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Final Fantasy VII Remake is one of my personal favourite games on PlayStation 4, and it will soon be joining us on PS5 in June with improved textures, raytraced lighting, and depth-creating fog effects. Additionally, this month Final Fantasy VII Remake is free on PlayStation 4. So, what better time is there to dive head-first into
this FF7 Remake Trophy Guide? Using the Road Map/Trophy Guide fusion format which is common on this site, this FF7 Remake Trophy Guide will aim to offer you the smoothest route through the game, allowing you to avoid too much backtracking and keep your playthroughs to a minimum. The game is a fantastic time, but there are some parts
which will really start to get to you if you have to replay them more than 3 times. Multi-Platinum: If you have used this guide (or any other for that matter) to unlock all of the trophies in the PS4 version of Final Fantasy VII Remake you can upload your save data via an in-game feature and then download that same data on the PS5 version; Final
Fantasy VII Remake INTERgrade. Doing this while having any trophies on your PS4 save will automatically unlock them all again for the PS5 version! Phase One Complete the Story on Easy, Get Missable Trophies on your PS4 save will automatically unlock them all again for the PS5 version! Phase One Complete the Story on Easy, Get Missable Trophies on your PS4 save will automatically unlock them all again for the PS5 version! Phase One Complete the Story on Easy, Get Missable Trophies on your PS4 save will automatically unlock them all again for the PS5 version! Phase One Complete the Story on Easy, Get Missable Trophies One Complete the Story on Easy, Get Missable Trophies One Complete the Story on Easy, Get Missable Trophies One Complete the Story on Easy too if you are the page 10 to 10 to
prefer. Yes, you will need to finish the game on Hard Difficulty, but its essentially a New Game Plus mode and cant be played until you have beat the game at least one time. I recommend Normal Difficulty, but its essentially a New Game Plus mode and cant be played until you have beat the game at least one time. I recommend Normal Difficulty, but its essentially a New Game Plus mode and cant be played until you have beat the game at least one time. I recommend Normal Difficulty, but its essentially a New Game Plus mode and cant be played until you have beat the game at least one time. I recommend Normal Difficulty, but its essentially a New Game Plus mode and cant be played until you have beat the game at least one time. I recommend Normal Difficulty is actually really tough and the least one time. I recommend Normal Difficulty is actually really tough and the least one time. I recommend Normal Difficulty is actually really tough and the least one time. I recommend Normal Difficulty is actually really tough and the least one time. I recommend Normal Difficulty is actually really tough and the least one time. I recommend Normal Difficulty is actually really tough and the least one time. I recommend Normal Difficulty is actually really tough and the least one time. I recommend Normal Difficulty is actually really tough and the least one time. I recommend Normal Difficulty is actually really tough and the least one time. I recommend Normal Difficulty is actually really tough and the least one time. I recommend Normal Difficulty is actually really tough and the least one time. I recommend Normal Difficulty is actually really tough and the least one time. I recommend Normal Difficulty is actually really really tough and the least one time. I recommend Normal Difficulty is actually really re
Remake Trophy Guide, there are a few Missable Trophies for doing optional side-activities, side-quests and more. You can always come back to earn these using Chapter Select, but I strongly recommend you go out of your way to complete them now during this phase so that you can streamline your trophy journey as much as possible. Important Note:
As part of the Missable Trophies, youll be trying to find all Johnny Incidents which must be done in a single playthrough, this one. To ensure this is possible, make sure that during Chapter 9 you complete the The Party Never Stops and A Dynamite Body trophies and not The Price of Thievery and Shears Counterattack. Find out how this is
done here. Completing one set of side-quests in Chapter 9 will lock you out of completing the other, but only one set of side-quests will involve Johnny. While completing this playthrough One in our Dressed to the Nines Guide) and
you will also need to do this for the Divine Gratitude trophy. Try to complete as many of Chadleys Battle Intel Reports as you can, too, for the Intelligence Agent trophy. As soon as you get the Assess Materia from Chadley, I strongly recommend that you keep it equipped, and use it on every new enemy you come across. Youll be glad you did. You will
also want to collect every possible weapon throughout your playthrough to be able to unlock Weapons Expert, see that trophy for details on each weapons location. The only other thing you should begin looking for them as
soon as you can. You should check every vending machine and vendor you come across, and keep your ear out for new music because discs can often be found in jukeboxes and from NPCs next to gramophones. Theres a full location guide here though. Unmissable Story Trophies in this section of our FF7 Remake Trophy Guide
are all unmissable, so theres no need for individual per-trophy instructions, as you can trust that they will unlock. Complete Chapter 1. Complete Chapter 2. Complete Chapter 3. Complete Chapter 4. Complete Chapter 5. Complete Chapter 5. Complete Chapter 5. Complete Chapter 6. Complete Chapter 6. Complete Chapter 6. Complete Chapter 6. Complete Chapter 7. Complete Chapter 7. Complete Chapter 7. Complete Chapter 8. Complete Chapter 8. Complete Chapter 8. Complete Chapter 9. Complete 9. Complete Chapter 9. Complete 9. Comp
6.Complete Chapter 7.Complete Chapter 12.Complete Chapter 13.Complete Chapter 14.Complete Chapter 15.Complete Chapter 16.Complete Chapter 17.Complete Chapter 17.Complete Chapter 16.Complete Chapter 17.Complete Chapter 17.Compl
18. The following trophies in this section of our FF7 Remake Trophy Guide are intended as a way of introducing you to the combat system and encouraging you to understand various elements. For the most part, these are also unmissable, but I felt it would be better to offer up at least some small description for them just in case. Win a battle. All you
need to do for this trophy is to defeat your first group of enemies. This will be the two Shinra Soldiers you fight right at the start of the game after doing sick backflips off the train. Exploit an enemys weakness. There are strengths and weaknesses in Final Fantasy VII Remake, in true JRPG fashion. By using the four types of elemental magic correctly
you can increase your damage output dramatically. This is something you will be doing a lot during your hard mode playthrough. Once youve used an elemental attack to exploit a weakness for the first time, youll unlock this trophy. The four elements work as
below: Fire attacks do extra damage against Ice and Human Enemies. Lightning and Airborne Enemies. Lightning attacks do extra damage against Wind and most Machines. Free a bound ally. Occasionally an ally will get grabbed by an enemy. This will be
indicated by the word Bound in red. While bound, they will be unable to aid in battle, but you can free them by attacking the enemy who has hold of them. Do this for the first boss by standing in front of it and letting it grab you, then switching to
your other character and attacking it. Stagger an enemy. Staggering is a huge part of the combat system in FF7R and is something you will be doing thousands of times, both intentionally and unintentionally. All you need to do for this trophy is to stagger an enemy for the first time, so you can feel confident in the knowledge that it will occur
naturally. Level up an orb of materia This trophy will unlock naturally the first time you level up a materia, which should be shortly after meeting Chadley, while fighting enemies in the scrapyard. Materia is something you will be using a lot, especially for your Hard Difficulty run, so theres pretty much no chance of you not unlocking this. Invoke a
summon. The first time you receive a Summon Materia (unless you have a special/pre-order edition of the game which allows you to start the game with one) will be at the end of Chapter 3. Once you have a Summon Materia, equip it to a character so that they can use it in battle. During long battles such as boss fights, a blue bar will begin to fill up at
the top of the screen, which is the summon materia being charged. Once it is full, youll be able to activate the corresponding materia, summoning an ally creature who deals heavy damage. The following trophies in this portion of our FF7 Remake Trophy Guide all involve completing optional side-activities. You can, of course, use chapter select to
unlock any of these, but I strongly recommend that you take the time to complete them during this phase rather than needing to do extra back-tracking later. Anything chapter specific among the below trophies is listed in the order of the chapter they are available in, so you can work your way through the list with confidence that youre not missing
anything while completing your first playthrough. Max out a weapons in Final Fantasy VII Remake have their own exclusive skill, which can only be used while that weapon is equipped at first. However, once you max out the proficiency rating on a weapon, the skill will become available to equip and activate with any weapon
equipped. Increasing the proficiency rating is as simple as using that exclusive ability during battle. For example, the Iron Blade weapon has an ability called Triple Slash. The number of times you will need to do this varies depending on the weapon, but it is around 10 times, so not a lot. This trophy will unlock once youve maxed out proficiency for one
weapon, but you will actually need max proficiency for every single weapon at some point to earn the trophy Weapons Expert. Complete a quest. Quests (also referred to as Side Quests in this FF7 Remake Trophy Guide) become available during Chapter 3 of the game. They are completely optional, but if you hope to unlock Dressed to the Nines and
Best in Business you will be completing as many of these quests as you can during this first playthrough. Rise to the top of the Seventh Heaven darts leaderboard. The Dartboard will be accessible during this first playthrough. Rise to the top of the Seventh Heaven darts leaderboard. The Dartboard will be accessible during this first playthrough. Rise to the top of the Seventh Heaven darts leaderboard. The Dartboard will be accessible during this first playthrough. Rise to the top of the Seventh Heaven darts leaderboard. The Dartboard will be accessible during this first playthrough. Rise to the top of the Seventh Heaven darts leaderboard. The Dartboard will be accessible during this first playthrough. Rise to the top of the Seventh Heaven darts leaderboard. The Dartboard will be accessible during this first playthrough. Rise to the top of the Seventh Heaven darts leaderboard. The Dartboard will be accessible during this first playthrough. Rise to the top of the Seventh Heaven darts leaderboard. The Dartboard will be accessible during the top of the Seventh Heaven darts leaderboard. The Dartboard will be accessible during the top of the Seventh Heaven darts leaderboard. The Dartboard will be accessible during the top of the Seventh Heaven darts leaderboard. The Dartboard will be accessible during the top of the Seventh Heaven darts leaderboard will be accessed by the top of the Seventh Heaven darts leaderboard will be accessed by the top of the Seventh Heaven darts leaderboard will be accessed by the top of the Seventh Heaven darts leaderboard will be accessed by the top of the Seventh Heaven darts leaderboard will be accessed by the top of the Seventh Heaven darts leaderboard will be accessed by the top of the Seventh Heaven darts leaderboard will be accessed by the top of the Seventh Heaven darts leaderboard will be accessed by the top of the Seventh Heaven darts leaderboard will be accessed by the top of the Seventh Heaven darts leaderboard will be accessed by the top of the Seventh Heaven darts leaderboard w
will require beating Wedges high score of 8 darts. The lowst score you can achieve is 5 darts. To do this, you will want to aim for the triple 20 on the board, which will give you 60 points, much better than the 50 points you get for a bullseye. Make sure you throw your darts while the crosshair is as small
as possible, or your throw will be less accurate. When your e just one dart away from winning, the board will highlight winning sections in yellow so you should aim for those. You can retry as many times as you like so just keep attempting this until you manage to beat Wedges score. If you do, hell give you a Luck Up Materia at the end of Chapter 4. Get
praised by Jessie at the end of the motorcycle mini-game. This trophy can be earned in Chapter 4.At the start of this chapter, theres a minigame where youll be riding a motorbike with Jessie. The only requirement for this trophy is that you reach the end of this sequence with at least 75% of your HP intact (naturally, this is easier on Easy difficulty). If
you are successful, youll get a small cutscene with unique dialogue at the end of this sequence, as well as the trophy. However, if you are not successful, worry not as you can simply use chapter select to try again during phase two of this FF7 Remake Trophy Guide. Obtain the Chocobo & Moogle materia. This trophy can be earned in Chapter 6, by
finding the red Chocobo & Moogle Summon Materia. Once you have deactivated all 3 Sun Lamps in Chapter 6, youll be ready to go down to Mako Reactor 5. However, you should go and grab this materia before leaving. Look at your map with and youll see an unexplored area to the west. Inside, youll find a vending machine which is selling a disc you
will need for the Disc Jockey trophy. Just past that vending machine is a door leading to a secret challenge room. Here, youll have just one minute to defeat all enemies and reach the generator so you can stop the timer. If youre successful, youll be able to access a ventilation shaft through a nearby door, which leads to the red summon materia you
need. Bypass the delta-level security lock in Mako Reactor 5. During Chapter 7, youll be able to earn this trophy within the Security Ops room of the Front Gate floor, which will affect the upcoming boss. In the aforementioned Security Ops room, youll find a purple Discovery objective,
pointing to a computer panel nearby. Interact with it to begin. Barrett will point out that the large door leads to the Treasure Vault and then the group will agree to attempt opening it. To open the door, you will need to pull/push the two levers using and in perfect time with Tifa. The difficulty is that you must do this three times without making any
mistakes or the sequence will reset. Just keep practicing until youre finally successful and the trophy will unlock as soon as the lever puzzle is over, you dont actually need to enter the treasure vault. Though, why wouldnt you? Complete all Normal difficulty Whack-a-Box challenges. This trophy can be earned during Chapter 8, but you must first
complete a side quest called A Verified Hero for the Whack-a-Box Mini-game to become accessible. Once youve completed A Verified Hero talk to the NPC a second time to start the challenge, where youll need to beat the high score of 30,000. This can be quite difficult, so Id recommend you focus on hitting every red extra-time box that you can find to
extend the timer as much as possible, and also use the Triple Slash ability on the tougher 1,500-point boxes. Triple Slash is an ability specific to the Iron Blade. Here are a few more tips: The Braver ability on the tougher 1,500-point boxes. Triple Slash is an ability specific to the Iron Blade. Here are a few more tips: The Braver ability on the tougher 1,500-point boxes. Triple Slash is an ability specific to the Iron Blade. Here are a few more tips: The Braver ability on the tougher 1,500-point boxes. Triple Slash is an ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more tips: The Braver ability specific to the Iron Blade. Here are a few more
side, and the ratio of time lost to points gained doesnt make it worth the effort. Dont try to clear every box in an area, focus on hitting extra-time boxes in two. After a few attempts youll surely be able to pull it off and
unlock this trophy. Defeat a summon in battle. The earliest you can unlock the first of these battles (against Shiva) you will need to complete your first 4 intel reports for Chadley. As youll be attempting to complete them all for Intelligence Agent,
you should hopefully have more than 4 completed by Chapter 8. Fight and defeat Shiva in Chadleys VR Combat Simulation to unlock this trophy will still unlock, but Shiva is the first available Summon fight. Emerge victorious from a colosseum sparring session. This trophy
can be earned in Chapter 9, once you have defeated the Hell House enemy in the Colosseum. On your way out, one of the colosseum staff will tell you that you can return any time if you want to fight more enemies. This is the only time you can return any time if you want to fight more enemies. This is the only time you can return any time if you want to fight more enemies.
Weapon trophy, so you should do that right away. Upon completing any of the colosseum challenges, Aeriths or otherwise, youll unlock this trophy. You can also unlock it by returning during Chapter 14 if you wish, but Aeriths or otherwise, youll unlock this trophy. You can unlock this trophy by playing the squat minigame in
the gym during Chapter 9, but you will first need to complete the Burning Thighs side-quest. You will need to beat the Pro difficulty challenge by pressing,,, and in the correct order with the right timing to perform more squats within the time limit than your rival. Successfully completing the Pro difficulty Squat minigame will unlock this
trophy. Received a gift from Andrea for being a dance superstar. You may like to make a backup save before entering the Honeybee Inn at the end of Chapter 9 again, and its a very long chapter. That being said, youll need to play through it at least three times for
the Dressed to the Nines trophy, giving you plenty of opportunity to earn this trophy. At the end of Chapter 9, youll enter a dancing minigame of sorts inside the Honeybee Inn. You will need to press the on-screen button prompt with the best possible timing to earn as many Great ratings as you can. Honestly, the sequence isnt difficult at all and its very
likely youll achieve this on your first attempt, especially due to the fact that the game gives you a small tutorial beforehand. If you do well enough, Andrea will give you an item and the trophy will unlock. Complete all Hard difficulty Whack-a-Box challenges. Despite the misleading trophy description, you do not need to be playing the game on Hard
Difficulty to earn this trophy. This trophy. This trophy can be unlocked in Chapter 14. You will need to revisit the NPC in the childrens hideout and then speak to them to attempt the new Pro Challenge. The strategy here is the same: Focus on hitting every red extra-time box that you can find to extend the timer as much as possible, and also use the Triple Slash
ability on the tougher 1,500-point boxes. Triple Slash is an ability specific to the Iron Blade. The Braver ability can also be useful for the larger boxes. Dont waste time on 1,500-point boxes which are off to the side, and the ratio of time lost to points gained doesnt make it worth the effort. Dont try to clear
every box in an area, focus on hitting extra-time boxes and large clusters of boxes for maximum efficiency. Holding will do a 360-slash which will destroy yellow boxes in one hit and blue boxes in two. Again, youll likely need to go a few rounds as practice, but once you have figured out a route that works for you, youll be able to pull it off no
problem. Complete all pull-up challenges. You will be able to unlock this trophy during chapter 14, once you have completed the side-quest Wavering Heart at the gym. This will give you access to the pull-up challenge to unlock this trophy. The controls are the
same as the squat challenge, but the pattern you need to input with the face buttons will change each time. Witness all Johnny is an obnoxious and chaotic red-head who seems to cause trouble wherever he goes, but many of your run-ins with him will be
optional. In order to collect this trophy, youre going to need to ensure you meet Johnny at every opportunity. This has to be done in a single playthrough, so Chapter Select wont cut it. For that reason I strongly recommend you do everything you need to in order to earn this trophy on your first playthrough. This will also align with my suggestions for
your first playthrough towards the Dressed to the Nines trophy out no problem. Heres a breakdown of all the Johnny Incident occurs during Chapter 3. Its all part of the story so theres no risk of missing it. Your next Johnny Incident wont be until Chapter 9.
As you make your way towards Don Corneos mansion, Johnny will come speeding past you, activating a Discovery quest. Chase him down and speak with him. Say Yeah when the option becomes available. This incident also occurs in Chapter 9. Its tied to the side quest The Party Never Stops. Follow Johnny around throughout the quest until it is
complete. The fourth Johnny Incident will occur another 5 chapters later in Chapter 14. There, youll find Johnny hanging around the Station and hell give you a side-quest called Tomboy Bandit for this final Johnny Incident. Hopefully, you completed
all 5 objectives within a single run, so the trophy will unlock once youve given him the purse, as he dashes away. Receive a letter from an angel. To unlock this trophy, you must complete every possible side-quest in the game during a single playthrough. This isnt strictly possible, so the actual number you need to complete is 24/26 (because you can
only complete 3/5 in Chapter 9 without chapter select). If youve successfully completed 24 side-quests by the end of Chapter 15. You can find it in the narrow scrap-filled path leading up to the wall with Avalanche spray-painted onto it. Youll get a warning letting you know that youve
reached a point of no return if you get too close to the aforementioned spray-painted wall, which should act as a reminder for you to double-check you grabbed the letter and, consequently, the trophy. Collect all music discs. There are 31 Music Discs in total and Disc
Jockey will require you to collect them all. This means that Music Collector (awarded for collecting 3 Music Discs, you can use Chapter Select to find them. The Chapter Select menu will even show you how many Discs you have not collected in each Chapter. However, if you use this list,
you should be able to collect them all in your first playthrough, avoiding any backtracking. The list is written in chronological order. NameChapter 2.Disc 01: The Prelude3Purchase this Disc from the Item Shop Vendor during Chapter 3.Disc 04:
Barrets Theme3Sold at a food stall by the Sector 7 train station. You can revisit this station once you have unlocked Side Quests. Disc 27: Hip Hop de Chocobo3Sold by a man standing next to a club. You can find it by heading down the path to the right of the bar, where you follow Johnny after first meeting him. Disc 28: Stamp5In
the Former Rail Yard area, shortly after a fight with some flamethrower turrets, youll find yourself in a break room with a bench and a Vending Machine, you can buy this disc there. Disc 18: Electric de Chocobo6After switching off the three Sun Lamps, before taking the elevator to the next area, press to check your map and see an unexplored area to
the west. There, youll find a vending machine which sells this disc. Its also purchased from a vending machine, found in a room in the Front Gate area, after a sequence where all three characters must interact with 3 switches at the same time to progress. Disc 21:
Cait Siths Theme8Once you arrive at the Sector 5 Slums Train Station with Aerith, look for a vending machine next to a bench, you can purchase this disc there. Disc 25: Tango of Tears8After dropping flowers off at the Leaf House with Aerith, youll be given some free time to explore. The next building over to the left of the Leaf House has a jukebox
inside with this music disc.Disc 19: Costa del Sol8Buy this from the Materia store in the Sector 5 Slums.Disc 20: Gold Saucer8Buy this from the Moogle Shop in the Childrens Secret Hideout. It will cost 1 Moogle Medal.Disc 22: Cosmo Canyon9In the Collapsed Expressway area, youll need to use a giant robotic arm to help Aerith cross the rubble.
After doing this for a second time, youll find a vending machine at the end of the path, where the road is collapsed. You can buy this disc from the Item Shop in Wall Market. Disc 17: Farm Boy9Go north from Chadleys location and head up the stairs, theres a bar up here with several girls hanging out on a
porch. Nearby, theres a girl playing this music quite loudly, dressed as a Cowgirl. Talk to her and shell give you this disc. Disc 08: Under the Rotting Pizza9South of the hotel in Wall Market, youll find a small street with a Jukebox on it. Interact with the Jukebox to get this disc. Disc 29: The Midgar Blues9Opposite the gym, theres a Karaoke Bar.
Approach the stage and speak to the man singing Karaoke and hell give you this disc. Disc 26: Let the Battles Begin! -REMAKE-9This disc is very missable. You may want to make a manual save here. When you go to the Honeybee Inn for the story, three of the waitresses will offer you a dance tutorial in preparation for the next part of the story. In
room. There, you can purchase this disc.Disc 09: The Oppressed10Once you have drained the water in Aqueduct 1, youll be able to progress into the next room. There, youll find a vending machine which sells this disc.Disc 06: Let the Battles Begin!11Just outside of the Control Rooms eastern-most entrance inside the train yard, theres a Vending
Machine next to a Bench. There, youll be able to buy this disc. Disc 15: On Our Way13At the Evergreen Park playground, after exiting the tunnels, youll find many merchants selling wares. Here, youll need to purchase this disc from the Item Shop. Disc 14: Main Theme of FFVII13In the Underground Test Site B1 Break Room, theres a vending machine
which is hard to miss. The disc can be purchased there. Disc 23: Descendant of Shinobi14Next to Johnny at the Sector 5, theres a small off-shoot path that leads to a lake and then loops back around to the main path. Here, theres theres a small off-shoot path that leads to a lake and then loops back around to the main path. Here, theres a small off-shoot path that leads to a lake and then loops back around to the main path. Here, theres a small off-shoot path that leads to a lake and then loops back around to the main path.
a woman staring over the lake and shell give you this disc if you speak to her. Disc 16: Good Night, Until Tomorrow14Go inside the Hotel in Wall Market and speak with the old man in a white shirt standing next to the reception desk. Hell give you this disc. Disc 12: Fight On!14Buy this disc from the souvenir shop in the Colosseum entrance hall. Disc
30: Stand Up14Down the left side of the Honey Bee Inn entrance, theres an alleyway where youll find a woman. Speak to this woman and shell give you this disc. Disc 24: Wutai14Head down the path leading west between the Colosseum and Corneos Mansion. There, youll find a man playing music. Speak to him and hell give the music to you on
disc.Disc 13: The Case 14While making your way through the sewers, the story will take you through a small room containing a bench and vending machine. Buy this disc from the vending machine as a some stairs where your objective marker is,
theres a Vending Machine selling this disc. Disc 31: Scarlets Theme 16In the Combat Simulator, theres a vending machine selling this disc. You have a few main objectives in this second phase of our FF7 Remake Trophy Guide; Firstly, you should take a moment to mop up any of the Missable Trophies
from Phase One which you missed, by using chapter select. You will need to use chapter select to complete Playthrough Two from our Dressed to the Nines Guide, where youll be earning in Phase 3. You will also earn Best in the
Business here if you complete the two quests in Chapter 9 that you couldnt complete before. Also, use chapter select to complete any remaining Battle Intel Reports for Chadleys Battle Intel Report #16 to learn abilities from 4 different enemies
Again, Chapter Select will make this easy. Youll earn Master of Mimicry and Thats the Smell. Use the improved Combat Simulator in Chapter 17 to level up your characters to Level 50, making you more prepared for the Hard Difficulty playthrough in Phase Three of this FF7 Remake Trophy Guide. Use the Combat Simulator in Chapter 17 to learn all
Weapon Abilities for the Weapons Expert trophy. Defeat Pride and Joy in the Hard Difficulty Combat Simulator. We have an excellent guide for this here. This will earn you the Ultimate Weapon trophy and give you an item that will be infinitely helpful for Hard Difficulty. Complete all quests. In order to unlock this trophy you will need to complete all 26
side quests in the game. The reason this trophy is part of Phase 2 is that it is impossible to complete in a single playthrough. You can only complete the remaining 2. Below youll find a miniature side quest guide to help you find and
begin each of the 26 quests. Note that quests are typically marked on the map at a green exclamation mark icon, so you should frequently check your map with to look for new side quests. Chadleys ReportLost FriendsRat ProblemOn the Prowl (First complete
Nuisance in the FactoryThe Mysterious Moogle MerchantWeapons on a RampagePaying Respects (First, complete A Verified Hero)The Angel of the Slums (First, complete A Verified Hero)The Angel of the Slums (First, complete Weapons on a RampagePaying Respects in route two will not be available in this side quests in route two will not be available in this side quests.
playthrough. I recommend you do these side quests in your first place you approach when you reach Sector 6 / Wall Market) asks you to describe Tifa, say Shes in great Shape. After this, youll head towards a Pagoda at
the top of some stairs and youll see Johnny come speeding past you. Go follow him! Once you catch up, choose the dialogue How much? Now speak to the receptionist within the hotel and select Yes. Now head to the Pagoda you were walking
towards when you saw Johnny, there youll be told to speak to the trio. Start with the Honeybee Inn, since youll just get turned away at the door. Now go and speak to Madam M at her Massage Parlour, choose the Poor Mans Course for 100 Gil. After the
massage, speak to Madam M and Aerith will ask how her dress looks, just say Its alright.Lastly, complete Underground Colosseum objective. Then, when you speak with Madam M, shell give you the following two side quests, from Sam: The Party that Never Stops Dynamite BodyIf you activate these side quests, the side quests in route one will not be
available in this playthrough. To start these quests you must do the following: When Sam at the Chocobo ranch (first place you approach when you reach Sector 6 / Wall Market) asks you to describe Tifa, say Shes great at handling the books. This time, make sure youdonttalk to the Hotel receptionist, or the guy stood outside. When youre heading
towards a Pagoda at the top of some stairs and you see Johnny come speeding past you, ignore him. Dont follow him, dont talk to him, just keep on going to the pagoda where youll be told to speak to the trio. Start with the Honeybee Inn, since youll just get turned away at the door. Now go and speak to Sam again outside the Chocobo Ranch, hell want
to flip a coin, pick HeadsNow go and speak to Madam M at her Massage Parlour, choose the Luxury Course for 3000 Gil.After the massage, speak to Madam M and Aerith will ask how her dress looks, just say Looks comfortable.Lastly, complete Underground Colosseum and Parting Ways objectives. Then, when you speak with Madam M, shell give you
the following two side quests, from herself: The Price of Thievery Shears Counterattack The Power of Music (See Disc Jockey for Music Disc locations) Malicious Goons Wavering Heart Chocobo Search Missing Children Tomboy Bandit Secret Medicine Subterranean Menace Corneos Secret Stash (We have a guide specifically written for this side quest. Go
check it out!)You should hopefully have completed 24/26 of the games side-quests and thus earned yourself the Divine Gratitude trophy by the time you reach this phase of our FF7 Remake Trophy Guide, which will leave just the two side-quests in Chapter 9 that you couldn't complete before. Learn all weapon abilities. For this trophy, youre going to
need to learn the abilities from all 24 weapons in the game. Learning an ability is as simple as maxing out your proficiency with the related weapon. To reach 100% proficiency with a weapon, youll first need to equip it. Then, during combat, youll find the weapons exclusive ability in the Abilities menu. By using the ability, youll increase proficiency are
small amount. Reaching 100% typically takes around 10 uses of a weapons specific ability. Of course, before that, youll actually need to find them all. Below youll find a list of all 24 weapons specific ability. Of course, before that, youll actually need to find them all. Below youll find a list of all 24 weapons and where theyre found. Weapons are they in the story in the story
Chapter 3. Nail BatDisorderYoull get this as a quest reward for completing the side-quest Kids on Patrol in Chapter 9. Mythril SaberBlade BurstYou can purchase this from the Weapon Shop in Wall Market during Chapter 14. Twin
StingerCounterstanceYou will find this in a purple chest during Chapter 17, after using Red XIII to cross a gap via pods sticking out of the wall. Its in fairly plain sight. Weapon AbilityLocationLeather GlovesDivekickTifas default weapon. Metal KnucklesOverpowerYoull get this as part of the story in Chapter 5. Sonic StrikersFocused StrikeYou will find
this in a purple chest during Chapter 7, in the area titled Mako Reactor 5 B5 Connecting Passageway. Its hard to miss. Feather GlovesStarshowerAfter draining these gloves. Mythril ClawsChi TrapYoull get this as part of the
story in Chapter 13. Purple PainTrue StrikeDuring Chapter 16, youll be in control of Tifa at a certain point, who is using the light fixtures hanging from the ceiling to jump across to a reception kiosk. As part of the story, she falls off and you need to climb onto a nearby car to make your way up to a ladder. Dont climb the ladder without first heading for
the Purple chest containing these gloves. You can reach it by jumping to some hanging bars to the right of the ladder. Weapon Shop at the
Evergreen Park Playground in both Chapters 13 and 14. Steel Pincers Charging UppercutYou can purchase this from the Moogle Emporium in the Childrens Hideout during Chapter 14. Wrecking BallSmackdownYoull get this as a quest reward for completing the side-quest Subterranean Menace in Chapter 14. EKG CannonPoint BlankAfter talking to the
Mayor in Chapter 16, speak to his butler Hart, who will give you this weapon in exchange for 10,000 gil. Weapon Emporium in the Childrens Hideout during Chapters 8 and 14. Arcane Scepter Fleeting Familiar Youll get this
as a quest reward for completing either one of the A Dynamite Body or Shears Counterattack side-quests in Chapter 9.Mythril RodRay of JudgementIn the Switchyard 2 (Section C) area during Chapter 11, youll find a purple chest if you go down a path to the right instead of going up the ladder to the left where your objective leads. Bladed
StaffLustrous ShieldTo earn this trophy, youll need to equip Steal materia before fighting the Chapter 11 Boss Eligor. Youre not guaranteed to get the weapon on your first attempt, youll need to repeatedly use the ability multiple times until youre lucky enough
to get the Bladed Staff.Reinforced StaffATB WardYou will find this in a purple chest during Chapter 17, right at the beginning of the level. Its in plain sight and hard to miss. Once you have all 24 weapons and have successfully upgraded their proficiency levels so as to learn all 24 abilities, the trophy will unlock. Complete all battle intel reports. You will
find Chadley in all major settlements in the game; Sector 7 Slums in Chapter 3Sector 5 Slums in Chapter 17 from chapter 17 from chapter 17 from chapter 18 and 14Wall Market in Chapter 3Sector 5 Slums in Chapter 3Sector 5 Slums in Chapter 18 and 14Wall Market in Chapter 18 and 14Wall Market in Chapter 3Sector 5 Slums in Chapter 3Sector 5 Slums in Chapter 18 and 14Wall Market in Chapter 3Sector 5 Slums in Chapter 3Sector 5 S
can complete throughout your many playthroughs of the game. Some of them will require you to complete battles within a battle simulation, and these are affected by the games difficulty setting so you can change this if you find yourself struggling. Here are all 20 battle intel reports and how best to complete them: Intel Requirements 1.
Monster Bio Pt. 1Equip the Assess Materia that Chadley will give you and then use it in combat under Abilities when you have 1 ATB bar charged up. Do this on two different enemies to complete the report. 2. Magic Elements Pt. 1You will need to use Fire, Ice or Lightning attacks on an enemy who is weak to that element, once for each element. 3. The
Stagger Effect Pt. 1While enemies are staggered, use unique abilities on them to charge your ATB gauge quickly. For example, Clouds Operator Mode, Tifas Whirling Uppercut, or Barretts Overcharge. You will need to use this strategy to fully charge your ATB gauge 10 times to complete the report.4. The Stagger Effect Pt.2Stagger 15 different
enemies. This is bound to occur naturally.5. Combat Simulation: ShivaYou will need to fight the Shiva summon inside Chadleys Combat Simulation. Youll be given the Shiva Summon Materia for this.6. Monster Bio Pt. 2Using the Assess materia again, Assess 10 new enemy types.7. Magic Elements Pt. 2Once again, use magic attacks to exploit enemy
weaknesses, but this time you will need to exploit the elemental weaknesses of 15 different enemy types.8. The Manipulation TechniqueDefeat multiple enemies (2 or more) with one attack. This is also likely to happen naturally.10. Combat
Simulation: Fat Chocobo You will need to fight the Fat Chocobo summon inside Chadleys Combat Simulation. Youll acquire the Fat Chocobo Summon Materia again. This time youll need to assess 20 new enemy types. 12. The Stagger Effect Pt. 3For this one, youll need to increase the
stagger damage bonus to 200%. See the trophy Staggering Feat for a good method. Or, if youd rather not wait until later in the game, heres a guide to doing it sooner.13. Refocus AnalysisTo complete this report, simply charge and activate Aeriths default Limit Break Refocus two times.14. The Stagger Effect Pt. 4Simply stagger 40 enemy types. This
is likely to happen naturally.15. Combat Simulation: Leviathan You will need to fight the Leviathan Summon inside Chadleys Combat Simulation. Youll acquire the Leviathan Summon Materia for this.16. Monster Bio Pt. 4Youll need to use the Assess Materia to assess a whopping 30 more enemy types. If youve been doing this since the start as I
suggested at the top of this FF7 Remake Trophy Guide, then you shouldnt have too much trouble. Once youve completed this report, you can begin working on the Master of Mimicry trophy, using the Enemy Skill Materia which youll receive.17. Weapon Abilities Youre going to need to learn all 24 weapon abilities for the Weapons Expert trophy, but all
you need to do for this report is to learn just 16 of them.18. MP ConsumptionFor this report youre going to need to level all 12 different types of magic materia and work towards levelling them up. The AP Up Materia will speed this
process up if equipped. The Materia are as follows:1. Fire Mat
 This will likely occur naturally.20. Combat Simulation: Bahamut Summon Materia for this. The trophy will unlock once youve completed all 20 Intel Reports. Deal 300% damage to a staggered enemy. Note: The 600% stagger you achieve on a boss
during Chapter 18 does not count for this trophy, unfortunately. Getting 300% stagger can seem like a pretty daunting task, but its actually not too difficult with the use of Tifas many stagger-increasing skills and abilities. I would recommend doing this against the Fat Chocobo boss in Chadleys Combat Simulator as it stays staggered for much longer
than any other enemy in the game. You will need to do this on either Normal or Hard difficulty, though, because if you deal this much damage to it on Easy difficulty youll surely defeat it before you can reach 300% stagger. Youll also want to have learned the True strike ability, which comes from the Purple Pain weapon. See the Weapons Expert
trophy for details on where this is found. Heres how I managed it: Before the enemy is staggered, charge up two ATB charges and then use Tifas Unbridled Strength ability two times. This will upgrade her attack to a move called Rise and Fall. Begin careful not to use your attacks yet, charge up another two ATB charges in preparation. Stagger Fat
Chocobo. While it is staggered, hit it with Rise and Fall, which will then become Omnistrike. Hit it again with Omnistrike ability twice. Continue attacking with Whirling Uppercut to charge up more ATB and also increase stagger damage by 5% per stagger to the charge up more ATB and also increase stagger damage by 5% per stagger damage.
hit.If necessary, unleash one final True Strike attack once you have an ATB charge. The trophy should unlock once you have an ATB charge attack once you have an ATB charge attack once you have an ATB charge attack once you have an ATB charge. The trophy should unlock once you have an ATB charge attack once you have an ATB charge. The trophy should unlock once you have an ATB charge attack once you have an ATB charge. The trophy should unlock once you have an ATB charge attack once you have an ATB charge. The trophy should unlock once you have an ATB charge. The trophy should unlock once you have an ATB charge. The trophy should unlock once you have an ATB charge. The trophy should unlock once you have an ATB charge. The trophy should unlock once you have an ATB charge. The trophy should unlock once you have an ATB charge. The trophy should unlock once you have an ATB charge. The trophy should unlock once you have an ATB charge. The trophy should unlock once you have an ATB charge. The trophy should unlock once you have an ATB charge at the trophy should unlock once you have an ATB charge. The trophy should unlock once you have an ATB charge. The trophy should unlock once you have an ATB charge at the trophy should unlock once you have an ATB charge.
learning Enemy Skills youll first need the Enemy Skill materia, which is given to you by Chadley once you complete the Monster Bio Pt. 4 Intel Report. The way that the Enemy Skill materia works is that you will learn an enemys skill if youre attacked with it while the materia is equipped. Dont panic, though, theres actually only 4 skills that you can
learn this way. Below youll find details of each skill and where best to unlock it. Algid AuraAlgid Aura can be learned from the Cerulean Drake enemy when it hits you with the Icy Aura attack. There are 3 places to find a Cerulean Drake enemy when it hits you with the Icy Aura attack. There are 3 places to find a Cerulean Drake enemy when it hits you with the Icy Aura attack. There are 3 places to find a Cerulean Drake enemy when it hits you with the Icy Aura attack. There are 3 places to find a Cerulean Drake enemy when it hits you with the Icy Aura attack.
Phantom Boss in Chapter 11.In the Colosseum challenge Two-Person Team vs. Team Payback, which can be learned from two different enemies; Bomb (using Apoptosis) and Smogger (using Self-Destruct Can be learned from two different enemies; Bomb (using Apoptosis) and Smogger (using Self-Destruct). The Bomb enemy can be most easily found in the following two
locations:In the Colosseum challenge Two-Person Team vs. Team Payback, which can be accessed from either Chapter 14.In the Hard Mode-only Shinra VR Combat Simulation challenge Three-Person Team vs. Monsters of Legend, which can be accessed in Hojos lab when replaying Chapter 17 from Chapter Select. The Smogger enemy
can be most easily found in these two locations: In the Scrapyard at the Sector 5 Slums, as a random encounter. Accessible during Chapters 8 and 14. In the Shinra Tower VR Combat Simulation challenge Three-Person Team vs. Team Ragbag accessible in Chapter 17. Spirit Siphon Spirit Syphon can be learned from the Phantom enemies
when they use Essence Drain. There are two places where you can easily find a Phantom for this:During the Chapter 14 side quest Missing Children youll need to fight a group of Phantoms at the graveyard. In the Shinra Tower VR Combat Simulation challenge Cloud/Tifa/Barrett/Aerith vs. SOLDIER Trainees, accessible during Chapter 16 and Chapter
17.Bad BreathBad Breath can only be learned from the Malboro enemy, when it uses the Bad Breath attack. The Malboro is both difficult to reach and slightly tricky to defeat. It can only be fought via the Shinra Combat Simulator at Hojos Lab in Chapter 17 while playing the game on Hard difficulty. Youll come face with it at the end of a long
5-wave challenge called Three-Person Team vs. Monsters of Legend. Youll want to use this Hard Combat Simulator Guide to see you through the fight. If you succeed in defeating it, youll also earn this trophy: Defeat a malboro. As youll need to let the powerful Malboro hit you with its Bad Breath attack for the Master of Mimicry trophy, it can be quite
difficult to defeat in that same attempt. The Bad Breath attack will hit you with a whole stack of negative effects. So, it may be that you need to fight it twice, once to defeat it for this trophy, and a second time to let it hit you with Bad Breath. Either way, this Hard Difficulty Combat Simulator Guide will help you reach and defeat it at the end of the
challenge called Three-Person Team vs. Monsters of Legend found in the Hard Mode Chapter 17 Combat Simulator, dont abandon our Hard Difficulty Combat Simulator Guide just yet! Youll need it to complete the Three-Person Team vs. Top Secrets
combat challenge next. In this brutal combat simulation you will need to defeat Shinra, Fat Chocobo, Leviathan, and Bahamut again just to reach the challenges final boss; Pride and Joy fight is actually a lot easier than the hard difficulty Leviathan and Bahamut fights, so if you can just reach it you should be A-OK! Defeating
the Pride and Joy boss will not only earn you this uncommon trophy, but itll result in you acquiring the Gotterdammerung item, which is going to make your Hard Difficulty playthrough quite a bit easier as it will let you start each fight with a full Limit Break charge, great for quickly dispatching groups of standard enemies, and starting off boss fights
by decimating a large chunk of their health. Attain level 50 with a character. You can do this at any point in this phase of our FF7 Remake Trophy Guide, and will most likely want to do it before taking on Malboro and Pride and Joy, but youll definitely want to do it a character. You can do this at any point in this phase of our FF7 Remake Trophy Guide, and will most likely want to do it before taking on Malboro and Pride and Joy, but youll definitely want to do it a character. You can do this at any point in this phase of our FF7 Remake Trophy Guide, and will most likely want to do it before taking on Malboro and Pride and Joy, but youll definitely want to do it a character. You can do this at any point in this phase of our FF7 Remake Trophy Guide, and will most likely want to do it a character. You can do this at any point in this phase of our FF7 Remake Trophy Guide, and will most likely want to do it a character. You can do this at any point in this phase of our FF7 Remake Trophy Guide, and will most likely want to do it a character. You can do this at any point in this phase of our FF7 Remake Trophy Guide, and will most likely want to do it a character. You can do this at any point in this phase of our FF7 Remake Trophy Guide, and will most likely want to do it a character. You can do this at any point in this phase of our FF7 Remake Trophy Guide, and the character is a character. You can do this at any point in this phase of our FF7 Remake Trophy Guide, and the character is a character is a character in the character in the character is a character in the character 
just one character, but I recommend that you try to do it with the other 3 characters too, ensuring youre as prepared as possible for the difficulties ahead. You can earn an EXP Up Materia from the Shinra Combat Simulator in Chapter 16 which will give you a 4x EXP bonus, making this process much quicker. Id then recommend that you use the
Combat Simulator or Colosseum as a way to grind EXP.If you want to risk it, and go into your Hard Difficulty playthrough without first reaching level 50, then youll definitely reach it just a short ways in. This trophy is essentially unmissable in that sense. For this final phase of our FF7 Remake Trophy Guide, you will need to finally complete the game
on Hard Difficulty. Via Chapter Select, once youve beat the game on any difficulty, youl be able to replay any chapters one final time on that increased difficulty. With all side-quests and misc trophies out of the way, you can just focus on beating the games 18 chapters again as
quickly as possible, no need to complete side-content or look out for collectibles or anything, just make a beeline for the final boss. Speaking of bosses, theyre the hardest part of this games hardest difficulty by far and will give you a lot of grief. Luckily, I have prepared a lengthy Hard Mode Boss Guide which will not only advise you on the best
strategy for defeating each boss, but it will teach you the best loadouts for each fight, how much MP to preserve, which Summon to use, and more. Im not one to toot my own horn, but its a pretty good quide. Obtain all nine bridal candidate outfits. Now that youre working your way through Hard Difficulty, its time for the instructions under
Playthrough Three in our Dressed to the Nines Guide. This is actually the easiest of the three and the best for Hard Difficulty because youre going to want to complete zero side quests. Once youve done that, youll unlock this trophy at the end of Chapter 9, provided youve been following along with the road map. If not, refer to the Dressed to the Nines
Guide, which will tell you everything you need to know! Complete all chapters on Hard difficulty. Once you work your way to the end, all bosses defeated and all 18 chapters complete on Hard Difficulty, youll be blessed with this very respectable trophy. Earn all FINAL FANTASY VII REMAKE
trophies.Once you have earned every other trophy in this FF7 Remake Trophy Guide, you can enjoy the pride of having this Platinum Trophy Guide, consider checking out our reviews and other guides, such as our Final Fantasy VII Remake Platinum
Review.Follow us on twitter @GetPlat or Instagram @platget for updates on new reviews and guides, as well as small anecdotes about our platinum journeys. Final Fantasy 7 Remakes dull filler and convoluted additions can cause it to stumble, but it still breathes exciting new life into a classic while standing as a great RPG all its own. Read
ReviewFinal Fantasy VII Remake NewsLoad More 2020 video gameThis article is about the first in a planned trilogy of games remaking Final Fantasy VII Remake Cover art, featuring the game's protagonist Cloud StrifeDeveloper(s) Square Enix
HamauzuMitsuto Suzuki[a]SeriesFinal FantasyEngineUnreal Engine 4Platform(s)PlayStation 4IntergradePlayStation 5June 10, 2021WindowsNintendo Switch 2Xbox Series X/SReleasePlayStation 5June 2Xbox Series X/SReleasePlayStation 5June 2Xbox Series X/SR
5 and Windows in 2021, and will be released for the Nintendo Switch 2 and Xbox Series X/S in Q4 2025.Set in the dystopian cyberpunk metropolis of Midgar, players control the mercenary Cloud Strife. He joins AVALANCHE, an eco-terrorist group trying to stop the powerful megacorporation Shinra from using the planet's life essence as an energy
source. The gameplay combines real-time action with role-playing elements, a overhaul from the original turn-based combat. Final Fantasy VII Remake was announced in 2015 following years of speculation. Several key staff members from the original game returned, including Tetsuya Nomura as the director, Yoshinori Kitase as the producer
Kazushige Nojima as the writer, Motomu Toriyama as a co-director, and the composer Nobuo Uematsu. The staff redesigned the characters to balance realism and stylization. Final Fantasy VII Remake received positive reviews, with praise for its graphics, gameplay, narrative, and music. Critics praised the expanded story and the updated battle
system for its strategic elements and visual flourishes, but the linearity and repetitive side-quests received criticism. The game was one of the fastest-selling PlayStation 4 games, selling more than 3.5 million copies in three days and more than 7 million by September 2023. The second game in the remake trilogy, Final Fantasy VII Rebirth, was
released in 2024. While role-playing elements are still present in the gameplay similar to the original game, Remake uses a fast-paced real-time combat, as seen in this fight against two soldiers. Final Fantasy VII. It covers the first section of the
original game, set in the metropolis Midgar.[1]Players control Cloud Strife, a former Shinra soldier turned mercenary who joins the eco-terrorist group AVALANCHE to fight the Shinra Corporation, who have been draining the planet's life energy.[2][3] Every element has been remade, using real-time polygonal graphics as opposed to the pre-rendered
environments of the original.[4][5] The story includes major expansions to character development and battle mechanics both take place in real-time, like Final Fantasy XV. The game features an altered Active Time Battle (ATB) system from the original, which gradually fills up slowly, or can fill faster with
attacks. Once it is filled, the player can halt the action and use special abilities such as magic, items, and special moves. The player can assign these special abilities to shortcut buttons, allowing them to play in real-time without pausing. Each special abilities to shortcut buttons, allowing them to player can assign these special abilities to shortcut buttons, allowing them to play in real-time without pausing.
time during battle. Each party member has their own individual skills, such as Cloud's close-quarters melee attacks and Barret's long-range distance attacks. [8][9] Players are able to use magic and summons of large creatures, and a Limit Break gauge allows characters to perform more powerful attacks once charged. While the game has more real-
time elements, strategic elements still remain, such as selecting weapons and magic for each character to wield.[4][5][10]See also: Characters of the Final Fantasy VII (Remake, Rebirth)Advent ChildrenDirge of CerberusvteCloud Strife
(Cody Christian / Takahiro Sakurai)[d] is a former member of SOLDIER, the elite warriors of the Shinra Electric Power Company.[11] Shinra uses Mako, a refined form of the Planet's spiritual energy harvested by massive reactors, to power the metropolis of Midgar and develop cutting-edge technology.[12] Disillusioned with Shinra, and at the request
of his childhood friend Tifa Lockhart (Britt Baron / Ayumi Ito),[e] Cloud takes a mercenary job for Avalanche, an ecological resistance organization led by Barret Wallace (John Eric Bentley / Masahiro Kobayashi). Barret believes excessive Mako harvesting harms the planet and leads a bombing attack on a Mako reactor. In the aftermath, Cloud is
haunted by memories of Sephiroth (Tyler Hoechlin / Toshiyuki Morikawa), an enigmatic former SOLDIER member, and meets the florist Aerith Gainsborough (Briana White / Maaya Sakamoto).[f] Strange ghost-like entities, who alternately help and hinder Cloud throughout the game, cause him to be recruited for another attack, in which he goes
missing in action. Cloud meets Aerith again and protects her from Shinra forces. After they reunite with Tifa, the trio learns that Shinra plans to collapse a piece of the "plate" onto the Sector 7 slums. Avalanche fails to stop Shinra's plan, and the plate falls. Aerith helps most of the population, including Barret's daughter Marlene, evacuate in time but
is captured by Shinra. Cloud, Tifa, and Barret infiltrate Shinra headquarters and rescue Aerith from being used as an experiment by Shinra scientist Hojo (James Sie / Shigeru Chiba). She reveals that she is the last descendant of the Cetra, a near-extinct precursor race who resided in a "Promised Land," which Shinra covets for its boundless Mako
reserves. The group meets a talking feline-like creature called Whispers. They exist to ensure that the ghostly entities are called Whispers. They exist to ensure that the ghostly entities are called Whispers. They exist to ensure that the ghostly entities are called Whispers.
known as "Jenova," connected to the extinction of the Cetra. In a confrontation at the top of Shinra headquarters, Sephiroth murders the president of Shinra. Shinra's son Rufus (Josh Bowman / Tru kawa) assumes control of the company and fights Cloud, but is defeated. Cloud and his allies flee the scene via the Midgar Expressway but find Sephiroth
waiting for them at the end. After defeating Whisper Harbinger, an entity formed by an amalgam of Whispers, Cloud's group battles Sephiroth, but is defeated, although Sephiroth spares him and departs. Meanwhile, as Cloud's group
leaves Midgar to stop Sephiroth,[13] SOLDIER Zack Fair (Caleb Pierce/Kenichi Suzumura) ends up alive and defeats an army of Shinra forces, and departs with Cloud to Midgar [14] Shortly after the bombing of Mako Reactor 5, Yuffie Kisaragi (Suzie Yeung[15] / Yumi Kakazu), a ninja working for Wutai, arrives at Midgar and meets up with her partner
Sonon Kusakabe (Aleks Le / Yoshimasa Hosoya) in order to steal Shinra's "Ultimate Materia." With the help of a local Avalanche cell, Yuffie and Sonon infiltrate the lab under Shinra headquarters and fight through Shinra's forces before discovering that the Ultimate Materia is not yet complete. As they try to escape, they are confronted by a Shinra
supersoldier named Nero (Sean Chiplock / Rytar Okiayu). Outmatched, Sonon sacrifices himself to ensure Yuffie can escape. She leaves Shinra headquarters just in time to see the Sector 7 plate fall. Sometime later, Yuffie has left Midgar and muses that to achieve her desire to see Shinra's downfall, she will need a team to help her. In the post-credits
scenes, Cloud and his group arrive at the town of Kalm after hitching a ride with Aerith, only to find a group of the local residents in mourning. Yoshinori Kitase, director of the original game, returned as lead producer for Remake, while Motomu Toriyama directed alongside
Tetsuya Nomura. Final Fantasy VII was developed by Square for the PlayStation console and released in 1997. [16] Its staff included producer, co-writer and series creator Hironobu Sakaguchi, director and co-writer and series creator Hironobu Sakaguchi, director and co-writer Yoshinori Kitase, artist Yusuke Naora, character designer and co-writer Tetsuya Nomura, and writer Kazushige Nojima. [17] The game
was a critical and commercial success, and established the Final Fantasy VII, comprising additional games, films, and other media.[18]In the early 2000s, Square announced a remake for PlayStation 2 alongside Final Fantasy VII, comprising additional games, films, and other media.[18]In the early 2000s, Square announced a remake for PlayStation 2 alongside Final Fantasy VII, comprising additional games, films, and other media.[18]In the early 2000s, Square announced a remake for PlayStation 2 alongside Final Fantasy VIII and IX, but
nothing further was heard of the project.[19][20] It was abandoned because of the increased challenge of developing Final Fantasy XIII and its sequels, and Remake would have been an equally large or larger project hard to undertake at
the same time. Once the XIII series ended, the team was free to pursue other projects. [22] Kitase claims that since XIII, he had been asked multiple times about developing this game. Co-director Naoki Hamaguchi was originally just a fan of the game so he was glad about his inclusion into the core development team. [23] Demand for a remake grew
following a PlayStation 3 tech demo at the 2005 Electronic Entertainment Expo, showcasing the opening of Final Fantasy VII with Square's new Crystal Tools engine, in which, at the time, was known as its codename, the White Engine. Further demand came during the game's impending tenth anniversary in 2007. On both occasions, Square denied
that any remake was in development, [24][25][26] for reasons including their focus on new games, the necessity to cut elements to make a remake manageable, the difficulty of developing for modern hardware, and the amount of development time it would require. [27][28][29][30][31] The Remake project began when Final Fantasy producer Shinji
Hashimoto broached the subject to Kitase, Nojima, and Nomura. All three were reaching a stage of life that they defined as "that age": all felt that if they waited much longer, they might not be alive to or would be too old to developing
the remake was that Square Enix was creating a growing library of PlayStation 4 titles, and the team hoped to increase the console's popularity.[34] Nomura was appointed as director much to his own surprise when it was decided to create the remake but he was busy with the making of the video game Kingdom Hearts III at that time.[35]The cast of
the game was redesigned in a more realistic style. Left to right: Red XIII. Aerith Gainsborough. Cloud Strife, Barret Wallace, and Tifa Lockhart. The game entered full production by late 2015, led by Business Division 1, an internal production team within Square Enix, [36][37][38] While Nomura was involved with the project from the start, he only
discovered he was the director after seeing himself credited in an internal company presentation video, as he had expected Kitase to fill the role. [32] Nomura filled the role director for both Final Fantasy VII Remake and Kingdom Hearts III concurrently. [39] Another project leader was Naoki Hamaguchi, who had previously served as a programmer
for Lightning Returns: Final Fantasy XIII and project lead for Mobius Final Fantasy XIII and project lead for Mobius Final Fantasy VII with better graphics as many fans had requested, they noted that its
graphics and many of its mechanics had become dated by modern standards. With this in mind, they decided to do a full remake, rebuilding the game systems to suit contemporary tastes and using current gaming technology to recreate the world. [32][34] An overarching goal of the project was to make the game feel both "new and nostalgic" for
players of the original game while exemplifying the idea of Final Fantasy VII for new players.[40] This decision led to the creation of Remake's action-based battle system, which draws from that action-based style of Dissidia Final Fantasy VII for new players.[41] The team
aimed to retain all of the gameplay mechanics popular in the original game, including Active Time Battle, while merging them with the action-based system. [42][40]Rather than using the character models and graphical style of Advent Children, which by that point had been developed using ten-year-old technology, the team decided to create new
designs and models for characters; Nomura was in charge of the revamped main character designs, while designer Roberto Ferrari was in charge of the revamped main character modeling was supervised by Visual Works, Square Enix's CGI development
branch.[21][36] Cloud Strife's initial redesign for Final Fantasy VII Remake departed more dramatically from the original concept.[43] Tifa Lockhart's original appearance was changed to make her look more realistic as members from the staff realized her design would not fit fight
scenes.[44]Instead of creating a new engine, Square Enix licensed Epic Games' Unreal Engine 4 to develop the game, with Square Enix and Epic Games Japan working together to optimize the engine for Remake.[45][46] The team received technical assistance from the developers of Kingdom Hearts III, as the latter game was developed using the
same engine.[47] The game's lighting is augmented with the lighting engine Enlighten.[48] To help with the action gameplay and video quality, Square Enix originally partnered with video game developer CyberConnect2, with the two companies keeping in close contact due to different development styles.[21]In 2017, the game's development focus
shifted from being developed with external partners to being a primarily internal project. [37] When the company first started the Remake project, the team had to decide the entire scope of the original game in a single
release. The team started to investigate what were the essential and the fans absolutely had to see; they quickly decided that there were so many parts that are essential and the fans would be upset if the team had to cut out anything. A single release with more depth would not be possible without cutting out
parts of the original story. In the end, the team decided the best option for the project was to go for the highest level possible in the original with an expanded story in multiple releases. [21][22][49] Each game is planned to be on a similar scale to Final Fantasy XIII. [22] The first part
focuses on the city of Midgar due to its iconic status among the Final Fantasy community.[50]Regarding the scope for the first part of the Remake, Nomura mentioned that many were worried about how the company would be a problem. Nomura said it takes about 7
hours to go through the Midgar section in the original game, going through the same gameplay in the Remake with 3D map in Midgar and new scenario, plus the time it takes to go from one point to another adds up. The overall gameplay of the Remake would be well enough to cover a whole game. The story and scenario writer, Nojima, also added
that stopping the game at the end of Midgar would also allow for an adequate amount of story scenarios to be put in as well. Nomura further added that level designs would also have to split up other scenarios and even if they add new gameplay, it would
have to end in an abrupt point of the story. That's why they felt that if they had everything focused in Midgar, they wouldn't have to split up any of the story elements that happen there. [51] While developing the scenario, the team needed to work carefully, so the game did not appear too nostalgic. They needed to make decisions about what could be
carried over from the original and what needed adjustment due to changes in social norms since the original's release. [21][22][36] Despite there already being a story in place, which greatly simplified production on some fronts, Nojima was brought back in to create new story material. [22][32] The scenario for the first part was completed in
December 2015, covering the beginning of the game to the escape from Midgar. [47] [40] Kitase observed that despite 23 years passing since the original game was released, the themes of economic inequality, corporate monopoly, and environmentalism were still relevant to the current day. [40] Nomura expressed regret that other areas of Midgar,
such as the upper plate, were inaccessible in the original game and wanted to address that in Remake in order to give players a better sense of the city and its culture. The roles of previously minor characters were also expanded for this purpose.[40]Despite being marketed as a remake, the narrative has multiple changes from the original game, such
as Barret being attacked by the antagonist Sephiroth and saved by a Whisper. Sephiroth appears during the Midgar scenario despite not being properly introduced until a flashback Cloud experiences. Vice noted that Cloud sees the future of Aerith in the original 1997 game, leaving her fate unknown to returning fans. [52] Yoshinori Kitase refrained
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from explaining the reason for the changes from the narrative: "I want to let you know is that all of the lore from the works created after the original game, the [Compilation of Final Fantasy VII], that's all very much in the base of the canon for the remake, and going forward it will be too".[53]The main characters were adjusted in various ways for Remake. Rather than the "cool and collected" Cloud as seen in other games, Remake depicts his apathetic attitude as a faade to mask his insecurities. Nojima wanted to convey that his standoffishness could be seen as lame.[54] Cloud's initial redesign for Remake departed more dramatically from the original's, but was later altered to more closely resemble Nomura's design.[43] Tifa's desire for revenge against Shinra is complicated by her reluctance to enact violence. Barret's passion and charisma rallies other characters to follow his lead.[54] Nojima worked hard to make the interactions between these three natural.[55] It was important to Hamaquchi to include a scene wherein Cloud has an

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intimate conversation with one of his teammates based on the player's choices in homage to the "date" scene from the original game. [56] The development team avoided playing favorites between Tifa and Aerith, treating them both as main heroes. [57] In addition to returning characters, the team decided to expand the role of minor characters and
 write new characters.[58] Cloud's interactions with AVALANCHE members Biggs, Wedge, and Jessie further his character development and deepen the world of the story.[54] Sephiroth was initially intended to be a looming presence, inspired by the shark in Jaws, to mirror his role in this section of the original game.[59] However, Kitase reasoned
that the original's Jaws-like approach would be ineffective because even new players were too familiar with the character.[60] Hamaguchi pitched an alternate ending in which Cloud faces off with Sephiroth, which led to him appearing more and more in the remake.[51]The game is fully voiced, with the original plan being for the voice actors from the
CGI film Final Fantasy VII: Advent Children to reprise their roles. [36] [47] Ultimately, the English characters was part of the game's rebirth as Remake. [50] The Japanese voice actors remained the same with Takahiro Sakurai being surprised by
this younger take on Cloud, having not played Cloud in the original unvoiced PlayStation video game. [62] For the English dub, Cody Christian commented on replacing Steve Burton voicing Cloud, stating, "Steve, you paved the way. You made this character what it is and have contributed in shaping a legacy" and thus wanted to not let Burton down
with his take on the character.[63] John Eric Bentley voiced Barret, a character he admired when he played the translators who explained the context for his scenes. He wanted his portrayal of Barret to be multifaceted and serve as a positive example of
Black representation in games.[64] Briana White (Aerith) studied Maaya Sakamoto's acting in order to appeal to fans. Meanwhile, Britt Baron had little knowledge of Tifa when being cast, but grew to like her character. Other prominent actors include Erica Lindbeck (Jessie), Gideon Emery (Biggs), and Matt Jones (Wedge).[65] The game employs an
 algorithm to adjust characters' facial motions while speaking in order to automatically match lip syncing and emotion in every language. [66] See also: Music of the Final Fantasy VII seriesComposers Nobuo Uematsu (left) and Masashi Hamauzu (right) worked on the game's soundtrack, alongside several others. The game's soundtrack consists primarily and match lip syncing and emotion in every language.
of arrangements of pieces Nobuo Uematsu wrote for the original Final Fantasy VII, with original tracks by several other series veterans, such as Masashi Hamauzu and Mitsuto Suzuki.[67] Uematsu contributed one new track: the theme song for the game, "Hollow". It was the first time Uematsu and Mitsuto Suzuki.[67] Uematsu contributed one new track: the theme song for the game, "Hollow". It was the first time Uematsu and Mitsuto Suzuki.[67] Uematsu contributed one new track: the theme song for the game, "Hollow". It was the first time Uematsu and Mitsuto Suzuki.[67] Uematsu contributed one new track: the theme song for the game, "Hollow". It was the first time Uematsu and Mitsuto Suzuki.[67] Uematsu contributed one new track: the theme song for the game, "Hollow". It was the first time Uematsu and Mitsuto Suzuki.[67] Uematsu contributed one new track: the theme song for the game, "Hollow". It was the first time Uematsu contributed one new track: the theme song for the game, "Hollow". It was the first time Uematsu contributed one new track: the theme song for the game, "Hollow". It was the first time Uematsu contributed one new track: the theme song for the game, "Hollow". It was the first time Uematsu contributed one new track: the theme song for the game, "Hollow". It was the first time Uematsu contributed one new track."
(2001), with Kitase initially believing Uematsu would refuse as he had long since left Square Enix and found success as an independent composer. [68] Nomura intended "Hollow" to reflect Cloud's state of mind; he wanted it to be a rock song with male vocals and an image of "rain". [69] It was performed by Yosh, the vocalist for Survive Said the
Prophet.[70] Hamauzu also expressed honor in doing the music alongside Uematsu, as the original game was his first exposure to the series.[67] Suzuki stated that the themes for Wall Market, Honeybee Inn, and Midgar Highway were among his favorite contributions.[67][71]Remake employs adaptive music in its gameplay wherein multiple
arrangements of a particular track are played simultaneously, which fade in and out with the player's actions, such as entering or exiting a battle.[40] Arrangements also shift within a battle depending on the emotions the developers wanted players to experience from moment to moment. Because cutscenes in Remake have voiced dialogue, the sound
team needed to rearrange some tracks to accommodate this change but they were careful to preserve the original melodies. [72] A comparison between the original melodies.
[73][74] Visual Works created the announcement trailer.[32] Square Enix's stock prices rose to their highest rating since November 2008, and the YouTube release of the reveal trailer garnered over 10 million views in the following two weeks.[75][76] The game was next showcased at the 2015 PlayStation Experience, demonstrating cutscenes and
 gameplay from the opening sequence.[77]During the Final Fantasy 30th anniversary opening ceremony event hosted by Square Enix in Tokyo on January 31, 2017 the 20th anniversary of Final Fantasy VII the game's first piece of CGI key art was unveiled, along with announcements for a collaboration event with Mobius Final Fantasy.[78] On
 February 18, Nomura revealed two screenshots, showing off the updated HUD.[79] Due to its lack of footage since 2015, switch to internal development, and other projects. Speaking following E3 2018, Nomura stated that the game was in development, with his full attention
 shifted to it when Kingdom Hearts III was completed.[39][80]After years without substantial footage, a teaser trailer was shown during PlayStation's May 2019 State of Play broadcast by showing the trailer.[81] The release date, March 3, 2020, was revealed
the following month in a second teaser trailer during an orchestral concert dedicated to the music of Final Fantasy VII in Los Angeles [82] Further release details were announced at the company's E3 2019 press conference, including different editions of Remake [83] Kitase later clarified at the event that Square Enix had yet to determine the number
of games in the Remake series, adding that they were in the process of planning the second installment. [84] An extended gameplay showcase and demo was playable at E3 2019, demonstrating parts of the opening mission, including some of the exploration, combat system, and first boss battle. The playable demo received positive reception in early
 previews, with praise towards the graphics, gameplay and combat system.[8][85][86][87][88][89] It won three awards at the Game Critics Awards for Best of Show, Best Console Game, and Best Role-Playing Game,[90] as well as the best looking Unreal Engine game at E3 2019.[91] Extended footage of the demo, as well as an additional trailer, was
 featured at the 2019 Tokyo Game Show.[92] Final Fantasy VII Remake was initially PlayStation 4 exclusive until 2021, with no further details about its release on other platforms at the time.[93][94] The release date was pushed back from March 2, 2020, covering the first
chapter.[96]In March 2020, Square Enix revealed that Europe and Australia would receive physical copies of Final Fantasy VII Remake early, due to growing concerns of the effect of the COVID-19 pandemic on distribution.[97][98] This did not apply to downloads, as they were not directly affected by the global supply chain. Artwork of Cloud was
used on buildings in Los Angeles to promote the game. [99]The same year in June, a scene from Final Fantasy VII Remake for the PlayStation 5, titled Final Fantasy VII Remake Intergrade, was released on June 10, 2021, featuring
improved visuals and shorter load times, available at no additional cost to owners of the PS4 version.[101] It includes a PS5-exclusive DLC expansion titled Episode Intermission[g] featuring the playable character Yuffie Kisaragi, who does not appear in the Midgar segment of the original game. The DLC expansion is included with the purchase of
 Intergrade, but must be purchased separately if using the free upgrade from the PS4 version.[101][102] Intergrade adds the ability to use traditional turn-based controls while in the game's normal difficulty mode, a photo mode, and better overall performance in framerate and resolution.[101]A port of Intergrade was released for Windows on
 December 16, 2021, via the Epic Games Store.[103] While anticipation was high, the port was criticised by players and critics for its stuttering and lack of customization, both stemming from a lack of optimization was high, the port was criticised by players and critics for its stuttering and lack of customization, both stemming from a lack of optimization.[104][105] It was released on Steam on June 17, 2022.[106] Square published a novel focused on the backstories of Tifa and Aerith, Final
 Fantasy VII Remake: Traces of Two Pasts.[107]A port of Intergrade for Nintendo Switch 2 was announced by Square Enix and Nintendo during the April 2025 installment of Nintendo Direct.[108] The game was subsequently announced by Square Enix and Nintendo during the April 2025 installment of Nintendo Direct.[108] The game was subsequently announced for release on Xbox Series X/S by Square Enix and Microsoft during the Xbox Games Showcase in June. Both
 versions are scheduled to release in winter 2025.[109]Remake is the first in a planned trilogy of games remaking Final Fantasy VII. The second, Final Fantasy VII Rebirth, was released on February 29, 2024.[110] A prequel, Crisis Core: Final Fantasy VII Reunion a remaster of the 2007 game Crisis Core: Final Fantasy VII was released in December
2022.[111][112] Music from Remake was included in the 2023 rhythm game Theatrhythm Final Bar Line.[113]ReceptionAggregate scoresAggregatorScoreMetacritic95%[h][117]Review scoresPublicationScore4Players82/100[118]DestructoidPS4: 9/10[119]PS5: 8/10[120]Easy
 Allies 9/10 [121] Electronic\ Gaming\ Monthly [122] Eurogamer Recommended [123] Famits u 39/40 [124] Game\ Enformer 8.75/10 [125] Game Spot PS 4: 10/10 [125] Game Spot PS 4: 10/10 [127] PS 5: 10/10 [128] Game Spot PS 4: 10/1
Square[135]RPGamer[136]Shacknews9/10[137]The Guardian[138]USgamer[139]VG247[140]VideoGamer.com8/10[141]Final Fantasy VII Remake received "generally favorable" reviews, according to review aggregator website Metacritic,[114] with critics praising its faithfulness to the original game. Tamoor Hussain of GameSpot states that, while
 Remake is only the initial entry in a full reimagining of the original game, it is rich in details that were previously unexplored, realizes new storytelling ambitions with confidence, and presents fresh perspectives that feel both meaningful and essential in his review. To summarize, he says that the game tells a smaller, more personal Final Fantasy VII
tale and marries it with a smart mashup of action and RPG gameplay in order to deliver a must-play experience. [127] Tom Marks of IGN calls the game a "complete reinvention", praising the combat system. [142] Nahila Bonfiglio of The Daily Dot regarded it as one of the best games of 2020 based on multiple aspects that would appeal to the audience
[143] EGM claimed the game was captivating like the original.[122] Eurogamer also highly regarded the remake, to the point of finding it superior to the original title.[123]The narrative was praised for the characters and their arcs.[119][127][142] IGN called its "story fleshed out with real emotional arcs", praising its nostalgic feel, while criticizing
the game for having "filler" and sometimes convoluted new plot points and side missions, but concluding that the remake brings a new life into a classic while standing as a great RPG on its own.[142] Shacknews wrote that the remake brings a new life into a classic while standing as a great RPG on its own.[147] In general the voiceactors were well
received, [136][135] with Cody Christian's performance as Cloud standing out as he enhances his character arc. [144][127][142] His interactions with his confrontations with Sephiroth [121][145] Destructoid agreed about the cast, most notably
Aerith, noting her fun characterization.[119] The handling of the city of Midgar and expansion of minor characters were praised by the media too.[125][122][123]Critical response to the new combat has been positive, partly due to the strategy needed and the distinctive fighting style of each playable character, such as Cloud wielding a sword, inner the new combat has been positive, partly due to the strategy needed and the distinctive fighting style of each playable character were praised by the media too.[125][122][123]Critical response to the new combat has been positive, partly due to the strategy needed and the distinctive fighting style of each playable character.
contrast to Barret's shooting from afar. [121][119][142][127] GamesRadar also praised the combat for the strategy required, due to each enemy having a weakness, and the variety among the characters thanks to their unique traits.
 weapons in order to let players decide which equipment they want to use.[136] RPGamer felt that Remake relied on "padding" to expand on the areas of the game, which they considered linear for the genre.[136][125] EGM
claimed that some quests had too much padding, citing an example where the player has to constantly change the playable character to open multiple doors in the Shinra headquarters.[122] Easy Allies said that despite the linear gameplay, the reviewers finished the game in 38 hours, and still had plenty of quests left to complete.[121] In regards to
 Intergrade, Siliconera praised the focus on Yuffie's story even if she comes across as annoying due to her younger personality but felt her relationship with Sonon improved it. Besides the new minigame, Siliconera praised the improved graphics from Intergrade.[146] Enjoying the option of playing directly with the sidestory, Destructoid found Yuffie
 instead likable to the point of coming across as realistic and enjoyed her own style of gameplay.[120] GameSpot gave it a perfect score, also finding the graphics superior, most notably due to its framerate, fitting for a PlayStation 5 game which is more notable when Cloud becomes involved in fights.[147] PC Invasion also praised the framerate,
making the PC version highly recommendable to play rather than the other ones.[148] Final Fantasy VII Remake sold over 3.5 million units worldwide within three days.[149] This made it one of the biggest launches for a PlayStation 4 game and the fastest-selling PS4 exclusive, surpassing the launch sales of Marvel's Spider-Man (3.3 million; 2018)
and God of War (3.1 million; 2018),[150][151] By August 2020, that figure had increased to over 5 million units worldwide,[153]In Japan, Final Fantasy VII Remake sold over a million units during its first week,[154][155] with the game sold out in many stores.
[156]In North America, Remake was the top-selling game of 2020, behind Call of Duty: Modern Warfare (2019) and Animal Crossing: New Horizons (2020). It became the fastest-selling Final Fantasy XV (2016),
[157] and was the most downloaded PlayStation 4 game of April 2020 in the United States.[158]In the United States chart,[159] selling an estimated 60,000 physical units in its first weekend.[160] German trade association GAME reported that it took Final Fantasy VII Remake only a few days to sell
 more than 100,000 units within Germany, for which it won a Gold Sales Award.[161] It was the fourth most downloaded PlayStation 4 game of April 2020 in Europe.[158]After its release, Final Fantasy VII Remake was awarded the Editors' Choice from PlayStation.[162] It was also named IGN Japan's Game of the Year in 2020.[163] Both Anime News
Network and Siliconera and RPG Site also listed the game as one of the best games of the year.[164][165][166]Awards for Final Fantasy VII RemakeYearAwardCategoryRecipient(s) and nominee(s)ResultRef.2019Game Critics AwardsBest of ShowFinal Fantasy VII RemakeWon[167]Best Console GameWonBest Role-Playing GameWon2020CEDEC
 AwardsExcellence in SoundWon[168]Golden Joystick AwardsUltimate Game of the YearNominatedBest Visual DesignNominatedBest Visual DesignNominatedBest Score/MusicWonBest Score/MusicWonBest
 Role-Playing GameWon2021New York Game AwardsBig Apple Award for Best Game of the YearNominatedGreat White Way Award for Best Music in a GameBriana White as Aerith GainsboroughNominatedFreedom Tower Award for Best
 RemakeFinal Fantasy VII RemakeWon17th British Academy Games AwardsAnimationNominated[173]Performer in a Leading RoleCody Christian as Cloud StrifeNominated[174]Role-Playing Game of the YearWonOutstanding Achievement
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Japanese: VII , Hepburn: Fainaru Fantaj VII Rimeiku Intgurdo Major Dodson and Yukihiro Aizawa voiced Cloud at 14 years old in English and Japanese, respectively. Capri Oliver and Chihiro Tanaka voiced Aerith at 7 years old in English and Japanese, respectively.
 and Japanese, respectively. Stylized as Episode INTERmission Based on 183 critic reviews Also awarded to nine other games[177] "Final Fantasy 7 Remake director suggests future instalments could focus on 'smaller sections'". VGC. April 28, 2020. Archived from the original on April 29, 2020. Retrieved April 28, 2020. Webster, Andrew (April 28, 2020. Archived from the original on April 29, 2020. Retrieved April 28, 2020. The original on April 29, 2020. Retrieved April 28, 2020. Archived from the original on April 29, 2020. Retrieved April 28, 2020. Archived from the original on April 29, 2020. The original on April 29, 2020. Archived from the original on April 29, 2020. The original on April 29, 2020. Archived from the original on April 29, 2020. The original original on April 29, 2020. The original o
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got balls, this, uh... Uh... what was his name again? / Biggs: Cloud. Cloud Strife. Square Enix. Final Fantasy VII Remake. Barret: This pump's sole purpose is to drain the planet dry. While you sleep, while you shitit's here, sucking up mako. It doesn't care! You do realize what mako is, don't you? Mako is the lifeblood
 of our world. The planet bleeds green like you and me bleed red. The hell you think's gonna happen when it's all gone, huh!? Answer me! You gonna stand there and pretend you can't hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain? I know you can! Hear the planet crying out in pain. Hear the planet crying out in pain? I know you can! Hear the p
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IMDbRetrieved from "you win battles in Final Fantasy 7 Remake, Cloud and his teammates will earn experience for your characters comes with two other kinds of experience. Ability Points (AP) and Skill Points (SP) and your equipped weapons and Materia level up, but you wont improve their stats directly. Instead, earning experience for your characters comes with two other kinds of experience.
(independently) as well. There are several interconnected systems working together to improve your characters and their weapons, and its a lot to keep track of. In this guide, well talk about AP and SP and how youll use them to upgrade your weapons and Materia abilities. Well start with Ability Points because theyre easiest. Having a Materia
equipped in your gear weapons, armor, and accessories means that Materia will earn Ability Points with every fight. Over time, that Materia will level up. A Materia orbs level is indicated by its number of stars. Once you earn enough AP through fights, youll get a notification in the lower right corner of the screen where your loot scrolls past saying the
Materia has leveled up. Thats it. Theres nothing for you to do. Improved Wateria unlocks improved versions of that Materias spell from the Command Menu, press right on the D-pad to see the improved version and its
cost. Skill Points (SP) and weapon upgrading are a little more complicated. Youll earn SP as your characters level up. At the same time, your weapon skills. In the Upgrade Weapon menu, youll assign SP to these
skills. Each weapon has an associated ability (found in Command Menu // Ability). For example, Clouds Buster Sword has the Focused Thrust attack. Using a weapon in fights increases that characters proficiency with it. When their proficiency reaches 100%, they permanently learn that weapons special attack and can use it with any weapon from the
on. In your pause menu, choose Upgrade Weapons. Here, youll see a new interface that looks like a solar system. Each of the weapons cores and sub-cores will appear as suns, and the skills to unlock are
orbiting them like planets. All abilities around a core have the same SP cost. Skills do things like increase your max HP and increase the damage you deal. Once the weapon levels up and new sub-core unlock things like even better improvements
to your stats or additional Materia slots for the weapon. Once you meet Chadley in the Sector 7 Slums, he gives you the ability to reset your weapon upgrades. Hand over some gil, and hell reset all your skills and SP. At that point, you can reassign them as you wish. You also have the option to have the game automatically spend your SP for you. In the
Upgrade Weapons menu, hit the Triangle button. There, you can select from balanced (a mix of offensive skills), prioritize attack, and prioritize attack, and prioritize defense. Vox Media may earn commissions for products purchased via affiliate links. For more information,
see our ethics policy. Browse our huge selection of comprehensive Trophy Guides. Everything you need to earn all the trophies in the games you love! ConnorAshFinal Fantasy VII Remake takes a somewhat different approach to combat than the original game. Rather than using turn-based mechanics, it instead employs an active time battle system
 that's fairly reminiscent of the one found in Final Fantasy XV. There's an awful lot to take in, although to the game's credit, it does do a fairly decent job of easing players into it. As a result, it shouldn't take you too long to pick up the basics, although there's a surprising amount of depth when it comes to some of the more advanced combat elements
 Combat Overview Regular attacks can be used freely by pushing the square button, but more powerful abilities and spells will require the use of anATB bar. These can be seen in the bottom right hand corner of the screen and are charged in a number of ways. Dealing damage is the most effective, but you can also use things like Haste to speed things.
up a little. We'll get to that later though. For now, let's just focus on the basics. Once one of the bars in the ATB meter is full, pressing the X button will bring up the Commands. Most will only require a single ATB bar to use, although
there are a handful of abilities that will need two. Several of Barret's will instead use up all of his available ATB bars, sojust be careful when using them. As well as basic attacks, every party member has a unique attack tied to the triangle button. Exactly how these function varies from character to character, but each one can have a huge impact on
the way that battles play out. Certain enemy attacks can be blocked by holding R1 and the circle button can be used to perform a dodge roll. That said, simply running out of the way of an attack can often bejust aseffective; if not more. You'll be able to cycle through party members with the d-pad, but by using the shoulder buttons it's possible to issue
commands to them without having to actually change. Similarly, a party member's abilities can also be tied to the L1 button for quick selection. Locking onto an enemy is as simple as clicking the right analogue stick. If you've assessed an enemy, you'll also be able tosee information about
their strengths and weaknesses by using the touchpad to access the Enemy Intel screen. Pressuring & Staggering Enemies One of the key combat mechanics in Final Fantasy VII Remake is staggers it can greatly increase the amount of damage dealt to enemies. Each one has its own stagger bar and filling this up will lead to a period of increased
vulnerability while also rendering the enemy, although there are certain abilities that are far more effective at doing so. Prior to staggering an enemy, you may also induce a pressured phase, during which time it's a lot easier to increase the stagger bar. Abilities are again the best
way to do this, although hitting the enemy with elemental spells (particularly ones that they're weak to) can also be incredibly effective. You can find out exactly which element(s) to use by equipping the Assess materia and then using the Assess materia and the Assess material and the Asses
spells and abilities until the stagger phase is over. It's even possible to increase the damage percentage multiplier by using some of Tifa's abilities or Aerith's Ray of Judgement. It can go well beyond 300% with the right setup, although most enemies will recover from stagger long before it gets this high. Blocking & Parrying Blocking isn't too
important in a normal playthrough as it's fairly easy to keep everybody alive with spells and items. In Hard Mode, however, you won't be able to use any items and so will find yourself having to conserve MP in order to successfully reach the end of the chapter. With this in mind, it's best to get into the habit of blocking and parrying as early as
possible. Holding the R1 button while facing an enemy will lead to your party member guarding. Not every attack can be blocked, but the vast majority of physical attacks can. You'll still take damage while blocking, mind, but it will be greatly reduced and can also boost the ATB meter. While controlling Cloud, you can take this a step further by using
his Punisher Mode to parry certain attacks, but more on this later. The Parry materia provides a similar effect, while the Deadly Dodge materia will allow you to unleash a powerful attack immediately after performing a dodge roll. Filling The ATB meter will fill slowly over time, but you can charge it a lot faster by using regular attacks
or by blocking and parrying those of enemies. Certain abilities and triangle attacks can also increase the meter, as too can your equipped materia. In certain battles, however, it can be difficult to use regular attacks and this is where Haste can be incredibly useful. It's a spell that's connected to the Time materia and will greatly increase the speed at
which the ATB meter passively charges. It's also possible to enter a battle with a party member's meter partially full, eitherby equipping the ATB Boost Materiawill allow you to double a party member's current ATB by pressing the L1 and R1 buttons during battle, although there's
a rather long cooldown period after each use. Finally, those who would prefer to have three ATB bars rather than two can equip the Refocus materia, but most tend to avoid this as it means a crificing your limit break. Equipment & Stats Each party member has ten key stats; eight of which have a direct impact on their performance in combat. These
typically increase with their level, which can go as high as 50 in part one of the remake. HP stands for hit points and is arguably the most important stat as it serves as the party member's health. If this ever reaches zero, they will be incapacitated and will need to be revived either by magic or items. MP stands for Magic Points and is required for
casting spells. It can be refilled using items or by resting on benches during a regular playthrough. On Hard Mode, however, MPcan generally only be refilled by turning in side quests or reaching the end of a chapter. There are one or two abilities and materia combinations that can restore MP, but none of these are anywhere near as effective as an
Ether, Strength and Magic dictate the power of physical and magic attacks respectively while Vitality determines how much physical damage a party member will take. Spirit is the magic defense equivalent of the latter and the Luck stat will determine the chances of dealing a critical hit or successfully stealing from an enemy. The final battle stat,
Speed, effects how quickly the rate at which the party member's ATB meter will passively charge. Certain weapon in the game has its ownAttack and Magic Attack stats while some armor types can provide additional defense against physical and magical damage. These
can be further increased with the use of accessories and it's also possible to increase a party member's HP, MP, Magic and Luck stats by equipping them with the appropriate Complete materia. Weapons can also be upgraded to provide additional stat bonuses and this is where those two other attributes come into play. SP, or Skill Points, are used to
unlock new weapon skills while the Weapon Level stat determines which skills are available to beunlocked. This will rise slowly as party members level up, with additional Skill Points also being added in the process. You can gain extra Skill Points by collecting Manuscripts, which are typically handed out as story and guest rewards. There are a few
available for sale in the Moogle Store too although many can only be acquired while playing on Hard Mode. If at any time youfind yourself unhappy with the way that you've assigned your Skill Points, you can easily reset them by visiting Chadley in any of the areas in which he hangs out. Triangle Attacks By pressing the triangle button during combat,
you'll be able to perform a special attack that's unique to the party member that you're controlling. Each one works differently, but they are typically be a great way to quickly build ATB while dishing out some solid damage. They can also serve a number of other functions though, as you'll see below. Cloud (Punisher Mode) Unlike the other party
members, Cloud has two distinct battle modes. The default is Operator Mode, which makes him incredibly mobile but leaves quite a bit of damage on the table. By pressing triangle, however, players are able to switch freely between the Operator and Punisher modes. The latter is a lot more offensive, although this increased damage potential does
come at a cost. While in Punisher Mode, Cloud loses a lot of his mobility and so it's best to make the switch whenyou've already gotten close to your target. Pressing the square button can help to close the gap a little, but only when you're within a certain range. Trying to dodge while in this mode will automatically revert Cloud back to Operator Mode,
although equipping the Parry materia can mitigate this problem. These things aside, Punisher Mode is a great tool for dishing out damage quickly; particularly against staggered enemies. Due to the speed of Cloud's attacks while in this stance, it can also help players to fill Cloud's ATB meterconsiderably faster. By far the best mechanic of this mode,
however, is the ability to counter certain melee attacks by holding the R1 button. Just be mindful though that other types of attack cannot be blocked while in this mode and so when dealing with projectiles, it's always best to switch back to Operator Mode. Barret (Overcharge) Pressing the triangle button while controlling Barret will unleash one of
his powerful overcharge attacks. Not only will this deal a lot more damage than a regular attack, but it will also fill a significant portion of his ATB meter. As such, you'll generally want to use this attack whenever it's available, which sadly won't be too often due to its long cooldown time. It is possible to speed things up a little by pressing the triangle
button to charge the attack after use, but choosing when exactly to do this can be important. There's a fairly long animation attacks. You can get around this somewhat though, by using regular attacks and then hitting the triangle button as soon as his gun overheats. It won't
cancel the animation completely, but it will make it significantly shorter. Using hisCharging Uppercut, but by using her cancel the animation completely, but it will beWhirling Uppercut, but by using her
Unbridled Strength ability, it's possible to raise her Chi leveland upgrade the attack, Rise and Fall. These three attacks are a great way to stagger an enemy and can also be used to increased the damage percentage once an enemy is in a staggered
state. Just be aware that using Omnistrike or Rise and Fall will decrease Tifa's Chi level by one and so it's not possible to use the moves repeatedly unless you're recharging with Unbridled Strength in between uses. Aerith (Tempest) Aerith's triangle attack is easily the weakest of the four characters', although it does still have its uses. It works like a
typical charge attack, meaning that the longer you hold the button, the more powerful the attack will be (up to a certain limit, of course). It's a magic based attack, meaning that the longer you hold the button, the more powerful the attack will be (up to a certain limit, of course). It's a magic based attack, so, as with her regular attack, it's based on Aerith's magic attack will be (up to a certain limit, of course). It's a magic based attack, so, as with her regular attack, it's based on Aerith's magic attack will be (up to a certain limit, of course).
attack though and so you'll probably find yourself using it a lot more often. Abilities All four party members have access to seven special abilities which can be accessed through the Commands menu. They each start with one, but more can be unlocked by acquiring new equipment. Every weapon has its own ability and while these can initially only be
used while the weapon is equipped, using them in battle or meeting certain battle requirements will lead to theabilities being mastered. This typically requires between five and ten uses, but you can check the exact progress at any time by looking at the proficiency meter on the right hand side of the Equipment menu. Once filled, the party member
will be able to use the ability even after its associated weapon is no longer equipped. Some are a lot more useful than others though, so unless you're trying to unlock the trophy or complete Battle Intel Report 17, there's really no need to learn them all. Limit Breaks The Limit Break system in Final Fantasy VII Remake is almost identical to the one
found in the original game, with the one key difference being that the limit break gauge now resets between battles. Each playable party member has one of these gauges and they can be seen in the bottom right hand corner of the screen near their HP and MP stats. Once this has been filled, they'll be able to unleash an incredibly powerful ability
through the Commands menu. A party member's limit break gauge is typically charged by having them take damage, although there are a few ways to speed up the process a little with the help of accessories. Equipping the Transference Module, for example, will allow you to charge the gauge by consuming ATB while the Spectral Cogwheel will
instead fill it whenever MP is used. There's also an incredibly powerful accessory called the Gotterdammerung which will allow the wearer to enter battles with a full limit break gauge and drastically increase the speed at which it charges again after the limit break has been used. Sadly, however, you won't be able to get your hands on this until the
beginning of your second playthrough at the very earliest. Even then, it will not be at all easy. Each party member has two unique limit breaks during the first part of the remake, but only one of these will be available from the very beginning. The second will need to be unlocked by completing the appropriate challenges in the Corneo Colosseum. It's
definitely something worth doing though as they are typically far more powerful than the default limit breaks; both in terms of stagger and damage potential. Aerith is a little different from the other three party members, as neither of her limit breaks deals damage. Instead, her first heals all party members for 50% of their maximum HP while her
second nullifies all physical damage dealt to the party for 80 seconds. Generally, most players opt for the latter; especially as they start to gain access to more powerful curative spells later in the game. Regardless of which one you decide on though, you'll be able to switch freely between themin the Battle Settings menu whenever you're outside of
combat. Just remember that you'll also need to do this for any new limit breakmanuscripts that you acquire before youcan use them in battle. NEXT: Final Fantasy VII Remake: A Complete Guide To Materia Buster Sword Sub-
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 Magic Attack Power +8 Max MP +10 Attack Spells MP Cost Reduction 10% MP Regeneration 10% Boost New Materia Slot Connection Location: Switchyard 2 Section C Mythril Rod CoreMagic Attack Power +5 Max MP +13 New Materia Slot New Materia Slot Connection Mythril Rod Sub-Core IMagic
 Attack Power +6 Magic Attack Power +6 Magic Attack Power +6 Magic Attack Power +6 Bloodsucker Magic 20% Boost with Full MP Mytrhil Rod Sub-Core IIMagic Attack Power +10 Magic Attack Power +6 Bloodsucker Magic Defense +5 with High HP Magic Attack Power +10 Magic Attack Power 
 Location: Shinra Building 65F Hojos Laboratory Specimen Enclosures Reinforced Staff CoreMagic Attack Power +5 Magic Defense +5 Max MP +8 Buff Duration 10% when Guarding Magic Damage Reduction 10% when Guarding Magic Attack Power +5 with
 High HP Self-Healing 50% Boost with Low HP New Materia Slot Reinforced Staff Sub-Core IIMagic Attack Power +10 Magic Defense +8 Max MP +10 Tempest Damage 5% Boost Physical Defense +5 with High HP New Materia Slot New Materia Slot Table of ContentsThere are a limited number of weapons available to each
party member, but the weapon upgrade system lets you strengthen a weapon's Core. When you reconnect with Biggs in Chapter 3, you will gain the ability to enhance your weapons. Select "Upgrade Weapons" from the Main Menu and choose a weapon to display the weapon's Core. Upgrading Weapons After selecting
a weapon to upgrade, the screen displays a list of the skills on the list. When you acquire additional weapon's Core. You can use the Skill Points (SP) you gain by raising your level through experience to unlock the skills on the list. When you acquire additional weapon to upgrade them as well. You won't need to choose which weapon to upgrade
or divide your SP among them. Upgrade Modes and weapon Core can be activated manually. Select a node with and confirm. Provided you have enough SP, you will unlock the skill and it will be available in battle. If you prefer not to manage upgrades manually, press after selecting a weapon and you can choose an Auto upgrade
setting:BalancedPrioritize AttackPrioritize DefenseWith an Auto setting, the SP you gain will be used automatically to unlock Core skills based on your Auto selection. Gaining SpEach time a character gains an experience level, he/she will earn SP. You can add to your SP total by acquiring Manuscripts. Raising your level adds 5 SP to your total. You
can increase total SP by 10 when you obtain a Manuscript. Weapon Level will make more weapon skills available. Open the Main Menu and your current Weapon Level is displayed beneath the character portraits
Select "Upgrade Weapons" from the Menu and the screen displays your current SP and the total number of SP needed to reach the next Weapon Level. The number of SP needed to reach the next Weapon Level. The number of SP needed to reach the next Weapon Level.
Level 6, you can access the final Sub-Core and will be able to unlock all of a weapon's skills. Weapon CoresEach weapon has its own Core with multiple skills to unlock additional skills. In addition to the Core, a weapon may have as many as five Sub-Cores and unlock additional skills. In addition to the Core, a weapon may have as many as five Sub-Cores and unlock additional skills.
Cores. A Core or Sub-Core has a base SP requirement. Every node on that Core can be unlocked by spending the required number of SP. For example, it costs 4 SP to unlock any of its skills. You can unlock skills in any
order and you don't have to unlock all the skills on the Core before unlocking a skill may increase the weapon's attack power or provide a useful passive skill that takes effect automatically in battle. Some nodes will increase the weapon's attack power or provide a useful passive skill that takes effect automatically in battle. Some nodes will increase the weapon's attack power or provide a useful passive skill that takes effect automatically in battle.
additional materia slot or link two existing slots together depending on the current configuration of materia slots. Weapon Ability in battle by pressing to open the Commands Menu and then selecting the Ability from the list. Weapon
 Proficiency As you continue to use a weapon's unique Ability in battle even when you have a different weapon proficiency reaches 100%, its unique Ability under the right circumstances, you will earn a Proficiency Bonus. It adds to the amount
 of proficiency increase you normally will see for using the Ability. As an example, Barret's Gatling Gun has the Focused Shot ability and the weapon's proficiency will increase. If he uses Focused Shot on an enemy and the Ability causes the enemy to
 become staggered, he will see a bonus increase in the Gatling Gun's proficiency. Reset Upgrades on a weapon, allowing you to recover all the SP and spend them as you like. Which Weapon Should I Use? In many games, you use a
 weapon until you find a stronger one. You equip the new weapon and forget or discard the old weapon until you use the new weapon until you find one even better. The Final Fantasy VIII - Remake weapon until you find one even better. The Final Fantasy VIII - Remake weapon until you find one even better.
an example, magic-oriented weapons are preferable for some battles (like the one against Hell House). When you play in Hard Mode, equipping a weapon with the Reprieve skill (avoid incapacitation once per battle) can improve your chances to survive difficult boss encounters. Weapon DataThe following sections provide detailed information about all
the weapons available to each member of the party. Every entry describes how to obtain the weapon stats and materia capacity, with and without upgrades, as well as information about the weapon stats and materia in
any medium or format for any purpose, even commercially. Adapt remix, transform, and build upon the material for any purpose, even commercially. The license terms. Attribution You must give appropriate credit, provide a link to the license, and indicate if changes were made. You
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restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other
rights such as publicity, privacy, or moral rights may limit how you use the material. This article is over 5 years old and may contain outdated information Final Fantasy VII Remake changes things up a bit when it comes to weapons and how they contribute towards your partys growth. Theyre more than stat-sticks with materia slots, and gaining
character levels will also bolster your weapons, though in a slightly different manner. Leveling in Final Fantasy VII Remake awards SP, which is used to upgrade and level weapons. Every weapon in Final Fantasy VII Remake awards SP, which is used to upgrade and level weapons. Every weapon in Final Fantasy VII Remake awards SP, which is used to upgrade and level weapons. Every weapon in Final Fantasy VII Remake awards SP, which is used to upgrade and level weapons.
 Biggs and Wedge in the Sector 7 slums early in Chapter 2 youll unlock the ability to improve your weapons, and a new option will be added to the main menu. Within the Upgrade Weapons submenu of the main menu you can see what your weapons levels are, and how much SP they have to spend. SP is earned from leveling your characters, and it
goes into a general pool for each weapon (even weapons not being used will receive the awarded SP). At certain SP thresholds your weapons will level up, which opens up another core on the skill tree. Each core contains a handful of stat-boosts tailored to that weapons playstyle. Tifas Sonic Strikers, for example, lean into magic casting and the
 second core offers a wealth of +5% damage increases to the various magical elements. Each cores boosts will cost more and more SP to unlock, going from four, to six, to eight, and so on. There are five levels per weapon, thus five cores. The UI within the core upgrade menu will display in the top right how many of the cores you have, the amount of
boosts you have unlocked within those core, and what the SP cost for boosts is for each core. Its a pretty informative UI. SP spent on one weapon is not spe
are not actively using. If this is all too heady for you then you can automate the process from the upgrade menu. Tap Triangle to pick between Balanced, Offense and Defense, and the game will automatically assign SP to boosts that fit your selection. Tapping Square will force the game to prioritize your equipped gear over everything else. I prefer to
fine-tune my weapons myself, but if you just want to experience the story without the micromanagement then automation is a fine way to do so. If at any point you mew materia for completing battle log challenges). Itll cost you some gil, but
youll have all the SP spent on that weapon refunded. Attack of the Fanboy is supported by our audience. When you purchase through links on our site, we may earn a small affiliate commission. Learn more about our Affiliate Policy Final fantasy 7 remake how get all weapons and level them sp With Final Fantasy 7 Remake: How to Get All Weapons and
Level Them SP, we dive deep into the intricate world of weaponry and leveling. Unlocking every weapon, from the mighty swords to potential. Get ready for an epic journey! This guide provides a comprehensive strategy, outlining methods for acquisition, leveling, and maximizing your SP potential. Get ready for an epic journey! This guide provides a comprehensive strategy.
detailed guide will take you through various weapon types, their specific acquisition methods, and effective leveling strategies. Well explore locations, quests, and side activities to uncover rare and powerful weapons. Youll discover how to level each weapon efficiently, focusing on maximizing stats and maximizing your SP gain. Prepare for a
challenging but rewarding adventure! Introduction to Final Fantasy VII Remake Weapons and LevelingThe Final Fantasy VII Remake weapons is crucial for success, not just for individual battles but also for progressing through the story. Unlocking and upgrading all
weapons allows for diverse combat strategies and maximizing potential in challenging encounters. Leveling weapons is a key component of progression, enabling access to higher stats and more powerful abilities. This deep dive explores the mechanics behind obtaining and leveling excess to higher stats and more powerful abilities. This deep dive explores the mechanics behind obtaining and leveling excess to higher stats and more powerful abilities.
efficiently navigate the process. Figuring out how to get all the weapons and level them up in Final Fantasy 7 Remake is a serious grind, but worth it. Its a challenge that keeps you engaged, and honestly, the rewards are satisfying. While exploring those intricate mechanics, Ive been thinking about the streaming wars in the television industry,
 specifically how services like star trek cbs all access streaming wars network television are reshaping how we watch shows. Back to the game, mastering those weapon upgrades in FF7R is a whole different kind of satisfaction, though! Weapon Types and Acquisition StrategiesUnderstanding the various weapon types and their associated leveling
 difficulties is vital for effective resource management. Different weapons excel in various combat and can be leveled through repeated use in challenging battles. Early-game melee weapons often excel in close-range encounters, while higher-level ones
might become effective at mid-range. Magic Weapons, including staffs and wands, often require strategic placement and timing to effectively utilize their unique abilities. These weapons frequently benefit from elemental affinities, making them valuable for specific enemy types. Ranged Weapons, like guns and bows, provide a distance advantage in
combat, offering different attack patterns and strengths. They can excel against enemies that are difficulty to approach directly. Weapon Leveling Difficulty in leveling Difficulty in leveling Difficulty to approach directly. Weapon Leveling Difficulty in leveling weapons varies significantly based on their type and required combat strategies. Weapon TypeApproximate Leveling Difficulty Strategies Swords Medium Focus on close
quarters combat, utilize offensive abilities. StaffsHighMaster spells and elemental affinities, utilize defensive abilities when needed. GunsLowEfficient for ranged combat, requires understanding of ammo types and strategies. BowsMediumFocus on precise targeting and arrow types, utilize strategic positioning. AxesMedium-HighExcellent for crowd
control, effective against heavily armored enemies. Consistent use and strategic combat choices are key factors in leveling up weapons effectively. Understanding the strategic accordingly, will significantly expedite the leveling process. Specific Weapon Acquisition
 Understanding how to acquire these weapons will significantly enhance your combat prowess throughout the game. This exploration covers the methods for obtaining a wide array of weapons, from common melee swords to powerful magic weapons, and even those unique to specific characters. Well also Artikel the locations where certain weapons can
 be found, along with details on any quests or activities that may grant specific items. A comparison table will provide insight into the effectiveness of different weapons often involves exploration, combat, and completing various tasks. Some
commonly found throughout the games environments, often dropped by enemies or discovered in chests. Exploration of towns, forests, and dungeons is key to accumulating these weapons. Unique Melee Weapons: Certain powerful melee weapons is key to accumulating these weapons.
exclusive weapons tailored for a particular playstyle. Weapon Upgrades: Many weapons can be upgraded through smithing. Materials necessary for upgrading are frequently found throughout the game world, often in locations marked by treasure chests or as rewards for defeating enemies. See also Exoprimal Impressions Capcom Dino Crisis Game
 PassRanged Weapon Acquisition, Final fantasy 7 remake how get all weapons and level them spRanged weaponry offers diverse combat options. Acquiring them often involves specific quests, defeating powerful enemies, or exploring certain areas. Bows and Crossbows: These weapons are typically found in specific locations or as rewards for
 completing particular missions. Some might be acquired from vendors or obtained by defeating specific enemy types. Magic Weapons: Magic weapons are often increases as the player levels up and improves their abilities. Special-Purpose
 Weapons: Some ranged weapons might be specifically tied to characters or abilities, requiring particular story progression or completing specific tasks to obtain them. Magic Weapon AcquisitionUnlocking magic weapons often requires strategic progression through the game. Their rarity and power usually correlate to the level of difficulty or the
importance of the associated quest. Basic Magic Weapons: These are typically acquired through defeating enemies or found in chests. Their powerful Magic Weapons: These weapons obtained later in the game. Powerful bossess or defeating powerful bossess.
Their unique abilities and higher power are crucial in demanding encounters. Weapon Comparison TableWeapon TypeStrengthsWeaknessesLeveling StrategySwordVersatile, effective in close-quarters combatLess effective against ranged enemiesFocus on increasing attack power and critical hit chanceBowEffective at long range, great for crowd
controlRequires precise aiming, less effective in close combatEnhance accuracy, range, and special abilities. Magic StaffHigh damage output, versatile in different combat situations accuracy, range, and special magic power, and special magic powe
 Procedures Mastering leveling in Final Fantasy VII Remake is crucial for maximizing your partys potential and overcoming challenging encounters. Efficient leveling in Final Fantasy VII Remake is crucial for maximizing your partys potential and overcoming challenging encounters.
 management is key to a successful leveling campaign. Effective leveling campaign the right gear for the right situations is essential for optimal performance. Understanding stat importance and material optimization
is equally critical to leveling efficiently. This involves understanding the role of experience gained, materials used, and the importance of efficient resource management. Weapon-Specific Leveling Techniques of efficient resource management. Weapon-Specific Leveling Techniques of experience gained, materials used, and the importance of efficient resource management. Weapon-Specific Leveling Techniques of experience gained, materials used, and the importance of efficient resource management.
power, while ranged weapons often prioritize dexterity and accuracy. Understanding the core strengths of each weapon is vital for tailoring a successful leveling strategy. Melee Weapons (e.g., Swords, Axes): Prioritize Strength and Attack for maximum damage output. Utilize Strength-boosting equipment and focus on high-damage encounters to
 rapidly level up your melee weapons. Ranged Weapons (e.g., Guns, Magic): Prioritize Dexterity and Accuracy for consistent damage output and precise targeting. Ranged weapons benefit from encounters with multiple enemies or large groups to maximize experience gain. Use Agility-boosting equipment and focus on crowd control or enemy
 weakening strategies to maximize experience gain. Support Weapons (e.g., Shields, Staffs): Focus on Defense and Magic to support your team. Support weapons often benefit from encounters that support other party members. Stat
 Significance and ImpactUnderstanding the importance of various stats is crucial for optimizing your characters effectiveness. A balanced approach, combining relevant stats for the weapon type, is essential. Strength: Crucial for melee
 weapons. Higher Strength directly correlates to higher damage output. Strength-boosting items and equipment significantly increase daccuracy and attack speed. Dexterity correlates to higher damage output. Strength-boosting items and equipment significantly increase accuracy
and attack speed. Magic: Crucial for magic-based weapons. Higher Defense correlates to increase damage output. Defense: Crucial for all weapons. Higher Defense reduces damage taken. Defense-boosting items and equipment significantly reduce
damage taken. Efficient Resource ManagementEfficiently managing materials and resources is critical for maximizing leveling progress. Understanding which materials are required for specific equipment upgrades is essential. Material Gathering: Prioritize acquiring materials through efficient exploration and combat. Consider using strategies to
optimize material gathering. Note that certain enemies and areas provide specific materials. Crafting: Utilize crafting to create equipment to enhance stats and effectiveness. Upgrade equipment to maximize your characters potential
 Recommended Leveling Schedules for various weapons, including required materials and experience targets, is crucial. Figuring out how to get all the weapons and level them up in Final Fantasy 7 Remake is a real grind, but thankfully there
are plenty of guides out there. While youre deep in the games mechanics, its worth considering how geopolitical issues like Russias alleged meddling in Pokemon Go during elections, and its connection to the Black Lives Matter movement, impact the digital world. Ultimately, mastering Final Fantasy 7 Remakes weapons is still the primary goal, and
 understanding strategies is key to success. Weapon TypeRequired MaterialsExperience TargetsSwordsIron Ingots, Dragon Scales10000 per levelAdvanced Leveling Techniques and ConsiderationsMastering weapon leveling in Final
 Fantasy VII Remake isnt just about acquiring and upgrading; its about strategically maximizing potential. Beyond the basic acquisition and leveling methods, advanced techniques unlock significant performance gains. Understanding the interplay between equipment, resources, and inventory management is crucial for success. Advanced leveling
involves more than just brute-force grinding. It requires a nuanced understanding of how different aspects of the game interact to influence weapon performance. See also Dauntless PS4 Damage Types & Elements A Deep Dive This includes the impact of equipment upgrades and accessories on weapon stats, and effective inventory management to
avoid resource bottlenecks. Equipment Upgrades and Accessories Equipment upgrades and accessories play a crucial role in augmenting weapon stats. By strategically combining upgrades and accessories play a crucial role in augmenting weapon stats. By strategically combining upgrades and accessories play a crucial role in augmenting weapon stats.
output, critical hit chances, and other advantageous attributes. Weapon Enhancements typically increase attack power, critical hit chance, and other parameters. The level of enhancement usually corresponds to the required material rarity and quantity. A higher-level enhancement often demands rare materials, which can be
challenge to obtain. Players should carefully assess the material requirements and the potential gains from each upgrade level. Accessory Synergy: Accessory with a critical-hit enhancing one creates a synergistic effect. The best combination of
 accessories depends on the desired combat style and the specific weapon. Experimentation and observation are key to finding the most effective synergy. Inventory Management and Resource Management and the specific weapon. Experimentation and observation are key to finding the most effective synergy. Inventory Management and Resource Management and Resource Management and the specific weapon.
inventory can lead to resource bottlenecks and hinder progress. Optimizing storage space and prioritizing resources based on their rarity and upgrade potential is key to success. Figuring out how to get all the weapons and level them up in Final Fantasy 7 Remake is a serious grind, but thankfully there are plenty of guides online. While tackling those
weapon upgrades, its interesting to consider the parallels to the complexities of standardizing crash data for autonomous vehicles, as highlighted by the NHTSAs work on nhtsa adas av crash data standardize. Ultimately, both require meticulous attention to detail and a lot of data to truly optimize the outcome, much like getting that perfect weapon
combination in FF7R. Inventory Optimization: Regularly declutter the inventory by selling or discarding items by type or upgrade level can streamline the process. Resource Prioritization: Identify the materials required for the most impactful
upgrades. Focus on acquiring those materials first. Planning resource acquisition based on upgrade needs helps prevent shortages and maintains a steady progression. Equipment Upgrade Table Artikels potential equipment upgrades, their effects, and the materials needed. Note that specific requirements may vary based on the specific
 weapon type. Upgrade LevelEffectRequired MaterialsLevel 1+5 Attack1x Iron Ingot, 2x Copper Ore, 2x Steel IngotLevel 3+15 Attack, +2% Critical Hit Chance, +1 Defense3x Iron Ingot, 4x Copper Ore, 2x Steel Ingot, 1x Mithril OreSpecific Examples of Weapon
Leveling Mastering the art of weapon leveling in Final Fantasy VII Remake is a crucial aspect of maximizing combat effectiveness. It requires understanding the specific needs and demands of each weapon type and a dedicated approach to acquisition and enhancement. This section delves into practical examples, demonstrating the meticulous process
 involved. Effective weapon leveling goes beyond simply hitting enemies. It necessitates careful material gathering, strategic combat choices, and a profound understanding of the weapons inherent abilities. Powerful Sword
 LevelingTo maximize the potential of a powerful sword, a focused approach is required. This involves acquiring high-quality materials and strategically engaging enemies. The progression path will depend heavily on the specific sword and its base stats. Weapon Choice: A high-quality greatsword, like the one obtained in the early game, or a legendary
sword found later in the game, will demonstrate the necessary steps for progression. Materials from common enemies, whereas late-game swords may necessitate rare materials found in challenging dungeons or bosses. This might include high-level
monster drops or items from specific side quests. Combat Strategies: The strategy for leveling the sword will depend on its specific attributes. If its a strength-based sword, then focusing on stronger enemies and utilizing specific attributes. If its a strength-based sword, then focusing on stronger enemies and utilizing specific attributes.
that are vulnerable to the swords type will increase the effectiveness and leverage the swords type will increase the enemys weaknesses and leverage the swords type will increase the effectiveness and speed of the process. The best approach would be to understand the enemys weaknesses and leverage the swords strengths to maximize damage. Challenges: A major challenge in leveling powerful swords lies in the sheer amount of materials required and the difficulty of the
encounters needed for sufficient experience. Enemies may have high health pools or formidable defense, requiring precise strategies to overcome them efficiently. Rewards: A leveled powerful sword can deliver devastating blows, significantly increasing the players offensive capabilities. The reward is a substantial enhancement in damage output
opening new possibilities in combat and offering a significant tactical advantage. Magic Staff Leveling magic staffs are crucial for spellcasting. Leveling them involves acquiring specific magical materials, mastering spells, and engaging enemies susceptible to magical attacks. Weapon Choice: A high-level magic staff, such as the one obtained through
specific side quests, is recommended to demonstrate the progression. Material Acquisition: Magic staffs often require specific enemy types or through completing unique quests. The necessary materials may involve rare drops or specific items that can only be acquired
 through side quests or exploration. Spell Mastery: Leveling a magic staff also necessitates mastering powerful spells. The efficiency of leveling is often related to those specific spells. Combat Strategies: The leveling strategy should
 incorporate the use of the staffs specific spells and abilities. This may involve targeting enemies that are resistant to physical attacks but vulnerable
 to magic. This may require careful planning and strategy to maximize the effectiveness of the staff. Rewards: A leveled magic staff enhances the players spellcasting abilities. The rewards are increased spell power, allowing for powerful attacks, and expanding the range of strategic options in combat. Troubleshooting and Common IssuesMastering
 weapon leveling in Final Fantasy VII Remake can be a rewarding journey, but its not without its challenges. Understanding common problems and their solutions is crucial to maximizing your progress and avoiding frustrating roadblocks. This section delves into the pitfalls you might encounter and provides practical strategies for overcoming them.
 Identifying Weapon Leveling BottlenecksA crucial first step in troubleshooting is recognizing the specific hurdles youre facing. Are you struggling to acquire the necessary materials for upgrades? Perhaps your characters stats are hindering progress, or maybe youre simply not utilizing optimal strategies. Pinpointing the source of the issue is the first
step towards a solution. Material Acquisition IssuesEfficient material gathering is paramount for weapon upgrades. Insufficient resources can significantly slow down leveling. Thorough exploration of the games environments and meticulous item management are essential. Failing to systematically collect resources or losing track of gathered
materials can lead to frustrating delays. Consider using inventory management tools or techniques to keep track of your resources and plan your acquisition strategy. Regularly check your inventory and identify any critical materials that are running low. Knowing the exact locations and optimal times for acquiring these materials is a key aspect of
your strategy. Character Stat LimitationsCharacter stats directly impact weapon damage and effectiveness. Insufficient strength, dexterity, or other relevant attributes can restrict your weapons potential. Appropriate character stat boosts and enhancements can demande and effectiveness. Insufficient strength, dexterity, or other relevant attributes can restrict your weapons potential.
an optimal level for the weapons you are attempting to level. Consider the required stats for different weapons and adjust your characters development accordingly. Inefficient Leveling strategies are created equal. Inconsistent strategies are created equal.
best strategies for your character and weapon combinations. Failing to identify optimal combinations can lead to a significant slowdown. Prioritize leveling weapons that synergize with your characters strengths and weaknesses. Consider the effectiveness of different battle tactics and how they affect leveling efficiency. Troubleshooting
TableIssuePotential CauseSolutionSlow Weapon LevelingInsufficient materials, inadequate character stats, ineffective strategiesAcquire necessary materials, enhance relevant stats, utilize optimal leveling strategiesAcquire necessary materials, enhance relevant stats, utilize optimal leveling strategiesAcquire necessary materials, enhance relevant stats, utilize optimal leveling strategiesAcquire necessary materials, enhance relevant stats, ineffective strategiesAcquire necessary materials, enhance relevant stats, utilize optimal leveling strategiesAcquire necessary materials, enhance relevant stats, ineffective strategiesAcquire necessary materials.
 explore environments, focus on key material locationsCharacter Stat BottlenecksInadequate stat growth, lack of stat-boosting equipment or abilitiesPrioritize stat growth through appropriate equipment and activities, enhance relevant statsIneffective StrategiesPoor understanding of optimal weapon-character combinations, ineffective battle
 tacticsResearch optimal weapon-character combinations, implement effective battle tactics, optimize combat techniquesComprehensive Overview of All Weapons: Final Fantasy 7 Remake How Get All Weapons And Level Them SpFinal Fantasy VII Remakes arsenal boasts a diverse range of weapons, each with unique characteristics and strengths
 Mastering these weapons, from the familiar to the newly introduced, is crucial for success in the games challenging encounters. This detailed overview provides a comprehensive guide to every weapon, including their acquisition, leveling strategies, and combat effectiveness. Weapon Categories and AcquisitionThis section categorizes and details the
 methods for acquiring weapons in Final Fantasy VII Remake. Understanding the different acquisition methods will aid in building a well-rounded arsenal. Weapon NameCategoryAcquisition MethodLeveling TipsBuster SwordSwordEarly game, found in various locationsFocus on Strength and Critical Hit for maximum
damage.MasamuneSwordAcquired through specific questlinesHigh damage output, prioritize critical hits and ATK boosts.Dual BladesDual WieldAcquired through specific encounters
or craftingLeveling should prioritize Magic power and MP gain, potentially using elemental magic for powerful attacks. GunRangedFound in specific areas or dropped by enemiesLeveling focuses on ranged damage and accuracy, with ammunition management as a key factor. Dual PistolsRangedLate-game content or rewardsHigh damage potential,
prioritize accuracy and quick firing, ensuring ample ammo. Katana Sword Acquired through specific encounters or late-game quests Leveling focuses on attack speed and accuracy, while boosting critical hit rate, alongside attack
 power. Weapon Leveling Strategies Effective weapon leveling is essential for maximizing damage output. Strategies involve optimizing stats and utilizing specific abilities. Prioritize Main Stats: For swords, focus on strength, critical hit rate, and attack power. For ranged weapons, accuracy and damage per shot are key. Ranged weapons require
 efficient ammunition management. Elemental Advantages: Some enemies are vulnerable to specific elements. Utilizing weapons with corresponding elements will enhance damage output. Weapon Abilities: Many weapons with corresponding elements will enhance damage output. Weapon Abilities: Many weapons with corresponding elements will enhance damage output.
maximizes their potential. Weapon Strengths and Weaknesses Understanding the strengths and weaknesses of each weapons against particular enemy types. Sword Mastery: Swords excel at close-quarters combat, maximizing damage with high strength and
critical hit rates. They are versatile and effective against most enemies that are difficult to approach. Their strength lies in accuracy and efficient ammunition management. Magic Domination: Magic weapons are powerful and versatile, utilizing
 elemental magic to overcome specific enemy weaknesses. They often require high MP for effective use. Last WordThis guide to Final Fantasy 7 Remake: How to Get All Weapons and Level Them SP provides a thorough approach to mastering weaponry. Weve covered everything from initial acquisition to advanced leveling techniques, including
strategies for efficient resource management and maximizing your characters potential. Now youre equipped to conquer the games challenges and unlock the full power of every weapon! See also Wild Hearts Hunting EA Games Omega Force Interview The Witcher 4's tech demo represents CDPR's current approach, but the final game could look very
different. Death Stranding 2: On the Beach Yep, that sure is Pac-Man in my Death Stranding. No all-night gaming sessions allowed on the Switch 2. "Personally, I think Xbox hardware is dead." We yearn for the mountains. Im not ready to endure Hiccup's journey again. Ed Boon has big praise for Cole Young's actor in Mortal Kombat 2, so perhaps he
 isn't being killed off early on after all. Death Stranding 2: On the Beach Can anyone please explain what is going on? The rumours of Deku's comeback were real. People in my real and online life seem annoyed I have spent my own money on my own things. Norman Reedus has become a commonly seen face in video games. Who needs a Switch 2
 Edition when simple updates are this good? "We get it, the update sucks and we agree." Aw yeah, this ISN'T happening! Never thought "Ugly Sonic" could get uglier but here we are. It might be worth wandering the capital's river after beating Fallout 3. The Switch 2 hasn't even been around for a month! Will Retouched join the likes of Remaster,
 Remake and Reimagining as key words? Sonic Racing: CrossWorlds It was reported before that it might avoid that, but we're back to square one. Page 2 Im not ready to endure Hiccup's journey again. Warhammer 40,000: Darktide The introduced Arbitrator class can be tough to figure out in Warhammer 40,000: Darktide Learn more about it with
 these tips. Persona 3 Reload is a great remake, but Persona 4 Revival has the chance to be even better than its original. No collectible checklists here. These linear RPGs are even better than games with massive open worlds. Ed Boon has big praise for Cole Young's actor in Mortal Kombat 2, so perhaps he isn't being killed off early on after all. Death
Stranding 2: On the Beach Can anyone please explain what is going on? Teenagers are not playing games that aren't as common. Do you remember
these strong Soul Calibur 2 characters? The rumours of Deku's comeback were real. No, it's fine. I'm over it. Really. With Silent Hill f launching this year, what will be 2026's game? For many players, linking Tamagotchi Uni is a big draw. Death Stranding 2: On the Beach While urinating might not be an important survival
Stranding 2: On the Beach APAS enhancements can be one of the most important upgrades you can get in Death Stranding 2: On The Beach if you get a bunch of memory. Here are a few tips to get you started in Tamagotchi Plaza! Page 3 Norman Reedus has become a commonly seen face in video games. Who needs a Switch 2 Edition when simple
updates are this good? It is possible to play Peak with more than four players. We'll show you how! Death Stranding 2: On the Beach Nothing like a supply request to ruin your photo mode shots. A new gold standard. "We get it, the update sucks and we agree." Aw yeah, this ISN'T happening! Fairy-types had a brief but memorable run in the Pokemon
TCG. Don't underestimate Herbils fists! Check our guide to track it down. Never thought "Ugly Sonic" could get uglier but here we are. New update, new Palsstart your hunt with Icelyn! Dive into gamings strangest treasures! Palumba's dance isn't hard to spotcheck out our guide to catch this tropical Pal in Palworld! Ready to explore what makes PS5
 special? Umamusume: Pretty Derby is one of the easiest games when it comes to rerolling, and you should do it if you want to start your account off well. Make your backpack work for you in Peak. Death Stranding 2: On the Beach Ladders are a lot better in Death Stranding 2: On the Beach Ladders are a lot better in Death Stranding 2: On the Beach Ladders are a lot better in Death Stranding 2: On the Beach Ladders are a lot better in Death Stranding 2: On the Beach Ladders are a lot better in Death Stranding 2: On the Beach Ladders are a lot better in Death Stranding 2: On the Beach Ladders are a lot better in Death Stranding 2: On the Beach Ladders are a lot better in Death Stranding 2: On the Beach Ladders are a lot better in Death Stranding 2: On the Beach Ladders are a lot better in Death Stranding 2: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot better in Death Stranding 3: On the Beach Ladders are a lot b
 real Arrakis treasure. These are the nardest FromSoftware Souisborne titles to attempt to complete with a 100 percent save file. Are you up for the task, Good Hunter? Wondering which hilariously overpriced special editions made it to buyers snelves? Page 4 if only they aspawned in Stardew! These game icons missed their chance at gardening
greatness. Looking to become an expert with the sword? Here's how to complete the advanced swordmaster quest in Dune: Awakening. Marvel Mystic Mayhem has a surprising depth to its mechanics. If you're having trouble keeping track of it all, try to keep these tips in mind. You ate that mushroom, didnt you? It might be worth wandering the
capital's river after beating Fallout 3. Even by Borderlands standards, these weapon names have far too much brain rot behind them. Despite Elden Ring Nightreign being easier than other FromSoftware titles, some bosses still pack a punch. Here are the most challenging of the pack! The Switch 2 hasn't even been around for a month! Oueerness is a
spectrum, and these games let you explore it. Will Retouched join the likes of Remaster, Remake and Reimagining as key words? You can easily transfer photos and videos from your Switch 2 to another device by following these easy steps. Sonic Racing: CrossWorlds It was reported before that it might avoid that, but we're back to square one.
Looking to improve your trooper skills in Dune: Awakening? Here's how to find and complete the advanced trooper quest. Does every IO game have to be live-servicey? Death Stranding 2: On the Beach Sam's destined to be a Porter, I guess. But how can a moon be super? This chilly peacock-like Pal is easy to misscheck out our guide to find
 Frostplume! These modern games have a distinct retro vibe. To all the Commanders I ever loved. Page 5 Are the changes worth it for crossplay? We'll let you decide. Shenanigans are inevitable. It looks like Peak hasn't guite... peaked yet. Chill out with Munchillfind out where this frosty Pal hides and how to catch it efficiently! The Legend of Zelda:
Invasion. You've played the rest, now try the best. This is basically a ranking of my childhood happiness. Those who missed out on where it all began for Lorcana are getting a second chance to grab its first booster boxes. Mario Kart World has taken the Nintendo Switch 2 by storm because it's not trying to be Fortnite. Death Stranding 2: On the
Beach Kojima just wanted your PS5 to feel like it's actually in Australia. I tried these things I learned from The Sims 4 irl, and it didn't work out so well. Large groups of PvPers are going to ruin Dune: Awakening's endgame however you try to stop them - it might need a total overhaul for longevity. The Wind Waker is 23 years old now, but it could
have been made in 2025. Game development is not a sprint... Don't let anybody tell you gaming isn't an extreme sport. Just ask these gaming injuries I've suffered! A crucial error meant that I didnt understand Disco Elysiums ending for years. These Scarlet & Violet Promos top the charts. The dreaded hype-train is full steam ahead. "He's gonna SLAM
you when you least expect it..." Page 6 Clair Obscur: Expedition 33 Here are the best skills for your DPS character. Let's-a-go to every Nintendo home console in history. Because we've all lied about our dice rolls at least once. Death Stranding 2: On the Beach I'm getting major flashbacks to Kratos' fur coat in Ragnarok... Your GTA 6 theories have run
wild, but maybe Rockstar is listening to some of them and is already way ahead of you. At least he has a very fair reason. Space Marine's Master Crafted Edition currently sits with "Mostly Negative" reviews, but that might change soon. I can deal with Spider-Man, but a Black Panther scares me. Palworld is a whole new world with the addition of
fishing. Get used to farming this material to help you deal with late-game enemies and bosses. Death Stranding 2: On the Beach, you'll have to finish a side order in Australia. This adorable fish helper isn't too hard to find under the right conditions. For
those with a proclivity for swordplay, the Swordsman is going to be the premiere choice in Crystal of Atlan. Take a look at the fundamentals here! Death Stranding 2: On the Beach in quality or performance mode, and both have their benefits. Death Stranding 2: On the
Beach If you've used up a bunch of your grenades and guns during battle in Death Stranding 2: On The Beach, you can recycle them to get some materials. Hes overeign. Hes probably plotting your death. Want an adorable wildlife bonus in Peak? There's no denying how popular the crossovers have become. Meanwhile, Nintendo fans are
still waiting for massive discounts. Page 7 Learn how to use console commands in Scum to spawn items, manage players, control weather, and more with this complete command guide. Im pretty sure I can make that. Im pretty sure. Death Stranding 2: On the Beach It seems nobody likes deliveries in bulk. Here's how to romance Miranda in Date
Everything! Blade has finally woken up from his nap. Yu-Gi-Oh! Trading Card Game Did you snag these useful cards? Some great Game of Thrones characters were created specifically for the show. The hotfix was designed to address some of the most annoying exploits. Shadowverse: Worlds Beyond You dont need deep pockets to win. Here's how to
romance Holly in Date Everything! Dune: Awakening has a PvP problem, but the Dune movies might have the solution. Did you know you can explore your neighborhood in Date Everything? Mario Kart World fans are attempting to make their voices heard. Here's a guide to Scarlet Witch in Marvel Mystic Mayhem, covering skills, team comps, best
Highlights, and more. He just loves talking about how much things cost, doesn't he? These games were beloved in their time, but we're not so sure they'd hold up to today's standards, according to both fans and critics! You need to open these sets for the best shinies in the Pokemon TCG. Death Stranding 2: On the Beach Kojima wants you to find
them all, but it might take a few playthroughs. If you want something, you've got to work together! Fight stains and save lives! Page 8 Yu-Gi-Oh! Trading Card Game These cards are the most valuable you'll find in the Monster Mayhem set. Here's how Marvel Mystic Mayhem's Heroes rank up against one another. Get all the information you need on
The Phantom X's many currencies. He'll make all your worries disappear! Don't let your mom throw these cards away; trust us. SamanthaBart knew exactly how Karlach would confess her love to the player, so we have them to thank for this amazing line. Wylder is the title character of Elden Ring Nighreign, and the easiest to pick up by far. Earn
valuable rewards by taking advantage of the Shifting Earth in Elden Ring Nightreign! A leisurely stroll down memory lane can be quite romantic. Wondering how to find opafire gems and what they're used for in Dune: Awakening? Here's what you need to know. Multiclassing is a super fun way to make unique characters that are so awful they're
actually good in Dungeons & Dragons. The only "ghosting" we want to see is Boo Revenant is a standout support class with some of the most unique abilities in Elden Ring Nightreign. Here's how to master Guardian in Elden Ring Nightreign. Animal Crossing: New Horizons A raccoon is putting me in debt again, at least give me 60fps while I cry.
Unlock the Duchess and learn to play this tricky dagger wielding nightmare in Elden Ring. The darkness of water is just as fearsome as the night, as Elden Ring will teach you. Here's everything you need to know about talismans. Things are heating up in the boiler room! Do you remember life before these features became
standard? Page 9 Not every run in Elden Ring Nightreign is the same. Sometimes, a Nightlord will decide to invade just to mess up your expedition. Clair Obscur: Expedition 33 On this week's Your Favorite Game, we discuss the best video game deaths. These Dungeons & Dragons player horror stories are sure to give you the Frightened condition.
Game Pass is a hell of a thing. Death Stranding 2: On the Beach Are you ready to have portable music? There are so many versions of myself I'd love to speak to. Death Stranding 2: On the Beach Are you ready to have portable music? There are so many versions of myself I'd love to speak to.
games and their DLC are in Steam's Summer Sale. Gotta sell out fast. Death Stranding 2: On the Beach has finally arrived, but do you need to play the original game to enjoy it? All these games look a little too familiar. Warhammer 40,000: Space Marine 2 Exterminatus is back in Space Marine 2, now called Siege
Mode. Here's how the wave-based survival mode works. Marvel Mystic Mayhem is a game that relies on strategically building different teams of characters. Here are some of the best we've found so far. Who are the worst type of Marvel Rivals players based on their main character? These games were so close to perfection, but were ultimately held
back due to some questionable design choices! Nintendo is suffering from success, as the Switch 2 is selling out faster than projected in some regions. Death Stranding 2: On the Beach Helping people out and letting some powerful new gear? It's a win-win situation. Even if it worked perfectly - which it doesn't - is it really a good idea to Play
Anywhere? Ensnare your enemies with Oraxia's signature pistols. Decide which weapon aspect is best for your next run. Page 10 Gambling sponsorships were previously banned from Riot esports. Death Stranding 2: On the Beach Here are the best walking simulators if you love Death Stranding 2. It wasn't cancelled after all - the review bomb cape is
available in Helldivers 2 right now. You've got the opportunity to win some serious brownie points here, HBO. Darn it, Cloud, can't you feel the planet's foliage? It's for your arm, you freaks. Suuuure, Jan. Pokemon Trading Card Game Pocket No one's paying you $1,400 for this one, though. Here's how to reroll your account so you can land those
coveted five-star Phantom Thieves in Persona 5: The Phantom X. Don't you just want to hug this big old bear? Clair Obscur: Expedition 33 Who would have been. Stretch your romantic wings then come date Mac as better people. Swimsuits are
coming to Street Fighter 6, an addition that has gone down very well with its players. Death Stranding 2: On the Beach It's important to keep your cargo safe in Death Stranding 2: On the Beach Chiral
Crystals are one of the most important commodities in Death Stranding 2: On The Beach features a unique sign system to help you communicate with other players, and
here's why it's important. Page 11 Dune: Awakening griefers have even found ways to bother players in PvE zones. Death Stranding 2: On the Beach, it's important to increase your carry capacity. Pokemon Trading Card Game Pocket You're jokin', not
another one. Call of Duty: Black Ops 7 What is that player wearing on their back, and is it something that will shoot them off into the sky? The new relic's buffs are absolutely broken, making Nightreign bosses a walk in the park. Natures snack roulette is real in Peak. From indies to triple-A giants, TheGamer's release dates calendar covers all games
coming out in 2025. Blink and youll miss it, unless youve got Luigi-level side-eye for secret cameos. You'll be able to play as a Druid as early as July 3. The information was revealed during the Capcom Spotlight. There are three subclass possibilities with the Magister in Crystal of Atlan, and they've all got a lot of potential. Which is right for you? We
know your game Capcom, you ain't fooling us. Here are the best Oraxia builds in Warframe. Other studios in the UK are reportedly also in jeopardy. These game's CEO called it "honestly heartbreaking" to see characters manipulated. Sam Porter Bridges
undergoes his most difficult mission yet: crossing a country in an entirely straight line. Who can resist that cute towel buddy? An overview of every game mode found in Mario Kart World and what you can expect from them! Exotic class items are receiving special treatment. Page 12 Wyndolyn values transparency... and cleanliness. Go touch grass.
Here's a look at how to earn every kart in Mario Kart World, as well as their base stats to help you determine which is the best one for you! Like most things in the world of The Witcher, the Trial of Grasses is far from pleasant. If this is what we're going to get for $80, the future is looking bleak. You'll always have someone to look up to. Learn which
mushrooms are safe or deadly in SCUM, how to treat poisoning, and what symptoms to watch for before its too late. Which One Piece Card Game 2025 Starter Deck gives you the most bang for your buck? Death Stranding 2: On the Beach Kojima Productions has crafted a visual masterclass with Death Stranding 2: On The Beach. On this week's Your
Favorite Game, we discuss the best video game trailers. Hades 2 lets you give bosses a massive buff in exchange for some challenge and nice rewards. You don't need to be a speedrunner to beat these JRPGs quickly. Thinking about building multiple sub-fiefs in Dune: Awakening? Here's what you need to know. Learn how to spot and remove ticks in
PEAK in solo or co-op before they ruin your climb. These genres prove that sometimes the little guys set the trends first. Let us know your tips for PEAK This might seem obvious, but it also seems like the most fun way to play. PvP is tempting in Dungeons & Dragons, but watch out for these pitfalls that'll turn your PvP session into a waking
nightmare. Said they were done, huh? Here's how to reroll for a better start in Marvel Mystic Mayhem. Lights, cameras, jump scares! Page 13 You'll never have to worry about the foundation of your relationship. Hes lean, hes mean, and hes got a city to clean. There are tons of Pokemon plushies in existence, but do you have one of these rare ones?
Chris Avellone is joining Republic Games to work on the studio's debut RPG. I love these games like a toxic relationship. Death Stranding 2: On the Beach It
took a few years, but PS5 games are finally taking advantage of the console's power. Fulghor may have known Miquella before the Shattering. Use Scuttler Husks to get the exact Oraxia parts you're missing. I already know I'm going to sink so much money into Persona 5: The Phantom X... Senua's Saga: Hellblade 2 PS5 players can buy a deluxe
edition of the Xbox-published game that's not available on Xbox. Dune: Awakening is the newer of Funcom's multiplayer survival games, but does it beat out Conan Exiles? Here's every character's stat spread in Mario Kart World. Be careful out there. Hernandez says that developers need to be more comfortable delaying a game until it's ready. Death
Stranding 2: On the Beach Kojima's latest trailer is flashy, but far too filled with big moments. The dolls have found their way stateside. Try crafting these key items first in Scum to have a better chance of surviving. Page 14 As a certain marathon-length game reminds you every time you hit a loading screen... "Take Your Time". Ju Fufu is one of the
best Stun characters to have in Zenless Zone Zero, and here's how you can build her to get the most value. I have nightmares of those accursed corridors. Are you ready to take on the Landsraad in Dune: Awakening? Here's everything you need to know. Mateo needs your help to find Davi in Date Everything. Here's where they're hiding! Dragon Age:
The Veilguard "We made the best version of what we released, warts and all." Nintendo Switch 2 Welcome Tour Here's how to ace every quiz in Nintendo Switch 2 Welcome Tour. Death Stranding 2: On the Beach Just don't expect a slice of the pizza. Cracking sets, Lego. The map of Arrakis is vast and varied. Here are the best places to build your sub-
fief in Dune: Awakening. There's still a chance the liquid metal inside your PS5 could be going places it shouldn't be going are still open for the best things to have in Scum, as they can help you earn a ton of money if used
properly. From how to get promoted to how many ranks there are, we'll tell you everything you need to know about Rematch's ranked mode. The 360 getting an update on its 20th anniversary year. What is Xbox up to? Just let me do a normal race, please! Stalker 2: Heart of Chornobyl GSC Game World has finally brought the A-Life system up to the
 mark and introduced mod tools. It's because of Sakurai's work on another Switch 2 title. Page 15 Chrono Studio's CEO promises that players will have a much better experience in the second closed beta test. Look to team-up in Rematch? We'll show you the way! Get this dynamic duo back together and possibly join in the fun with a guide to dating
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