\* Either they both share the same amount of HP and MP, or it's separate. (the latter seems more likely, but I really can't tell).

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If the boss kicked your ass during the battle, go back to the healing pool and get your life back. Otherwise, continue down the passage and climb the wall outside. After the automatic sequence when you reach the top, head down the side of the inner crater. In the next area, Tifa will talk with you if she's in your party; if not, she shows up and joins you (so you'll have to kick one of your members out). Near the bottom of the screen in the next area is a Red Materia (Bahamut Kai). You can jump from either the top or bottom path to the Save Point, but you'll have to take the top path to continue.

You'll arrive at the first of three 'shield' screens. Talk to the two black guys to get two items, then stand as close to the glowing shield as you dare. Wait until the green aura is almost gone, then dash through to the other side and continue. If you mess up, you'll be repelled by the shield and will be attacked by a monster. As you climb higher and higher in the next area, be sure to open the treasure chest (there's no point in talking to the other black creatures). Keep moving, and you'll reach the second shield. You can pass through this one the same as before, but there's a surge of energy traveling along the shield that will knock you back even if the shield itself is almost gone. If you don't make it, you'll have to fight a monster again.

Beyond the barrier, Sephiroth awaits. After turning invisible and toying with you, he sends yet another boss monster to finish you off.

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BOSS TIPS: Jenova\*DEATH (hp: 25000 mp: 800)  
The boss' attacks are weak. It has a heat flash that he does after being injured, and can mute a character one at a time. It's fire bubbles can cause good damage, but the Anti-Fire accessory will take care of that. Oddly enough, Bahamut does more damage against it than Bahamut Kai (you should use it anyway). Alexander and Inseki (highest level you have) can be used, too. Like the boss of the Ancient City, you can beat it without any real trouble.

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There's a floating item in the air after you kill Sephiroth's monster.

After Cloud takes it, talk to Red 13 and choose the top option, then talk to Tifa. Go up and grab the Yellow Materia, then open the chest (there's a Save Point here, too). North of where you are is the third and final shield. In addition to everything the second shield had, blasts of purple lightning will strike the ground in front of you. There's a long pause after a short series of blasts, so wait for the shield to fade, then dart through when the energy wave isn't on screen and the lightning has just stopped (just wait, you'll get your chance).

This next scene is sorta like a 'semi-interactive' flashback. You get to see Sephiroth run around in the same town he went with Cloud to, but this time, there's another guy following him. Sephiroth then talks to you and Tifa, but instead of attacking, he shows you a picture of him, the other guy, and Tifa. (In case you don't know by now, I'm at a loss when it comes to understanding the game's plot). To make the event proceed, keep talking to your pals and Sephiroth. It's not important or anything, but you can go to the Main Menu during the start of this sequence (it's sort of cool to do). Most of the next part is pretty much talking and nothing else: the Shinra members blabber on and on, Sephiroth plays mind games with Red 13, and Cloud gives the item that Red 13 had to Sephiroth (who should wear some clothes, geez!) Then, your party (sans Cloud) escapes on the Highwind, Cid's airship, along with the Shinra minions.

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e. JUNON TOWN ATTACKED!  
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When you come to, you'll find yourself incarcerated back in Junon Town. Without Cloud, you'll be taking control of Barrett and Tifa for most of this section. Follow Tifa as the guards take her away (don't miss the Save Point), and watch as they prepare to gas her. Once Junon Town is attacked, your friends reveal themselves and help you escape. Try to open the door to the gas chamber (pressing any button or pad press will make you pull on the door), and when you can't, escape with Cait Sith and head to the right when you reach the area blocked off by guards. Then talk to the newscaster (actually Yuffie), and continue to the left. Examine the yellow box by the elevator and you'll be lifted up to the top level. From there, continue towards the airship Highwind in the background.

When you're in control of Tifa again, you have to pick up the key on the ground to free yourself from the gas chamber. Your controls are:

- S Move right arm
- X Move feet
- O Move left arm
- T Move Tifa's head

You'll need to press the buttons in this order: X, X, T, X+T, T+O, O. (Or, press X, X, T, X+T, T+S, S if you want to free her other hand instead...it makes no difference).

Pressing them has the following effect:

When you press X, Tifa will stretch out her legs. Pressing X a second time makes her drag the key towards her. Then press T to sit back in the chair. Then press T and X at the same time (you don't need to hold them, just press them), and she'll lift the key up with her feet and take hold of it with her teeth at the same time. After that, T+O together will make her free her arm using the key. Finally, press O

so that she can grab the key and use it to release her other arm. Feel free to take your time doing this since waiting around won't do anything to you (Tifa's invincible! Mwa, ha ha!!)

Examine the back of the room by the left side of the chair to shut off the gas, then examine the door. After the monster provides you with an exit, climb outside and work your way down the front of the tower (don't worry about the guards). When you reach the bottom, head toward the upper left corner of the screen (the cursor will appear to help you keep track of your location, but you can disable it if you want). In the next screen, make your way down to the frontmost cylinder then press up to go along the front of it and end up on the cannon itself (this can be a little tricky). As you reach the edge of the cannon, a lady from the Shinra shows up. She'll start slapping you (!) so press the O button to slap back. If you're fast enough, you'll slap her to the floor. If not, she knocks you over. Despite the outcome of the 'fight', Tifa will still be rescued by Barrett in the Highwind.

Once in the airship, head to the cockpit where you'll talk with Cid. After he's done, talk to Red 13 and Cid again, then to the man at the wheel of the airship. After that, go to the room marked 'Operations', and talk to the man there. He will let you assemble a new group with Tifa as the leader. From this point onward, you can return to this room and talk with the man to activate PHS, restore your HP and MP, or save your game. Now that you have a party, return to the cockpit and talk to the man at the wheel. Choose the top option, and you can control the Highwind! To pilot it, use these controls:

S        When held, you can use the Pad to fly without changing the direction you're facing  
X        Press to land  
O        Move the Highwind in the direction you're facing  
T        Takes you inside the Highwind  
Pad      Press left/right to turn, up/down to rise or descend  
Start    Reveals/enlarges/hides the map  
Select   Same as Start

Notice that your other vehicles (the Gold Saucer vehicle and Cid's airplane) are gone for good. BTW, you enter the Highwind by pressing O when you're close to it (like other vehicles). To gain control of it again, just talk to the man at the wheel and pick the top option. At this point, you'll probably want to look around and go to various places. However, you can only land on green, grassy ground, and nowhere else, which limits the areas you can explore immensely (this doesn't include the canyon floor of the Ancient City).

Notice the red satellite in the sky (I don't know what it is), as well as the shield surrounding the top of the Frozen Mountain. Some places you'll definitely want to check out are Junon Town\* again, since many of the shops have restocked and places have changed a little (you can buy the CR gun here for Vincent, which raises his speed to 255, although you can find the same weapon way back during the first disc, before you even get Vincent in your group). Also, beyond the mountains near Midgar City is a little cave near a river, inside is a sleeping man who will tell you (apparently), the number of battles you've fought so far, although when I talked to him, he gave me a different message, and the number he gives you seems to be off from time to time (maybe it's # of saved games?) Last but not least, don't forget to check out the house to the right of Frost Village; you can talk to the green Chocobo inside to get a free yellow Materia (Teki no Waza), and there's a purple thing in here you can chat with and buy things from. Also, if

you go back to the Chocobo Farm, you'll find a Purple Materia (Chocobo Yose) near the edge of the now-empty Chocobo pen.

\* In very last town area, there's a man standing out in the middle of the road. If you talk to him and choose the bottom option, nothing happens. But if you choose the top option, the Shinra helicopter lands and you're given another choice. Pick the top one and you can ride it back to the first area of Junon Town! If you choose the bottom option, you'll be flown back out to the World Map.

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f. WHERE'S CLOUD? / NORTH COREL EXPRESS

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Get in the Highwind and fly to the Southern Continent. Look around the southernmost part for a forest and Mideel village; you can land in the grass nearby and investigate. As you look around Mideel, Tifa will automatically talk to the cat in the middle of the village. One event leads to the next, and soon you'll find Cloud (who disappeared after the event atop the Frozen Mountain). He's wheelchair-bound and unable to do anything, so Tifa stays to help him recover. After Barrett rants aboard the Airship, you are able to control Cid. Talk to Yuffie, then make up a new party in the Operations room. You should look around the town some more before flying around in the Highwind. In particular, go to the building across the bridge in the westmost area of town. If you walk across the floorboards to the side of the building, you'll hear a sound. Examine the ground to get an item or flip a switch or something (NSS). There's a house in the middle of town where an old man is petting his cat. If you take the item on the bed and try to leave with it, the cat turns out to be a ferocious dog that barks at you! You can choose two options (I think the top one is the better one, I guess). If you need to rest, talk to the nurse in the hospital to spend the night for free. Don't forget to pick up the Fuuin Materia orb; it's really powerful. To get it, you'll need a special seasoning available from the Chocobo Farm (it's the only one that costs 1500 gil). Buy one and find the kid and his chocobo (he's in every store you go to). Choose the top option to feed his chocobo some of the seasoning then choose the fifth option and a green orb floats out of the Chocobo; that's the Fuuin Materia.

Ready to go? The next thing you have to do is stop a train from smashing into the town of North Corel. You can pilot the Highwind to two places; North Corel, and then work your way back through the old train tracks to the Makoro furnace, or you can land at the nearby cave-like entrance that leads to the furnace and take the train from there. Either way, you'll still have to do a bit of walking, so it's up to you (check out sections 3n and 3o if you don't remember what I'm talking about). Anyway, once you reach the furnace, head to the center and you'll be attacked by some Shinra guards (easy to defeat). After you do them in, a train will leave the furnace. What you have to do is catch up with it before it rams into North Corel. The next scene finds you and your companions on another train.

Remember the digit-damaging fun you had back at the Frozen Mountain? Well, this time, it's worse. You have to press Up and the T button in a steady, yet extremely fast motion to make Cid pull the levers of the train so that you can catch up to the Shinra train. Even worse, there's a time limit--you have to reach the train, board it, kill the enemies on board, and stop it all within 10 minutes. If you practice, you should be able to catch up to the train in about 23-30 seconds, but remember that you'll need about 4 minutes, at best, to beat the enemies

on board, so work quickly. You fight monsters each time you leap to a new train car, (five battles in all) and while they're relatively easy to win, they do take up your time. If you have learned it by now, Degeon (from FF5j, better known as X-Zone in FF3) can be used in the first two battles for a quick win. If you're low on time, don't use Summon Materia because the counter still decreases during the casting.

Assuming you get to the locomotive with time remaining, wait for the conversation between Cid and your other characters to stop. You can now do the following; press up + T to slow the train, or down + X to speed it up. Once Cid grabs the controls, press:

Up + Triangle, Down + X, Down + X  
or: Down + X, Down + X, Down + X

(if there are more commands then these, let me know)

You can't do it while your buddies are talking to you, so skip through the conversations when they occur. The train will speed up, but will slow just as it reaches the town, if you've done it correctly.

If you stop the train in time, you get a Key Item (look in the third item list), and a little boy gives you a Green Materia (Altema) The next morning, go to the house below the inn and a lady in a hat will give you an item. If you mess up, then the train runs straight through North Corel. You don't get the Key Item, and if you want the Altema materia, you'll have to buy it from the same kid for 50000 gil. However, you can still get the item from the lady in the hat and some free time at the inn ;P. So, it's really in your best interest to save the town (In fact, I don't know how you can proceed without winning if you don't get the Key Item -NSS-).

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g. **CONDOR FORT**  
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(Actually, I think you can do this part of the game before saving North Corel, but this is the order I did it in, partly because I didn't have any clue as to where to go at the time.... ^\_^;)

Pop into the Highwind and fly back to the blue tower with the big gold bird on it (read section 31 if you don't remember where it was). Enter it, and talk to the sleeping guy in the white outfit and big hat in the upper room. Now, climb to the top of the tower and talk to the man in the room with the locked door. Choose the middle option, and you'll get to play a mini-game. For instructions/strategies, please refer to the 'Having Fun' bit in section 6.

When you win, go out the sealed door. You can get a Red Materia here (Phoenix), and if you talk to the man in white, you get an item. Now, head back to the village on the Southern Continent where you left Tifa and Cloud behind. When you talk to Tifa, the screen will start to shake. Go outside, and you'll be attacked by a huge black dragon.

-----  
BOSS TIPS (you can't see his stats.)  
This boss has some pretty damaging attacks, such as an earth-like spell and a blue ice-fire blast. But looks can be deceiving. Just Haste yourselves to buy more time and keep Summoning your best monsters (Bahamut Kai, Alexander, Phoenix) and use enemy skills to deal out the damage. After enough injury, the boss will fly away.

-----  
The next scene with Tifa and Cloud is so funny! They're puffy and superdeformed, and well let's just say any sense of danger or surprise at this sudden attack is forgotten once you see their wide-eyed faces as they escape the crumbling village.

=====  
h. INSIDE CLOUD'S HEAD  
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After Tifa and Cloud take a dive, you'll find yourself playing with Tifa, who's in a strange world filled with Cloud's memories. First, talk to the northmost Cloud. You'll head into his memories of the trip he took to that one town near the Jenova plant with Sephiroth. When Cloud shows up, speak to him again. When you reach the 'center' of Cloud's mind again, speak to the Cloud on the left. Once you're in control of Tifa, converse with the last Cloud (the one to the right). Then talk to the 'kid' Cloud and look in the window. When you can move Tifa, talk to the 'shadow' Cloud, then to the real Cloud and go back to the town area again. Everything else unfolds by itself. At the end, speak with Cloud one last time, and you'll return to the 'real' world.

=====  
i. 100 LEAGUES UNDER THE SEA  
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Back at the airship, prepare a new team. Then, take control of the Highwind. Even though the village may be trashed, you can still buy items, stay for the night, etc. You can also feed the hyperactive kid's Chocobo if you didn't get Fuuin the first time around. There are two things you can do now: if you go back to Midgar City, there's a man out front (what he does, I have no clue), and if you talk to the sleeping man in the nearby cave, he'll give you an item (but it doesn't show up on any list, so I don't know what it is). Head back to Junon Town and go up to the main street area; you'll cut to a scene of the ruined town and Cloud will talk to his teammates. Go to the gray passage between the two lifts; a captain is drilling his men. When they see you, they'll run away. Continue to the end of the passage and go through a door on the left wall labeled '1' (it's hard to see). You'll then be attacked by guards in the elevator. When you step outside, you'll have to battle some more. Go down the slope and through the door, then walk until you see a door in the following room. At the bottom of the stairs in the adjoining hall is a Save Point; next to that is another work lift that goes down to a furnace area. Walk north until you reach the underwater tube, then go along it until you reach the big building with a single door.

In the next room, examine the flashing light. Water will be pumped out of the chamber. Step outside, and you'll be in a huge undersea bay with several submarines. Continue along the walkway and go through the door; there's a second Save Point in the following area. In the room nearby, there's a guard, and he'll attack you if you talk to him. You should fight him first, since you'll be ambushed by all three guards if you don't. Beat the other guards and get through the gate to proceed. However, if you do let the guards ambush you, you won't have to fight the other set at the back of the room. Cloud automatically stops before the machine in the next room; keep going to the right afterwards. After seeing some Materia being loaded onto a submarine, you'll encounter

another Shinra baddie who sends a mechanical freak to do his bidding while he makes a hasty retreat.

-----  
BOSS TIPS

- body (hp: 24000 mp: 200)
- right arm (hp: 10000 mp: 100)
- left arm (hp: 10000 mp: 100)

This boss is composed of three parts. He can imprison two of your characters in his arms, and they receive 1/3 the amount of damage that he receives from your attacks. However, since he has three parts, an attack that strikes more than one part means the trapped ally gets hit twice or even three times! Furthermore, if the third character is killed while the other two are imprisoned, the battle is instantly lost. Destroying his arms should be your top priority, but the arms rotate and switch sides when they are hit, so adjust your attacks accordingly. Summoning spells and enemy skills work well here. The boss' attacks are not so strong, but they come quickly. His worst one is a laser ray that strikes all members for +1600 damage. BTW, the only way to free a character is to destroy the arm that's holding them, or have him or her die. This makes the Phoenix summon very useful if you just freed a friend and want to revive and attack at the same time.

-----  
Head to the left to get the treasure chest, then go right and head down to the farthest pier. Open two more chests, then board the submarine and fight the guards. Inside, you'll fight some more goons when you're ambushed. Put the Save Point to good use, then head through the door to the bridge. When talking to the guards, you can choose the bottom option and let them live, or you can fight and kill them if you choose the top option. To start the sub, approach the chair and examine it. Choose the middle option to get into the chair, then choose the top option for a description of the controls, or the bottom option to begin piloting the sub.

Your controls on the submarine are:

S Shoot torpedoes (only when you're near an enemy craft)  
X Backward thrust  
T Forward thrust  
Pad Move left/right or descend/raise  
R1 Switch between close-up or bird's eye view  
R2 Switch between near, overhead, or cockpit view  
Start Pause; show control screen

The walls of the ocean floor are shown in blue, and there are diamond-shaped mines that are invisible until you get close. You can tell how far they are from the floor by the red columns beneath them. I guess the purpose of this 'mini-game' is to destroy the the main Shinra sub (red) in the time allotted, although you can kill the yellow submarines if you want to protect yourself. During the mission, the following warnings will appear:

WARNING When an enemy sub is approaching  
ALERT When an enemy sub is firing  
MINE You are about to run into a mine  
CONFLICT The sub cannot move because you are steering it against/along a rock face

You lose the game if one of two things happen; time runs out (you have 10 minutes to destroy all 10 enemy subs), or if your life bar (which is represented by the red/green bar at the bottom of the screen) is

depleted as a result of being hit by missiles, crashing into the walls or floor once too often, or ramming another sub. If you win, then the sub (gray) is automatically piloted to shore.

If you mess up, your characters will jettison themselves from the sub. You'll come to on the shore, where your dolphin friend will be whacking you on the head to wake you up ;). Go back into the main part of Junon Town and work your way back through the gray hallway, down the elevator with the woman, and to the room with the guards, a dog, and the sloping floor. Beat the guards and examine the dog. When he moves aside, follow him and examine him again. Choose the top option, and you'll enter the red Shinra submarine. When the guards show up, choose the top option to let them go, or the bottom option to fight them. In the cockpit room, choose the top option to save the commander, or the bottom option to fight him and his men. Either way, you still get to pilot the sub. Note that if you got the gray sub, you can't go through here and get the red sub.

The controls for either submarine are:

- X Submerge/Ascend
- O Propel forward
  - (doesn't work in overhead view)
- Pad Move in any direction
  - (raise or lower while underwater)
- L1/R1 Turn to the left or right
- L2/R2 Switch from side/overhead view
  - (doesn't work while underwater)
- Start Show/enlarge/hide map
  - (cannot enlarge map while underwater)
- Select Same as Start

The submarine can cross deep water, but not shallows. If you can't get by an area while skimming the sea, try submerging and looking for a passage. If you can't get over a rock wall while submerged, try ascending and looking for another way around. Also, the sub can only land at docks such as the one near Junon Town. BTW, the mini-game also becomes available at the Gold Saucer once you have a submarine. A side note for those of you who get a kick out of those automatic sequences; if you go to the bay where the Highwind was kept after getting the submarine, you can watch a huge carrier plane lift off. But if you clear out the sunken plane in section 4j first, then you can't see it. Whether the two planes are the same one or not, I don't know.

(NOTE: I did this after reaching Disc 3, but if you got the gray sub, you can sail southeast from the house with the weaponsmith <near Cid's town>, to where the small string of islands are. If you submerge, the red sub will be here. You can't board it, but you will get a red 'Huge Materia' <one those stones that show up in the observatory at Cosmo Canyon>. I doubt you can do this if you got the red submarine, but I don't know for sure.)

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j. UNDERWATER ADVENTURE

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First, go straight west from the Junon Town dock. You'll reach a jutting peninsula; go around it and south until you reach land. You should be able to see the Gold Saucer from where you are. Descend, and you'll find a wrecked plane. What are you waiting for? Go and take a look around!



already with you. (If this happens, a command window with some buttons appears in it...what for?) Climb the ladder and you'll fight yet again; this time, it's against the bald punk from the sunken plane and two more Shinra soldiers.

-----  
TIPS (hey, he's not even a boss!) (hp: 9000 mp: 240)  
Attacking should do the trick, especially if you've got the Renzokugiri materia equipped. He can raise a Mabarrier when the guards are killed, so don't bother with magic. Aside from casting Ikazuchi spells and a 500-damage ground wave, this guy can heal himself for about 1100 hit points. If you kill him before killing the guards, you win the battle instantly.  
-----

Once inside the ship, you enter another battle. Go north into the main room, where Cid will talk to the workers. After the ship lifts off, walk to the right and climb up the ladder. Examine the blue object and choose the top option. Cid will talk to Cloud and then numbered boxes will appear. Instead of removing them with the O button, punch in the following code:

First Message (1): O  
Second Message (2): S  
Third Message (3): X  
Fourth Message (4): X

If you did it correctly, the glass tube will open and you can take the blue object. If you mess up, you'll have 3 minutes to get the code right.

Should the time run out, the blue object is lowered into the ground. Return to the entry room and climb down the ladder; when you get near the sparking tanks, they will explode. With a little help from the girl who lives at Cid's house, you'll free Cid from under a piece of metal. Follow the girl into the next room; it's actually an escape capsule. After a long automatic sequence, you'll find yourself back in the Highwind, with that red satellite in the sky looming ever closer. If you do enter the code, the same event occurs, but at least you have the blue item.

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1. MIDGAR CITY UNDER SIEGE

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Now, get in the airship and fly back to Cosmo Canyon (it's near the rocky area where the sky changes color). Climb up to the observatory where you met the old man who led you through the caves back in the first disc. Cloud will phone his friends and tell them to come up to the observatory. After your pals leave, Cloud will be alone with the old man and three large chunks of colored stone. Touch any of the stones and choose the bottom option to return to the Highwind (I'm not sure how the first option works, and why it only works on one stone and not the rest). Head back to the Ancient City on the Northern Continent (don't worry, you can land in the blue canyon). Take the left path at the crossroads and return to the room with the big blue crystal (it's to the right of the building with the Save Point). When the old man finishes talking after you've approached the crystal, he'll use the spikey object you found in the underwater passage to trigger a waterfall that washes over the area. Go to the crystal again, and you'll see images of Aerith. As you leave the room, Cait Sith calls you on Cloud's cell phone and

another automated sequence occurs. Once you leave the Ancient City and try to board the Highwind, another huge monster shows up. You can't attack it while in the airship (and you can't get to it in the sub), so wait for it to reach the continent. If you try to touch it once it's on land, there's another FMV sequence.

(NOTE: I didn't do this until Disc 3, so it may not work until then, but try returning to Cosmo Canyon. Those huge stones are actually called 'Huge Materia', and if you touch the one to the far right and choose the first option, you'll get a Summon Materia <Bahamut Reishiki>, as long as you have Bahamut and Bahamut Kai, too. Also, if you return here with Red 13, the old man will die, and Red 13 will give Cloud an item.)

Now that the shield around the Northern Continent is no longer active, return there once the sequence finishes. There's some more talking among your characters and the Shinra executives. Go back and try to fly the airship 'into' Midgar City, and you and your allies will gather together. Once you're on the airship's deck, choose the top option to assemble a new party, or the bottom option to leap off the ship and parachute into the city. Follow your teammates to an alley where a Save Point is, then examine the wooden panel to reveal a hidden passage. At the bottom, head north, then east. Go up the slope and when you get to the dead end, you can find two chests; one to the right and one to the left. Head back to the start and go down the stairs, then head down the ladder. Walk to the left and climb up the ladder in the back. Get the chest and go back down, then keep heading right. When the floor gives way, go to the left and head up the ladder. When you reach the top, follow the walkway until you see a large chute; enter it and you'll be taken to another area. Take the chest to the right and go down the ladder, then stand on the gray bar and push down-forward to jump onto the lip of the chute marked '42'. Enter the chute and climb up the ladder on the other end to find a treasure chest. Then, return to the bottom level, climb the ladder, and then go left for another chest. Go up the staircase and you'll arrive at a door and a Save Point.

Climb through the crawlway beyond the door, then head north. Three punks from the Shinra will make an appearance. Choose the bottom option and they'll leave; choose the top option and you'll have to fight them.

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BOSS TIPS

- man with weapon (hp: 25000 mp: 200)
- woman (can't see her stats.)
- bald guy (hp: 28000 mp: 250)

The bald guy is healed by fire attacks, and can punch one character for 2000 damage. He fights like he did at the rocket in section 4k. The lady can hurl flames that damage all members for about 500-600 points, and the armed guy has a spark attack that hits for 800 points of damage. Alone, their attacks aren't anything too dangerous, but with all three of them, this battle becomes tougher than it first seems. As usual, Barrier and Haste yourselves as soon as possible, then use damaging spells like Ultima and Inseki, as well as Summon Materia. Try to save Phoenix until you really need it (since it will heal the bald guy, use it only if your other teammates are dead). They'll all escape after you dole out enough punishment.

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There's a lot of cool items to grab in this section of the city (maybe you should of gotten them before the battle...I forgot about that ;)) While some of the passages split off in two directions, one direction

always ends at a blocked door, so just keep going south. After a while, you'll run into Barrett. Keep on going, and you'll find a treasure chest on the left wall of one of the splitting passage-rooms. At the next splitting room, there's a chest near the sparking wall right between the two passages. Red 13 is also here. Two screens later, you'll find two more chests in the center of the splitting passage. The good news is that in the next hallway is a Save Point, and to the right of it, a Yellow Materia (W Item). The bad news is that it's a dead end and you have to go all the way back. A note about the characters you meet; they obviously don't show up if they're in your party, so you may meet other characters than the ones listed in this section.

North from the first hall is a split passage; Yuffie is here. You'll also notice that you can go left or right. Go right and you'll find Tifa in the hallway. Beyond her is Cid and another passage; the right passage leads to a dead-end, so take the left route. Climb up the ladder and you'll find yourself back at the Shinra Headquarters. When you approach the building, Cait Sith pops out. There's nothing of interest in the entirety of the building, unless you missed something the first time. However, on floor 64, check out the locker room in the back of the floor, to the right. You can get two items; one in the first row of lockers, and one in the back (I don't think you could get to them before). Return to the room with Yuffie and head left and climb up the left side of the red beams. When you land on the street, a huge machine shows up, controlled by the fat man and the lady from Shinra. After taunting you, you'll have to fight them.

---

BOSS TIPS

- head (can't see it's stats.)
- chest (hp: 20000 mp: 300)

This mechanical monstrosity has two parts; a head and a chest area that you can aim your attacks at. For it's size, the boss can only cause around 500-800 damage with any of it's attacks. Barrier and Haste your group, then use Limit Breaks and physical attacks; there's no need to waste magic unless you want to heal yourself or summon monsters. From time to time, the robot will kneel; fight quickly since it can fire a blue laser ray from the gun on it's back that hits for 1100 damage to all members. Even after you destroy the chest area, you'll still have to keep on attacking it. After awhile, the battle ends.

---

Once the machine explodes, it starts to rain. Head north to find a Save Point and two treasure chests. Go up the ladder and talk to Cait Sith, then follow him. Vincent is waiting for you on the landing, and there's a blue chest on the top of the next stairway. If Barrett's in your party, there's some dialogue with him once you get the item (which I guess is a weapon for Barrett--but you can't level-up Materia with it equipped). However, the chest won't appear if Barrett isn't in your party (NSS). At the top of the next stairwell, run to the right. Talk to the operator at the control panels, and you get to fight him.

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BOSS TIPS

- first form (hp: 13000 mp: 250)
- tentacle m (hp: 10000 mp: 200)
- floating m (hp: 11000 mp: 120)
- second form (hp: 26000 mp: 200)
- both limbs (share hp with body)
- third form (can't see his stats.)

This boss can create monsters to guard him. Keep attacking until he

dies. He'll then become a large beast. His attacks are weak, but he can put a character to sleep. In his third incarnation, he can hit a character multiple times, poison them, and mute them. However, even his multiple-hit moves strike for only 200-500 damage so he's a rather easy boss overall, but if he hits you more than 2 times in succession, you run the risk of falling asleep. Simply use physical attacks to destroy him.

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You'll return to the Highwind after killing the boss. There's a short sequence with Tifa and Cloud afterward, then the Highwind blasts off into the sky. Well, that's the end of this disc! My time...17:25.

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5. WALKTHROUGH - DISC THREE  
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a. MAKOU PIT

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Yes, this is the ONLY new level in the third disc--it's also the last. Also, there are lots of treasure chests in here, but no Save Points; you'll have to go all the way back out to the Highwind if you want to save your game, although if you pick up the 'Seebu Kurisutaru' (Save Crystal), you can make a Save Point anywhere in the Pit one time only. It's in the very first chest in the spiraling passage that serves as the entrance to the Makou Pit.

If you want to pilot the airship around, simply go back into the cockpit and talk to the engineer next to Cid and choose the top option. From now on, though, you can go into the great pit simply by attempting to land while you're over it. You'll notice two things while flying around in the World Map; the Highwind is now rocket-powered (but the speed doesn't change), and there's a great big dragon hanging in the air above a newly-made lake near Junon Town. It's the Ultima Weapon, the same monster you fought back in Disc 2.

This time, you can battle the Ultima Weapon by flying into it while aboard the Highwind. However, it will fly away after fighting with you for awhile. From this point on, it will fly around the sky and make it's way to various random locations. It might seem as if you could just wait around for the dragon to show up, but the beast will fly in circles unless you find it and ram into it repeatedly. After 4 or 5 tries, it will then head towards a new location and sit there until you attack again. After escaping a few times, it will finally stop moving and simply hang in the air. It's final stop will always be at Cosmo Canyon.

When you kill it (it's a lot easier than it looks), it crashes to the ground and creates a huge crater. This will allow you to get to one of the bonus areas (the Frog Forest) without having to breed a special Chocobo. Also, you get a lot of EXP for killing the dragon, as well as Cloud's best sword if you win the battle--the Ultima Weapon.

In any case, once you've landed in the pit, go to the deck of the airship. Climb down the ladder to leave, and head south. In the next area, choose the top option to go down into the caves, or the bottom option to return to the airship in case you wanted to change your members, etc. You'll arrive at a huge basin. If you go through the nearby door, you can climb up the stone column in the next scene to go back to the airship. Otherwise, just follow the winding path.

Don't worry when parts of the path fall away; you can still jump back across the gaps. There are two treasure chests that you can pick up along the way.

In the next part, you can climb the silver parts of the ledges by pressing O when you get near them (a message will appear). Go to the right and make your way down the 'steps', collecting chests as you near the bottom. Now go left until you're able to climb up twice, then head right to spot a chest. Walk back to the left, and climb up four times. Get the chest then walk up to where there are two ledges. Climb up the one on the left and take the contents of the chest, then walk to the right to find a Purple Materia. Now, you can simply go to the right a second time after climbing to the first ledge and make your way to the bottom again to continue.

In the next area, leap down and head right until you fall, then walk to the left to get a treasure chest. Then stand at the edge of the ledge and press the O button to leap up to the above ledge. Run to the left, fall down, and enter the opening. Take the chest in the adjoining room and leave. Climb back up the ledge, go to the right, and drop down until you see another opening. Follow it back out to the main chamber, then climb up the ledges and run to the right. You'll drop down to the ground floor. Go to the far right for a chest, then go into the opening. Climb up the path, take the chest to your left, then enter the hole; it winds around to the topmost chest. Exit through the top opening. From this point, just go right, head down, go through the side passage, then drop down and run to the left. When you go down the opening on the bottom of the screen, you'll reach a new area.

Climb down the two stalactites. Your friends are here, and they want to know where they should be heading. If you choose the top option each time they talk to you, you can only take the left path. If you choose the bottom option, you can only take the right path. Make a new party when you've finished and take the path that's available to you (just NSS this whole paragraph ;)).

If you took the right path, descend the twisted column of stone. When you reach the break in the path, choose the bottom option to stay or the top option to jump down. Grab the treasure chest and the green item, and keep working your way down to the ground. There's two chests here, one to the north and one to the south. Make your way northeast to find another chest, and keep going that way until you arrive at a new area. Make your way along the bridge of bones and you'll end up at Point A (see below).

If you took the left path, you'll find your allies waiting for you again. Go through the same process as above; choosing the bottom option lets you go south, and the top option lets you go east. If you take the south route, refer to 'Point A' (see below; you'll have to do the process in reverse since you're starting at the top).

Assuming you take the east route, hop on the twisted vine-like thing and walk to the east. Jump onto the boulder and get the chest, then hop back on the vine and walk north. Jump onto the rock face and keep heading north; you'll submerge into the water and pop back up. Walk left and get the chest, then head to the right. In this cavern, head up to get the far chest. Run to the right and go up the boulder; there's a Green Materia here (Shield). Go to the far end of the boulder and try to walk south; you'll leap into the water and end up by the chest you saw when you entered the room. Try to walk south again, and you'll surface on the far end of the screen. Make your way west, then south, then east to where the chest is.

IMPORTANT NOTE: There are two types of enemies that can appear here. One is a hopping orange ball with a little face on it, which usually appears in trios. Killing all three will net you 0 EXP, 2400 AP, and a whopping 90000 Gil! They're easy to kill and have weak attacks. The second type of enemy is a little monster in a pot (which appears in duos). They can't hurt you, but they can steal from you (NSS). Destroy both and you'll get 16000 EXP, 2000 AP, and 17000 Gil. They are also easy to beat up on. As you can guess, this is the place to master your Materia, raise levels, and get some cash. (Those of you who played FF5j or FF3 will probably recognize the pot monsters. I recall there being some kind of trick to get items or more EXP from them if you gave them an Elixir or something like that. Anyone know how the trick is done?)

Go back to the rock where you surfaced and run to the right to reach a new area with a shiny spot in the center and lots of shrubbery. As you pass through the shiny area, search the middle of it for a Blue Materia. You can also just make out a yellow Materia (W Magic) lying near the lowest part of the leaves; it's straight up from the right 'edge' of the shiny spot (you can't walk straight up, but you can work your way up to it). Then return to the shiny spot and head left to reach Point A.

'POINT A'

In this area, go north to get the green chest. Then go through the opening to the upper right. You'll reach an area with rocky cliffs. Go to the bottom right of the first cliff to leap to the next one. Head north to where a chest is. Walk to the left and you'll jump to a lower area. When you try to go up, you'll automatically jump to the upper cliff to left; pound on the O button to nab the floating Purple Materia. You can keep jumping between ledges if you miss the first time. Once on the upper cliff, take the contents of the green chest. Go back to the far right and jump up the 'steps' the rocky ledge. Run to the left, jump to the high ledge, and run to the right to reach another green chest. Then try to go north and you'll leap up to another area. Simply hop from ledge to ledge and you'll find two chests along the way. Go back a ways from the second chest and walk north to jump up to a ledge; climb up and keep going.

At this point, you can go back to the paths you couldn't take before (depending on your decisions), if you wanted to get extra chests or simply look around. In the next cavern, walk to the northwest to get a chest. Head to the east and go north to get a second chest, then go back to the first chest and jump up the ledges and go through the opening. Finally, go down and around to the steps; you'll meet your allies a third time. If you talk to them, they'll each give you an item, but this seems to be random (NSS). Go to the stairs, and choose bottom option to not go down them or the top option to descend. You'll get to make a new group. In the following area, head across the floating platforms. When you reach the center, you have to fight a boss. (BTW, the names of its' arms are SYNTHESIS B and C.)

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BOSS TIPS

- body (can't see its' stats.)
- left arm (hp: 10000 mp: 600)
- right arm (hp: 8000 mp: 600)

Start the round by using Haste and Barrier on yourselves, then use Enemy Skills and Summon Materia to dish out damage. The tentacle-like arms will droop and become useless after you've attacked them long enough, but they regenerate with some HP if you don't kill the boss quickly, so

use high-level spells (Ultima or Inseki) to take them out and injure the boss at the same time. When the boss is about to die, it begins counting down the rounds from 5; if you don't kill it by the time it counts down, the boss casts Ultima. For the second-to-last boss, this one is a pushover. It has very weak physical attacks (500-800 damage), and not much else. If you want to conserve MP, you can take out the boss using physical attacks with little injury to yourself.

(If it does cast Ultima, the battle ends, but you get no EXP, GP, or AP.)

---

After killing the boss, you will find yourself and your friends floating in space. Sephiroth makes his final appearance here. You'll get to make a party\*, then automatically go to the Main Menu to use items, equip weapons or Materia, etc. You then get to make another group and do it again. If you mess up, pick the bottom option to remake your teams, if not, pick the top option to begin the final battle.

\* Apparently, the number of teams you make is determined randomly. The second time I came after the boss, I was able to make three parties (my third team had only two people), and I have heard from others that they only had to make one party. For a time, I thought this was based on the paths you took when you talked to your friends at various locations in the Makou Pit, but I believe it is simply a random occurrence when it comes to the number of parties you can assemble for the final fight.

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#### BOSS TIPS

- Part A (can't see its' stats.)
- Part B (hp: 2000 mp: 400)
- Part C (hp: 14000 mp: 400)
- Part D (hp: 12000 mp: 400)
- Part E

For a quick win, use Zeninage; you'll hit all the parts of Sephiroth's body for 9999 damage. You'll find that only one of your two teams can hurt the yellow orb (part C) of the boss' body, so fight until a message pops up (left option to switch to a new party, right one to keep using the current party) and choose the left one. Then protect that party using Barrier, Haste, and Wall. Once part C is destroyed, you get a message that Cloud can now attack part C, so do so. When C has been destroyed from both sides, destroy all the body parts using your second team, then switch to the first and destroy part B; the boss will fall and die. Sephiroth's attacks include a Demi spell that hits for about 2200 damage, an explosion attack that causes 1500 to 1700 damage, a fire ray emitted from it's chest for 1700-1900 damage, and a 'Fallen Angel' attack similar to Kefka's in FF3 that reduces all players' HP to 1. Just remember, if one team dies, the battle is over. Interestingly enough, the number of times you've used a Summon materia resets when you switch teams, allowing you to summon a monster for as many times as you have MP (providing you switch teams first).\*

\* The second time I fought Sephiroth, he died before I received the message to attack part C. In fact, most of my fighting had been done with my center team (since I was able to make 3 of them). I think this means that the strategy for beating this form of the boss changes depending on how many parties you have.

---

When the monster is killed, Sephiroth shows up in another form. You always fight him using the first team (the one that Cloud is in).

---

BOSS TIPS

(can't see his stats.)

The boss can attack with Flare, he can Slow one ally at a time, he can dispel all three members' protections, and he has a 'big bang' attack that hits for 1100-2200 damage and will confuse and mute allies. Other attacks include a blue laser ray (3700-3800), a ring flare (1200-1300), a huge boulder smash attack (instant petrification), and the ability to cast Doom on one person. Use Mabarrier on yourself, and then heal, revive, and fix status ailments with the Angel's Whisper Enemy Skill. Haste yourselves and use physical attacks, Summon materia, attacking spells, and thrown items or coins (Zeninage) to inflict damage. He doesn't have as much HP as you might think--he's not easy to kill, but he's certainly not hard to defeat.

-----

After a brief automated sequence you fight Sephiroth one last time. I'll leave this up to you...don't get killed! After winning, sit back and watch the ending--you did it! My time was 6:20 (showing you just how short Disc 3 is)!

+++++  
 6. **BONUS AREAS**  
 +++++

(As far as I can tell, you can go to these areas in Disc 2 or 3. Since I'm checking them out using the third disc, the bonus areas are listed here, in case anything about them is different from disc to disc. There's some information on these bonus areas in the 'Secrets and Strategies' section, too.)

**FROG FOREST**

Location: On a cliff near Cosmo Canyon on the Western Continent.  
 How to get there: Use a Green, Black, or Gold Chocobo. Or, climb past the crater that's left behind when you kill the flying dragon in Disc 3--it destroys part of the cliff.

You can grab items (frogs, big frogs, wasp nests, etc.) by pressing the O button. When you grab a frog for the first time, you get a message informing you that if you press the S button, the entire area will reset, returning all the items to their proper place. However, it also returns you to the very start of the area, no matter how many screens you've worked your way through. If you mess up on an area (you run out of frogs to use for transportation), you can cheat by leaving the area and returning (if it's possible to leave given your current location). But if you're really stuck, you have no choice but to reset the whole level by pressing S. You will keep all items and Materia Orbs you've collected so far, though.

In the first area, pick up three frogs and go beneath the earth bridge. Put them near the three bags hanging from the trees. Now, quickly take the frogs and press the O button to make them hop into the bags; repeat this until all three bags are full, and hop across. You can stand on a bag and put a frog in another one, too. Once on the other side, go down the slope and carefully inch towards the center of the large snapping plant. Press O to grab the bag (which contains the wickedly powerful ST gun for Vincent). If you get too close, the plant will close and you'll lose almost all your HP. You can make as many attempts as you want, but it's best to try and not touch the center of the plant in the first place. Continue to the right and Cloud will automatically use the pink vine to reach the other side. Go past the tree to nab another bag

(inside is a weapon for Red 13), then go right to reach the second area of the forest.

In the second area, pick up one frog and approach the pink vine. Choose the top option to leap to the ledge. If you leave the frog on the ledge, it'll turn into a big frog -NSS-. From here, you can put the frog in the bag and leap across to the second (already-filled) bag. You'll automatically use the pink vine to jump to the ground. Now, pick up a frog and climb to the north on top of the green ledge; release a frog and it will leap into the left bag. If you wait long enough, you'll be sent flying to the ledge above when the frog escapes (you have to use a big one -NSS-). Once on the ledge, take the wasp nest. Jump back down. Stand near the small snapping plant and press O to release the nest; if you're at the right distance, the nest will fly backward and land in the plant, which will snap it up. Take the Yellow Materia, and then pick up a big frog. Climb to the green ledge and let the frog jump into the right bag. Jump up and wait atop the bag until you are thrust onto the opposite side of the huge snapping plant. Run to the right to reach the next zone.

In the third area, pick up two frogs, toss them into the bags, and leap across to the pink vine. You'll be lifted into the treetops. Go left, then down the trunk to reach the big bag you saw back in the second area. It contains a bracelet that protects you from the elements -NSS-. If you go too far down the trunk, you'll jump down to the ground, so return to the treetops after grabbing the bag. Climb to the upper branch and head right, then make your way towards the broken branch; Cloud will vault across three of the pink vines and land on another branch. Go south to get yet another item bag holding a Red Materia (Summon Chupon). Now go back across the vines, and take the lower branch that leads behind the leaves to the ground level. Grab a frog and use it on the bag to leap to another bag, up to a second ledge. Take the wasp nest, drop to the bottom, then run straight into the snapping plant, pressing O to release the nest just before you're snapped up. If you timed it right, you can freely walk across the plant...if you messed up, you can always try again. Use a small frog to fill the bag so you can get to the other side. Then take a small frog and release it in the hole in the tree (you know if you're in the right place because you'll hear a frog croaking. It will turn into a big frog -NSS-. Take it and use it to cross to the other side, then grab it again, put it in the far bag, and stand on it until the frog pops out, propelling you to a cave entrance.

In the cave, walk to the right to find a chest with a Purple Materia inside. Continue north and you'll find another chest to your right. After taking the contents of the chest, exit through the opening to your left. You're back outside! Yep, there are no bosses to fight (which is a good thing if you had a hard time with the snapping plants).

#### VINCENT'S WATERFALL

Location: Waterfall in the center of the Western Continent.  
How to get there: Use a Green, Black, or Gold Chocobo to go to the west side of the waterfall by the lake. Dismount and touch the waterfall to enter it. Alternately, you can go there in submarine--you can dock on the dark-colored western side of the shore.

Beyond the waterfall is a room made of white stone. If Vincent isn't in your party, then you'll get a message stating his name when you step past the threshold of the room. So, return with Vincent. This time, there's a woman there (Rukuressia), and you'll get to see a flashback of Vincent's past. While you don't get anything out of this

if you visit during the third disc, you can get Vincent's best weapon if you come here with him in your party during the second disc and then visit the waterfall again in the third disc.

#### WESTERNMOST CAVE

Location: Cave lying to the east of a mountain in the bridge-covered region of the Westernmost Continent.

How to get there: Use a Green, Black, or Gold Chocobo to climb over the mountain. Dismount and enter the cave.

There's nothing in here but a glowing yellow light. Try to touch it, and you'll get a Yellow Materia (Monomane). Notice how there's still a glow after you've taken the Materia? :)

#### WESTERN CAVE

Location: Cave next to a mountain lying on a square of brown land. There's a river running nearby. It's beyond the mountain footpath by the shallow part of the river near the Gold Saucer, on the Western Continent--there's another cave entrance by the river you need to cross.

How to get there: Use a Blue, Black, or Gold Chocobo to cross the river to the patch of land where the cave is.

Inside this icy blue cave is a twinkling Purple Materia (HP/MP Irikae).

#### SOUTHERNMOST CAVE

Location: Cave lying at the end of a peninsula on the north stretch of land on the Southernmost Continent.

How to get there: If you have a Blue Chocobo, land the Highwind on the patch of grass on the thin island near Mideel. Then use the shallows connecting the peninsulas to reach the area where the cave is. If you have a Black or Gold Chocobo, simply land on the grassy area near the cave and keep walking down the cliff and out to where the cave entrance is. If you have the Gold Chocobo, you can just walk southeast from the Chocobo Farm across the water to the peninsula where the cave is.

This sandy cave is empty, save for a blue pyramid-shaped object. If you examine it, you'll get a Blue Materia (Mahou Midareuchi).

#### NORTHWEST ISLAND

Location: Oval-shaped island surrounded by mountains and trees that is in the northwestern part of the world. It is one of the Uncharted Isles (it doesn't show up on the map).

How to get there: Use a Gold Chocobo to fly to the island and climb over the mountains. Dismount and enter the cave mouth that's at the edge of the forest.

This may be another empty area, but the red pyramid lying by the tree trunks is none other than the Knights of the Round summon materia--the most damaging summon spell in the entire game. Simply examine it to pick it up.

#### A THIEF AMONG US (Yuffie's Sub-Quest)

(Note that you need to have Yuffie in your party to do this quest. You can do it during any disc.)

Get in the airplane and look at the Map. Of the five continents (Eastern, Northern, Southern, Western, and Westmost), head to the south end of the Westmost Continent and travel along the shore on the right side of it. Eventually, you'll find a beach shore with a path leading up into the mountains (the area is just a ways southwest from the town where you met Cid; it's not too hard to find--just work your way south until you can find a patch of water leading to the Westmost Continent and then head north along the coast). Head up the path. At this point, Yuffie will steal as much Materia as she can hold (if you have a lot of Materia orbs, she can't take all of them--but she will take the 'best' ones above all else. The more powerful/rare a Materia is, the more likely Yuffie is to steal it) and run away, leaving you to contend with two Shinra soldiers! They're easy to kill, though (it's better to not have Yuffie in your party so that you can have three people to fight with). If you fought with only two people, then Barrett adds himself to the party afterward.

At this point, you'll have to chase after Yuffie. You can't fly the airplane around, either, so you're stuck with no Materia (don't forget, your allies have also lost their Materia, too). Head across both rope bridges up ahead, then turn left and turn left again (so that you're moving away from the body of water). Keep walking, and you'll go across another rope bridge and arrive at a small village sitting along a peninsula. It's Yuffie's hometown, Utai.

Look around the town. Yuffie will run away when you show up. After buying whatever you need, head northwest to reach the pagoda. Go into the right building. If you talk to the sleeping man several times, Yuffie will show up, then run away. Before leaving, check the bottom wall in the room with the scroll; it's a fake wall and leads to a treasure chest (which has a weapon for Red 13, I think). You can also sleep in the first room you see with the three beds if you need to get some rest. If you check the white scroll with the symbol on it near the left corner of the room, it will swing aside, revealing a passage. At the end of it is a chest; the Kaze xxxx is inside.

Now, go back to the item shop. The lady who stood in your way is not on the other side of the room, allowing you to grab the treasure chest. However, Yuffie will grab the Materia that's inside from you! Don't worry, you'll get it back later. To find Yuffie, head down to the house in the lower-right corner where the old man and the short guy live. Doesn't something look different? Check the folding panel to the left and Yuffie will leap out and escape once more. Once outside, go to the bar. See how the pot by the door is shaking? Try to check it out (using the O button). After Cloud positions his friends, punch open the pot using the O button three times. Yuffie, unable to run away, will lead you to her house. (I think there's supposed to be a hidden item in this room...NSS.)

Follow her down the stairs. When she's done talking, check out the switch in the back. Activating it makes a cage fall around your friends! Yuffie will sneak away again. Free your pals by activating the switch again. Then, go back up the stairs and out the front door. Head back to the pagoda, and go through the recently-opened door to your left. Stand before the bell and use the O button to ring it. Go down the hidden passage that's revealed, and you'll find yourself face to face with the mohawked man from the Wall Market. Grab the contents of the two chests, then go up the stairs. You'll be attacked by three Shinra soldiers, but they're just like the ones you fought

on the hill outside of Yuffie's town and aren't too hard to dispatch.

Once the battle's over, talk to the Shinra creeps hanging outside the building and then return to the town. Go to the northeast, up into the mountains. Follow the Shinra members, then take the curving path behind the statue's head in the next area. Instead of talking to the Shinra member in the next location (he's standing by a cave), go south to find the mohawked man. Yuffie and a Shinra goon are being held captive by him. Fearing you, he'll summon a monster to attack your party.

---

BOSS TIPS

(hp: about 6000?)

This winged beast is tougher than it looks, but all you can do is attack. Vincent and Red 13 make the best allies to have here because of their high attack power. Use Phoenix Tails and healing potions to stay alive, and keep on attacking. Red's B1/2 can help to increase the odds, and Cloud's B2/2 should be used every chance you get. If you think you can make it without Vincent assisting you, then his B1/1 can be used to inflict plenty of damage on the boss.

---

After the battle, the mohawked man makes you choose from three choices (again). I don't believe it matters which one you pick. With a little help from the Shinra, he meets his untimely demise, and Yuffie is rescued. You'll find yourself back in the World Map, and although your Materia is re-equipped, it won't be in the order you had it before. Rearrange your goods. You can hang around here if you want, or hop on the airplane and leave. Oh, now that Yuffie won't be stealing any more Materia off you, you might want to check out the house full of cats in the lower right part of the village. You can now climb up the stairs in the back of the room, which lead to an upper area with a chest containing a purple Materia (HP Kyuushuu) Also, the man in the weapons shop will now sell his goods to you. If Yuffie is in your party, the old man in the pagoda offers Yuffie the chance to fight various enemies. If you accept, she must fight alone, but if she dies, the game doesn't end (although you'll have to heal Yuffie, who remains dead).

On the first floor, you fight a winged creature.

---

BOSS TIPS

(hp: 3000 mp: 150)

Summon Materia work well here. Use Haste, then the Hissatsu Materia to inflict lots of damage. You should also have a Kaifuku Materia in case things get ugly.

---

On the second floor, you fight a penguin-like monster.

---

BOSS TIPS

(hp: 4000 mp: 180)

Refer to the above tips. You might try the Barrier Spell to reduce damage.

---

On the third floor, you fight a four-armed foe.

---

BOSS TIPS

(hp: 5000 mp: 210)

You can't really do anything about this thing's paralyzing Flash, so just wait it out and keep your HPs up. Refer to the notes for the last two bosses and apply them to this fellow if you're having a tough time.

-----  
On the fourth floor, you fight a iron-ball swinging man.

-----  
BOSS TIPS (hp: 6000 mp: 240)  
Protect yourself with the Barrier Materia and attack using the Hissatsu  
Materia. Use Summon spells if you need them, but this boss is probably  
the easiest enemy you'll fight.  
-----

On the fifth floor, you fight an ashura-like demon.

-----  
BOSS TIPS (hp: 10000 mp: 1000)  
Like FF2's Ashura, this boss' strategies change depending on which face  
is currently facing front. His attacks aren't too bad, but he can cure  
himself for +1200 hp when the going gets tough. So how do you beat him?  
There are two ways: if your total attack power is over about 1500 damage  
per hit, you can attack repeatedly or berserk yourself and the boss won't  
be able to cure himself fast enough. The other way is a lot longer. If  
you can stay alive until he's used up all 1000 magic points, then he  
won't be able to cure himself and you can attack him until he dies. As  
with the other bosses, Haste, Barrier, Kaifuku, and Summon Materia are  
all recommended items to have equipped before fighting this guy. When  
his red face is directed towards you, watch out for his ability to shrink  
you, and use Tryne (the same attack that the Materia Keeper used). If  
you have it, the Juuryoku Materia and Yuffie's B1/1 can cause lots of  
pain. It's advisable that you tackle this boss when you get stronger,  
because while you can kill him now, it may take a while (32 min)! If  
you have the Magic Mallet enemy skill, use it!  
-----

You'll have to give the first answer when talking to the people in each  
level of the pagoda before you can fight a monster. After each battle,  
feel free to heal yourself or even return to town to do some shopping.  
Should you kill the monster on the top floor, you will receive a red  
Summon Materia (Leviathan).

+++++  
7. PLAYING THE GAME  
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=====  
TERMINOLOGY  
=====

Certain notations and abbreviations are used in this FAQ. This is what  
they mean:

|       |                 |        |                   |
|-------|-----------------|--------|-------------------|
| S     | Square Button   | L1     | Front Left Shift  |
| X     | X Button        | L2     | Back Left Shift   |
| O     | Circle button   | R1     | Front Right Shift |
| T     | Triangle button | R2     | Back Right Shift  |
| START | Start Button    | SELECT | Select Button     |

B#/# - Indicates the Break Level and which one to use (i.e. Red 13's  
B2/2 would be the Stardust Ray, while Barrett's 3/1 would be his  
Satellite Beam.

Field - Any area aside from the World Map. Towns, caves, dungeons, power  
plants, and so on are all considered 'field' areas.

World Map - The 3-d overhead world in which you can travel to towns and other locations, and activate the map. When first starting the game, you will not reach the 'World Map' area until a good part of the first disc has been completed. This is also referred to as the 'outer world' or 'overworld' throughout this FAQ.

A note on Materia: Since I was able to get many of the correct names for new revisions, I've replaced the names of materia, spells, etc. with their proper names. However, in most cases I won't list the spell in particular but the Materia you should use (i.e. Honou <materia> instead of Faiga <spell>). This means that you should use the highest level that you have (or the one that suits you the best).

=====  
STARTING / SAVING THE GAME  
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After inserting the disc you're currently on, watch the intro or bypass it by pressing START. Then, choose NEW GAME to start from the beginning (you'll need to have Disc One entered), or choose the bottom option to continue a saved game. If you choose to continue, select SLOT 1 or SLOT 2 (depending on which slot your memory card is in). Then, select the saved file you wish to continue.

To save your game, you must be in the World Map or standing on a Save Point while in an Area Map (these are glowing blue circles with a rotating 'C' shape above them). Go to the main menu and choose SAVE, (the last option), then specify which memory card and which save slot you wish to use. If all the slots are full, you will get a message telling you that you cannot save. A note on Save Points; you can also (in most cases), use the PHS system to change members while standing on a Save Point.

=====  
CONTROLLER FUNCTIONS  
=====

The default settings of the PSX controller are:

- CONTROL PAD - Moves your character in eight directions. Also used to move the cursor during menu screens and to highlight enemies/allies and options during battle.
- SELECT - Shows location of character on-screen using a cursor. In battle, this turns on/off the HELP window. In the World Map, it has the same effect as the START button.
- START - In the World Map, it displays/removes the map. During battles, it pauses the action.
- SQUARE (pink) - During battle, holding this button removes the Command window, making the Barrier gauges more visible. Switches between the Materia window and Equip window on the Menu Screen (providing you are in either of the windows).
- X (blue) - Cancels selections at the Shop screen. During battle, it cancels choices and during the Menu

screen, it cancels choices and closes the screen if no choices have been made. If not assigned an ability, this button cancels choices/returns you to the previous option during any other screen. When used in conjunction with the control pad, your character dashes while on the field. Dashing can be combined with L1 and R1 to run at an angle.

- TRIANGLE (green) - In the field, it opens the Menu screen. In the Menu Screen, it de-equips whatever Materia is selected if you are in the Materia window. In battle, it highlights whoever you want to fight next (assuming they have a full time bar).
- CIRCLE (red) - In the field, press it when near something to examine it or to talk to a person. This button is also used to pick up items, open treasure chests, and latch onto ladders and objects. It will select the items you wish to buy or sell at shops, and can be used to verify commands or perform an action (like opening a gate, running an elevator, etc.)
- LEFT ONE (L/1) - When held and used in conjunction with the control pad, your character walks at a 45-degree angle to his left. When selecting items or magic in the Menu Screen, it moves the view up a screen with each press. When selecting a character to check that person's Materia, magic, equipment, status, or Limit Break, pressing this button scrolls backwards through the characters according to their lineup.
- In the World Map, this button makes your character turn left while it is held down. If you are in overhead view, pressing this button returns you to ground-level view.
- LEFT TWO (L/2) - While in the World Map, switches the viewpoint from ground-level to overhead.
- RIGHT ONE (R/1) - When held and used in conjunction with the control pad, your character walks at a 45-degree angle to his right. When selecting items or magic in the Menu Screen, it moves the view down a screen with each press. When selecting a character to check that person's Materia, magic equipment, status, or Limit Break, pressing this button scrolls forward through the characters according to their lineup.
- In the World Map, this button makes your character turn right while it is held down. If you are in overhead view, pressing this button returns you to ground-level view.
- RIGHT TWO (L/2) - While in the World Map, switches the viewpoint from ground-level to overhead.

Other Commands:

L1 + R1 - During battle, makes you run away if held down for a while. Doesn't always work.

L1 or R1 - Selects between a single target or all targets during battle when using magic/Materia (assuming you have an All Materia working in conjunction with whatever spells/Materia are equipped). You can also do this by press Left or Right on the controller.

L1 + L2 + R1 + R2 - Resets the game. Doesn't work during battles.  
+ SELECT + START

Note that these are the default settings: they can be changed in the Menu Screen. Additional button commands (for vehicles, games, etc.) are listed throughout the FAQ's walkthrough section.

=====  
BATTLES  
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There are two ways to enter a battle. The most common way is to be randomly attacked while exploring the World/Area map screen. You will also fight boss battles, which aren't random and occur only after a certain event.

When the battle starts, the camera will move inwards for a better view (it switches constantly during battles, but you can set it to remain stationary in the Configuration screen located in the Main Menu). The enemies will be on the left, and your characters appear on the right (usually). Depending on a person's Speed, either you or the enemy will attack first (not the whole party, just a single character). The object of battle is to kill all your enemies without getting killed yourself. A battle ends when either side has died, or if the enemy or your party runs away.

To the left on the Battle Menu window is the word NAME. Underneath this appears the names of the three characters currently in your party. Next to that is the word BARRIER. Beneath that is a double-gauge that informs you how long your barrier (vs. physical attacks), or mabarrier (vs. magic attacks) will last. Note that they are only full if you have a type of barrier Materia equipped and in use.

To the right of that is the word HP. This shows the current/total amount of HP each character possesses using both numbers and a bar. If you have few HPs left, the numbers turn yellow. And if your status has been changed (i. e. you are poisoned), the total amount of HPs is replaced by the name of your status condition. Depending on the amount of HPs remaining and the type of status you have, your character may fall to one knee or crouch on the ground to show that he is weakened. Farther to the right is the word MP. Below that is the current amount of MPs each character has, represented in both number and bar format. If you are low on MPs, the numbers turn yellow. If you die, your HP and MP numbers are shown in red. Finally, on the far right are two bars.

The first bar is the Limit bar. As you are attacked, this bar increases proportionate to the damage received. When it is full, it will flash rapidly. During this time, you can use your Limit Break attacks instead of fighting (described later on), and your agility is increased. If you don't use your Limit Break when a battle ends, it is carried into the next battle. If you don't use your Limit Break for several rounds during

a battle, it empties slightly (but can be refilled). Choosing to be attacked by yourself or your friends, or being attacked by a confused friend will not increase your Limit bar.

The last bar is the Time bar. It increases proportionate to a person's Speed rating. When it is full, it flashes orange, and you are now able to choose a command (this is also signified by the yellow, pyramid-shaped icon that appears over the person's head and their name, which flashes between white and gray). When it is not full, you cannot control that character.

When a person's Time bar maxes out, the Command Window appears, covering the Barrier gauges (they can be uncovered by holding the S button). The first option is Attack (one enemy or one friend). If your Limit Bar is full, then it is replaced with a rainbow-colored font and you cannot Attack but can use Limit Breaks. The next option is Magic (assuming your character knows magic/has a Magic Materia equipped). This allows you to select a magic spell to use, providing you have the proper number of MP's left. The third option is usually blank, unless you have a Command Materia equipped. When such Materia are in use, this option can be many things: Steal, Throw, etc. The fourth option is Item, and it allows you to use your inventory of unequipped items on yourself or against an enemy. Note that you cannot equip or de-equip items or Materia during battle. Depending on the number of Materia equipped, you may have more than four options available, in which case the Command Window will expand.

At any time while the Command Window is shown and you haven't yet made a selection, you can press right (then the O button) to guard. You can't attack while guarding (which lasts the whole round), but any damage inflicted on you is halved. Likewise, pressing left (then the O button) makes you change rows. This takes a whole round and you can do no other action while changing. Characters in the front row inflict and receive more damage, while characters in the back inflict and receive less damage (you can also change row position in the Menu Screen; changing position during battle isn't permanent).

There are several ways to attack or get attacked. The method chosen when entering a battle is somewhat random, but your abilities and statistics can change the outcome:

- |                           |                                                                                                                                                                                                                                                                                                                                            |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| nothing (Attack)          | The standard you-versus-them setup. Priority is determined by Speed.                                                                                                                                                                                                                                                                       |
| xxxx NO CHANCE (Chance)   | The enemies will have their backs turned and you can all attack, run, or perform any other command without being attacked for the first round only.                                                                                                                                                                                        |
| BAKKUATAKKU (Back Attack) | You have your backs turned to the enemy, who is on the right. Not only are your rows reversed (front to back/back to front), but the enemy gets to attack first without you being able to do anything about it for the first round only. Note that Materia that work automatically (like Guard and Counter), will still function normally. |
| SUIDOATAKKU (Side Attack) | You appear on either side of your enemy. Although you can't use the CHANGE command, this method prevents the enemy from turning his full attention to all characters and lets you attack from the front and behind.                                                                                                                        |

(Ambush) Your enemy attack on either side. You cannot use the CHANGE command, and it is impossible to direct an attack or spell towards all enemies. Your foes can make both front and back attacks. Keep in mind that it is very important whether or not you are facing your opponent--your attacks/limit breaks/magic won't hit enemies who are behind you.

#### RUNNING

Normally, you can run away from an enemy party, but not always. If you can't run away, a message will tell you so and holding L1 and R1 will have no further effect. Unless fighting a boss (who you can never run away from), you can almost always run from an Initial Attack (first round only) or Side Attack formation. You cannot run from a back attack for the first round, and you must be facing toward your enemy in order to run away (since you run in the opposite direction). If ambushed, you cannot run unless you kill all the enemies on one side of you and are facing toward your foes (for the same reason listed above). When you run away, the battle ends, but you gain no money, AP, or EXP. Also, you can be attacked while running and it may take anywhere from a second to several minutes to escape a battle, (if it is possible to do so). You can select and confirm commands while trying to escape (in which case you will stop running to attack, use an item, etc.), but you won't run away while doing such things.

#### OTHER SITUATIONS

While the game is paused during battle, you can do nothing but remove the Command Window (if it is showing) by holding the S button. While a character is summoning a monster, you can build up your Time bar and select commands, but not confirm them (this includes running). During enemy actions and some of your own actions, the 'Time' message changes to 'Wait' and your bars won't fill until either you or the enemy finish doing whatever caused the 'Wait' status in the first place.

#### END OF THE BATTLE

If you lose a battle (the enemy is able to reduce your party's HP to zero via attacking, magic, etc.), the game ends. You must start over from your previously saved game. If you win the battle (by reducing all enemies' HP to zero via attacking, magic, etc.), then a screen appears showing you how many EXP and AP points you've gained. Pressing O calls up another screen where the amount of GP (gold) you've won is shown, and you have the option of taking items from your fallen foes (if they had any items). Once the battle is over, you are returned to your current location on the field.

=====  
LIST OF STATUS CHANGES  
=====

It's possible to have your status changed while not fighting, but most status changes occur during combat. They include:

#### AYATSURU (Controlled/Manipulated)

|            |                                                        |
|------------|--------------------------------------------------------|
| Appearance | Character flashes blue and faces in opposite direction |
| Effect     | Character is controlled by the enemy                   |
| Duration   | Variable                                               |

Remedy Successful physical attack from friend or foe

#### BAASAKU (Berserk)

Appearance Character's skin is red  
 Effect Character automatically fights using physical attacks, however, Attack Power is raised  
 Duration Battle  
 Remedy Almighty potion or Esuna magic

#### BARIA (Barrier)

Appearance Shield appears when physically attacked; Barrier gauge is filled (to a degree)  
 Effect Physical damage from enemies is reduced  
 Duration Until gauge runs out  
 Remedy Debaria magic

#### CHINMOKU (Silence)

Appearance "....." word bubble appears over head  
 Effect Cannot cast magic or summon monsters  
 Duration Battle  
 Remedy Echo Smoke, Almighty potion, Esuna magic

#### CONRAN (Confusion)

Appearance Character spins around and around  
 Effect Character is uncontrollable and will attack or cast magic on both friends and foes  
 Duration Battle; or until physically attacked  
 Remedy Almighty potion, Esuna magic

#### CONDEMNED

Appearance Counter appears over person's head  
 Effect Character dies when counter hits zero  
 Duration Battle; or until counter reaches zero  
 Remedy Finish/escape from battle before your time is up (ha ha ha)

#### CRITICAL

Appearance Character is kneeling, HPs are shown in yellow  
 Effect None  
 Duration Until character dies or is healed  
 Remedy Kaifuku, Heal Potion, etc.

#### DEATH

Appearance Character is lying face down  
 Effect Character does nothing (he/she's dead)  
 Duration Forever  
 Remedy Phoenix Tail, Reizu magic, or go to an inn

\* Dead characters receive no EXP or AP should their teammates win the battle for them.

#### DOKU (Poison)

Appearance Character kneels and flashes green  
 Effect Lowers HP each turn  
 Duration Battle

Remedy Dokikesu or Almighty potion, Poizona magic

#### HEISUTO (Haste)

Appearance Character moves faster  
Effect Time bar increases twice as fast  
Duration Battle  
Remedy Slow or Stop magic

#### IKARI (Anger)

Appearance Limit gauge is colored red  
Effect Amount of damage received doubles, Hit Rate decreases,  
and Limit gauge fills faster  
Duration Battle  
Remedy Chinseizai

#### KANASHII (Sadness)

Appearance Limit gauge is colored blue  
Effect Character's physical attacks do less damage; Limit  
gauge fills slower  
Duration Until healed  
Remedy Koufunzai

#### KURAYAMI (Dark)

Appearance Character flashes black  
Effect Hit Rate is dramatically reduced  
Duration Battle  
Remedy Eye Drops, Almighty potion, Esuna magic

#### MABARIA (Mabarrier)

Appearance Magic shield appears when magic is cast on that  
character; Mabarrier gauge is filled (to a degree)  
Effect Reduces the effects of magic cast on that character  
from friends or foes  
Duration Until gauge runs out.  
Remedy Debaria magic

#### MEGABARRIER

Appearance Mega shield appears when a character is hit by  
physical attacks or has magic cast upon him; both  
gauges are filled  
Effect Reduces effectiveness of physical attacks and magic  
spells directed towards the shielded person  
Duration Until gauges run out.  
Remedy Debaria magic

#### MINIMAMU (Minimum)

Appearance Character shrinks, becoming very small  
Effect Attack/Defense Power is lowered greatly; almost all  
attacks cause only 1 point of damage (even magic  
spells or attacks that can be affected by Materia)  
Duration Battle  
Remedy Minimum magic, Magic Hammer

#### MUTEKI (Invincible)

Appearance Characters flash yellow\*

Effect Character cannot lose HP or be killed  
Duration Only a few rounds  
Remedy None

\* Not if you become invincible using the 'Shield' spell.

MAHI (Paralysis)

Appearance Character doesn't move  
Effect Character does nothing  
Duration Variable  
Remedy Almighty potion, Esuna magic

REJIENE (Regeneration)

Appearance None  
Effect Character gains back lost HP each turn  
Duration Battle; or until spell/item's duration ends  
Remedy None

RIFUREKU (Reflect)

Appearance  
Effect Reflects all magic cast upon character by friend  
or enemy  
Duration Variable  
Remedy Dispel magic

SEKIKA (Petrify)

Appearance Character has gray skin and doesn't move  
Effect Character does nothing  
Duration Battle  
Remedy Golden Needle, Almighty potion, Esuna magic

\* Petrified characters will not receive EXP or AP should their teammates win the battle for them.

SLOW PETRIFYING

Appearance Character flashes white while counter appears over head.  
Effect Causes PETRIFICATION (see above)  
Duration Battle; or until petrification occurs  
Remedy Golden Needle, Almighty potion, or Esuna magic

SUIMIN (Sleep)

Appearance Character kneels and 'ZZZs' rise from body  
Effect Character does nothing  
Duration Battle; or until physically attacked  
Remedy Almighty potion, successful physical attack from friend or foe

SUROU (Slow)

Appearance Character moves slower  
Effect Time gauge fills slower  
Duration Variable  
Remedy Haste magic

SUTOPPU (Stop)

Appearance Character doesn't move

|          |                                                 |
|----------|-------------------------------------------------|
| Effect   | Character does nothing; Time gauge doesn't fill |
| Duration | Variable                                        |
| Remedy   | Dispel                                          |

TODOO (Toad)

|            |                                                                                |
|------------|--------------------------------------------------------------------------------|
| Appearance | Character looks like a toad                                                    |
| Effect     | Attack/Defense Power is lowered, cannot use any magic other than 'Toad' magic* |
| Duration   | Battle                                                                         |
| Remedy     | Toad magic, Otome no Kissu                                                     |

\* If you tried to cast magic or summon a creature and got turned into a frog, no MP is lost (and you can still summon the following round). However, if you tried to Throw an item, that item isn't even thrown but is still lost forever. Also, all flying enemies are immune to this status ailment.

Your status condition is usually always shown at the bottom of the screen, over the 'MAX HP' section in red letters. If you have more than one change (i.e. you are poisoned and slowed), then the condition message will constantly change back and forth.

=====  
WORLD MAP AND THE AREA MAP  
=====

While in the World Map, you can show, enlarge, or hide the Map by pressing Start or Select repeatedly. When you get them, the river-crossing Vehicle and Cid's Airplane are represented as green and blue dots, while the submarine is shown as red oval and the airship 'Highwind' is a white dot. Here in the 3-d 'overworld', you can travel through forests, plains, and fields in search of towns, caves, towers, and castles. As in previous Final Fantasy games, mountains, rivers, and oceans are impassable while walking, but may be traversed using other means, such as vehicles or special breeds of Chocobos. When you enter a 'location' (i.e. town or dungeon), you enter the area map and leave behind the World Map. No matter where you are on the World Map, you always run the risk of fighting battles.

Area maps are a series of static screen shots linked together to make up a location. Your freedom of movement is somewhat limited in these areas. Most FMV sequences take place while in an area map. Aside from talking to people and fighting battles (depending on where you are), you can also find treasure chests, navigate through hidden passages, climb up ropes, activate switches and levers, or save your game at Save Points. With few exceptions, area maps are the only place where you'll find bosses.

=====  
VISITING TOWNS AND SHOPS  
=====

In towns, be sure to talk to the townspeople and investigate the buildings to get clues, items, etc. There are, of course, shops in most of the towns, too. Shops sell anything from potions and weapons to bracelets and Materia orbs. In a shop, you're given three choices initially. The rightmost one is BUY. Choose the item you want to buy, then press left, right, up or down to confirm how many of that item you

want. The middle option is SELL. Choosing the left choice lets you sell items and weapons, while the right lets you sell your Materia. The third option is QUIT, and returns you to the game.

```
=====
HAVING FUN
=====
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#### GOLD SAUCER'S BATTLE SQUARE

To play this game, go to the Battle Square and enter the main building. Talk to the lady by the righthand booth and she'll give you an option. Choose the top one to enter the Battle Arena, or the bottom one to decline. It costs 10 GP to enter the Battle Arena each time. Should you accept, you have to choose which character will fight by himself in the Arena.

Once inside the Arena, you have to fight 8 consecutive battles against randomly-picked sets of monsters. Fighting is done normally, and you can use anything you have equipped (weapons, spell materia, command materia, items, etc.) to attack your enemies with. Each time you finish a battle, you get the message 'GREAT!' and you're then told how many BP (Battle Points) you've won in that particular battle (it's on the right side of the window). You have two options; pick the left one to keep fighting or the right one to give up and leave the Arena.

If you choose to keep fighting, a slot machine appears prior to your next bout and you have to press 0 to stop the wheel. Whatever you land on will have a significant effect upon you as soon as the next battle starts. However, most of these conditions can be remedied by using items, and some (such as Minimum) won't even affect you if you're wearing an accessory that protects you from that type of status ailment. Below is a list of many of the various results you may land on\*:

|            |   |                                         |
|------------|---|-----------------------------------------|
| Poison     | - | 'Poisoned' status.                      |
| Frog       | - | 'Toad' status.                          |
| Mini-Cloud | - | 'Minimum' status.                       |
| Red Orb    | - | Disables Red (Summon) Materia.          |
| Yellow Orb | - | Disables Yellow (Command) Materia.      |
| Green Orb  | - | Disables Green (Magic) Materia.         |
| Purple Orb | - | Disables Purple (Independent) Materia.  |
| Blue Orb   | - | Disables Blue (Combination) Materia.    |
| Five Orbs  | - | Disables all Materia.                   |
| Ring       | - | Disables accessories.                   |
| Bag        | - | Disables items.                         |
| Lucky 7    | - | Luck is cut in half.                    |
| Boots      | - | Speed is cut in half.                   |
| HP & MP    | - | Max HP and MP is halved.                |
| MP Sign    | - | Max MP is halved.                       |
| MP Zero    | - | Max MP is reduced to 0.                 |
| Sword      | - | Attack power is lowered.                |
| Bracelet   | - | Your defense is lowered.                |
| Stopwatch  | - | Time bar takes x30 longer to max out.   |
| Lv. Down   | - | This lowers your level by 5, 10, 15.... |
| Cure       | - | Gain back 9999 HP.                      |

\* Of course, it is possible to cheat. For example, if your Magic materia have been disabled but you just used Monomane after casting a magic spell, you can mimic yourself to still use that spell. Or if you have Nageru combined to a Command Counter materia and your items are disabled, you will still hurl one of your throwable items.

Each time you choose to keep fighting, yet another bar appears on the slot machine. And because the eight battles are continuous, you'll keep whatever ailment you landed on in the last battle (unless you cured it), and get another ailment as well, making the battles progressively harder as you suffer from more and more handicaps.

You do not gain AP, EXP, or gil for fighting in the Battle Arena. You can't learn enemy skills, either, even if you proceed to win all eight battles. You can steal or henka enemies to get items, but that's it. Using Limit Breaks in the Arena won't deplete your Limit bar when the battles are over, though. Your fighting spree ends if:

- You win all 8 battles.
- You choose to give up after completing a battle.
- You cast Escape on yourself or use an item that has a similar effect.
- You run away :)
- You are killed during the course of the battles :(

Unless you're killed or run away, you will keep all the Battle Points that you've earned from each fight. What's more, you can continuously enter the Battle Arena (providing that you have enough GP) and fight over and over to pick up even more Battle Points. However, you lose all your BP if you leave the Battle Square, so you have to get the number of points you want in one trip. You can trade in the Points you've earned for prizes by going to the machines on the left or right side of the entrance and examining them. The following chart appears if you have enough BP to purchase something:

#### BATTLE SQUARE PRIZES - DISC ONE

| NAME              | COST   | EFFECT                             |
|-------------------|--------|------------------------------------|
| Phoenix Tail      | 100 BP | Item                               |
| xxx (Almighty)    | 200    | Item                               |
| Mimetto Veggie    | 400    | Item                               |
| Enemy Attract     | 800    | Independent Materia                |
| xx Feather        | 1600   | Accessory                          |
| S Main            | 3200   | Item                               |
| Advance Attack    | 6400   | Independent Materia                |
| Speed             | 12800  | Independent Materia                |
| Champion Belt     | 25600  | Accessory                          |
| Chokyubushinhazan | 51200  | Cloud's Level 4 Limit Break Manual |

#### BATTLE SQUARE PRIZES - DISC TWO AND DISC THREE

| NAME              | COST   | EFFECT                             |
|-------------------|--------|------------------------------------|
| xxx (Almighty)    | 100 BP | Item                               |
| Enemy Attract     | 250    | Independent Materia                |
| Bomb no xx        | 500    | Item                               |
| Advance Attack    | 1000   | Independent Materia                |
| Reigen Veggie     | 2000   | Item                               |
| Speed             | 4000   | Independent Materia                |
| x no x            | 8000   | Item                               |
| Champion Belt     | 16000  | Accessory                          |
| Chokyubushinhazan | 32000  | Cloud's Level 4 Limit Break Manual |
| Double Summon     | 64000  | Command Materia                    |

You can buy as many of each item as you like if you have enough BP. Collect over 65000 BP and you can enter the URA Battle against Dio (NSS).

CONDOR FORT: THE MINI-BATTLE GAME

While you can play this game at an early point in your quest, you'll have to play it (and win) if you want the game to progress once you reach Disc Two. What's written here are brief instructions and a simple strategy for winning; the game relies heavily on instructions which I (of course) can't understand. The object of the game is to prevent the enemy from taking your land (this is indicated by a pink bar to the left of the screen), and to wipe your foes out before they finish you off. Your guys are blue; the enemy's force is red.

In the beginning, you'll be in control of a cursor and there are no enemies on the screen. You can use this time to place your allies before the battle begins (while you can place icons during the battle, it's easier to start off right now). You can only set people as far as the red line; if you can't place a person, a red X appears over the hand cursor. Placing icons costs money (gil). Remember, you can't place bad guys! The types and statistics of each icon (good and bad) are as follows:

#### STATS. OF THE GOOD GUYS

---

| NAME           | HP  | ATTACK | RANGE | COST | STRONG/WEAK VS     |
|----------------|-----|--------|-------|------|--------------------|
| Boulder        | 100 | 20     | 1~4   | 480  | n/a                |
| Triple Boulder | 150 | 30     | 1~5   | 1000 | n/a                |
| Catapult       | 100 | 18     | 1~5   | 480  | n/a                |
| Fire Catapult  | 120 | 25     | 1~6   | 600  | n/a                |
| Fighter        | 200 | 30     | 1     | 400  | n/a                |
| Attacker       | 180 | 25     | 1     | 420  | Beast / Barbarian  |
| Defender       | 220 | 35     | 1     | 440  | Barbarian / Wyvern |
| Shooter        | 160 | 20     | 1~3   | 520  | Wyvern / Beast     |
| Repairer       | 160 | 10     | 1     | 480  | n/a                |
| Worker         | 160 | 15     | 1     | 400  | n/a                |

#### STATS. OF THE BAD GUYS

---

| NAME         | HP  | STRONG AND WEAK AGAINST |
|--------------|-----|-------------------------|
| Beast        | 230 | Shooters / Attackers    |
| Wyvern       | 190 | Defenders / Shooters    |
| Barbarian    | 100 | Attackers / Defenders   |
| (enemy boss) | 250 | ???                     |

\* These guys can fly over obstacles, giving them more range.

The bad part about all this is that it cost real money (your money!) to play this game. So it's best that you stock up on gil before playing this game. To buy an icon, use the controller to select them and press O. Then choose where you want to place one and press O again. If you're placing a Catapult or Dropper, then you'll see a red circle or wedge-shape when you place them; this indicates their line of fire. Use the Control Pad to choose how you want them to attack the foe.

When you're ready, press X and choose the top option. The battle begins! Your controls work like this:

|         |                                                                                                                                                                   |
|---------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| O       | Accept a command. Place the cursor over a character and place this button and you'll be given an option; see the list of icons to see what options are available. |
| X       | Decline a command                                                                                                                                                 |
| L1 / L2 | Decrease the speed of the battle                                                                                                                                  |
| R1 / R2 | Increase the speed of the battle                                                                                                                                  |
| Start   | Pause/unpause the game                                                                                                                                            |
| Select  | Show/hide instruction screen (big help, that one...)                                                                                                              |

Pad Moves cursor/put over ally or foe to see their statistics and the direction they're heading in.

Every time one of your icons finishes walking, enters battle, or is killed, you will be asked if you want to give them a new command. Press O to accept, or X to decline.

#### ICON OPTIONS

---

Boulder TOP OPTION - RANGE CHANGE. You can redirect Triple Boulder either type of droppers' line of fire. BOTTOM OPTION - DISMANTLE. The dropper is destroyed.

Catapult TOP OPTION - RANGE CHANGE. You can redirect Fire Catapult either type of catapult's line of fire. BOTTOM OPTION - DISMANTLE. The catapult is destroyed.

Fighters OPTION - WALK. Pick where you want any of the Defenders three icons to move to and press O. If they Shooters can't walk to a certain location, an X appears over the cursor.

Repairer OPTION - WALK. Works just like the WALK command explained above.

If you make a Repairer walk near a damaged Catapult, Fire Catapult, Boulder, or Triple Boulder, he can repair them (give them back HPs). Surprisingly, these guys can fight, (NSS) and they're not so bad, either.

Worker TOP OPTION - WALK. Works just like the WALK command explained above. BOTTOM OPTION - BOMB. Creates a bomb that explodes when enemies approach.

The 'Dismantle' command for the catapults and droppers may seem useless, but once an enemy force has passed beyond the range of one of these icons, they are useless. To free up space for more icons, (you can only have 20 at a time, remember?) you'll want to use this ability.

Basically, the battle is fairly automatic. People attack when close, the catapults and droppers fire continuously. All you have to do is move, replenish, and place new members. The battle ends when the 'land taken' meter maxes out (i.e. they reach the little brown hut) and you can win the battle by destroying all the enemies. Including the boss who shows up when most of the enemy force is defeated, there are about 40 enemies in total, who climb up the screen in a more or less steady, continuous wave. If you've played FF3, this feels a little like those 'mass-crazy-fight-till-you drop battles', but without the rush of adrenaline that usually accompanies such a fight.

#### STRATEGY

Hope you have some money. Start by placing Triple Boulders at the top of each path and angle their line of fire to follow the path (that's 4). Then, buy another one and place it at the main junction and make it fire straight forward. Now, purchase four Fire Catapults and place them at the bottom of the paths, as close to the red line as you can. Angle

their line of fire to hit where the Triple Boulders can't. If you can spare the gil, place two more just a little ways south and to either side from the main Triple Boulder for added protection. Still with me? Place some Defenders and Attackers down at the bottom, then place a whole bunch of Fighters, Attackers, and Defenders at the top of the screen. Last, stick in some Shooters in hard-to-reach areas where they can pelt the enemy. As your installments are destroyed/killed, all you have to do is place new ones.

If you have a `_lot_` of cash, then just go crazy with the Triple Boulders and keep placing new ones (since they'll instantly fire). If the enemy gains too much ground, start amassing forces of Defenders and Attackers to take your opponents out and defend your installations. The boss is easy to kill since he's slow and shows up when there's not a lot of people left (leaving him all buy himself). Just gang up on him with Defenders and Fighters, and if you've placed them earlier, try to steer him towards the Bombs that the Workers can lay.

=====

NAME YOUR CHARACTER

=====

Every time you get a new companion (or capture a Chocobo from Disc 2 onwards), you can name it. The 'naming' screen appears whenever you're able to name someone/something, and it works like this:

You can use X to move back a space and O to select the letter/symbol. Ll and Rl can be used to toggle between the three alphabets at will. The list of options to the right are:

HIRAGANA (Cursive) - Brings up the hiragana-style alphabet.  
 KATAKANA - Brings up the katakana-style alphabet.  
 EISU (English) - Brings up the English alphabet.  
 SUPEESU (Space) - Moves the name cursor one space forward.  
 SAKUZYU (Erase) - Erases character in previous space.  
 KESUTEI - Confirms name and returns to the game.  
 DEFORUTO (Default) - Replaces with character's default name.

Below is a list of the three 'alphabet' charts so that you can spell out a name in whatever style you want.

-----

HIRAGANA CHART

-----

|    |    |    |    |    |    |     |    |    |    |
|----|----|----|----|----|----|-----|----|----|----|
| A  | I  | U  | E  | O  | a  | i   | u  | e  | o  |
| KA | KI | KU | KE | KO | GA | GI  | GU | GE | GO |
| SA | SI | SU | SE | SO | ZA | ZI  | ZU | ZE | ZO |
| TA | TI | TU | TE | TO | DA | DI  | DU | DE | DO |
| NA | NI | NU | NE | NO |    |     |    |    | ~  |
| HA | HI | HU | HE | HO | BA | BI  | BU | BE | BO |
| MA | MI | MU | ME | MO | PA | PI  | PU | PE | PO |
| YA | YU | YO | ya | yu | yo | tsu |    | ,  | .  |
| RA | RI | RU | RE | RO | WA | WO  | N  | !  | ?  |

|                    |                    |
|--------------------|--------------------|
| SI can also be SHI | TI can also be CHI |
| ZI can also be JI  | TU can also be TSU |
| HU can also be FU  | DU can also be DZU |

tsu works in a manner opposite of the other 'lowercase' characters (see below for details). The character proceeding it remains unchanged, but the combination is spelled either with or without

the 'tsu' (like KUTSU). The 'combined' characters are then sounded as if it were just one character.

- NO, written in hiragana, is always used to separate words. I don't know the actual meaning of NO, but I think it's used to show a property of something. For instance, HONOO NO YUBIWA means 'Flame Ring', although the literal translation is 'flame NO ring'. EREMESU NO KUTSU means 'Hermes' Shoes', although the literal translation would be 'hermes NO shoes'. See what I'm getting at?
- In hiragana, capitalizations have no meaning. I'm only using capital and lowercase letters to differentiate between the different types. The lowercase characters (a, i, e, u, o, ya, yu, yo), when preceded by a capital character, are joined together.
- For example, JYANPING is actually written JIyaNPING (at least in romaji). This is because the last 'letter' in the character JI is replaced by the lowercase character 'ya'.
- Although they look different, the japanese-style period and comma mean the exact same thing as they do in English.

#### KATAKANA CHART

|    |    |    |    |    |    |     |    |    |    |
|----|----|----|----|----|----|-----|----|----|----|
| A  | I  | U  | E  | O  | a  | i   | u  | e  | o  |
| KA | KI | KU | KE | KO | GA | GI  | GU | GE | GO |
| SA | SI | SU | SE | SO | ZA | ZI  | ZU | ZE | ZO |
| TA | TI | TU | TE | TO | DA | DI  | DU | DE | DO |
| NA | NI | NU | NE | NO | [  | ]   | (  | )  | -- |
| HA | HI | HU | HE | HO | BA | BI  | BU | BE | BO |
| MA | MI | MU | ME | MO | PA | PI  | PU | PE | PO |
| YA | YU | YO | ya | yu | yo | shi | VA | .  | .. |
| RA | RI | RU | RE | RO | WA | WO  | N  | :  | /  |

SI can also be SHI                      TI can also be CHI  
 ZI can also be JI                        TU can also be TSU  
 HU can also be FU                        DU can also be DZU  
 VA can also be VI or VE                .. is an ellipsis (...)

. is used to divide a first and last name. It's not a period (that's in the hiragana alphabet).

-- means to extend the last sound (always a vowel). So KANASHI-- would be KANASHII since you added a -- after SHI.

shi means to repeat the next sound (always a consonant). So MIMeshiTO would be MIMETTO since you added a shi before TO.

- In katakana, capitalizations have no meaning. I'm only using capital and lowercase letters to differentiate between the different types. The lowercase characters (a, i, e, u, o, ya, yu, yo), when preceded by a capital character, are joined together.
- For example, RIyu is actually written RYU (at least in romanji). This is because the last 'letter' in the character RI is replaced by the lowercase character 'yu'.
- Also, if you want to get a WI sound (as in 'wizard') then you'd write out a large 'U' and a small 'i'. Just like VA, it would seem that this pairing can also be used for WE or WA.

-----  
EISU CHART  
-----

|   |   |   |   |   |   |   |     |     |      |
|---|---|---|---|---|---|---|-----|-----|------|
| A | B | C | D | E | F | G | H   | I   | J    |
| K | L | M | N | O | P | Q | R   | S   | T    |
| U | V | W | X | Y | Z |   | .   | a   | b    |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7   | 8   | 9    |
| * | % |   |   | & |   |   | hrt | arw | XIII |

hrt is a heart-shaped symbol

arw is an arrow-shaped symbol pointing right

XIII is the roman numeral 'XIII' (thirteen)

- If you need lessons in English, maybe you should go back to school.... :)

Well anyway, my knowledge of Japanese grammer isn't exactly the greatest, (since I learned it from playing this game!) so any corrections would be appreciated. Unlike most RPGs, you can make a character's name all blank spaces and the CPU will accept it (I wouldn't try it unless you're not too easily confused, though). Most of you guys will just use the English alphabet, but since the Japanese syllables are, you know, 'doubled', you can fit a pretty long name into only a few spaces.

```

+++++
8. MAIN MENU
+++++

```

At any time, press T to go to the Main menu. Here, you'll see portraits of the members of your party, and to the right of each portrait, the following stats:

```

Current level of experience (LV)
Current/maximum HP
Current/maximum MP
Amount of experience gained (top bar)
Maximum Limit Break Level
Amount of energy in the Limit Break gauge (bottom bar)

```

At the bottom of the screen is listed the amount of time you've spent playing, and beneath that, the amount of gil (currency) you're carrying. Beneath that is the name of your location. To the far right are ten commands that you can select and choose:

AITEMU (Item)

-----  
This screen shows the items you have. You can USE an item, ARRANGE your items in eight different styles, or view your KEY ITEMS (these commands are in order from left to right). Depending on the item you choose, you may be able to use it on you or your companions (choose with the pointer).

TSUKAU (Use) - Move the cursor to select and use an item.  
SEITON (Put in Order) - Arrange the items in one of eight ways:

|                 |                                                                         |
|-----------------|-------------------------------------------------------------------------|
| ZIBUNDE         | - Do-it-yourself.                                                       |
| FIIRUDO (Field) | - Items usable while on the World Map/Field are at the top of the list. |
| BATORU (Battle) | - Items usable during a battle are at the top of the list.              |
| NAGERU (Throw)  | - Items that can be thrown (Nageru) are at the top of the list.         |

- SHURUI (Category) - Items are grouped by category (Weapons, Bracelets, Accessories, and Items).
- NAMAE (Name) - Items are sorted by name (using the Japanese alphabet).
- AAI - Items that you have the most of are at the top of the list.
- TSUKUNAI - Items that you have the least of are at the top of the list.

KIIAITEMU (Key Item) - Shows what Key Items you have. You can see an item's description by pressing O and moving the cursor.

#### MAHOU (Magic)

---

After choosing this command, choose the character whose magic you'd like to view. When the screen changes, highlight MAHOU to see what magic your character has equipped, SHOUKAN to see what summon materia he or she is wearing, or TEKI NO WAZA, to see what enemy skills are available (as long as that character is wearing a Teki no Waza materia). You can use the O button and the cursor to see descriptions of the spells and use the ones that are highlighted.

#### MATERIA (Materia)

---

After choosing this command, choose the character whose Materia you'd like to view. The top row shows Materia holders on your weapon, and the bottom shows holders attached to your bracelet. To the right of the weapon bar is this command:

TESIKA - lets you see how your battle screen for that person is set up.

To right of the bracelet bar are these commands:

- SEITON (Put in Order) - arrange your materia.
- SUBETE HAZUSU (Remove All) - unequip all your materia.
- SUTERU (Throw Away) - dispose of a materia.

#### SOUBI (Equipment)

---

After choosing this command, pick the character whose equipment you'd like to change. The top row changes your weapon, the second row changes your bracelet, and the third row changes any special items you have equipped. If you have other items that can be equipped, they're shown in the box to the right. In the top-left box, the number of Materia holders for that item is shown, and in the lower box, the benefit/loss of equipping a certain item will be shown (yellow is better, red is worse). Beneath the materia box, the AP growth for that item is shown (normal, none, x2 or x3).

#### SUTAATASU (Status)

---

The fifth option is STATUS. Choose the character whose status you want to see. Here, you see the same stats shown on the main screen, although the EXP and Limit Break bars are also shown in number format. On the left are a list of stats, they are, in order:

- CHIKARA Power
- SUBAYAI Speed

|          |                   |
|----------|-------------------|
| TAIRYOKU | Physical Strength |
| MARYOKU  | Magical Power     |
| SEISHIN  | Mind              |
| UN       | Luck              |

|                   |                  |                             |
|-------------------|------------------|-----------------------------|
| BOUGEKI RYOKU     | Attack Power     | - Power + Physical Strength |
| MEICHUU RITSU     | Hit Rate         | - Power + Speed             |
| BOUGYO RYOKU      | Defense Power    | - Physical Strength + Mind  |
| KAIHI RITSU       | Evade Rate       | - Speed + Luck              |
| MAHOU KOUGEKI     | Magic Attack     | - Magical Power + Mind      |
| MAHOU BOUGYO      | Magic Defense    | - Magical Power + Mind      |
| MAHOU KAIHI RITSU | Magic Evade Rate | - Magical Power + Speed     |

To the right is shown your character's commands in the battle screen, and below that is shown the weapon, bracelet, and special item name and the Materia they can hold. Pressing O while at this screen shows another screen where different attributes your character has are highlighted. I'm not too sure about the information that this screen presents to you, but the characters in gray are highlighted when you wear accessories and bracelets that affect the damage types. Although the column goes from left to right, I've converted it to top to bottom so that it will fit in this FAQ. The elemental damage types are:

1. HONOU (Flame)
2. REIKI (Ice)
3. IKAZUCHI (Lightning)
4. DAICHI (Earth)
5. DOKU (Poison)
6. JUURYOKU (Gravity)
7. MIZU (Water)
8. KAZE (Wind)
9. SEI (Holy)

This list is repeated four times. Beneath it is a larger list containing two rows that is repeated twice. It has also been formatted to fit in this FAQ. The status conditions are shown below (but the japanese words and translations are not exact):

- |     |          |             |        |                   |
|-----|----------|-------------|--------|-------------------|
| 1.  | SHI      | (Death)     | x      | (Slow Petrifying) |
| 2.  | x        | (Critical)  | x      | (Petrifying)      |
| 3.  | NEMU     | (Sleep)     | x      | (Regeneration)    |
| 4.  | DOKU     | (Poison)    | x      | (Barrier)         |
| 5.  | KANASHII | (Sadness)   | x      | (Mabarrier)       |
| 6.  | IKARI    | (Anger)     | x      | (Reflect)         |
| 7.  | x        | (Confusion) | x      | (Megabarrier)     |
| 8.  | x        | (Silence)   | x      | (Condemned)       |
| 9.  | x        | (Haste)     | x      | (Controlled)      |
| 10. | x        | (Slow)      | x      | (Berserk)         |
| 11. | x        | (Stop)      | x      | (Invincible)      |
| 12. | KAERU    | (Frog)      | MAHI   | (Paralysis)       |
| 13. | SAISHOU  | (Minimum)   | ANKOKU | (Darkness)        |

If you check this screen and one of the symbols is lit up, that means that that particular type of damage is being affected by the item you're wearing (it does no damage, is halved, restores HP, etc.). If part of one of the lower lists is lit up, that means that that particular kind of status ailment is being affected by the item you're wearing. To see what kind of 'affect' is in place, you need only look at the blue characters to the far right. They are:

ZOKUSEI (Attribute) \_\_\_\_\_

- KOUGEKI (Attack) - Attacks hit with highlighted attribute.
- HANGEN (To Halve) - Damage from highlighted attribute is halved.
- MUKOU (No Effect) - Attacks that hit with the highlighted attribute have no effect on you.
- KYUUSHYUU (Absorb) - When hit, you will absorb the highlighted attribute and gain HP instead of losing it.

TSUIKA (Additional)

---

- KOUGEKI (Attack) - An attack you make also hits with the highlighted status ailment.
- BOUGYO (Defense) - In addition to damage you take during battle, you will defend yourself against the highlighted status ailment.

Special damage is damage that can't be defended against because it has no element type or traits (meaning that even with an accessory, Barrier, or Mabarrier equipped, it will still hit for full damage). I think the only way to protect against special damage is if you are invincible (via the Shield spell or Aerith's Breaks) but this may not be true.

TAIKEI (Organize)

---

After choosing this command, press the O button twice to switch a person between front and back row, or choose one character, than another, to make them switch position. The switch is permanent until you change it.

RIMETTO (Limit)

---

This screen shows you the same stats as on the main screen (minus the EXP bar). Your max Limit level and learned Limit Breaks are highlighted below. To the right are two commands.

SETTO (Set) - Choose what Limit Break level you want to use, as long as it's available. Choosing a new level will empty your Break meter, BTW. This is the left option.

TESIKA - Pick this and use the cursor to see descriptions of each Limit Break after picking the Break Level you want to view. This is the right option.

KONFIGU (Config.)

---

Choosing this command take you to the Configuration screen. There, you have the following options:

WINDOU KARAA (Window Color)

After selecting this option, choose a corner of the small window and adjust the amount of red, blue or green by using the control pad. To verify a color change, back up twice to the config. screen. You cannot return to the default color unless you enter it manually.

SEUNDO (Sound)

Pick between:

- Left: MONORARU (Monaural) - for monaural sound output.
- Right: SUTEREO (Stereo) - for stereo sound output.

### KONTOROORAA (Controller)

Pick between:

- Left: NOOMURU (Normal) - Use the default controller settings.
- Right: KASATAMU (Custom) - Customize the controller.

To customize your controller, highlight 'Custom' and press O. Then press Start. Now, use the cursor to move to the function you want to change and press the desired button to assign that function to the pressed button. The order of functions is:

- O = KISUTEI (Accept)
- X = KANSERU (Cancel)
- T = MENYUU (Menu)
- S = EXT (Extra)
- L1 = HIDARI 1 (Left One)
- R1 = MIGI 1 (Right One)
- L2 = HIDARI 2 (Left Two)
- R2 = MIGI 2 (Right Two)
- Select = HERUPU (Help)
- Start = PUUZU (Pause)

You can set the buttons to have any command, but you can't exit out of this screen if you try to give each button the same commands. Press LEFT when you are done setting the controller the way you want.

### KAASORU (Cursor)

Pick between:

- Left: SHOKI (Initial) - The cursor will always appear at the top of the Main Menu.
- Right: KIAKU - The cursor will appear on the sub-menu you last selected when it is opened.

### ATB (Active Time Battle)

Choose from:

- Left: AKUTIBU (Active) - Time is always running.
- Middle: ASUSUNU (Recommended) - Time stops during item or magic use.
- Right: WAITO (Wait) - Time stops when selecting items or magic (and their respective targets).

Even with Active Battle turned on, time still pauses during the use of a summon spell, certain enemy actions, and other various attacks.

### BATORU SUPIIDO (Battle Speed)

Press right to slow down the speed of battles, or left to increase it.

### BATORU MESSEEJI (Battle Message)

Press right to make a message during battle appear longer, or left to make it appear for a shorter period of time.

### FIIRUDO MESSEEJI (Field Message)

Press right to make a message spell out slower, or left to make it spell out faster.

### KAMERA ANGURU (Camera Angle)

Pick from:

Left: OOTO (Auto) - The camera will move around freely and focus on ally and enemy actions.

Right: KOTEI (Fixed) - The camera view stays in the exact position as when the battle first begins.

#### MAHOU NO NAROBİKATA (Magic Rank)

This option lets you set up your magic spell order (attacking, healing, and other, I suppose), in one of six setups. This doesn't seem to affect your list of spells, though, so I'm not too sure of this option's purpose.

|        |          |          |          |
|--------|----------|----------|----------|
| NO. 1: | Kaifuku  | Kougeki  | Kansetsu |
| NO. 2: | Kaifuku  | Kansetsu | Kougeki  |
| NO. 3: | Kougeki  | Kansetsu | Kaifuku  |
| NO. 4: | Kougeki  | Kaifuku  | Kansetsu |
| NO. 5: | Kansetsu | Kaifuku  | Kougeki  |
| NO. 6: | Kansetsu | Kougeki  | Kaifuku  |

KAIFUKU is for healing spells, KOUGEKI is for attacking spells, and KANSETSU is for 'indirect' spells, like Escape.

#### PHS (Party Hensei System)

-----  
In most cases, PHS is usable while standing on a Save Point or during any time while standing on the World Map. You don't have this option in the beginning, BTW. Choose the character you which to eject from your party and the person you want to join from the right (or vice versa). Keep in mind that you can't eject the leader of your party (usually Cloud), and in some cases, certain characters insist on going with you, so they can't be removed for the time being, either.

NOTE: Characters who aren't in your immediate party still gain levels! However, they only gain a small amount of EXP in relation to your party, so they tend to fall 3-5 levels behind if not used for a long time.

#### SEEBU (Save)

-----  
The last option. Pick it, then choose the Memory Card slot you want to use, then choose one of fifteen Save slots you want to save your game in. Choose the top option to save or the bottom option to not save. If no Memory Card is inserted or there's no more space, a message will tell you so.

+++++++  
9. APPENDIX  
+++++++

#### =====

#### TRANSLATIONS

#### =====

There are several places throughout the FAQ where I explained how I translated names, items, etc. from Japanese to English, but this section will (hopefully) explain the whole thing clearly.

First off: I don't know Japanese. I really don't. People e-mail me and want to know what this or that means in English, or why I spelled something wrong, and all I can say is...I don't speak, write, or read it, so there's not much I can do about insuring accuracy. Most of the



|                |                                                             |
|----------------|-------------------------------------------------------------|
| Phoenix Tail   | Target is revived with 1/10th HP                            |
| Dokukesi       | 'Poison' status is cured                                    |
| x no x         | 'Petrify' status is cured                                   |
| Virgin's Kiss  | 'Toad' status is cured                                      |
| Apprentice ?   | 'Minimum' status is cured                                   |
| Yamabikoenmaku | 'Sleep' status is cured                                     |
| Stimulant      | Causes 'Anger', cures 'Sadness'                             |
| Tranquilizer   | Causes 'Sadness', cures 'Anger'                             |
| Almighty       | Cures any status ailment                                    |
| Silent Smoke   | Escape from battle if used on allies or enemies             |
| Speed Drink    | Casts 'Haste' on one target                                 |
| xx no x        | Causes 'Mighty Guard' ?                                     |
| Vaccine        | Prevents status ailments ?                                  |
| Tendan         | Special damage/One/small blast                              |
| Bomb Fragment  | Special damage/All/fire wave                                |
| Bomb ?         | Special damage/All/big blast                                |
| x no xxx       | Casts 'Stop' on all targets                                 |
| xx no Kissu    | Casts 'Death' on all targets                                |
| Cloud/Spider ? | Casts 'Slow' on all targets                                 |
| Dream Powder   | Casts 'Sleep' on all targets                                |
| Siren ?        | Casts 'Silence' on all targets                              |
| Gong ?         | Casts 'Berserk' on all targets                              |
| Motowashigusa  | Casts 'Confyuu' on all targets                              |
| xx no x        | Casts 'Faira' on all targets                                |
| Fire ?         | Casts 'Faiga' on all targets                                |
| xx no x        | Casts 'Blizara' on all targets                              |
| Cold ?         | Casts 'Blizaga' on all targets                              |
| xxx no x       | Casts 'Sandara' on all targets                              |
| Ikazuchi x     | Casts 'Sandaga' on all targets                              |
| xx aîÿÿÿÿÿÿÿÿ  | Casts 'Quera' on all targets                                |
| xx aîÿÿÿÿÿÿÿÿ  | Casts 'Quega' on all targets                                |
| xxxx           | Casts 'Biora' on all targets                                |
| Moruboru no xx | Casts 'Bioga' on all targets                                |
| x no x         | Casts 'Cometeo' on all targets                              |
| Vampire ?      | User gains HP stolen from target                            |
| Ghost Hand     | User gains MP stolen from target                            |
| Bajirisukuno x | Use 'Petrify' against one target                            |
| x aîÿÿÿÿÿÿÿÿ   | Casts 'Barrier' on all targets                              |
| y aîÿÿÿÿÿÿÿÿ   | Casts 'Mabarrier' on all targets                            |
| xx ÿÿÿÿÿÿÿÿ    | Casts 'Riflek' on all targets                               |
| x Narutoochi   | Casts 'Dispel' on all targets                               |
| xx aîaîaîaî    | Smoke (wind attack on all targets                           |
| xx aîaîaîaîaî  | 'Aqua Breath' against all targets                           |
| aâa°aîaîaîaîaî | Casts 'Toad' on one target                                  |
| ÿÿÿÿÿÿÿÿÿÿ     | Casts 'Minimum' on all targets                              |
| Mokuyaku       | 'Dark' status is cured                                      |
| Fire Cocktail  | Fire damage/one/fire blast                                  |
| S Main         | Special damage/one/explosion wave                           |
| 203 Million x  | Special damage/one/fire cloud                               |
| Gravity ?      | Casts 'Gravite' on one target                               |
| xxx            | Casts 'Gravira' on one target                               |
| aaa°a°aß       | 'Dark' attack on one target                                 |
| a·a°aî         | Numb (Stop against one target                               |
| xx no x        | Thunder-type attack on all targets                          |
| xx no xx       | 'Smelly Breath' against one target                          |
| ÿ·ÿÿÿÿÿÿÿÿÿÿ   | C:* Speed, Stamina, & Kashiisa Up                           |
| ÿÿÿÿÿÿÿÿÿÿÿÿ   | C: Stamina Up                                               |
| ÿÿÿÿÿÿÿÿÿÿÿÿ   | C: none, but it can be used to obtain the Fuuin materia and |





|                    |                    |    |     |       |      |
|--------------------|--------------------|----|-----|-------|------|
| Ƴ-ƳÈƳÈƳ°Ƴ-Ƴó       | Gatling Gun        | 14 | 97  | 1s    | *    |
| ƳçƳµƳÈƳÈƳ-Ƴó       | Assault Gun        | 17 | 98  | 2c    |      |
| Ƴ-ƳàƳŦƳóƳŦ;¼Ƴè     | Cannon Ball        | 23 | 98  | 2c/1s |      |
| ƳçƳÁƳŦƳ-Ƴ·ƳŦ;¼     | Atomic Scissor     | 32 | 99  | 2c/2s |      |
| ƳŦ;¼ƳÈƳĐƳèƳ«Ƴó     | Hard Vulcan        | 39 | 100 | 4c    |      |
| ƳÁƳŦ;¼ƳóƳŦ;¼       | Chainsaw           | 52 | 100 | 4c/1s |      |
| ƳƳµƳ-ƳŦƳŦ;¼ƳŦ;¼    | Micro Razor        | 63 | 101 | 4c/2s | *2   |
| ƳÁ; ƳŦƳ-ƳàƳŦƳó     | A.M Cannon         | 77 | 103 | 6c    |      |
| Ƴ×ƳƳ·ƳóƳ-Ƴó        | Double Machine Gun | 30 | 100 | 3s    | APx2 |
| ƳÈƳÈƳèƳç;¼Ƴà       | Drill Arm          | 37 | 97  | 4s    | APx2 |
| ƳŦ;¼ƳÈƳŦƳÈƳĐƳ°;¼Ƴ« | Solid Bazooka      | 61 | 100 | 8c    |      |
| ƳŦ;¼Ƴ+ƳŦƳÈƳŦƳóƳŦ   | Rocket Punch       | 62 | 110 | none  |      |
| ƳŦƳŦƳŦ;¼ƳèƳóƳŦƳŦ   | Enemy Launcher     | 35 | 100 | 2c/3s |      |
| ƳŦƳµƳèƳĐƳóƳŦ;¼     | Pairubankaa        | 90 | 80  | 6c    | APx0 |
| ƳƳ-Ƴ·ƳƳàƳŦƳó       | Maximum Ray        | 97 | 98  | 6c    |      |
| ƳƳŦƳ·ƳóƳ°ƳŦƳç      | Missing Score      | 98 | 108 | 8c    | APx0 |

\* The Gatling Gun, Assault Gun, Cannon Ball, Hard Vulcan, A.M Cannon, Double Machine Gun, Sold Bazooka, Enemy Launcher, Maximum Ray, and Missing Score will all inflict the same amount of damage whether Barrett is in the front row or not, since they are projectile weapons.

\*2 You think 'reezaa' would be 'laser', but the actual weapon has a blade on it, so I translated it as 'razor'.

RED XII - COMBS

|                    |                  |    |     |       |      |
|--------------------|------------------|----|-----|-------|------|
| ƳƳŦƳ·ƳèƳèƳŦƳèƳŦƳ×  | Mithril Clip     | 24 | 100 | 2c/1s |      |
| ƳóƳàƳàƳóƳóƳçƳóƳó   | Giyamun Hairpin  | 33 | 102 | 2c/2s |      |
| Ƴ·ƳèƳĐ;¼ƳĐƳŦƳŦƳç   | Silver Baretta   | 40 | 110 | 4c    |      |
| ƳŦ;¼ƳèƳÈƳĐƳŦƳŦƳç   | Gold Baretta     | 50 | 104 | 4c/1s |      |
| ƳçƳŦƳƳƳóƳŦƳèƳŦƳ×   | Adamant Clip     | 60 | 106 | 4c/2s |      |
| ƳŦƳèƳŦƳçƳèƳŦƳ;¼Ƴà  | Crystal Comb     | 76 | 108 | 6c    |      |
| ƳƳ, ƳŦƳŦƳŦƳ;¼Ƴà    | Magic Comb       | 37 | 100 | 3s    | APx2 |
| Ƴ×ƳèƳŦƳÈƳĐƳŦƳŦƳç   | Platinum Baretta | 39 | 104 | 4s    | APx2 |
| Ƴ»ƳóƳÈƳŦƳèƳŦƳ×     | Battle Clip      | 58 | 108 | 8s    |      |
| αααααααα           | Kanzashi         | 57 | 120 | none  | *    |
| Ƴ»ƳèƳóƳŦƳ;¼Ƴà      | Seraph Comb      | 68 | 110 | 4s    |      |
| ƳŦƳÈƳóƳàƳŦƳŦƳó     | Behemoth Horn    | 91 | 75  | 6s    |      |
| ƳŦƳ×ƳèƳŦƳóƳŦƳèƳŦƳ× | Spriggan Clip    | 87 | 100 | 6c    |      |
| ƳèƳƳŦƳŦƳŦƳèƳà;¼Ƴó  | Limited Moon     | 93 | 114 | 8c    | APx0 |

\* The Kanzashi has the same attack power if Red 13 is in the front row or the back row (I don't know why).

AERITH - RODS

|                    |                      |    |     |       |      |
|--------------------|----------------------|----|-----|-------|------|
| ƳŦ;¼ƳÈƳŦƳŦƳŦ       | Guard Rod            | 12 | 99  | 1s    |      |
| ƳƳŦƳ·ƳèƳèƳŦƳŦƳŦ    | Mithril Rod          | 16 | 100 | 2c    |      |
| ƳóƳèƳàƳçƳèƳŦƳŦƳŦ   | Full Metal Rod       | 22 | 100 | 2c/1s |      |
| ƳŦƳÈƳèƳóƳŦƳŦƳŦƳŦ   | Strike Rod           | 32 | 100 | 2c/2s |      |
| Ƴ×ƳèƳ°ƳàƳŦƳŦƳŦ     | Prism Rod            | 40 | 105 | 4c    |      |
| ƳŦ;¼ƳŦƳèƳŦƳŦƳŦ     | Aurora Rod           | 51 | 110 | 4c/1s |      |
| ƳŦ;¼ƳŦƳŦƳçƳÈƳŦƳŦƳŦ | Wizard Rod           | 28 | 100 | 3s    | APx2 |
| ƳŦ;¼ƳçƳóƳŦƳŦƳŦƳŦ   | Confusion/Vizier Rod | 33 | 100 | 4s    | APx2 |
| ƳóƳçƳçƳè;¼ƳŦƳóƳè   | Fairy Tail           | 37 | 103 | 7s    | *    |
| ƳçƳóƳóƳŦƳŦ         | Umbrella             | 58 | 118 | none  |      |
| Ƴ×ƳèƳóƳŦƳŦƳŦ;¼ƳÈ   | Princess Guard       | 52 | 111 | 6c/1s | *2   |

\* If you think about it, 'Fairy Tail' would be 'fairy tale' get it? Ha, ha, ha...ahem.



|                 |    |     |    |      |
|-----------------|----|-----|----|------|
| Starlight Horn  | 88 | 102 | 8c |      |
| Marvelous Cheer | 95 | 110 | 8c | APx0 |

VINCENT VALENTINE - HANDGUNS

|               |    |     |       |      |
|---------------|----|-----|-------|------|
| Quicksilver   | 38 | 110 | 2c/2s | *    |
| Supasu        | 48 | 112 | 4c    |      |
| Landar        | 51 | 118 | 4c/1s |      |
| Raiatto       | 64 | 120 | 4c/2s |      |
| Winchester    | 73 | 120 | 6c    |      |
| Peacemaker    | 38 | 118 | 2c/1s | APx2 |
| Bantorain     | 48 | 124 | 4c    | APx2 |
| Long Barrel R | 66 | 255 | 8c    |      |
| xxxx          | 62 | 120 | none  |      |
| Sniper CR     | 42 | 255 | 4c    |      |
| Highbrow ST   | 97 | 120 | 6c    | APx0 |
| Auto Sighter  | 80 | 120 | 4c/4s |      |
| Death Penalty | 99 | 115 | 8c    | APx0 |

\* All of Vincent's guns strike for the same amount of damage whether he is in the front row or the back since he uses projectile weapons.

SEPHIROTH - LONG SWORDS

|          |                  |    |     |    |   |
|----------|------------------|----|-----|----|---|
| Masamune | Quick Blood Rain | 99 | 255 | 6c | * |
|----------|------------------|----|-----|----|---|

\* The materia description acts as if it had no holders. Interestingly enough, this weapon appears on the Item Select code with the same name, but with a handgun icon as if it were a weapon for Vincent. Vincent can't use it, but Sephiroth can although since he already starts with one, equipping it is sorta useless....

- ATK. - That weapon's Attack Power rating.
- HIT. - That weapon's Hit Rate.
- HOLDERS - The number of materia holders c for two combined and s for single holder. 'none' means there are no holders.
- NOTES - If that weapon affects the amount of AP earned x0, x2, x3.

| BRACELET NAME   | TRANSLATION     | DEF | EVD | MDF | MEV | HOLDERS    |
|-----------------|-----------------|-----|-----|-----|-----|------------|
| Bronze Bangle   | Bronze Bangle   | 8   | 0   | 0   | 0   | none       |
| Iron Bangle     | Iron Bangle     | 10  | 0   | 2   | 0   | 1s         |
| Titanium Bangle | Titanium Bangle | 14  | 2   | 4   | 0   | 2s         |
| Mithril xxx     | Mithril xxx     | 18  | 3   | 8   | 0   | 2c         |
| Carbon Bangle   | Carbon Bangle   | 27  | 3   | 14  | 0   | 2c/1s      |
| x no xx         |                 | 34  | 4   | 22  | 0   | 2c/2s      |
| x no xx         |                 | 46  | 4   | 28  | 0   | 4c *1      |
| Diamond Bangle  | Diamond Bangle  | 57  | 6   | 37  | 0   | 4c/1s      |
| Crystal Bangle  | Crystal Bangle  | 70  | 8   | 45  | 1   | 6c         |
| Platinum Bangle | Platinum Bangle | 20  | 0   | 12  | 0   | 2s APx2    |
| Rune xxx        | Rune xxx        | 43  | 5   | 24  | 0   | 4s APx2    |
| Age Coat ?      | Age Coat ?      | 50  | 0   | 33  | 0   | 7s         |
| Wizard Brace    | Wizard Brace    | 6   | 3   | 85  | 3   | 8c         |
| Adamant Bangle  | Adamant Bangle  | 93  | 0   | 23  | 0   | 2c         |
| Gigas xxx       | Gigas xxx       | 59  | 0   | 0   | 0   | 4c/1s APx0 |
| Imperial Guard  | Imperial Guard  | 82  | 0   | 74  | 0   | 6c         |
| Eijisu no xx    | Eijisu no xx    | 55  | 15  | 86  | 50  | 4c         |
| Force Brace     | Force Brace     | 74  | 3   | 100 | 3   | 4c/1s      |
| Warrior Bangle  | Warrior Bangle  | 96  | 0   | 21  | 0   | 4c APx0    |
| xxxxxxx         |                 | 30  | 0   | 0   | 0   | 2c/2s      |



|                    |                   |                                                          |
|--------------------|-------------------|----------------------------------------------------------|
| ±êãî»øîø           | Flame Ring        | No damage from flame                                     |
| îäµããî»øîø         | Ice Ring          | No damage from ice                                       |
| Ikazuchi ãî»øîø    | Thunder Ring      | No damage from lightning                                 |
| ¥Æ¥È¥É¥ã¥ì¥á¥ó¥¿¥ë | Tetra [4] Element | Absorb Flame, Ice, Lightning, and Earth                  |
| ¥» ¼¥Õ¥Á¥Ó¥Ã¥È     | Safety Bit        | Immune to Death, Slow Petrifying, Petrify, and Condemned |
| xãêãî xx           |                   | Automatic 'Berserk' in battle                            |
| x ãããî xx          |                   | Status Up ?, but you're Condemned in battle              |
| x ãêãî xx          |                   | Automatic 'Barrier' and 'Mabarrier' in battle            |
| ã¿ãàãîã¹ãº *3      | xxx Bell          | Regain HP with each step                                 |
| ¥ê¥Õ¥ì¥¯¥È¥é¥ó¥º   | Reflector Ring    | Automatic 'Reflect' in battle                            |
| ¿ããîxx             | Water ?           | Absorbs Water attacks                                    |
| xx ãî£øxx          |                   | Up ?                                                     |
| ¥Õ¥ã¥×¥î¥¯¥é¥ ¥ó   | Hypno-Crown       | Increases success rate of 'Ayatsuru' materia in battle   |

- \*1 This is the accessory that Sephiroth comes equipped with during Cloud's flashback.
- \*2 Please refer to the 'Playing the Game' and 'Main Menu' sections for more information on damage types and status changes.
- \*3 You regain 2 HP a step, whether you're in the World Map or in a 'rendered' area. You have to take actual steps (hold in a direction instead of tapping in a direction), not small ones. Because you take more steps when walking, you regain less HP (overall, not per step) when running.

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SHOPPING LIST

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This section is a list of each shop in the game and what you can purchase there. Going from left to right is: the type of shop, the name of the items they sell (in romanji), the price (always in gil, except for items sold at the Gold Saucer), the English translation of the item name (this may not be correct), and the type of item you're purchasing. This last column has several variations, which include:

- Bracelet - a bracelet anyone can wear. 'd' means 'Defense Power' and the number afterwards shows what your defense power will be changed to if this bracelet is equipped. Next to that is a number and a letter; this indicates the number of Materia holders and whether they are single (s), or combined (c).
- Weapon - a weapon. The name next to it indicates who can wield it. 'a' means 'Attack Power' and the number afterwards shows what your attack power will be changed to if this weapon is carried. Next to that is a number and a letter; this indicates the number of Materia holders and whether they are single (s), or combined (c). 'None' means that that weapon has no Materia holders.

Many of the Japanese names are incomplete and have an 'x' in them--that indicates a character that I couldn't translate. If I can't do a direct translation to English, I may list that item's effect or only have part of the translation written instead. Please note that most of this list was made using Disc 3; some shops may not sell the items included in this list the first time you go there, and some shops may

not be open or be available to you if you're using an earlier disc.

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MIDGAR - AREA 7 TOWN

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|                       |        |               |          |
|-----------------------|--------|---------------|----------|
| INN - TOP OF BUILDING | 10 gil |               |          |
| MATERIA SHOP          |        |               |          |
| Potion                | 50     | Item          |          |
| Phoenix Tail          | 300    | Item          |          |
| Poison Poppy          | 80     | Item          |          |
| Flame                 | 600    | Magic Materia |          |
| Cold                  | 600    | Magic Materia |          |
| Thunder               | 600    | Magic Materia |          |
| Recovery              | 750    | Magic Materia |          |
| WEAPON SHOP           |        |               |          |
| Iron Bangle           | 160    | Bracelet      | - d10 1s |
| Assault Gun           | 350    | Barett        | - a17 2c |
| Tendan                | 80     | Item          |          |

MIDGAR - AREA 5 TOWN

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|                      |       |      |  |
|----------------------|-------|------|--|
| INN - AERITH'S HOUSE | 0 gil |      |  |
| ITEM SHOP            |       |      |  |
| Potion               | 50    | Item |  |
| Phoenix Tail         | 300   | Item |  |
| Poison Poppy         | 80    | Item |  |
| Tent                 | 500   | Item |  |
| MATERIA SHOP         |       |      |  |

|          |     |               |
|----------|-----|---------------|
| Flame    | 600 | Magic Materia |
| Cold     | 600 | Magic Materia |
| Thunder  | 600 | Magic Materia |
| Recovery | 750 | Magic Materia |

## WEAPON SHOP - MAN IN TRAILER

|                 |     |                   |
|-----------------|-----|-------------------|
| Titanium Bangle | 280 | Bracelet - d14 2s |
| Tendan          | 80  | Item              |

## MIDGAR - WALL MARKET

INN 300 gil

## ITEM SHOP

|                |     |      |
|----------------|-----|------|
| Potion         | 50  | Item |
| Phoenix Tail   | 300 | Item |
| Poison Poppy   | 80  | Item |
| Yamabikoenmaku | 100 | Item |
| Eye Drop       | 50  | Item |
| Stimulant      | 100 | Item |
| Tranquilizer   | 100 | Item |
| Hi Potion      | 300 | Item |
| Tent           | 500 | Item |

## MATERIA SHOP (after Area 7 is destroyed)

|          |      |                     |
|----------|------|---------------------|
| Flame    | 600  | Magic Materia       |
| Cold     | 600  | Magic Materia       |
| Thunder  | 600  | Magic Materia       |
| Recovery | 750  | Magic Materia       |
| Cover    | 1000 | Independent Materia |

## WEAPON SHOP

|                 |     |                   |
|-----------------|-----|-------------------|
| Mithril Rod     | 370 | Aerith - a16 2c   |
| Metal Knuckle   | 320 | Tifa - a18 2c     |
| Assault Gun     | 350 | Barett - a17 2c   |
| Titanium Bangle | 280 | Bracelet - d14 2s |
| Mithril no xx   | 350 | Bracelet - d18 2c |

## GUY ON THE LEFT

|              |        |                     |
|--------------|--------|---------------------|
| Zinc Battery | 300    | Item (Disc 1 only)  |
| xx no xx     | 129000 | Accessory (Disc 2+) |

## GENERATOR NEAR AREA 7 TOWN

## MAN SELLING ITEMS (during fight atop the power generator)

|              |        |      |
|--------------|--------|------|
| Potion       | 50 gil | Item |
| Phoenix Tail | 300    | Item |
| Poison Poppy | 80     | Item |
| Tendan       | 80     | Item |
| Stimulant    | 100    | Item |
| Tranquilizer | 100    | Item |
| Tent         | 500    | Item |

## KALM TOWN

INN 300 gil

## ITEM SHOP

|              |     |      |
|--------------|-----|------|
| Potion       | 50  | Item |
| Phoenix Tail | 300 | Item |
| Poison Poppy | 80  | Item |
| Eye Drop     | 50  | Item |
| Stimulant    | 100 | Item |
| Tranquilizer | 100 | Item |
| Tent         | 500 | Item |

## MATERIA SHOP

|             |      |                 |
|-------------|------|-----------------|
| Earth       | 1500 | Magic Materia   |
| Poison      | 1500 | Magic Materia   |
| Steal       | 1200 | Command Materia |
| See Through | 1000 | Command Materia |
| Remedy      | 1500 | Magic Materia   |

## WEAPON SHOP

|                 |      |          |       |       |
|-----------------|------|----------|-------|-------|
| Mithril Saber   | 1000 | Cloud    | - a23 | 2c/1s |
| Cannon Ball     | 950  | Barett   | - a23 | 2c/1s |
| Mithril Claw    | 750  | Tifa     | - a24 | 2c/1s |
| Full Metall Rod | 800  | Aerith   | - a22 | 2c/1s |
| Mithril no xx   | 350  | Bracelet | - d18 | 2c/1s |

## CHOCOBO FARM

---

|                                       |         |                     |
|---------------------------------------|---------|---------------------|
| INN - MAIN HOUSE                      | 100 gil |                     |
| MAN IN BARN - FIRST TIME YOU MEET HIM |         |                     |
| Chocobo Yose                          | 2000    | Independent Materia |
| MAN IN BARN - FIRST CHOICE            |         |                     |
| Rasan Fruit                           | 600     | Item                |
| Saraha Fruit                          | 400     | Item                |
| Ruchiru Fruit                         | 200     | Item                |
| Pipio Fruit                           | 100     | Item                |
| Mimetto Veggie                        | 1500    | Item                |
| Kuriie Veggie                         | 1000    | Item                |
| Pasaana Veggie                        | 800     | Item                |
| Tantaru Veggie                        | 400     | Item                |
| Karakka Veggie                        | 250     | Item                |
| Gizaaru Veggie                        | 100     | Item                |

## CONDOR FORT

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|                           |       |                     |
|---------------------------|-------|---------------------|
| INN - BEDROOM             | 0 gil |                     |
| ITEM SHOP (Disc One)      |       |                     |
| Potion                    | 50    | Item                |
| Phoenix Tail              | 300   | Item                |
| Stimulant                 | 100   | Item                |
| Tranquilizer              | 100   | Item                |
| Tent                      | 500   | Item                |
| ITEM SHOP (Disc Three)    |       |                     |
| Hi Potion                 | 300   | Item                |
| Phoenix Tail              | 300   | Item                |
| Ether                     | 1500  | Item                |
| Stimulant                 | 100   | Item                |
| Tranquilizer              | 100   | Item                |
| Tent                      | 500   | Item                |
| S Main                    | 1000  | Item                |
| MATERIA SHOP (Disc One)   |       |                     |
| Flame                     | 600   | Magic Materia       |
| Thunder                   | 600   | Magic Materia       |
| Cold                      | 600   | Magic Materia       |
| Recovery                  | 750   | Magic Materia       |
| MATERIA SHOP (Disc Three) |       |                     |
| Throw                     | 10000 | Command Materia     |
| Control                   | 10000 | Command Materia     |
| Certain Kill              | 10000 | Command Materia     |
| Disappearance             | 9000  | Magic Materia       |
| Affect All                | 20000 | Combination Materia |

## JUNON TOWN - OUTER AREA

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INN - WOMAN'S HOUSE            0 gil (you must save Purishira first)

ITEM SHOP

|               |     |          |       |       |
|---------------|-----|----------|-------|-------|
| Mithril no xx | 350 | Bracelet | - d18 | 2c/1s |
| Potion        | 50  | Item     |       |       |
| Phoenix Tail  | 300 | Item     |       |       |
| Tedan         | 80  | Item     |       |       |
| Tent          | 500 | Item     |       |       |

LIFT TO INNER AREA            10

## JUNON TOWN - INNER AREA

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INN - FIFTH DOOR            30 gil (Disc 1)   400 gil (Disc 2)

## MATERIA SHOP - FIRST DOOR

|             |      |                 |
|-------------|------|-----------------|
| See Through | 1000 | Command Materia |
| Seal        | 3000 | Magic Materia   |
| Recovery    | 750  | Magic Materia   |
| Remedy      | 1500 | Magic Materia   |
| Revive      | 3000 | Magic Materia   |

## WEAPON SHOP - ALLEYWAY (Disc 1)

|                 |      |          |       |       |
|-----------------|------|----------|-------|-------|
| Hard Breaker    | 1500 | Cloud    | - a32 | 2c/2s |
| Grand Grab      | 1200 | Tifa     | - a31 | 2c/2s |
| Atomic Scissor  | 1400 | Barett   | - a32 | 2c/2s |
| Strike Rod      | 1300 | Aerith   | - a32 | 2c/2s |
| Giyamun Hairpin | 1300 | Red XIII | - a33 | 2c/2s |
| Boomerang       | 1400 | Yuffie   | - a30 | 2c/2s |

## WEAPON SHOP - ALLEYWAY (Disc 3)

|                    |       |        |       |       |
|--------------------|-------|--------|-------|-------|
| Rune Blade         | 3800  | Cloud  | - a40 | 4s    |
| Enhance Sword      | 12000 | Cloud  | - a43 | 8c    |
| Double Machine Gun | 2000  | Barett | - a30 | 3s    |
| Drill Arm          | 3300  | Barett | - a37 | 4s    |
| Platinum Fist      | 2700  | Tifa   | - a30 | 4s    |
| Kaiser Knuckle     | 15000 | Tifa   | - a44 | 2c/6s |
| Fairy Tail         | 2500  | Aerith | - a37 | 7s    |

## WEAPON SHOP 2 - SECOND DOOR (Disc 1)

|                |     |      |
|----------------|-----|------|
| Potion         | 50  | Item |
| Hi Potion      | 300 | Item |
| Phoenix Tail   | 300 | Item |
| Poison Poppy   | 80  | Item |
| Eye Drop       | 50  | Item |
| Yamabikoenmaku | 100 | Item |
| Stimulant      | 100 | Item |
| Tranquilizer   | 100 | Item |
| Tent           | 500 | Item |

## WEAPON SHOP 2 - SECOND DOOR (Disc 3)

|                      |      |          |       |       |
|----------------------|------|----------|-------|-------|
| xxx                  | 2000 | Yuffie   | - a30 | 3s    |
| Death Viper          | 3200 | Yuffie   | - a36 | 4s    |
| xx                   | 7000 | Cid      | - a58 | 4s    |
| Dragon Lance         | 6200 | Cid      | - a66 | 8s    |
| Peacemaker           | 3500 | Vincent  | - a38 | 2c/1s |
| Bantorain            | 6800 | Vincent  | - a48 | 4c    |
| Magic Comb           | 2000 | Red XIII | - a37 | 3s    |
| Platinum Baretta     | 3500 | Red XIII | - a39 | 4s    |
| Wizard Rod           | 1800 | Aerith   | - a28 | 3s    |
| Confusion/Vizier Rod | 3200 | Aerith   | - a33 | 4s    |

## WEAPON SHOP 3 - FIFTH DOOR, SECOND FLOOR (Disc 1)

|         |     |               |
|---------|-----|---------------|
| Flame   | 600 | Magic Materia |
| Cold    | 600 | Magic Materia |
| Thunder | 600 | Magic Materia |

|                                                   |      |               |       |       |
|---------------------------------------------------|------|---------------|-------|-------|
| Earth                                             | 1500 | Magic Materia |       |       |
| Poison                                            | 1500 | Magic Materia |       |       |
| WEAPON SHOP 3 - FIFTH DOOR, SECOND FLOOR (Disc 2) |      |               |       |       |
| x Bat                                             | 2800 | Cloud         | - a70 | none  |
| Rocket Punch                                      | 3200 | Barett        | - a62 | none  |
| xx                                                | 2200 | Tifa          | - a68 | none  |
| xxxx                                              | 6000 | Red XIII      | - a57 | none  |
| Super Ball                                        | 3000 | Yuffie        | - a68 | none  |
| xxx                                               | 3000 | Cait Sith     | - a68 | none  |
| Mop                                               | 3200 | Cid           | - a68 | none  |
| xxxx                                              | 3000 | Vincent       | - a62 | none  |
| WEAPON SHOP 4 - FIFTH DOOR, THIRD FLOOR (Disc 1)  |      |               |       |       |
| xx Goggles                                        | 3000 | Accessory     |       |       |
| Headband                                          | 3000 | Accessory     |       |       |
| WEAPON SHOP 4 - FIFTH DOOR, THIRD FLOOR (Disc 3)  |      |               |       |       |
| Platinum Bangle                                   | 1800 | Bracelet      | - d20 | 2s    |
| Overthrow                                         | 4200 | Tifa          | - a28 | 4s    |
| Enemy Launcher                                    | 3300 | Barett        | - a35 | 2c/3s |
| xxxxx                                             | 6000 | Yuffie        | - a64 | 3s    |
| White Megaphone                                   | 2300 | Cait Sith     | - a35 | 3s    |
| Black Megaphone                                   | 2800 | Cait Sith     | - a31 | 4s    |
| Silver Megaphone                                  | 3300 | Cait Sith     | - a28 | 8s    |
| Sniper CR                                         | 3300 | Vincent       | - a42 | 4c    |
| WEAPON SHOP 5 - SEVENTH DOOR (Disc 1)             |      |               |       |       |
| Mithril Saber                                     | 1000 | Cloud         | - a23 | 2c/1s |
| Cannon Ball                                       | 950  | Barett        | - a23 | 2c/1s |
| Mithril Claw                                      | 750  | Tifa          | - a24 | 2c/1s |
| Full Metal Rod                                    | 800  | Aerith        | - a22 | 2c/1s |
| Mithril Clip                                      | 800  | Red XIII      | - a24 | 2c/1s |
| WEAPON SHOP 5 - SEVENTH DOOR (Disc 3)             |      |               |       |       |
| Atomic Scissor                                    | 1400 | Barett        | - a32 | 2c/2s |
| Grand Grab                                        | 1200 | Tifa          | - a31 | 2c/2s |
| Strike Rod                                        | 1300 | Aerith        | - a32 | 2c/2s |
| Giyamun Hairpin                                   | 1300 | Red XIII      | - a33 | 2c/2s |
| Boomerang                                         | 1400 | Yuffie        | - a30 | 2c/2s |
| Aero Megaphone                                    | 500  | Cait Sith     | - a36 | 2c/2s |
| Spear                                             | 1200 | Cid           | - a44 | 2c/2s |
| Trident                                           | 7500 | Cid           | - a60 | 6s    |
| Quicksilver                                       | 1000 | Vincent       | - a38 | 2c/2s |

## SHINRA BOAT

## MAN - FIRST OPTION x2

|             |         |                  |
|-------------|---------|------------------|
| Super Drink | 250 gil | (restores HP/MP) |
|-------------|---------|------------------|

## MAN - SECOND OPTION

|              |     |      |
|--------------|-----|------|
| Potion       | 50  | Item |
| Phoenix Tail | 300 | Item |

## COSTA DEL SOL

|     |         |          |       |          |
|-----|---------|----------|-------|----------|
| INN | 200 gil | (Disc 1) | 0 gil | (Disc 3) |
|-----|---------|----------|-------|----------|

## MAN SELLING ITEMS (Disc 1)

|              |     |      |
|--------------|-----|------|
| Potion       | 50  | Item |
| Hi Potion    | 300 | Item |
| Phoenix Tail | 300 | Item |
| x no x       | 150 | Item |
| Poison Poppy | 80  | Item |
| Eye Drop     | 50  | Item |
| Stimulant    | 100 | Item |
| Tranquilizer | 100 | Item |

|                              |       |                 |       |
|------------------------------|-------|-----------------|-------|
| Tent                         | 500   | Item            |       |
| MAN SELLING ITEMS (Disc 3)   |       |                 |       |
| Potion                       | 50    | Item            |       |
| Hi Potion                    | 300   | Item            |       |
| Phoenix Tail                 | 300   | Item            |       |
| Ether                        | 1500  | Item            |       |
| Stimulant                    | 100   | Item            |       |
| Tranquilizer                 | 100   | Item            |       |
| Tent                         | 500   | Item            |       |
| MAN SELLING MATERIA (Disc 1) |       |                 |       |
| Remedy                       | 1500  | Magic Materia   |       |
| Revive                       | 3000  | Magic Materia   |       |
| Recovery                     | 750   | Magic Materia   |       |
| Seal                         | 3000  | Magic Materia   |       |
| Flame                        | 600   | Magic Materia   |       |
| Cold                         | 600   | Magic Materia   |       |
| Thunder                      | 600   | Magic Materia   |       |
| MAN SELLING MATERIA (Disc 3) |       |                 |       |
| Flame                        | 600   | Magic Materia   |       |
| Cold                         | 600   | Magic Materia   |       |
| Thunder                      | 600   | Magic Materia   |       |
| Earth                        | 1500  | Magic Materia   |       |
| Gravity                      | 8000  | Magic Materia   |       |
| Poison                       | 1500  | Magic Materia   |       |
| Tent                         | 500   | Item            |       |
| MAN IN BAR (Disc 1)          |       |                 |       |
| Platinum Bangle              | 1800  | Bracelet - d20  | 2s    |
| Carbon Bangle                | 800   | Bracelet - d27  | 2c/1s |
| Four Slot                    | 1300  | Bracelet - d12  | 4s    |
| Fire Cocktail                | 400   | Item            |       |
| MAN IN BAR (Disc 3)          |       |                 |       |
| Solid Bazooka                | 16000 | Barett - a61    | 8c    |
| Sento Clip                   | 14000 | Red XIII - a58  | 8s    |
| Manji xxx                    | 14000 | Yuffie - a68    | 2c/6s |
| Longbarrel R                 | 13000 | Vincent - a66   | 8c    |
| Gold Megaphone               | 15000 | Cait Sith - a58 | 8c    |
| S Main                       | 1000  | Item            |       |

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NORTH COREL

|                     |        |                |       |
|---------------------|--------|----------------|-------|
| INN                 | 50 gil |                |       |
| MAN SELLING ITEMS   |        |                |       |
| Potion              | 50     | Item           |       |
| Phoenix Tail        | 300    | Item           |       |
| Tent                | 500    | Item           |       |
| MAN SELLING MATERIA |        |                |       |
| Transform           | 5000   | Magic Materia  |       |
| Virgin's Kiss       | 150    | Item           |       |
| Apprentice ?        | 150    | Item           |       |
| x no x              | 150    | Item           |       |
| Stimulant           | 100    | Item           |       |
| Tranquilizer        | 100    | Item           |       |
| MAN SELLING WEAPONS |        |                |       |
| Carbon Bangle       | 800    | Bracelet - d27 | 2c/1s |
| Force Eater         | 2200   | Cloud - a36    | 3s    |
| Fire Cocktail       | 400    | Item           |       |

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GOLD SAUCER

|                           |       |      |
|---------------------------|-------|------|
| ENTRANCE FEE              | 3000  | gil  |
| ONE TIME ENTRANCE FEE     | 30000 |      |
| ITEM SHOP                 |       |      |
| Potion                    | 50    | Item |
| Phoenix Tail              | 300   | Item |
| Ether                     | 1500  | Item |
| Poison Poppy              | 80    | Item |
| Virgin's Kiss             | 150   | Item |
| Apprentice ?              | 150   | Item |
| x no x (petri)            | 150   | Item |
| Yamabikoenmaku            | 100   | Item |
| Stimulant                 | 100   | Item |
| Tranquilizer              | 100   | Item |
| TO USE OUTSIDE SAVE POINT | 5     | GP   |
| GHOST SQUARE              |       |      |
| Ghost Hotel (Inn)         | 5     |      |
| ROUND SQUARE              |       |      |
| Ferris Wheel              | 3     |      |
| SPEED SQUARE              |       |      |
| 'Shooting Coaster'        | 10    |      |
| BATTLE SQUARE             |       |      |
| Arena Battle              | 10    |      |
| WONDER SQUARE             |       |      |
| Potion                    | 1     |      |
| Ether                     | 20    |      |
| X Potion                  | 80    |      |
| Ether Turbo               | 100   |      |
| Gold Ticket               | 300   |      |
| ????????                  | 500   |      |
| WONDER SQUARE GAMES       |       |      |
| Arm Wrestling             | 100   | gil  |
| Basket Game               | 200   |      |
| Wonder Catcher            | 100   |      |
| Mog House                 | 100   |      |
| Urani (Fortune Teller)    | 50    |      |
| G Bike                    | 200   |      |
| 3D Battler                | 200   |      |

## GONGAGA TOWN

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|               |      |               |
|---------------|------|---------------|
| INN           | 300  | gil           |
| ITEM SHOP     |      |               |
| Potion        | 50   | Item          |
| Hi Potion     | 300  | Item          |
| Phoenix Tail  | 300  | Item          |
| Tent          | 500  | Item          |
| Virgin's Kiss | 150  | Item          |
| Apprentice ?  | 150  | Item          |
| x no x        | 150  | Item          |
| Stimulant     | 100  | Item          |
| Tranquilizer  | 100  | Item          |
| MATERIA SHOP  |      |               |
| Headband      | 3000 | Accessory     |
| xx Goggles    | 3000 | Accessory     |
| Star Pendant  | 4000 | Accessory     |
| Talisman      | 4000 | Accessory     |
| White Cape    | 5000 | Accessory     |
| xx no xx      | 5000 | Accessory     |
| Perplex       | 6000 | Magic Materia |
| Time          | 6000 | Magic Materia |

|                                  |      |               |       |       |
|----------------------------------|------|---------------|-------|-------|
| Remedy                           | 1500 | Magic Materia |       |       |
| Transform                        | 5000 | Magic Materia |       |       |
| WEAPON SHOP - MATERIA SHOP ATTIC |      |               |       |       |
| Hard Breaker                     | 1500 | Cloud         | - a32 | 2c/2s |
| Grand Grab                       | 1200 | Tifa          | - a31 | 2c/2s |
| Atomic Scissor                   | 1400 | Barett        | - a32 | 2c/2s |
| Strike Rod                       | 1300 | Aerith        | - a32 | 2c/2s |
| Giyamun Hairpin                  | 1300 | Red XIII      | - a33 | 2c/2s |
| Boomerang                        | 1400 | Yuffie        | - a30 | 2c/2s |
| Speed Shrike                     | 500  | Item          |       |       |
| Shorten                          | 400  | Item          |       |       |
| Fire Cocktail                    | 400  | Item          |       |       |

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 COSMO CANYON
 

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INN - SECOND FLOOR 100 gil

## ITEM SHOP

|               |      |      |
|---------------|------|------|
| Potion        | 50   | Item |
| Hi Potion     | 300  | Item |
| Phoenix Tail  | 300  | Item |
| Ether         | 1500 | Item |
| Tent          | 500  | Item |
| Virgin's Kiss | 150  | Item |
| Apprentice ?  | 150  | Item |
| x no x        | 150  | Item |
| Stimulant     | 100  | Item |
| Tranquilizer  | 100  | Item |

## MATERIA SHOP

|           |      |                     |
|-----------|------|---------------------|
| MP Up     | 8000 | Independent Materia |
| HP UP     | 8000 | Independent Materia |
| Perplex   | 6000 | Magic Materia       |
| Transform | 5000 | Magic Materia       |

## WEAPON SHOP

|                 |      |           |       |       |
|-----------------|------|-----------|-------|-------|
| Butterfly Edge  | 2800 | Cloud     | - a39 | 4c    |
| Tiger Fang      | 2500 | Tifa      | - a38 | 4c    |
| Hard Vulcan     | 2700 | Barett    | - a39 | 4c    |
| Prism Rod       | 2600 | Aerith    | - a40 | 4c    |
| Silver Baretta  | 2500 | Red XIII  | - a40 | 4c    |
| xx              | 2600 | Yuffie    | - a37 | 4c    |
| Green Megaphone | 2400 | Cait Sith | - a41 | 4c    |
| x no xx         | 1300 | Bracelet  | - d34 | 2c/2s |

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 COREL PRISON
 

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|              |     |     |
|--------------|-----|-----|
| Potion       | 50  | gil |
| Phoenix Tail | 300 |     |
| Tent         | 500 |     |

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 NIVELHEIM
 

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INN 100 gil

## ITEM SHOP

|              |     |      |
|--------------|-----|------|
| Potion       | 50  | Item |
| Hi Potion    | 300 | Item |
| Phoenix Tail | 300 | Item |
| Tent         | 500 | Item |

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 ROCKET TOWN - DISC ONE
 

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|                |         |           |          |
|----------------|---------|-----------|----------|
| INN            | 100 gil |           |          |
| ACCESSORY SHOP |         |           |          |
| Supasu         | 3100    | Vincent   | -        |
| x no xx        | 2000    | Bracelet  | - d46 4c |
| Power Wrist    | 7500    | Accessory |          |
| xx Cyokki      | 3500    | Accessory |          |
| Earring        | 7500    | Accessory |          |
| Talisman       | 4000    | Accessory |          |

|              |       |               |  |
|--------------|-------|---------------|--|
| ITEM SHOP    |       |               |  |
| Potion       | 50    | Item          |  |
| Hi Potion    | 300   | Item          |  |
| Phoenix Tail | 300   | Item          |  |
| Ether        | 1500  | Item          |  |
| Stimulant    | 100   | Item          |  |
| Tranquilizer | 100   | Item          |  |
| Tent         | 500   | Item          |  |
| Barrier      | 10000 | Magic Materia |  |
| Seperation   | 10000 | Magic Materia |  |
| Time         | 10000 | Magic Materia |  |

## ROCKET TOWN - DISC 2

|                |         |                 |          |
|----------------|---------|-----------------|----------|
| INN            | 300 gil |                 |          |
| ACCESSORY SHOP |         |                 |          |
| Hi Potion      | 300     | Item            |          |
| Phoenix Tail   | 300     | Item            |          |
| Ether          | 1500    | Item            |          |
| Tent           | 500     | Item            |          |
| Barrier        | 10000   | Magic Materia   |          |
| Seperation     | 10000   | Magic Materia   |          |
| Time           | 6000    | Magic Materia   |          |
| Throw          | 10000   | Command Materia |          |
| Certain Kill   | 10000   | Command Materia |          |
| Control        | 10000   | Command Materia |          |
| ITEM SHOP      |         |                 |          |
| S Main         | 1000    | Item            |          |
| x no xx        | 2000    | Bracelet        | - d46 2c |
| Age Coat       | 8000    | Bracelet        | - d50 7c |
| Power Rist     | 7500    | Accessory       |          |
| xx cyokki      | 3500    | Accessory       |          |
| Earring        | 7500    | Accessory       |          |
| Talisman       | 4000    | Accessory       |          |
| Anragi Ring    | 7500    | Accessory       |          |
| Safety Bit     | 7500    | Accessory       |          |

## UUTAI - BEFORE YUFFIE'S SUBQUEST

|                 |       |           |             |
|-----------------|-------|-----------|-------------|
| INN             | 0 gil |           |             |
| ITEM SHOP       |       |           |             |
| Hi Potion       | 300   | Item      |             |
| Phoenix Tail    | 300   | Item      |             |
| Ether           | 1500  | Item      |             |
| Stimulant       | 100   | Item      |             |
| Tranquilizer    | 100   | Item      |             |
| Tent            | 500   | Item      |             |
| Fire ton        | 800   | Item      |             |
| Ikazuchi x      | 800   | Item      |             |
| Chocobo Feather | 10000 | Accessory |             |
| WEAPON SHOP     |       |           |             |
| xx              | 6500  | Cloud     | - a51 4c/1s |

|                |      |           |       |       |
|----------------|------|-----------|-------|-------|
| Daia Knuckle   | 5800 | Tifa      | - a51 | 4c/1s |
| Chainsaw       | 6300 | Barett    | - a52 | 4c/1s |
| Aurora Rod     | 5800 | Aerith    | - a51 | 4c/1s |
| Gold Baretta   | 6000 | Red XIII  | - a50 | 4c/1s |
| Slash Pike     | 6500 | Cid       | - a56 | 4c/1s |
| Blue Megaphone | 5500 | Cait Sith | - a48 | 4c/1s |
| xxx            | 6000 | Yuffie    | - a49 | 4c/1s |
| Randaru        | 6400 | Vincent   | - a51 | 4c/1s |

EXCAVATORS' SITE

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PLACING DIGGERS 100 gil

## SECOND OPTION

|              |      |          |       |       |
|--------------|------|----------|-------|-------|
| Daia Bangle  | 3200 | Bracelet | - d57 | 4c/1s |
| Rune no xx   | 3700 | Bracelet | - d43 | 4s    |
| Potion       | 50   | Item     |       |       |
| Hi Potion    | 300  | Item     |       |       |
| Phoenix Tail | 30   | Item     |       |       |
| Ether        | 1500 | Item     |       |       |
| Stimulant    | 100  | Item     |       |       |
| Tranquilizer | 100  | Item     |       |       |
| Tent         | 500  | Item     |       |       |

FIRST MEETING WITH THE OLD MAN - THE TEMPLE

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|               |      |
|---------------|------|
| Potion        | 50   |
| Hi Potion     | 300  |
| Phoenix Tail  | 300  |
| Ether         | 1500 |
| Stimulant     | 100  |
| Tranquilizer  | 100  |
| Virgin's Kiss | 150  |
| Tent          | 500  |

FROST VILLAGE

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INN 200 gil

## WEAPON SHOP

|               |       |           |       |       |
|---------------|-------|-----------|-------|-------|
| Ogre Nix      | 12000 | Cloud     | - a62 | 4c/2s |
| Dragon Claw   | 10000 | Tifa      | - a62 | 4c/2s |
| Micro Razor   | 12000 | Barett    | - a63 | 4c/2s |
| Adamant Clip  | 11000 | Red XIII  | - a60 | 4c/2s |
| Hawk Eye      | 12000 | Yuffie    | - a61 | 4c/2s |
| Red Megaphone | 12000 | Cait Sith | - a60 | 4c/2s |
| Pole Axe      | 13000 | Cid       | - a64 | 4c/2s |
| Raiatto       | 12000 | Vincent   | - a64 | 4c/2s |
| Tent          | 500   | Item      |       |       |
| Hi Potion     | 300   | Item      |       |       |

CHOCOBO SENNIN

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## FIRST CHOICE

|                  |          |      |
|------------------|----------|------|
| Porofu Fruit     | 2000 gil | Item |
| Paramu Fruit     | 1500     | Item |
| Shirukisu Veggie | 5000     | Item |
| Reigen Veggie    | 3000     | Item |

MIDEEL VILLAGE

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|                                 |       |               |       |    |
|---------------------------------|-------|---------------|-------|----|
| INN - NURSE                     | 0 gil |               |       |    |
| MAN SELLING ITEMS               |       |               |       |    |
| Potion                          | 50    | Item          |       |    |
| Phoenix Tail                    | 300   | Item          |       |    |
| Poison Poppy                    | 80    | Item          |       |    |
| Tent                            | 500   | Item          |       |    |
| WOMAN SELLING ACCESSORIES       |       |               |       |    |
| xxx                             | 10000 | Accessory     |       |    |
| Flame Ring                      | 8000  | Accessory     |       |    |
| Cold Ring                       | 8000  | Accessory     |       |    |
| Thunder Ring                    | 8000  | Accessory     |       |    |
| Fairy Ring                      | 7000  | Accessory     |       |    |
| Jewel Ring                      | 7500  | Accessory     |       |    |
| White Cape                      | 5000  | Accessory     |       |    |
| MAN SELLING MATERIA             |       |               |       |    |
| Flame                           | 600   | Magic Materia |       |    |
| Cold                            | 600   | Magic Materia |       |    |
| Thunder                         | 600   | Magic Materia |       |    |
| Recovery                        | 750   | Magic Materia |       |    |
| HYPERACTIVE KID - FIRST CHOICE  |       |               |       |    |
| Hi Potion                       | 300   | Item          |       |    |
| Phoenix Tail                    | 300   | Item          |       |    |
| Ether                           | 1500  | Item          |       |    |
| Stimulant                       | 100   | Item          |       |    |
| Tranquilizer                    | 100   | Item          |       |    |
| xxx                             | 1000  | Item          |       |    |
| Tent                            | 500   | Item          |       |    |
| HYPERACTIVE KID - SECOND CHOICE |       |               |       |    |
| Crystal Sword                   | 18000 | Cloud         | - a76 | 6c |
| Crystal Glove                   | 16000 | Tifa          | - a75 | 6c |
| A.M Cannon                      | 18000 | Barett        | - a77 | 6c |
| Crystal Comb                    | 17000 | Red XIII      | - a76 | 6c |
| Crystal Cross                   | 18000 | Yuffie        | - a74 | 6c |
| Crystal Megaphone               | 18000 | Cait Sith     | - a74 | 6c |
| Parechigan                      | 19000 | Cid           | - a78 | 6c |
| Winchester                      | 18000 | Vincent       | - a73 | 6c |
| Crytal Bangle                   | 4800  | Bracelet      | - d70 | 6c |
| Wizard Brace                    | 12000 | Bracelet      | - d6  | 8c |
| HYPERACTIVE KID - THIRD CHOICE  |       |               |       |    |
| HP UP                           | 8000  | Independent   |       |    |
| MP Up                           | 8000  | Independent   |       |    |
| Transform                       | 5000  | Magic Materia |       |    |
| Gravity                         | 8000  | Magic Materia |       |    |
| Disappearance                   | 9000  | Magic Materia |       |    |