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in: Guidebook, Final Fantasy VII Edit Share
The Official Final Fantasy VII Strategy Guide is an English strategy guide for Final Fantasy VII written by David Cassidy and published by BradyGames. A retooled version of this guide was released as Final Fantasy VII Now for the PC's Official Strategy Guide (also known as Final Fantasy VII for the PC Strategy Guide). The guide is reformatted for the third time with the Prime End Fantasy Box Set, with the content closer to the original version of the guide. This guide is notorious for containing errors[1], and creates a misunderstanding of Weapon capitalization (WEAPON). The BradyGames guide is the only official English guide released for Final Fantasy VII (Piggyback Interactive has not yet been established), and is therefore a wiki source of various names not listed in the game, such as kalm travelers. While there is no official alternative, this guide is often compared to Versus Books The Completely Unauthorized Final Fantasy VII Ultimate Guide. The PC version of this guide updates the controls, but it still seems to be based on the PlayStation version in terms of content because it doesn't update the screenshots and still uses PlayStation localization. The original guide example mistakenly mentions the Corral Valley Caves as Corel Valley Caves has been converted into Corral Valley Cave—although the PC version of the game changed the location name from Corral Valley Cave to Corel Valley Cave. The North American Manual features the Final Fantasy VII: Mini Strategy Guide, which adapts Game Basics and Assault on Reactor No. 1 part of the BradyGames wizard, and serves as an advertisement for the guide. The European manual has its own guide to the game's first mission but is not related to BradyGames or any other guide.
Version[edit]
[source edit]
Final Fantasy VII Strategy Guide Page Official: 224
Published on August 28, 1997 ISBN 978-1-56686-714-6
Final Fantasy VII for PC Strategy Guide Page: 320
Published on June 12, 1998 ISBN 978-1-56686-782-5
Final Fantasy Box Set: Final Fantasy VII Pages: 7
Published on July 7, 2015 ISBN 978-1-1018-9804-8
Contents[edit]
[edit source]
This section is organized with preference to the original version of the guide.
Prima Rerelease is not covered due to lack of access.
Game Basics[edit]
[edit source]
PS p.003-005
PC p.005-007
Information and tips on how best to play the game. It advises avoiding counterattack damage by tapping the Run button to face the enemy, although this trick does not affect the damage.
Materia[edit]
[edit source]
PS p.005-007
(Materia Combinations)
PC p.028-035
(Making Sense of Materia)
Ps Guide lists a good combination using Materia Support and/or Mega-All. It also makes recommendations for Knights of the Round /W-Summon/Mime, and Pre-Emptive/Sneak Attack:Knight of The PC guide also has this section, although it provides more examples, and provides a complete list for added effect combinations. It also features more thorough coverage for Materia in general, going over materia type and growth.
The Characters[edit]
[edit source]
PS p.008-025
PC p.008-027
(Character Information)
This section provides short paragraphs for the role of characters in the story, their role in the game, and their Limit Breaks.
Limit Break Barret is still listed as Ungarmax despite being renamed Angermax on PC.
Cloud Strife At age 21, Cloud Strife lives the life of a mercenary for hire. As a former member of Shinra's elite squad known as SOLDIER, his fighting abilities are in high demand. Cloud joined the AVALANCHE rebel group for their first attack on one of shinra's massive Mako Reactors surrounding the city of Midgar. Barret Wallace Barret is the leader of a 35-year-old rebel team known as AVALANCHE. He led a team in the quest to stop the Mako Shinra Reactor and save the planet's life. Although she is completely devoted to the team, Barret often regrets having to leave her young daughter, Marlene, alone or in the care of others. Barret's motives are unclear, but most believe that Shinra was somehow responsible for his wife's death. Tifa Lockheart Tifa and Cloud are childhood friends, but split up when Cloud left his hometown of Nibelheim to join SOLDIER. When her parents died, Tifa also left Nibelheim and headed for Midgar. Soon after opening his bar, The Seventh Heaven of Tifa, he meets Barret and joins his ragtag rebel group known as AVALANCHE. This is the goal to ensure the Cloud stays with AVALANCHE after its first mission with the team. Aeris Gainsborough A beautiful 22-year-old man, Aeris is a bright spot in the dark and gloomy middle of the city. When selling flowers near AVALANCHE's first target, Aeris' life is forever changed after an opportunity meeting with Cloud. Due to her mysterious background, Shinra has been chasing her for most of her life. Now he must fight those who will enslave him and destroy what he loves most. Red XIII Although its fiery red fur may make it look like a wild animal, Red XIII's intelligence is far above that of most humans. Not much is known about the origin of Red XIII. He is currently being held at Shinra's headquarters where he is forced to participate in their experiments. Cid Highwind Cid is an expert and mechanical pilot who dreams of one day becoming the first person in space. His dream will be fulfilled, but he cancels the launch to the life of one of his crew. Now he spends his time trying to repair his inoperable rocket in the hope that Shinra might one day restore his space program, giving him another chance to fulfill his dream. This 16-year-old Yuffie Kisaragi Ninja spends most of her time preying on helpless travelers until she she is with Cloud's party. Although reluctant to join AVALANCHE, the ulterior motive gives the reason to join the tag, if only temporarily. His intelligent intelligence and ninja skills coupled with his selfish ways will make him a strong ally or a serious pain in the neck. Cait Sith Although Cait Sith's lucky storytelling skills may not impress you, his fighting skills are a sight to behold. The party first hit the joker while wandering the Gold Saucer. Cait Sith excitedly joined the group to see if his predictions proved correct. Vincent Valentine Talk about a dark presence. Vincent sends a chill to the spine of the toughest man. Although he may look evil at first, there is a good soul trapped under his dark exterior. Vincent's suffering is another example of Shinra's warped experiment; yet there is more to this story than just winding scientific research.
Choco
Bill's Complete Guide to Chocobos[edit]
[edit source]
PS p.180-183
(Chocobo Breeding and Racing)
PC p.036-051
This section started as part of the Side Area section of the PS guide, but was thoroughly expanded for pc guides. In the PC guide chocobos are called by their abilities because they are in-game (e.g. Mountain-and-River Chocobo) as opposed to their color. The guide did not mention themselves that they gave access to the Ancient Forest and Lucrecia Caves earlier than they could (although the section for the location states you can get to them with a golden chocobo, although the green chocobo/mountain is adequate).
Walkthrough[edit]
[edit source]
PS p.026-175
PC p.052-214
In the PS guide, each section lists basic items and info about the enemy except the boss (taken verbatim from the Bestiary section), shops, and inns. In the PC guide, items and enemies include registered bosses (without statistics). The boss drop is included in the list of items where they are not in the PS guide, and boss details are displayed with the boss strategy in the PC guide. In the Raid on Sector 5 Reactor section of the PS guide, enemy details for Rocket Launcher show Junon statistics, including Area—Junon. The PS wizard relies on displaying an annotation map areas, while the PC version does not (this map has been moved to the Level Map section of the guide). Therefore the PC guide emphasizes more on the placement of items and asks players to keep an eye on, offering a more unclear item in tips. The PS guide also explains story events, while the PC version doesn't interfere and only describes a series of common events. To illustrate, the PS guide spends an entire page detailing the series of events taking place in Seventh Heaven, the PC guide summarizes it by saying Catch up with the rest at Tifa's bar, Tifa's Seventh Heaven. After talking to everyone and learning about your next assignment (Shinra bombing No. 5 Reactor), you'll get a chance to do a little seedy...
Side Area[edit]
[source edit]
PS p.176-193
PC p.190-206
(Some More Things to Do; Gold Saucer)
In the PC walkthrough this section is included in the main guide before the content of Disk 3. This section outlines sidequests such as where to get the final weapons, Level 4 Limit Breaks, and provides a thorough guide to ancient forests and things to do at Gold Saucer.
Bestary[edit]
[edit source]
PS p.194-211
PC p.254-272
Bestsellers include game enemies. It displays the name of the enemy; the area where it was found; hp, MP, EXP, Gil, AP, elemental affinity for the nine main elements; immunity to the status of Sleep, Back (Frog), Confusion, Silence, Slow, Darkness, Changing (Small), Stop, Berserk, Poison, Paralysis (Paralyzed), Stone, Stone slowly (Slow-numbing), Manipulation, Death (Death Penalty), and Impossible to fight (Instant Death); morphing and stealing goods; and the attacks are used, with additional special notes for the enemy's skills. In the ps guide boss is highlighted in the yellow box. In both status guides marked No Effect is for the status of the enemy is vulnerable to, and Effects Monster is for the status the enemy is immune to. In the PC wizard, the bestiary is moved to after the list of items. For PS guides, the pages in them provide an index for the pages covered by each enemy. Various enemies have vague locations, such as the location given as reactor without specifying which, or midgar which is even more vague. This is not listed among the errors below that only list factually incorrect location values. Enemies have only one location listed although some appear in some and this is also not listed below. Location is often called inconsistent, and this is mentioned in the naming inconsistencies section of this article. The enemy also has an ability whose name is not displayed that is mentioned in this guide, and no value listed for technically impossible things (such as Morphing 1st Ray) is shown as an error below for the sake of completion not even reducing the usefulness of the guide. 1st Ray Listed as 1st Ray in PC Morph Potions guide is listed as N/A. Laser Cannon Attack given as Laser. 2-Faced Location PS GS Prison to PC Corel Prison. Morph Hi-Potion is given as N/A. Attack Self-Destruction given as Self-Destruction. Cure3 attacks are given as Cure 3 in the PC guide. 8 Eyes Listed as 8 Eyes. The poison handles instant death but is listed as doubling the damage. Morph Magic Source is given as N/A. Attack Eyesight is given as Life Drain. Nor does it reference the other three versions of Eyesight. Registered Acrosti absorbing wind instead of water. Attack the Big Red Clipper given as claws. It does not list the sogin Smoke attack. Adamantaimai Attack MBarrier is given as Mbarrier. Death Force Enemy Skills not highlighted on PC PC Aero Combatant Enemy elements are only listed for their Flying form, while the attacks are listed only for their Grounded form. Herb Morph is given as N/A. Steal The Herb given as N/A in the PC guide. Attack Propeller Sword is given as Propeller Slash. The Ancient Dragon Alemagne is Listed as Allemange. Listed between ancient dragons and aps. Stealing eye drop is given as Eye Drop. Listed as vulnerable to Stop. Listed as immune to Sleep, Confusion, Darkness, Small, Berserk, Poison, Petrifying, Slow Numbness, Manipulation, and The Death Penalty. Doesn't list Teardrop and Big Breath attacks. Aps Gil 253 is given as 0. All elements are listed as normal affinity. All statuses are listed as vulnerable. The Tsunami Sewer Attack is listed as Sewer. Attack Tail Attack is listed as Tsunami Tail. Attack unregistered Lick. Ark Dragon Morph Phoenix Down is given as Phoenix Down in the PC guide. All statuses are listed as vulnerable. The Armored Golem Morph Guard Source is listed as N/A. Does not list Snap's capabilities. Listed as immune to Slow-num, Petrify, and Instant Death. Attack Squad Air Buster Listed as Airbuster in ps. Guide Listed between Attack Squad and Bad Rap. Listed Fire as a normal affinity despite the halving. Attack Bodyblow is listed as Counter Attack. Bad Rap Location PS Downed Plane to PC Gelnika. EXP 1100 is listed as 1050. All elements are listed as normal affinity. All statuses are listed as vulnerable. Morph Source of Fortune is listed as N/A. Attack is not directly done. Bad Rap Sample Listed with six basic Hojo statistics. Attack Whip is listed as Tentacles. Big Fang's attacks and evil poisons are unregistered. Listed as immune to Paralyzed. Bagnadrana Listed as Bagnarada. Attack Fang is not listed. Bagrisk Babba Velamyur's location was listed as Rocket City when it was fought in the Nibel Area (which is close to Rocket Town but not directly outside). Attack Jumping Cutter is listed as Jumping Bonecutter. Magic Cutter attacks are listed as Magi-Bonecutter. Silent and Slow Attacks are not listed. The location of Bandersnatch is listed as Bone Village when it is only fought in the snow in the Icy Region, which is not too close to Bone Village. Listed as immune to ice when it only splits it. Bite attack is listed as Fang. Howling Attack is not listed. Bandit Location PS GS Prison to PC Corel Prison. Morph Hi-Potions is listed as N/A. Attack Hold-up is registered as Hold up on PS and Hold Up on PC. The Battery Cap location was listed as Rocket City when it was fought in the Nibel Area (which is near Rocket Town but not directly outside it). Attack Seed Shot is listed as Seed Shooting. Beachplug Ice two while the affinity is listed as normal. Behemoth Enemy Skill ??? is not highlighted in the PC wizard. War Gong's secondary theft is not registered. Attack Behemoth Horn is listed as Horn Lift. Flare and ??? is not registered. Strange Little Bug status is marked as vulnerable. Toxic Powder Attack listed as Toxic. Toxic Bodyblow and Scorpion Attack are not listed. Black and Holy Bat winds doubled but were listed as normal affinity. Bloatfloat PS's guide lists a note that says Use a Prickly Hell when killed, while in the cleanup guide it mistakenly converts this into Enemy Skills—Prickly Hell. Attack Bodyblow is listed as Body Blow. Blood Taste Morph Poton is listed as N/A. Curi Eye drop which is registered as N/A. Blue Dragon Enemy Skill Dragon Force is not highlighted in PS. Attack Dragon Fang's guide is listed as Bite. Attack Tail Attack is listed as Tail. Blugu Morph Potions are registered as N/A. Curi Eye drop which is registered as N/A. Attack Bodyblow is registered as Bite. The BOM PS guide includes a note that he used the Bomb Blast after being hit 3 times. The PC guide did not. Attack Bodyblow is listed as Ram. Bodyblow, Chill, and Fury Blast attacks are not listed. Registered Bullmotor between Bottomswell and Boundfat. Location of PS GS Prison to PC Corel Prison. Listed as having laser enemy skills instead of Matra Magic. Turbo Ether Morph is listed as N/A. Attack Bodyblow is listed as Body Punty. Matra's Magic Attack is listed as Spell Magic. Location boundfat PS Bone Village Prison / Shell to PC Bone Village. It's actually in the space between Bone Village and Shell Village (Forgotten City). Attack Bodyblow is not listed. Brain Pod Morph Deadly Waste is registered as N/A. Attack Bodyblow is registered as Ram. Frogs and Toxins are characterized as immunity. Instant death is characterized as vulnerable (magnum and cured by damage). Cactuar Location PS GS Prison Desert to PC Corel Prison Desert. EXP 1 and AP 1 are listed as 0. All elements are listed as normal affinity (this is true of Cactuer). All statuses are listed as vulnerable. Morph Hi-Potion is listed as N/A. Attack is listed as None. Cactuer Capparwire Carrying Armor Attack Damage Attack is not listed. Carry Armor is listed as a Carry Armor Left Arm in the PS guide and Carry Armor—Left Arm in the PC guide. The PS guide does not list the location, the PC guide lists Midgar, the location for the Hellectic Hojo Left Arm. The PC guide lists 6 Hellectic Hojo Left Arm statistics, a PS guide listing Area Level—, HP Midgar, and 4 other statistics are the first 4 Hellectic Hojo statistics that move two down (e.g. Gil: 400), with the last 2 statistics placed at the bottom left of the box. The affinity of elements and vulnerabilities of Hellectic Hojo Right Arm status are listed. Right Arm (Carry Armor) Listed as Carry Armor Right Arm in PS guide and Carry Armor—Right Arm in PC guide. The PS guide does not list the location, the PC guide lists Midgar, the location for the Hellectic Hojo Right Arm. PC Guide statistics 6 Hellectic Hojo Right Arm, PS guide listing Area Level—, HP Midgar, and 4 statistics remaining are the first 4 statistics of Hellectic Hojo's Right Arm moving two down (e.g. Gil: 300), with the first 4 Hellectic Hojo statistics moving two down (e.g. Gil: 300), with 300, with the first 4 statistics of Hellectic Hojo moving two down (e.g. Gil: 300), with 300, with the first 4 statistics of Hellectic Hojo moving two down (e.g. Gil: 300), with 300, with 300 2 statistics placed in the bottom left of the box. The affinity of elements and vulnerabilities of Hellectic Hojo Right Arm status are listed. Captain Castanets Caesar Morph Potions is listed as N/A. Attack Bodyblow is listed as Ram. Chekhov Star Down's attack is unregistered. Chocobo Christopher Listed as immune to Stop and Paralyzed. Listed as vulnerable to Confusion, Frogs, Small, Berserk, and Manipulation. Attack High/Low Suit listed as High/Low Suit. Fertilizer, Cure2, Bol3, Aspil, Frog Song, and Suffocation Song attacks are not listed. Chase Tanks Listed as vulnerable to Frogs. Morph Potions are listed as N/A. Curi Potions listed as N/A. Ability Claw is listed as Slap. CMD Grand Horn Cokatalis Corneo's Lackey Location PS Brothel to PC Corneo's Mansion. Morph Potions listed as N/A. Attack Hit is listed as Sap. Weapons[edit]
[edit source]
PS p.212-214
PC p.218-227
Lists weapons used to refer to places in the wizard, especially in section headers, bestiary sections, and item lists. The first name listed and linked before a two-point is the wiki name for that location. Various regions are given as Midgar without being more specific. Some sub-area names are sometimes given (e.g. Shinra Tower Balcony) but are not listed here for brevity. Reactor No.1: Mako Reactor No. 1: Reactor, Shinra Reactor, Reactor #1 Sector 8: Holidays, Reactor 7: Sector 7 Slums, Sector 7 Sector 4 - Tunnels: Subway Sector 4: Basement No.5 Reactors: Sector 5 Reactors, Reactors, Reactors 2, Reactors 2 Sector 5: Sector 5 Slum Sector 5 Church slums: Church Sector 6: Sector 6, Seedy Wall Market: Wall Market, Sector 6 Corneo Hall Slums: Don Corneo's Mansion: 1: Brothel, Shinra Reactor, Reactor #1 Sector 8: Holidays, Reactor 7: Sector 7 Slums, Sector 7 Sector 4 - Tunnels: Subway Sector 4: Basement Plates: Attack Pillars, Tower Sector 6 - Plates: Sector 7 Shinra Building Ruins: Shinra's Headquarters S, Shinra Tower, Shinra Corporate Tower, Shinra Corporate HQ, Shinra HQ, Shinra Headquarters (Nth Floor, Nth Floor, Nth Floor) Midgar Highway Kalm : Kalm, Kalm Town Chocobo Farm : Chocobo Farm, Chocobo Farm, Mythril CF Mine: Mythril Mine, Mythril Cave, Mythril Cave, Mythril Cave[3] Swamps: CF Swamp, Mythril Conдор Swamp Fortress: Fort Conдор, Mts, Ft. Conдор Under Juno: Pelabuhan Juno, Junon Village Juno: Juno, Kapal Kargo Junon Bawah: Shinra Boat Costa del Sol: Costa del Sol, Costa Del Sol Gold Saucer, Gold Saucer Corel Prison: Corel Prison, GS Prison Gongaga: Gongaga Village, Gongaga Town Cosmo Canyon: Cosmo Canyon, CC Cave of the Gi: Gi Cave, Cave of the Gi, CC Caves, Cosmo Canyon Caves Nibelheim: Nibelheim Shinra Mansion: Shinra Mansion, Nibelheim Mansion, ShinRa Mansion[3] Shinra Mansion - Basement: Basement Nibelheim Mts, Nibelheim Mountains, Mount Nibelheim, Nibel Mts., Nible Mountains[3], Nibleheim Mts[3] Rocket City: Wutai Rocket City: Wutai, Wutai Wutai Village - Godo Pagoda: Wutai Pagoda Of Five Gods Pagoda, Da-chao Statue Pagoda of the Five Gods: Da-chao Statue, Da-chao Mountains, Wutai Mountains, Nibel Mountains, Da-chao Arms Sellers: Ancient Weapons Seller Temple: Ancient Temple, Ancient City (PC enemy list), Ancient Temple, Setora Temple, Certa Temple, Cetra Temple Bone Village: Bone Village Sleeping Forest: Corel Valley Sleeping Forest (usually associated with Sleeping Forest and/or Bone Village) : Cage Valley, Bone/Shell Village, Coral Valley, Forgotten City Bone Village: Ancient City, Ancient City, Forgotten City Temple, Forgotten City Temple, Forgotten City, Ancient City Corel Valley Cave, Corral Valley Cave, Corral Valley Caves, Corel Valley Cave Icticle Inn: Icticle Inn Great Glacier: Great Glacier Gaea's Cliff: Gaea Cliffs, Gaea's Cliff Whirlwind Maze: Whirlwind Maze Mideel: Mideel Coal Train: Runaway Train, Coal Train Junon Path - Underground Tunnel: Water Tunnel Underground Reactor: Underground Reactor Shinra No. 26: Shinra No. 26, Cid's Rocket Sector 8 - UndergroundTunnel: Midgar Subway, Underneath Midgar, Sector 8 Underground Midgar Sector 8 Ancient Forest - Ancient Forest, Gelnika Frog Forest: Gelnika Fall, Plane Crashed, Shinra Plane Crashed, Shinra Water Ship Sinks, Sub Shinra Sinks, Gelnika, Gelnika Round Island Sinks - NE Island, Knight Chocobo Island Sage's House: Chocobo Sage, Sensei Parents' House: Sleeping Man, East Continent Cave ???: Waterfall Cave, Lucrecia Knight's Island Materia Cave Caves, Knights Cave Mideel Area Materia Cave: Materia Cave 2, Cave South of Wutai, Mideel Materia Cave Area, Wutai, Wutai Cave Area North Corel Area Materia Cave Area: Materia Cave 4, North Corel North Cave, Mt. Corel Materia Cave, Corel Area Cave Goblin Island: Goblin Island Cactus Island : North Crater Cactuar Island: Crater, Crater, Final Dungeon, Northern Crater[3] Credit[edit]
[edit source]
PS p.222-223
PC p.318-319
Annotated world map with accessible areas. PC guides use fonts that are easier to read.
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