CRISIS CORE

FINAL FANTASY VII

CONTENTS

CRISIS CORE
FINAL FANTASY VII

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the CRISIS CORE® - FINAL FANTASY® VII - disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the 🎮 icon from the Home Menu and then select the ⊙ icon. An image of the software will be displayed. Select the image and press the ❌ button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from pre-completion screens that may differ slightly from those in the finished product.

L button | LCD screen | R button

Directional buttons
Memory Stick Duo™ access indicator
buttons
POWER indicator
HOLD indicator

WLAN access indicator | Volume | Right speaker
Analog stick | START button
Strap holder | SELECT button
Left speaker | Sound button
HOME button | Display button
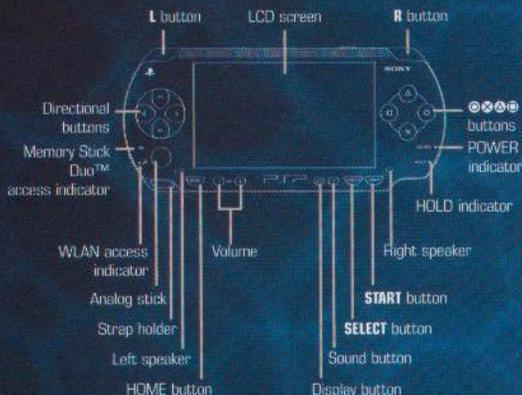
Memory Stick Duo™
To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data. Make sure there is enough free space on your Memory Stick Duo™ before commencing play.

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC Mode
Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

Game Sharing
Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™Game in their PSP™ system.

Infrastructure Mode
Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

Seven years prior to the events of FINAL FANTASY VII.

The Shinra Company is rapidly increasing its influence through its monopoly on mako energy and military might. With the burgeoning city of Midgar as its base and symbol of prosperity, Shinra is on the verge of establishing absolute dominance over the world.

SOLDIER is a group of skilled combat operatives within Shinra. The elite within the group - those strong enough to be deemed SOLDIER 1st Class - are respected and idolised by the citizenry. Zack is a young SOLDIER 2nd Class who aspires to become a 1st. He spends his days carrying out assignments under the guidance of his 1st Class mentor, Angeal.

During an operation in Wutai, a large number of SOLDIER members, led by SOLDIER 1st Class Genesis, go missing. The severity of the situation prompts Shinra executives to deploy even more SOLDIER operatives in hopes of bringing an end to the war with Wutai - and conducting an investigation into the mass desertion. The ones assigned to the mission are Zack, Angeal, and the 1st Class hero who is known the world over as Sephiroth...

What truths lie behind Genesis's disappearance?

What secrets bind the three SOLDIER 1st Class operatives?

For Zack, a cruel and fateful struggle awaits...

Zack

SOLDIER 2nd Class in the Shinra Company. Zack joined SOLDIER with dreams of becoming a hero. Full of vitality, he is quick to act and has a cheerful disposition.

Sephiroth

The greatest SOLDIER 1st Class, whose name is known all over the world. Sephiroth possesses superhuman powers that enable him to execute missions with absolute perfection. Though he is never one to express his feelings, there seem to be moments when he opens up to Angeal, Genesis, and Zack.

Aerith

A girl who grows flowers in the slums, Aerith is descendent of the Ancients, a people thought to possess the power to converse with the planet. She is under constant surveillance by the Shinra Company.

Angeal

SOLDIER 1st Class, often seen in action together with Zack. Stoic and morally straight as an arrow, Angeal is good friends with fellow 1st Classes Sephiroth and Genesis. For some reason, he hardly ever uses his giant Buster Sword in battle.

Genesis

SOLDIER 1st Class in the Shinra Company. Genesis is a devotee of literature, especially the epic poem "LOVELESS". While friends with Angeal and Sephiroth, he also regards Sephiroth as his rival. He goes missing in action during an operation in Wutai.
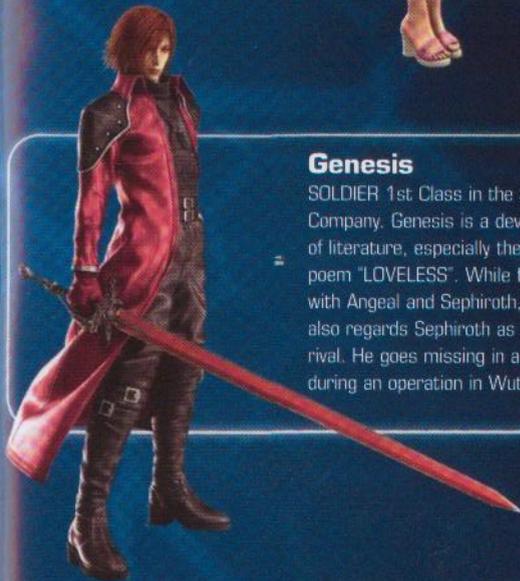
CONTROLS

PSP™ (PlayStation® Portable)

Some actions are only available in certain screens. Controls in the field are shown in green text. Controls in the battle screen are shown in blue text. Other general controls are shown in yellow text.

L button
Rotate camera
Select command

Directional buttons
Move
Select
Scroll zone map

⊚ button
Show zone map
Evade

R button
Rotate camera
Select command

△ button
Show main menu
Guard

⊙ button
Cancel
Advance text
Select Attack command

✕ button
Confirm
Talk / Examine
Advance text
Save
Execute command

Analog stick
Move
Select
Scroll zone map

HOME button
Quit game

START button
Pause

SELECT button
Delete data

Application Reset
Press and hold the L, R, and START buttons simultaneously to reset the game and return to the title screen.

* Save data can be deleted only at save points and other certain points during the story (p. 14).

GETTING STARTED

NEW GAME

This will start the game from the beginning of the story. You can also select the overall difficulty of the game (Normal Mode or Hard Mode). Please note that once a difficulty mode is selected here, it cannot be changed during gameplay.

LOAD GAME

Select the data to load. This will continue the game from where you left off.

Saving Data

You can save your progress at any save point or at certain points during the story. Before you start the game, make sure to have a Memory Stick Duo™ with at least 256KB of free space inserted into the Memory Stick Duo™ slot. When saving at a save point, enter

Save Point

the save point and press the ⊗ button. Then select a file in which to save your data. To delete data, press the (SELECT) button at the save point and select the file to delete.

Advancing the Story

Move Zack in the field screen in order to gather information and advance the story. Encounters with enemies will take you into the battle screen. Use the main menu to make adjustments to your equipment and use items.

Field Screen p. 16-17

The field screen enables you to move through towns and various facilities. You can talk to people to gather information.

Battle Screen p. 18-23

When you encounter enemies in the field, or an event leads to battle, the resulting fight will take place in the battle screen.

Main Menu p. 24-33

While in the field screen, press the ⊙ button to enter the main menu, where you can make adjustments to your equipment and use items.

FIELD SCREEN

FIELD SCREEN OVERVIEW

Use the directional buttons or the analog stick to control Zack. You can use the ▣ L ▣ or ▣ R ▣ buttons to rotate the camera.

Chest

Approach the chest and press the ✕ button to obtain the item within.

Available action

This shows the action, such as "Talk" or "Examine", available to you at specific locations.

THE FIELD SCREEN AND ZONES

Next zone

Crossing this threshold takes you to the next zone. Red lines indicate that you cannot enter.
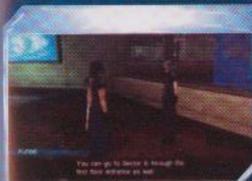
Zone information

This displays the name of the next zone.

TALK/EXAMINE

When an available action is displayed, such as when Zack is near people or doorways, press the ✕ button to take that action. Press the ✕ button to advance the text.
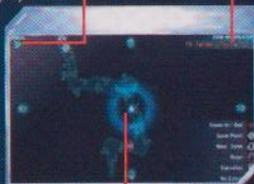

Showing the Zone Map

In the field, you can press the ⦿ button to display a map of the zone Zack is currently in. Use the directional buttons or the analog stick to scroll the map. You can also use the ⦿ button to zoom in or out. Press the ⦿ button to return to the field screen.

Signal

An "X" indicates that not enough information is present to display the zone map.

Zone information

Current location

The arrow indicates the direction in which Zack is facing.

Icons used in the zone map

◈	Save point	🗲	Next zone
🚪	Door	⬍	Elevator
🚫	No entry	⦿	Zoom In/Out

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BATTLE SCREEN - SCREEN OVERVIEW & BASIC RULES

When you encounter enemies in the field, or an event leads to battle, the resulting fight will take place in the battle screen. This section explains the information on the screen and the basic rules of battle.

BATTLE SCREEN OVERVIEW

When you enter a battle, a section of the field becomes a battlefield where you must fight your enemies. You can pause the battle by pressing the (START) button.

Current SP (p. 25)

Limit Gauge
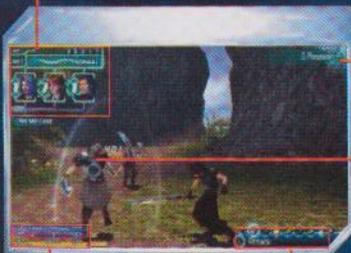This monitors DMW status. (p. 22)

DMW
Matching character panels or numbers can activate various status changes and special attacks. (p. 22)

Current Status
This indicates Zack's status when a status change occurs. (p. 23)

Target Name

Target
This indicates which enemy Zack is locked on to.

Available commands

Active command

Current / Max HP (p. 25)

Current / Max MP (p. 25)

Current / Max AP (p. 25)

BASIC RULES OF BATTLE

Take control of Zack and attack enemies with both blade and magic. Every enemy defeated earns gil (money), experience points, and SP. Higher SP can be earned by defeating foes in a chain without taking damage. A variety of items can also be obtained through battle.

END OF BATTLE

Defeat all foes to successfully complete the battle. A successful escape (p. 21) can also bring a battle to an end, but not all battles allow for this.

GAME OVER

When Zack's HP reaches zero, the game ends, and the game will return to the title screen.

BATTLE SCREEN - ACTIONS
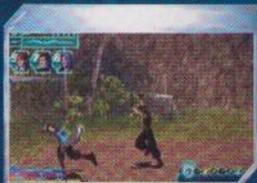
MOVE
(DIRECTIONAL BUTTONS / ANALOG STICK)

Use the directional buttons or the analog stick to move Zack.

COMMAND SELECTION
(SELECT: L AND R BUTTONS / EXECUTE: ✖ BUTTON)

Press the ✖ button to execute "Attack", or any other selected command. Use the L and R buttons to select a command. Pressing the ⊙ button will default to the "Attack" command.

Command Types

Attack	Zack uses his sword to execute physical attacks.
Materia	Equipped materia enables Zack to use magic such as "Thunder" and "Cure", as well as special attack skills such as "Assault Twister". The materia name is displayed as the command.
Items	Items in Zack's possession can be used during battle. After selecting "Item", use the L and R buttons to select a specific item. Press the ✖ button to confirm your selection.

GUARD
(🔺 BUTTON)

Press the 🔺 button to guard against enemy attacks and reduce damage received. Guarding costs AP, and when AP reaches zero, Zack will be unable to guard.
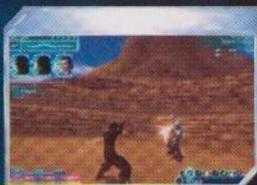
EVADE
(⊙ BUTTON)

Press the ⊙ button to evade enemy attacks at the cost of AP. Use in conjunction with the directional buttons or the analog stick to evade in any direction.

ESCAPE
(MOVE OUTWARD FROM THE BATTLEFIELD)

Continue moving outward from the battlefield to escape from a battle. However, some battles, including boss battles, may not allow Zack to escape.

BATTLE SCREEN - DMW EFFECTS & STATUS CHANGES

The DMW can activate special effects during battle. Zack's status may also change as a result of enemy attacks.

DMW (DIGITAL MIND WAVE)

The DMW is a slot-reel system that continues to spin and stop during battle by expending SP. Matching numbers or character panels can activate a variety of special effects, such as "Invincible" and "No MP Cost".

* The **DMW cannot be manually controlled by the player.**
* The **DMW may not spin or activate effects if SP is insufficient.**

LIMIT GAUGE

The limit gauge monitors DMW status. It fluctuates between five levels (from LOW to HEAVENLY) depending on Zack's emotional state and DMW results. A higher gauge level increases the chances of a limit verge.

Limit Verge

When the left and right slots have matching character panels, the screen changes to show a limit verge. Matching character panels or numbers at this screen can activate different effects.

Matching characters	Activate a limit break that corresponds with the character shown in the panels.
Matching numbers	Level up Zack or his equipped materia.

STATUS CHANGES

During battles, certain attacks and DMW effects can cause status changes. Some changes are beneficial, while others (status ailments) are not. Most status ailments can be healed through the use of items such as remedies and elixirs.

Status changes that are not cancelled over time

Poison	Gradually drains HP at regular intervals.
Silence	Prevents use of magic.
Curse	Prevents DMW rotation.
Raise	Fully recovers HP from incapacitation.

Status changes that are cancelled over time

Stun	Temporarily prevents action and command input. Pressing buttons repeatedly can help you snap out of it faster.
Endure	Prevents falling from received damage.
Stop	Temporarily halts the flow of time.
Barrier	Halves damage from physical attacks.
MBarrier	Halves damage from attack spells.
Regen	Gradually recovers HP at regular intervals.
Null Physical	Nulls damage from physical attacks.
Null Magic	Nulls damage from magic attacks.
Invincible	Nulls all damage.
No MP Cost	Stops magic-related materia from expending MP.
No AP Cost	Stops defensive actions and action-related materia from expending AP.
Critical	All attacks become critical hits.

NAVIGATING THE MAIN MENU

Use the directional buttons or the analog stick to select a submenu. Press the ⓧ button to confirm your selection.

Menu

Status
Displays Zack's status. Any ailments will also be shown here.

Zone
Displays the name of your current location.

Time
Displays how long you have been playing the game.

DMW Characters
The characters that appear in the DMW are shown here. A larger number under the panel indicates a better chance of getting a match.

Gil (money)

Limit Gauge

Submenus

Items	p. 26	Sort and use items.
Equipment	p. 27	Equip materia and accessories.
Materia	p. 28	Sort and use materia.
Materia Fusion	p. 29	Fuse materia in your possession.
DMW	p. 30	Check DMW statistics.
Missions	p. 31	Participate in missions.
Mail	p. 32	Read messages received.
Shops	p. 33	Shop for goods online.

STATUS

The numerical value for each status item can be affected by a variety of factors, such as the DMW (p. 22) and equipped materia.

Status

SP	SOLDIER points indicate strength based on mako. DMW results and defeating the enemy earn SP. DMW activation and materia fusion (p. 29) cost SP.
HP	Current / maximum hit points. Decreases when damage is received in battle. The game is over when HP reaches zero (p. 19).
MP	Current / maximum magic points. Use of magic-related materia costs MP.
AP	Current / maximum action points. Use of Guard or Evade (p. 21), or action-related materia cost AP.
ATK	A higher value increases physical attack strength.
VIT	A higher value decreases physical damage received.
MAG	A higher value increases the strength of attack spells.
SPR	A higher value decreases magic damage received.
LCK	A higher value may increase the chance of critical hits.

Maximum HP, MP, and AP

Some DMW effects during battle increase the current values of HP, MP, and AP. An increase can sometimes lead to a status break, where the current value exceeds the maximum value. The increased value is retained even after battle.

Select the "Items" and "Equipment" submenus to prepare Zack for battle by using items and equipping him with materia.

ITEMS

You can use or sort items in your possession.

USE

Select an item to use from the available choices.

SORT

Select either "Auto" or "Manual" to sort your items.

Auto	Sort items automatically.
Manual	You can sort items according to your preference. First, choose the item to move, and then choose where you want the item to go.

EQUIPMENT

You can equip or unequip materia and accessories in your possession. Press the ⊙ button to check the abilities granted by the selected equipment.

Abilities

EQUIP

First, select the slot in which to place the materia or accessory. Then choose the materia or accessory to equip. Materia that are usable in battle become materia commands on the battle screen (p. 20).

SORT

You can change the order of equipped materia or accessories by choosing what to move, and then selecting where you want it to go. The order of materia here will be reflected in the battle screen's materia commands.

UNEQUIP

Select the materia or accessory to unequip. Then press the ⊗ button to confirm your selection.

BEST

This allows the system to automatically choose from materia and accessories in your possession for the best possible equipment based on offence (physical attack), magic (attack spells), or defence.

MAIN MENU - MATERIA / MATERIA FUSION

MATERIA

You can use and sort materia in your possession. Please note that you can only carry up to 99 materia at any given time.

USE

Select the materia you want to use. Keep in mind that using materia costs MP.

MP Cost

SORT

Select "Auto" to let the system sort your materia, or "Manual" to sort them yourself (p. 26).

SP CONVERT

Materia can be converted to SP. Move the cursor to highlight a materia, and check the upper left of the screen to see how much SP it is worth. Press the ❌ button to proceed with the conversion. Once materia is converted to SP, it cannot be returned to its original form.

Converted SP value

MATERIA FUSION

At the expense of SP, you can fuse two materia together to create one new materia. Materia fusion becomes available later in the story.

HOW TO FUSE MATERIA

Select the two materia to be fused. Use the ⚫ button to undo a selection. You will not be able to select equipped materia. Upon selecting "FUSE", you will see a confirmation screen that displays the resulting materia and the necessary SP cost. Select "Yes" to proceed with the fusion. Keep in mind that the two original materia will be lost once they are fused.

Try Fusing a Variety of Materia

Different combinations of materia yield different results. Fusing together high-quality materia may produce something even more powerful. Later on in the story, obtaining the Item Fusion Tome enables fusing items with materia for a wider variety of results!

DMW

You can check the kinds of DMW that can be activated during battle, and the progress (how much of the scenes you have viewed so far) with each DMW character. Press the ▲ button to check the number of limit breaks that have been activated so far with each character.
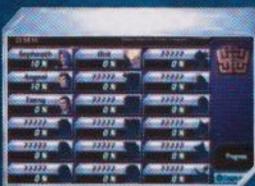
GAINING DMW CHARACTERS

You will gain more DMW characters as you progress through the story and meet new characters or certain conditions. When a character is added, a silhouette is replaced with an image of the character, and a new limit break is learned.

MISSIONS
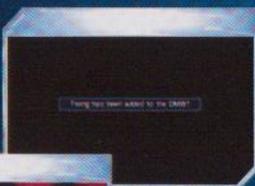
Zack can accept a wide variety of missions - and can obtain useful items by clearing them. To activate missions, you must first register Zack at the mission board inside the Shinra Building. Once registered, you can enter any save point (p. 14) and open the main menu to select the "Missions" submenu.
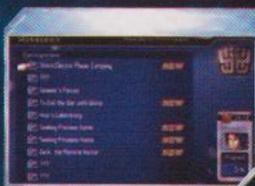
SELECTING MISSIONS

When you select "Missions", the screen will show the missions that are currently available. Select one to read its description, and then select "Yes" to start the mission.

ABORTING MISSIONS AND END OF MISSION

To quit in the middle of a mission, keep moving towards a no-entry line to exit the area, or select "Missions" from the main menu. If Zack is incapacitated during a mission, he will be returned to the save point where he first accepted the mission.
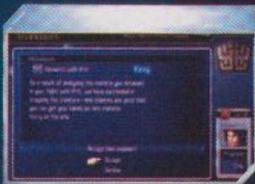
MAIL

You can read mail through the "Mail" submenu. Mail is sorted by category in folders such as "SOLDIER" and "Shinra News". Select the folder and mail to check past correspondences.

* Tutorial contents are also stored in a folder. If you have any remaining questions about the game, be sure to check here first.
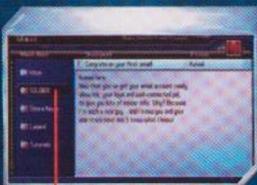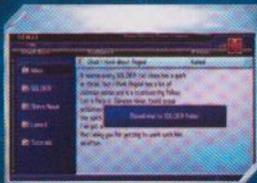
Folder

NEW MAIL

Whenever you get new mail, a mail icon appears in the top right of the field screen. Select "Mail" in the main menu to see the subjects of the new mail in your Inbox. Select a subject to read the mail's contents. Once read, the mail is automatically stored in the appropriate folder.

* When a new mail belongs to a new category, a new folder is created.

Mail icon

SHOPS

You can buy items from shops, or sell items in your possession. Select one shop at a time to shop from. Your selection of shops will grow as the story progresses, or as a reward for completing missions.

BUYING ITEMS

To buy an item, select "Buy", and then select the item and determine how many you want to purchase. Use the directional buttons or the analog stick to set the units; left and right will adjust units by one, while up and down will adjust units by ten.
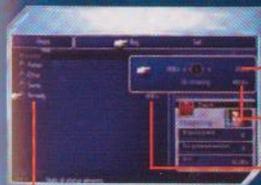
Total cost

Gil remaining

Unit price

Item name

SELLING ITEMS

To sell an item, select "Sell". Then select the item and determine how many you want to sell.

HINTS

TIMING IS CRITICAL

Optimal timing when controlling Zack and entering commands can sway the advantage your way in battle. You can chain attacks through swift command selection. When the enemy attacks, you can guard, evade, or otherwise avoid damage with a deft move. And when the enemy uses magic, the skill name is shown at the top centre of the screen, giving you a split second to judge the best way to evade the attack spell.

When you see the enemy's skill name...

Be ready to evade quickly!

EQUIP YOURSELF APPROPRIATELY

Some enemies are skilled in fire-based attacks, while others are skilled in thunder-based attacks. Fighting fire-based enemies with "Firaga", for instance, would not be particularly effective. When you know the characteristics of the enemies you are facing in any area, you should make adjustments to your equipment accordingly.

KEEP AN EYE ON YOUR SP

Because the DMW can activate various effects that can give you the upper hand, such as attacking multiple enemies or boosting Zack's status, it is important to have plenty of SP to keep the DMW rotating at all times. The longer the battle, the more the DMW spins, which expends more SP. Before fighting a tough enemy or after expending a large number of SP, check on the remaining SP and replenish if necessary. SP is earned by defeating enemies, but you can also convert materia to SP (p. 28).

GET THE WORD ON THE STREET

When you don't know where to go next, or when you can't find what you're looking for, walk around in the field screen to gather information. New information may even lead to new missions.
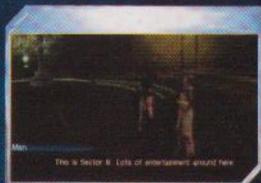
GO ON MISSIONS TO HUNT FOR TREASURE!

There are many types of missions, some of which may offer rare materia or valuable items. Whenever a new mission is added, be sure to take a look at its description.