






With the **Keycard 65** , head up to the 63rd floor. This is an optional floor, but you can collect three treasures if you take the time to solve a puzzle. Walk to the computer in the lower right room to grant you access to open up three doors in total on this floor.


To get all items you must open up the right combination of doors. Head to the upper-right corner and open the door to your left. The door that blocks the hall to the left is the first one you should open up. Continue left, ignoring the first door below, but open the **second** door below. Grab the **'A Coupon'**  from the room to the left and enter the air duct. Crawl to the end on the top of the screen, and grab the **'B Coupon'**  from the room you land in. Now just walk out the room, turn left, open the door and grab the **'C Coupon'**  from the room. Crawl back in the air duct and exit by the right.


► PERFECT GAME NOTE: 05

Don't exchange the Coupons for the items. While the items can be acquired through other means later in the game, the Coupons are one of a kind and will be lost forever to you. While you could regard this as another dilemma, similar to when you had to choose between the Battery and the Ether, the same principle applies here. Are you going for a complete inventory, or do you want to grab all the treasure in the game (which no one will ever be able to check).



The computer can change the coupons you found for the following items:


A Coupon = **Star Pendant** 

B Coupon = **Four Slots** 


C Coupon = **'All' Materia** 

The Four Slots has - well, it's got 4 slots but has a poor defense rating so we advise not to use it. The Star Pendant is your first accessory and it protects against Poison. You might as well equip it on *Cloud*.

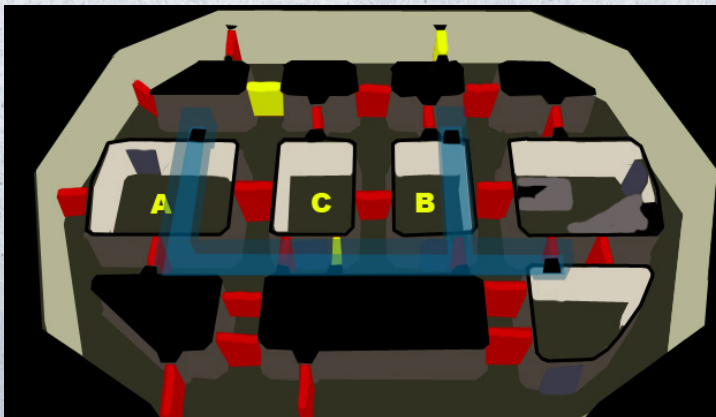
The 64th floor is a recreational area with a fitness room, relaxation room and everything along those lines. There's a vending machine in the upper left corner of the fitness room which sells a 'Shinra Gym Special Drink' for 250 gil. Pay up and choose to bang on the machine. An employee will stop *Cloud*'s bashing, but you can revisit this area later to claim a reward. Search the locker room to find a **Phoenix Down** , an **Ether**  and someone's Ultimate Weapon - but since *Cloud* doesn't see any use in holding on to a megaphone, it can't be obtained at this point.

The 65th floor has random encounters again, although the encounter rate is fairly low. The idea of the puzzle is to complete the scale model of *Midgar* with the **Midgar Parts**  scattered over the area in boxes. The lower chest in the upper left room holds the first parts. Place them in the model counterclockwise, starting with the bottom right. Where you place the parts matters for which chest opens. If you place them like this, the chests will open in the order this guide describes. Every time you place the parts in the model, another chest opens up.

- The second Midgar Parts are found in the lower chest in the lower left room.
- The third Midgar Parts are in the remaining chest in the upper left room.
- The fourth Midgar Parts are in the remaining chest in the lower left room.
- The last Midgar Parts are in the upper right room.

After placing all the parts, the chest near the stairs opens up and you can take the **Keycard 66**  from it.


The 66th floor is the conference floor where Shinra plans their evil schemes. Could it be a coincidence that this is based at the 66th floor (a rather evil number, we think)? Go to the restroom on the upper



left of the screen and enter one of the toilets. After flushing like a gentleman, climb inside the shaft to eavesdrop on the conference. When the meeting is over, follow *Professor Hojo* to the next floor.

► **TIP:** The 67th floor has random encounters, and you can get yourself some good equipment by stealing from Moth Slashers (the robotic enemy on a spinning wheel), and SOLDIER:3rd. The Moth Slashers hold a Carbon Bangle, a great armor with 27 defense and 3 slots (two of which are paired slots), while you can steal a Hardedge from any SOLDIER:3rd - a great weapon for *Cloud* which is twice as good as the Buster Sword. You may find the encounter rate fairly low once again, but it's definitely worth the effort.

When you're all done stealing, visit the laboratory on the left to view a scene.

Grab the **Poison Materia**  from the chest, prepare your characters for an upcoming battle and use the Save Point. *Cloud* could make good use of the Star Pendant while *Barret* is best set up with the Poison - Elemental combination placed in his armor on *linked slots*. This will protect them from poison attacks. It also helps to give *Cloud* the Fire - All, and *Barret* the Ice - All combination.

When you're all set, ride the lift up to the 68th floor and rescue *Aeris* from the dreadful *Hojo* and his test samples! If you set *Barret* up for the fight, send *Tifa* to look after *Aeris*. (Sec - BOSS: Sample:H0512)

BOSS: Sample:H0512

BASIC STATISTICS:									
Level:	19	Exp:	300	Atk:	40	Def:	60	Dex:	65
HP:	1000	AP:	30	MAtk:	35	MDef:	64	Luck:	1
MP:	120	Gil:	250	Def%:	1	Drops:	Talisman		
Steal:	---					Morph:	---		
Weakness:	---					Absorbs:	Poison		
Nullifies:	Gravity					Halves:	Lightning		
SE Weakness:	Sleep, Paralyzed, Slow, Stop, Darkness								



ABILITIES:						
Name:	Power:	Att%:	Target:	Type:	Element:	Notes:
Keyclaw	63	100	1 Op	Physical	None (Cut)	---
Shady Breath	---	255	All Op (NS)	Magical Change Status	Poison	[72] Inflict 'Poison'.
Reanimagic	2390.625	255	All AI (NS)	Magical HP Restore	Restorative	Revives fallen Sample:H0512-opt.

TACTICS:
This boss has the advantage of often being in the back row because of his little opt-samples. Only *Barret* deals full damage with physical attacks when attacking the boss, so magic should be your primary offensive arsenal.

Never use Poison in this battle since *H0512* absorbs it - instead use Fire and Ice to damage the boss and it's henchmen. *Cloud*'s Limit Break Cross-slash can Paralyse *H0512* for a few turns, while *Barret* and *Red XIII* deal solid damage with their initial Limit Breaks.

If *Barret* already has his Mindblow Limit Break, this can deplete the boss' MP instantly, restricting it to only it's Keyclaw attack. Alternatively, the boss can only revive it's henchmen up to a maximum of three times before it runs out of MP. Keep your HP high at all times and take good care of your poisoned characters. The boss has only 1000 HP, so a few powerful Limit Breaks should easily do it in. If you kill the main boss, the henchmen die along. If you do dispatch them separately, you're rewarded with additional Tranquilizers as battle spoils.

Sub-Boss(es)

Name	HP	MP	Weakness	Exp	AP	Gil	Drops	Steal/Morph
Sample:H0512-opt x3	300	48	---	20	2	0	Tranquilizer	---