FINAL FANTASY® VII

PlayStation® Classic

MEET THE CHARACTERS

During the adventure, you will encounter friends and other important characters in the story. Depending on how you play, you may not be able to befriend some of the characters. The following are the main characters in the game.

CLOUD STRIFE

JOB	Mercenary (ex-member of SOLDIER)
AGE	21
WEAPON	Sword
HEIGHT	5'7"
BIRTHDATE	August 19
BIRTHPLACE	Nibelheim
BLOOD TYPE	AB

Originally a member of SOLDIER, he is now a mercenary who will take any job. After being hired by AVALANCHE, he gradually gets caught up in a massive struggle for the life of the planet. His enormous sword can cut almost anything in two.

AERIS GAINSBOROUGH

JOB	Flower Merchant
AGE	22
WEAPON	Rod
HEIGHT	5'3"
BIRTHDATE	February 7
BIRTHPLACE	Unknown
BLOOD TYPE	O

Young, beautiful, and somewhat mysterious, Aeris met Cloud while selling flowers on the streets of Midgar. She decided to join him soon after. Her unusual abilities enable her to use magic, but she seems more interested in the deepening love triangle between herself, Cloud and Tifa.

TIFA LOCKHEART

JOB	Bar Hostess, AVALANCHE member
AGE	20
WEAPON	Glove
HEIGHT	5'4"
BIRTHDATE	May 3
BIRTHPLACE	Nibelheim
BLOOD TYPE	B

Bright and optimistic, Tifa always cheers up the others when they're down. But don't let her looks fool you; she can decimate almost any enemy with her fists. She is one of the main members of AVALANCHE. She and Cloud were childhood friends, and although she has strong feelings for him, she would never admit it.

BARRET WALLACE

JOB	Leader of AVALANCHE
AGE	35
WEAPON	Gun-arm
HEIGHT	6'4"
BIRTHDATE	December 15
BIRTHPLACE	Corel Village
BLOOD TYPE	O

Head of the underground resistance movement, AVALANCHE, Barret is fighting the mega-conglomerate Shinra, Inc. which has monopolized Mako energy by building special reactors to suck it out of the planet. Barret depends on brute strength and his "Gun-arm" to see him through. His wife died in an accident several years ago, and he now lives with his daughter Marlene.

RED XIII

JOB	Beast
AGE	48
WEAPON	Headdress
HEIGHT	3'9"
BIRTHDATE	Unknown
BIRTHPLACE	Cosmo Canyon
BLOOD TYPE	Unknown

Just as his name implies, he is an animal with fire-red fur. But under his fierce exterior is an intelligence surpassing that of any human. His sharp claws and fangs make him good at close-range fighting, but other than that, not much is known about him. It's not even certain that "Red XIII" is his real name. A real enigma.

CID HIGHWINDS

JOB	Pilot
AGE	32
WEAPON	Spear
HEIGHT	5'8"
BIRTHDATE	February 22
BIRTHPLACE	Unknown
BLOOD TYPE	B

Cid is a tough-talking, warm-hearted old pilot who hasn't forgotten his dreams. There's no better pilot by air or sea. He believes someday he'll fly to the ends of the universe. With his handmade spear and knowledge of machinery, he throws himself into any attack regardless of the danger.

SEPHIROTH

JOB	Top ranking SOLDIER officer
AGE	Unknown
WEAPON	Long sword
HEIGHT	6'1"
BIRTHDATE	Unknown
BIRTHPLACE	Unknown
BLOOD TYPE	Unknown

Even amongst the elite troops of SOLDIER, Sephiroth is known to be the best. His past is locked away in a confidential file held by Shinra, Inc. His giant sword, which only he can handle, has extremely destructive power. Said to have disappeared in a battle years ago, his current whereabouts are unknown.

YUFFIE KISARAGI

JOB	Materia Hunter, Ninja
AGE	16
WEAPON	Knife, boomerang, origami (for throwing)
HEIGHT	5'2"
BIRTHDATE	November 20
BIRTHPLACE	Wutai
BLOOD TYPE	A

Although you'd never know it by looking at her, Yuffie comes from a long line of Ninja. She forced herself into the group just to get a "certain something". She's sneaky, arrogant and "way" selfish. But with her super shuriken and her special skills, there isn't anyone else you'd rather have on your side in a fight.

CAIT SITH

JOB	Toysaurus
AGE	Unknown
WEAPON	Megaphone
HEIGHT	3'2"
BIRTHDATE	Unknown
BIRTHPLACE	Unknown
BLOOD TYPE	Unknown

Cait Sith rides around on the back of a huge stuffed Mog he magically brought to life. Megaphone in hand, he's always shouting orders and creating dopey attacks. When his slot machine attack works, the enemy lines look like an overturned toy box. His hobby is fortune telling, but like his personality, it's pretty unreliable.

VINCENT VALENTINE

JOB	Unemployed
AGE	27
WEAPON	Gun
HEIGHT	6'
BIRTHDATE	October 13
BIRTHPLACE	Unknown
BLOOD TYPE	A

A mystical man, stern and upright while at the same time dark and mysterious. His past connection with Shinra, Inc. is what made him join Cloud and the others. He may seem frail at first glance, but hidden inside his body lurks a fearsome power.

DEFAULT CONTROLS

START button

Field screen
• Switch map displays on the World Map screen.

Menu screen
• N/A

Battle screen
• Pause or resume battle.

SELECT button

Field screen
• Brings up a pointer which shows your position and indicates possible exits in your area. Press the SELECT button again to hide the indicators.

Menu screen
• N/A

Battle screen
• Displays help window.

L1 button

Field screen
• When your character is moving, press the L1 button to turn to the left. Press and hold the L1 button to keep turning to the left.
• When your character is moving on the World Map, press the L1 button to turn to the left.
• When your character is stopped in the World Map, press the L1 button to view the surroundings by turning left.

Menu screen
- Selects characters in the same order as they are lined up in the party.
- Moves the scroll bar up when selecting items and magic.

Battle screen
- Hold down the L1 button simultaneously with the R1 button to escape from battles.

L2 button
Field screen
- Switch views in the World Map.

Menu screen
- N/A

Battle screen
- N/A

Directional buttons
Field screen
- Moves the characters in the Field screen or in the World Map screen.
- Selects messages.
- Selects weapons, armour, items, etc. in shops.

Menu screen
- Moves the cursor and selects commands.

Battle screen
- Moves the cursor and selects commands.

R1 button

Field screen
- When your character is moving, press the R1 button to turn the character to the right. If held down, the character keeps turning to the right.
- When your character is moving in the World Map, press the R1 button to turn the character right.
- When your character is stopped in the World Map, press the R1 button to view the surroundings by turning right.

Menu screen
- Selects characters in the same order as they are lined up in the party.
- Moves the scroll bar down when selecting items and magic.

Battle screen
- Hold down the R1 button simultaneously with the L1 button to escape from battles.
- Switch between multiple and single targets.

R2 button

Field screen
- Changes view of the World Map.

Menu screen
- N/A

Battle screen
- Toggles the target cursor on and off.

TRIANGLE button

Field screen
- Display the Menu screen.

Menu screen
• Remove Materia equipped on a weapon or armour.

Battle screen
• Set action (enter command) to other characters.

CIRCLE button
Field screen
• Talk to other characters.
• Pick up items or examine treasure chests.
• When pressed in front of a ladder, allows character to climb up and down.
• Confirms the selection of weapons, armour, items, etc. to sell or buy in shops.
• Activates switches on various items (e.g. lifts).

Menu screen
• Confirms the selected command.

Battle screen
• Confirms the selected command.

SQUARE button
Field screen
• N/A

Menu screen
• Switch between the Materia menu and the Equip menu.

Battle screen
• While held down, closes the Command window and displays the Barrier and Magic Barrier (MBarrier) gauges.

CROSS button

Field screen
- When the character is moving in the field, the character starts running.
- Cancels the selection of weapons, armour, items etc. to sell or buy in shops.

Menu screen
- Closes the menu screen.
- Cancels the selected command.

Battle screen
- Cancels the selected command.

VIEWING THE WORLD MAP

At the bottom right corner of the World Map screen, a reduced World Map is displayed. In this map, a broad yellow light beam indicates the direction your character is facing and the character's field of vision. The red dot shows the character's current location. Dots scattered around the map represent towns and villages. If you press the START button while the reduced World Map is displayed, it will switch to the enlarged World Map screen. Press the START button again and the World Map will disappear from the screen. To display the reduced World Map, press the START button again.

ENTERING NAMES

As you encounter each character, you will be able to customize their name using up to nine letters. If the default name is acceptable, press the START button to move the cursor to "Select" and press the CIRCLE button.

To change a character's name, select a letter using the directional buttons and enter each letter using the CIRCLE button. After a name is entered, choose "Select". If you want to change back to the default name, select "Default". To delete a letter, select "DELETE" from the side menu.

SELECTING MESSAGES

You can occasionally select a response or reaction when you are talking with other characters. Select the response or reaction by pressing up or down, and then press the CIRCLE button.

SHOPS AND INNS

Throughout the world, you will find various shops and inns where you can rest and buy things you need for your next adventure. You can sell extra weapons or items at any shop, except for inns.

INNS

If you rest one night at most of the inns, the HP and MP of all party members will be completely restored. Also, abnormality status caused during battles will be reversed. The cost depends on the inn.

WEAPON SHOP

Weapons and armour are available. Weapons are specific for each character, for instance, Gun-arms may only be equipped on Barret. Armour may be equipped on any character.

ITEM SHOP

A number of items for various effects, such as recovery and attacking, are available.

ACCESSORY SHOP

Various accessories are available. Once equipped, they will have various special effects.

MATERIA SHOP

Materia are magic orbs that have a number of positive effects if equipped in weapons or armour. Purchasing Materia is the same as purchasing other goods in other shops, however, it cannot be purchased in bulk like items or weapons.

BEGINNER'S HALL

Located above the Weapon shop in the Sector 7 Slums near AVALANCHE headquarters, if you talk to people at the Hall (and listen to Cloud), you will learn many helpful things about playing the game.

VEHICLES & MACHINES

During the adventure, you will be able to travel in a variety of vehicles that can reach places not accessible by foot. Instructions on using each vehicle will be displayed as you use them for the first time.

CHOCOBO

If you have a Materia called "Chocobo Lure" you can catch a Chocobo in certain areas in the World Map screen by walking on the Chocobo's tracks. Once you have walked on its tracks, you will access a battle screen, where you will see a Chocobo and some other enemies. It is very important not to attack or frighten the Chocobo as it will run away. What you must do is attack all the other enemies, and after defeating them, the Chocobo will become yours.

Chocobos can move around areas you cannot reach by foot such as rivers, seas and mountains – different Chocobos have different abilities; a blue one can travel in shallow water, a green one can cross mountains, a black one can cross shallow waters, rivers and mountains, and a gold one can go anywhere.

You can get off a Chocobo by pressing the CROSS button and, once you dismount, the Chocobo will run away. You cannot ride the same Chocobo more than once, so to ride another Chocobo, you must catch one again. Riding a Chocobo is the same as walking except for the use of the CROSS button.

Not all Chocobos run away after you get off of them, as it is possible to hold some at stables.

EVENT GAMES

Some of the events that take place during your adventure require different controller functions. For instance, there is an event in which you throw barrels at enemies below you. There are other events where you compete, relying on your amount of stamina. Tips may be hidden in messages and screens, so look for them carefully before starting an event. In some cases you will have to complete an event within a certain time limit. If you have to discontinue an Event Game, you can finish the game after saving or press the START button during an Event Game to pause.

THE BATTLE SCREEN

1) The triangle mark above a character's head indicates that you can select commands for that character.

2) Press the SELECT button to display the help window during battle. Descriptions for the selected commands, monster names, etc. will be displayed.

3) The names of the party members, with the Barrier gauge and the MBarrier gauge are displayed on the Battle screen. If the gauge is hidden behind the Command window, you can bring it to the front by pressing the SQUARE button. At the beginning of a battle, the Barrier and MBarrier gauges will be empty, but if you equip a Materia called "Barrier", you can cast a magic spell that reduces the damage sustained by one half. You can fill up the upper Barrier gauge and

the lower MBarrier gauge by casting the Magic Spell only once, and the defensive effect will last until the gauges reach zero. "Barrier" works as a defence against the enemy's physical attacks, while "MBarrier" works as a defence against magic attacks. The "MBarrier" is recommended when you fight boss-level enemies.

4) Depending on which Materia is equipped, different commands can be used during battle.

5) The status window shows the current status of the party members. Reading from the left side of the window, you will see: remaining HP, maximum HP (or the current status name), remaining MP and the Limit gauge/Time gauge.

During battle, numbers will appear above your characters and enemies. White numbers indicate damage, while green numbers indicate recovered HP and MP.

Under each character's HP and MP, there are gauges by which you can immediately find the balance of HP and MP. The gauges will change from their standard full colour to red as they become depleted.

BATTLE FORMATIONS
In addition to the normal battle formations, enemies may also appear in the following arrangements. Both your characters and enemies will receive twice as much damage if attacked while their backs are facing opponents.

Pre-emptive Attack
Allows you to enter your commands prior to the enemy's attack. This formation is favourable to your characters.

Back Attack
An attack from behind – your front defence and your rear defence will be reversed.
A real disadvantage for your characters.

Side Attack
Enemies appear between your characters, allowing you to attack them from both
sides. Though you cannot change formations of your characters by using the
"Change" command, this formation is advantageous to your characters.

Attack From Both Sides
Your characters are caught in the enemies' Side Attack. The enemies will always
pre-empt you, and you won't be able to escape. You won't be able to attack all
enemies with one magic spell, nor can you change formations using the "Change"
command. In this formation, your characters are at a great disadvantage.

ATB (ACTIVE TIME BATTLE)
For battles in Final Fantasy VII, the ATB (Active Time Battle) system is introduced.
Whether ally or enemy, the character whose Time gauge fills up first is given
priority for entering commands. Choose commands to best attack or to defend
yourself from the enemy.

BATTLE COMMANDS
The following commands, displayed in the command window, change as you
proceed throughout the game, depending on the characters in your party.

ATTACK
You attack with equipped weapons. You can also fight your allies by selecting
them as attack targets. The same applies to the "Magic" command.

LIMIT

The Limit gauge starts filling up with each enemy attack. When the gauge is full, it blinks, indicating Limit Break status. At this point, the "Fight" command changes to the "Limit" command. By selecting the Limit command, the character will be able to perform his or her unique attack called a Limit Break. If the battle ends without using the Limit Break, you can carry it over to the next battle. In this case, the Fight command will remain as the Limit command. The more damage you sustain from the enemy, the faster the Limit gauge fills up.

MAGIC

When you equip magic Materia on weapons or armour, the "Magic" command becomes available and is displayed in the window. Select the magic you want, and select who you want to cast it on. For instance, if it is attack magic, select the enemy to attack, and if it is curative magic, select one of your allies.

The amount of MP consumed is the same whether it is magic that uses the Materia effect of "All" on multiple enemies or a single enemy. Magic effective on all enemies is indicated by a red arrow next to the name of the spell. If magic cannot be cast due to reasons such as insufficient MP, the name of the magic will be displayed in grey.

ITEMS

Items that affect attacks and recovery can be used in battles. Select an item and decide who will use it or against whom it will be used. If it is an attack item, select the enemy. If it is a recovery item, select one of your allies.

CHANGE

This command will appear if you press the left directional button at the left edge of the battle command window. With this command, you can change the position of your characters from the front line to the rear. Characters at the rear will incur less damage from the enemy, but their damage to the enemy when attacking will be less. Placed at the front, the effect will be reversed. The changed status will not be carried over to the next battle.

DEFEND

This command will appear if you press the right directional button at the right edge of the battle command window. If you use this command, damage incurred will be reduced by half until the Time gauge fills up.

ESCAPE

If you press and hold down the L1 and R1 buttons simultaneously, you may be able to escape from battle. Depending on the enemy and battle formations, it is not always possible to escape.

OTHER COMMANDS

As you proceed, you will obtain many Materia. Among them are Materia that will add commands that you can use during battle, for example there is the "Summon" command, the "Sense" command, and the "Enemy Skill" command. Only characters equipped with the appropriate Materia can use these commands.

END OF BATTLE

Battles end when you have destroyed all your enemies or when all enemies or your characters have escaped. If you win, Gil, items, experience points (EXP) or Ability Points (AP) which affect Materia growth will be awarded. Their value will vary depending on the type and number of enemies destroyed.

GAME OVER

If all your party members are critically injured or are turned to stone, the game is over.

MENU SCREENS
HOW TO VIEW MENU SCREENS

Menu screens can be displayed by pushing the TRIANGLE button whilst on the Field screen; they contain the following information:

• Current status of each party member. Reading from the left: the character's image (face), name (e.g. "Cloud"), level (e.g. "LV1"), current HP/maximum HP and current MP/maximum MP. The two gauges to the right indicate what is required to reach the next level; and the "Limit Level" shows when you can next perform a Limit Break Attack.

• Commands available to you. However, some of them, such as "PHS" or "Save", can only be used at certain locations. Also, "PHS" and "Materia" commands can be used only after you obtain items "PHS" and "Materia".

• Total gameplay time and the total sum of Gil the party has.

• The location of the party (e.g. Midgar area).

MENU SCREEN COMMANDS

Ten commands are available on the Menu screen: Items, Magic, Materia, Equip, Status, Order, Limit, Configuration, PHS and Save.

To select commands, use the up and down directional buttons, and confirm by pressing the CIRCLE button.

1. ITEMS

This command enables you to use items mainly for recovery and cure, such as "Potion" or "Phoenix Down". If you want to employ commands other than "Use", press the CROSS button and then select the appropriate command.

Use
Choose this command to use items you possess. After selecting the item, select the character on which the item will be used. Any items that cannot be used will be displayed in grey. Press the L1 button or the R1 button to scroll up and down the list of items.

Arrange
Choose this command to arrange items. Items can be arranged according to the following criteria:

- Customize: In the order you prefer.
- Field: Items that can be used in the field are listed here.
- Battle: Items that can be used during battle will be listed here.
- Throw: Items that can be thrown in battle will be listed here.
- Type: Arrange by item types, such as weapons, armour, etc.
- Name: In alphabetical order.
- Most: Arrange by the number of items in your possession, greatest first.
- Least: Arrange by the number of items in your possession, fewest first.

Key Items
Displays important items you currently possess, which will affect your progress.

2. MAGIC

While you are in the Menu screen, you can cast magic for recovery, cure and check magic like "Summon" or "Enemy Skill". If you press the L1 button or the R1 button before you select one of the three commands listed below, other party members can be selected without going back to the menu screen; this applies to other commands, including "Materia", "Equip", "Status" and "Limit".

Magic Spells
Choose this command to use magic. After selecting the magic, decide upon whom the magic will be cast. Magic spells available to you are displayed in white while those that cannot be used are displayed in grey. In order to cast each magic spell, Materia must be equipped on the character's weapons or armour. Press the L1 button or the R1 button to scroll up and down the list.

Summon
Displays the available Summon magic (summon monsters) and their effects. In order to cast the Summon Magic, Summon Materia must be attached to the character's weapons or armour.

Enemy Skill
Displays the current enemy's attacks and their effects. In order to learn the enemy's attacks, a Materia called "Enemy Skill" must be attached to the character's weapons or armour.

Extra Abilities
If special abilities have been gained by equipping Materia such as "All", its effects will be displayed.

3. MATERIA

If Materia orbs are inserted into slots in weapons or armour, various abilities will become available. Select this command in order to equip Materia or to see its abilities. To equip the Materia, move the finger cursor to the slot in the weapon or armour, and press the CIRCLE button. Materia not equipped by other characters are available, so choose the one you want to use and press the CIRCLE button. To remove Materia, select the slot where it is equipped, and press the TRIANGLE button.

Ability List
Abilities given to the character by equipping the Materia will be displayed. Available abilities are shown in white. Abilities shown in grey are not yet available.

Equip Effects
By equipping certain Materia, a character's Strength, Magic, MAX HP (maximum HP) or MAX MP (maximum MP) may change. If any of these values increase, the increased value will be shown in yellow. If they decrease, the decreased value will be displayed in red.

AP (Ability Point)
APs are gained if you win battles. Materia that is not equipped on weapons or armour will not obtain APs. If the AP exceeds the value of "to next level" shown on the right, the Materia level goes up, and the number of available abilities increases and the effects will be stronger. Most Materia can go up to level 5.

Move the finger cursor to "Check" and press the CIRCLE button. Commands and Magic available to the character during the battle due to the equipped Materia will be listed.

By using "Arrange", un-equipped Materia can be arranged, or all equipped Materia can be removed at once. Also, any excess Materia can be disposed of. Use "Exchange" to switch Materia between all party members, whether they are present or not.

Move the finger cursor to the slot for Materia and press the CIRCLE button. Materia in your possession (not equipped) and their effects when equipped will be displayed.

MATERIA TYPES
Materia can be divided into five groups based on their abilities.

Independent Materia
Purple Materia. This enhances the characters' status, such as maximum HP and strength.

Support Materia
Blue Materia. This Materia shows its full effect when used in conjunction with other Materia. Make sure you insert this Materia in linked slots (either slot is OK) when equipping this Materia in a weapon or armour. Insert Command Materia or Magic Materia in the other slot. The effects of these Materia will be enhanced with Support Materia.

Command Materia
Yellow Materia. This will increase the number of commands that can be used during battle.

Magic Materia
Green Materia. This will enable you to cast a number of Attack Magic and Curative Magic spells.

Summon Materia
Red Materia. This will enable you to cast Summon Magic during battle, in order to call a Summon Monster.

4. EQUIP

This command equips characters with weapons, armour, and accessories. Even if weapons or armour have been acquired, they will not become effective unless equipped.

Weapons
Once a character has equipped weapons, their Attack Power and Attack % Status will change. To view the status, choose the weapon currently equipped and press the CIRCLE button.

If you have other weapons available to equip, they will be displayed in the lower right box. Select the weapon to equip, and press the CIRCLE button.

The status change will be shown in two columns in the lower box. The left value indicates the status of the equipped weapon, while the right indicates the status of the one you want to equip.

Yellow numbers mean that the status will increase, and red numbers mean that they will decrease. To remove the equipped weapon, select that weapon and press the TRIANGLE button.

Armour
When a character is equipped with armour, the Defence, Magic Defence and their percentages will change. Armour equips in the same fashion as weapons.

Materia Slots
The linked slots are for using Support Materia and other types of Materia in conjunction to increase the power of abilities.

Materia Growth
The growth speed of Materia varies depending on the weapons and armour. "Normal" does not change the speed, but "Double" doubles the APs obtained. On some weapons and armour, Materia does not grow at all.

Accessories
Various effects can be gained by wearing accessories. Some accessories change the character's status. Accessories equip in the same fashion as weapons and armour.

5. STATUS
Press the CIRCLE button to display the current status of the character.

ELEMENTS
By equipping certain weapons, armour or accessories, each character can gain special Elemental Abilities useful for both attack and defence. When the character obtains these Elements, the name of each Element is shown in white. The nine Elements are Fire, Ice, Lightning, Earth, Poison, Gravity, Water, Wind and Holy.

Attack
When you attack enemies who have certain Elements as their weak points, you can give them twice as much damage. On the other hand, if the enemy is resistant to those Elements, you can give them only half as much damage, or in the worst case, the damage may become void or absorbed.

Attack Effects of Each Element

Fire:	Effective against beasts and ice enemies.
Ice:	Effective against fire enemies or enemies weak against cold.
Lightning:	Effective against mechanical enemies.
Earth:	Attacks utilizing the power of the earth. Not effective against flying enemies.
Poison:	Poisons opponents. Not effective against poisonous enemies.
Gravity:	Attacks utilizing power of gravity.
Water:	Effective against fire enemies.
Wind:	Effective against flying enemies.
Holy:	Effective against the enemies of darkness.

Half reduction

When attacked by enemies with certain Elements, the damage incurred will be reduced to one half.

Void

When attacked by enemies with certain Elements, no damage will be incurred.

Absorb

When attacked by enemies with certain Elements, the damage will be absorbed as your own characters' HP.

EFFECT

Certain weapons and armour provide enemies with abnormal status, or protect you from those abnormal statuses. If any of the weapons or armour currently equipped has such effects, the name of the abnormal status will be displayed in white.

Attack
When attacking an enemy, in addition to inflicting the usual damage, you can also inflict an abnormal status effect.

Defence
When the enemy tries to cause abnormal status to the character, the attack by the abnormal status effect can be avoided.

6. ORDER
This command is used to change the characters' positions or to move them to the front or the rear of the ranks. Select the character, and choose the location to move the character, or choose the character to switch places with. To change the character from the front line to the rear, move the finger cursor to the character and double tap the CIRCLE button.

Front
By moving your character to the front, Attack Power will increase and Defence will decrease. Attack Power and Defence against magic doesn't change.

Rear
By moving your character to the rear, Defence will increase and Attack Power will decrease. Attack Power and Defence against magic doesn't change.

7. LIMIT
By using this command, you can perform Limit Break Attacks when your character reaches Limit Breaks during battles. You can also find out the effects of the attacks. Limit Gauges are displayed in the upper right corner of the screen, which shows the progress towards the next Limit Break.

Initially, you can only use Level 1 attacks, but as you go through a number of battles, the characters will learn higher level attacks. To select an attack to perform, move the finger cursor to the "Set" button on the screen and press the CIRCLE button. Then select the "Break Level" shown in white at the bottom of the screen. If you want to change the Break Level, choose "Yes", and the limit gauge will return to zero; if not, choose "No".

To find the effects of the Limit Break Attacks, move the finger cursor to "Check" and press the CIRCLE button. Select the level of the attack you want to check, then select the attack's name.

When Your Status is "Fury" or "Sadness"
If your status becomes Fury, the Limit Gauge fills up faster and is shown in red. If your status becomes Sadness, the limit gauge fills up slower and is shown in blue. Abnormal conditions such as Fury or Sadness can be cured with the appropriate items or magic.

8. CONFIGURATION

Window Colour
The colours of the four corners of the window background can be changed by mixing the three colours, red, green and blue. Press the CIRCLE button to move the finger cursor to the right window. Use directional buttons to select the corner of the box you wish to change, then press the CIRCLE button. Change colours using the right and left directional buttons, and press the CROSS button. When you have finished changing colours of all four corners, press the CROSS button again.

Sound
The sound mode can be changed between Mono and Stereo.

Controller
The controller settings can be changed to Normal or Customize. To choose Customize, press the CIRCLE button to display the window, then press the START button. The finger cursor will appear to the left of the buttons in the box. Select the button you want to change by using the up and down directional buttons. Then press the button you want to be assigned to that function instead. When you finish customizing your button settings, press the left or the right directional button.

Cursor
Even after you close the window, the last position of the finger cursor can be stored.

ATB

You can set the time flow during battles to one of the following three options:

Active: For skilled players. Time lapses even while you are selecting commands such as Magic and Items.

Recommended: For moderately skilled players. Time stops while the screen effects are displayed when using Magic and Items.

Wait: For beginners. Time stops while you are selecting commands such as Magic and Items.

Battle Speed
Speed of time flow during battles can be changed.

Battle Message
Message speed during battles can be changed.

Field Message
Message speed in the Field screen can be changed.

Camera Angle
Screen angles during battles can be changed.

Auto: The camera angle/view changes constantly, making the battle exciting and realistic.

Fixed: The camera angle is fixed to a specific angle when you encounter enemies. The battle continues at this fixed angle.

Magic Order
When selecting Magic to cast during battles, you can choose between six types of sequences for listing magic in the window.

9. PHS

Once you have more than three members in your party, two members besides Cloud must be chosen and an item called "PHS" is required – except for certain Events. Members can be switched only in the World Map screen and at Save Points.

Select the character you want to remove from your party. Move the finger cursor to the character, and press the CIRCLE button.

Move the finger cursor to the other characters. Select the character you want to add to the party, and press the CIRCLE button.

10. SAVE

In the World Map screen, you can save your progress by pressing the
TRIANGLE button and opening the Menu screen.

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