

SECTION 1

Treasure

A	Potion x2
B	Phoenix Down
C	Potion
D	Restore Materia
--	Assault Gun (Boss Reward)
E	Potion

Bestiary

Name	HP	MP	Weakness	Exp	AP	Gil	Drops	Steal	Morph
1st Ray	18	0	Lightning	12	1	5	---	---	Potion
Grunt	40	0	---	22	2	15	[8] Potion, [8] Potion	[8] Grenade	Potion
Guard Hound	42	0	---	20	2	12	[8] Potion	[32] Potion	---
Mono Drive	28	28	Wind	18	3	8	[8] Potion, [2] Ether	---	---
MP	30	0	---	16	2	10	[8] Potion	[8] Grenade	Potion
Sweeper	140	0	Lightning	27	3	30	---	---	Potion

Reactor #1 Raid

After the epic introduction you can control our spikey-haired main character. Before anything, search the body of the first knocked-down guard twice to find two **Potions** ❶.

► **NOTE:** You can actually grab these two **Potions** from either guard, or two from one of the guards. It doesn't matter, since two is all you'll get.

We're assuming you know the controls, which can also be found in the instruction manual. First-timers would do well to press the select button, which places cursors all over the screen. These tell you which way to go, and where you are. *Cloud*, our main character, gets a big scary finger hanging over his spikey hair and exits are marked with red triangles. Climbable objects such as ladders are indicated by green arrows. If you are a first-timer, we suggest you read the Controls section that covers the controls and some basic hints.

Run down the station tracks and two guards initiate a fight. Your regular attack will easily do them in, so don't waste your MP on these ... MP's. Talk to your teammates in the next screen and you'll get to re-name *Cloud* (if you feel like it). You'll never be able to change a character's name after selecting it, so choose very wisely or simply stick with the default names. You'll also get to name *Barret* now.

After the dialog, head north to follow your team members. You'll likely run into random encounters at this point, so swipe them off your back as you head into the reactor. Once inside the reactor, talk to *Barret* who joins your ranks.

► **TIP:** Head into the Menu and select 'Order'. You'll want to select *Barret* twice, which will put him in the back row. Since *Barret* has a gun-arm, he'll be to hit enemies for the same damage, while only receiving half the damage from physical attacks.

Speak with *Biggs* and *Jessie*, who'll gladly open the doors for you. A **Phoenix Down** ❷ can be looted from a box in the southern room, after which you'll have to talk to *Jessie* once more to open the elevator doors.

Press the button and exit the elevator again after the dialog between *Barret* and *Cloud*. Follow *Jessie* downstairs and go through the door. Walk to *Jessie* for a quick tutorial on how to climb ladders (which are marked with green triangles, if you used the ❸ button before). The blue potion lying around is, well, it's a **Potion** ❹. Climb down the second ladder,

walk over some pipes, and make your way to a final ladder.

It is recommended to save your game at the Save Point, which looks like a rotating question mark. Generally, Save Points appear before bosses or other moments when 'something' is going to happen. Head down to the next screen, grab the green marble (now formally known as a **Restore Materia** ❶) and fiddle with the valve. Looks like it's time for your first boss fight. (See - **BOSS: Guard Scorpion**)

After the battle you'll have 10 minutes to escape from the Reactor 'cause it's going to blow! Go into the menu and equip *Barret* with the Assault Gun, which is better than his initial Gatling Gun.

► **NOTE:** The timer does NOT stop when the menu is brought up. The only time it'll stop is when you pause the game during a battle.

Backtrack to the screen where you left *Jessie*. She's sitting in a crouched position on the lower part of the screen. Walk over and free her foot that got stuck between the metal bars. Simply return to the elevator after this, ride it up, talk to *Jessie* and *Biggs* to open the doors and get the hell out of the *Reactor #01*!

Midgar Sector 1

Make your way up the stairs after the scenes. You'll come across the flower girl that we saw in the intro. You can give different responses, and they will affect a certain scene later in the game. If you wish to follow a guide that deals with the different outcomes, check out the Gold Saucer Date Mechanics subsection at the back of this guide.

Don't let the electricity freak you out in the next screen. Do something more productive instead by picking up the **Potion** ❷ near the exit below, then continue down south.

BOSS: Guard Scorpion

Basic Statistics:							
Level:	12	Exp:	100	Att:	30	Def:	40 & 255†
HP:	800	AP:	1000	MAtt:	15	MDef:	256 & 384†
MP:	0	Gil:	100	Def%:	0	Drops:	Assault Gun

Steal:	---	Morph:	---
Weakness:	Lightning	Absorbs:	---
Nullifies:	Poison, Gravity	Halves:	---
SE Weakness:	Slow, Stop		



Abilities:						
Name:	Power:	Att%:	Target:	Type:	Element:	Notes:
Search Scope	N/A	N/A	1 Op	N/A	N/A	Selects target of next attack. Only used when tail is down.
Rifle	41	100	1 Op	Physical	None (Shoot)	Only used when tail is down.
Scorpion's Tail	71.75	95	1 Op	Physical	None (Shoot)	Only used when tail is down.
Tail Laser	123	120	All Op	Physical	None (Shoot)	Used as a counter-attack when tail is up.

**TACTICS:**

*Guard Scorpion* is a mechanical enemy, making it very vulnerable against lightning-based attacks. Therefore, have *Cloud* use Bolt continuously throughout the battle, while *Barret* keeps firing regularly by using physical attacks.

The *Guard Scorpion* follows a set pattern. It will first use its Search Scope 'attack', which is nothing more than a scan for its next target. After this it will attack regularly, perform another Search Scope, attack regularly again and then raise its tail. It will wait two turns (during which it will counter with a powerful Tail Laser attack if attacked), after which it lowers its tail again. The pattern now repeats.

Unleash your Limit Breaks as they become available and keep pounding the boss with Bolt and physical attacks until it breaks down.

† - Secondary value represents stat whilst *Guard Scorpion*'s tail is raised.