

# FF7 PC ANY% NOTES

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## Introduction

These notes are made to help people learn the run for PC any% by explaining the strategies involved, however, I need to explain some things about the route beforehand. With the most recent warp discovery, it is now possible to skip the 7th Heaven cutscenes, but there are some pretty large trade-offs. Firstly, the materia option in the menu is never unlocked as the tutorial for materia is skipped, and secondly, Barret normally pays the party 1500 gil in the cutscene, which is now no longer received. As a result, this makes items (mostly grenades) EXTREMELY tight for the entire run.

For this reason, I've added a secondary route which doesn't skip the 7th Heaven cutscenes for newer runners which I recommend people learn first, then can move onto the more difficult route when they're more comfortable/proficient at the run. I've done two video tutorials on the category, the first of which completes Midgar without skipping 7th Heaven. The second video is the most up-to-date route skipping 7th Heaven and covers the newest warp method.

[https://www.youtube.com/watch?v=RfV\\_gXI4lw8&list=PLNxfBi9IjIRGVb71LR07Z5sUEEQTE-87O&index=4](https://www.youtube.com/watch?v=RfV_gXI4lw8&list=PLNxfBi9IjIRGVb71LR07Z5sUEEQTE-87O&index=4)

<https://www.twitch.tv/videos/692444018>

Otherwise, I wish you good luck with learning the new route.

## Step Count Encounters

All "random" encounters in FF7 are actually predictable with what enemies you face (aka their "formation"), and where the encounter will take place provided your movement is efficient. Using a combination of walking and running the least amount of encounters will be engaged and also eliminating back attacks and pincers. Whilst keeping step count in Midgar on the PC version is relatively easy compared to other areas in the No Slots route, or when running on PSX, it is still quite a difficult task to not fall behind on steps for a newer runner, and will require practice to achieve getting the optimal encounters by having efficient movement. My advice to get step count to the end of the flashback is quite simple really, take your time (but don't walk unless specifically told to in the notes), and remember the shortest distance between two points is a straight line. Further, step count only increments on screens which you can get an encounter, not on passive fields. So you should focus on having efficient movement on those screens first.

My notes are organised in a step-by-step (no pun intended) fashion, where you can see what encounter you should get next, and whether you need to walk, and for how many steps. For example...

## Step Count

2 Battles

2 Ray Guns

1 Custom Sweeper

Take 8 walking steps

This simply means run until you encounter the 2 Ray Guns, then run until you equip the Custom Sweeper, then after the Custom Sweeper, take 8 walking steps. I would recommend watching a run of someone who is knowledgeable enough to keep step count to reference where you are supposed to get the encounters.

Additionally, you will notice that some encounters are noted as “skippable”. In order to skip an encounter, you need to open the menu on the same frame as when you are supposed to get the encounter. This skips over the battle check in the games code, and you can proceed as normal. You should not attempt to skip all of the encounters as you will

1. Take yourself off the most optimal encounter route due to the way step count works, and
2. Trigger what is known as the “duplicating boss glitch” where a boss (or any scripted fight) will need to be fought twice if a random battle has been skipped prior.

Overall, unless you are aiming for a time in the top 3-5 places on the leaderboard, I wouldn’t focus on attempting them and would suggest on improving your fights, movement etc. as they will save you more time if they aren’t optimal. Whether you get the encounter skips or not doesn’t affect the future encounters in any way.

## Reactor 1

### Menu

Config

Cursor - Memory

ATB - Active

Set all speed bars to fast

\*Optional\*

Set Camera to Fixed

Note: Setting the camera to “Fixed” doesn’t save any time in the run, it is however a quality of life option where the camera doesn’t move during random battles or bosses, which helps with selecting enemies/party members. Completely up to you if you want to set this.

Pick up both Potions from the dead guard and enter the scripted fight. Kill both guards by attacking (hold Circle button). Take note if you receive another Potion at the end of the fight.

If you want, perform Avalanche skip.

Note: This is one of the hardest skips to perform over all of the categories, and makes step count more difficult to keep in Reactor 1 where you can begin the setup for preemptive Aps, so this is probably the last thing to add to your runs to get a better time.

If you don’t do Avalanche skip, during the naming cutscene, reduce Cloud’s and Barret’s names to 1 letter each.

### **Step Count**

1 Battle,

2 Guards (skippable)

**Note: From this point on, the routes change depending if you do 7th Heaven skip (7HS route) or not (No 7HS).**

### **7H Route**

Pick up Phoenix Down before entering the elevator, be sure to pick this up on the way in as step count isn’t live before placing the bomb, but it is live on this screen after the bomb is set.

### **No 7HS**

Continue to the elevator, Phoenix down is not necessary.

During the elevator cutscene, mash through the text quickly in order to have the elevator descend immediately, rather than wait for an up-and-down cycle. If you did Avalanche skip, I don't believe it is possible to get a fast elevator, but I haven't tested this.

### **Step Count**

2 Battles

2 Ray Guns

1 Custom Sweeper

Take 8 walking steps

### **Guard Scorpion - 800 HP**

Cloud uses Bolt, and Barret attacks/Big Shot's for the entire fight. At the start of the fight, you may be given an opportunity for a first turn strike with either character. For Cloud, hold Down + Circle (before you are given control) to que the Bolt attack as fast as possible, and for Barret hold Circle only for a possible first turn attack. After you do Cloud and Barret's first turn, you can just hold circle for each of the turns afterwards.

The aim of this fight is to kill Scorpion after he lowers his tail, and to have Cloud's limit bar fully charged at the end of the fight. You should also use Barret's limit at some point during the fight, but where that will be varies on when his limit is filled, as you should take advantage of the turn priority that limits receive. A fight will look something like this.

*\*Possible first turn with Cloud/Barret\**

Scorpion: Search Scope Cloud

Barret: Attack

Cloud: Bolt

Scorpion: Rifle Cloud

Barret: Attack

Cloud: Bolt

Scorpion: Search Scope Barret

Barret: Attack

Cloud: Bolt

Scorpion: Tail Attack Barret (Barret's Limit fills)

Barret: Attack

Cloud: Bolt

Barret: Big Shot

Scorpion: Raises Tail

Cloud: Bolt

Scorpion: Tail Laser (Cloud's Limit fills)

Scorpion: Lower's Tail

Barret: Attack

Cloud: Bolt

Dead

## Escaping Reactor 1

### Step Count

1 Battle

3 Blue Troopers

\*Note\* This battle should be forced after the jump to get preemptive Aps, for the Aps setup, check this video tutorial.

[Step Count Advanced Setups Tutorial || FF7 PC/PS4](#)

The movement is as follows...

1. Walk left until you exit the screen
2. Run right until you stop
3. Release right, then release run, then hold L1, and walk up until you stop
4. Whilst still hold up + L1, hold down run, the transition to up-left on the d-pad

5. As soon as you pass the apex of the corner, transition from up-left to up-right on the d-pad. Hold until you enter the elevator
6. Leaving the elevator, run left to the first possible position where you can talk to Jessie
7. Run down to Biggs
8. Run down, then transition to down-left after passing through the door to hug the wall as you leave the reactor. If you get stuck on the railing, tap L1

After leaving the reactor, if you didn't get a potion from the first fight with the guards, pick up the potion in the courtyard.

2nd option for all Shinra troops on the next screen.

Jessie skip after the cutscene on the train, not a mandatory skip as it only saves around 10 seconds.

## Sector 7 + Wall Market

### 7HS Route

- Head to the weapon shop.

#### Shop

Sell: All items

Buy: 16 Grenades

- Proceed to Guard Skip

### No 7HS

- When you enter Sector 7, exit and re-enter screen to skip some dialogue with Barret
- Enter 7th Heaven and go through all cutscenes
- Skip materia tutorial with Barret (2nd option)

## Shop

Sell: All Potions

Buy: 21 Grenades

## Menu

Materia

Cloud: Remove Ice

- Proceed to Guard Skip

Do Guard (tsunamod) skip

In Wall Market...

1. Talk to fat guy on the right screen, 1st option
2. Talk to the doorman at Corneo's mansion
3. Talk to the materia store keeper, 1st option both times
4. Head to the restaurant, sit down, 1st option then 2nd option (receive Pharmacy coupon)
5. Head to the item store, 3rd option
6. To the inn, stay the night then 2nd option
7. Return to the materia store and talk to the man (receive Diamond Tiara)
8. Talk to the dress shop salesman
9. Head to the bar, do bar skip OR talk to the woman in the toilet, give her digestive (receive Sexy Cologne) then talk to the dressmaker, 2nd option both times.
10. Return to the dress shop, talk to dressmaker (receive Silk Dress)
11. Go to the gym, you must win squats minigame (receive Blonde Wig)
12. Return to dress shop, get changed, go to Corneo's mansion

After the Tifa cutscene, pick up the ether in the ~~sex-dungeon~~ basement and the hyper in Corneo's bedroom (behind the bed).



2nd option twice with Corneo dialogue, then 1st option before trapdoor.

Enter the second part of the preemptive setup detailed in the video.

#### [Step Count Advanced Setups Tutorial || FF7 PC/PS4](#)

1. Run down-right to Tifa
2. Run up-left until you stop, release run, then hold run again
3. Run left until you stop
4. Run right until you stop, talk to Aerith

## Aps - 1800 HP

Note: Slightly different strategies depending on which route you are on.

### 7HS Route

- Hold Up+Circle at the start of the fight to queue up 3 grenades, use Braver with Cloud. Then use 4 more grenades and let Aps kill himself with the damage from the 2nd Tsunami

### No 7HS

- Hold Up + Circle at the start of the fight to queue up 3 grenades, use Braver with Cloud then grenade until he is dead. If you are very unlucky, Aps will do 2 Tidal Waves, but the vast majority of fights he will do only one.

## Sewers + Train Graveyard

### Step Count

- 3 Battles (for sewers and graveyard)
- 3 Turtles, preemptive

Take 6 steps

2 Ice Dragons \*skippable\*

1 Ice Dragon, 2 Ghosts

- All encounters after this point are running only, no walking steps are taken anymore, however the step route is still required for a good time and the 1st warp, so be sure to have good movement for the rest of Midgar/Kalm Flashback

Proceed through the sewers and graveyard, movement here is quite tricky so try to be as efficient as possible. Pick up the Hi-Potion on the first train.

### 7HS Route

- Pick up both Potions and the Hi-Potion on top of the train on the 2nd screen of the graveyard

### No 7HS

- Pick up one Potion

## Sector 7 Plate

After the cutscene with Wedge, proceed up to Reno, with 1 random battle on the way.

### Step Count

1 Battle

3 Helicopter Soldiers

## Reno - 1000 HP

Grenade until defeated, should be 8 grenades.

- Cloud or Barret's limit can be used to make this fight shorter but should only be used if you got 1 grenade off before Reno's 1st turn. Take advantage of the turn priority that limits receive by having the limit holder grenade first, then the second character, then input the limit. For example...

Reno: Attacks (Cloud's limit bar fills)

Cloud: Grenade

Barret: Grenade

Cloud: Braver

Reno: Attacks

- It is possible to have Cloud do 1 attack for around 40 damage here instead of using a limit as well, if he doesn't get trapped, saving the limit for either Red Guards or H0512.

Talk to Barret immediately to have him access the rope straight away.

## Sector 5 + Wall Market

Head towards Aerith's house, on the way...

### Step Count

1 Battle

Hell House, Side Attack

Before entering Aerith's house, pick up the ether in the garden, then progress through the cutscene. Afterwards...

### 7HS Route

- Pick up the P. Down and Potion in Aerith's bedroom

#### Shop

Sell: All items (except grenades and 1 potion)

Buy: 43 Grenades

### No 7HS

#### Shop

Sell: All items (except grenades and 1 potion)

Buy: 51 Grenades

Head to Wall Market

## Step Count

1 Battle

Hell House

Buy the batteries from the junk dealer, then climb up to Shinra HQ

## Shinra Headquarters

Mash through the dialogue on arrival and take the stairs to the 59th floor. Before fighting the 3 Red Guards...

### Menu

Config

ATB - Wait

Order

All characters into the back row

Heal with a potion if necessary

### Red Guard Fight

Grenade each enemy once to destroy the armour. This resets their ATB and reduces the number of turns they take, then grenade each enemy again to kill them.

For the 60th floor, get past the guards without getting caught in the safest manner you think you can achieve, whilst still being fast. If you do get caught, use Cloud and Barret's limits if you have them to minimise the number of grenades you lose to the fight. Practice is strongly recommended for this section of the run.

For the 61st floor, talk to the man (2nd option) to receive the key, then either check the IGT (In Game Time) right before entering the 62nd floor to know the password for Mayor Domino's game. Possible answers are BEST KING BOMB or MAKO. A video guide to the IGT manipulation by

sk8 can be found here. However, the outputs are different on PC due to the loading time difference.

<https://youtu.be/ReUAA2TRFDY>

The modulo answers for PC are as follows

0 = BEST 1st option  
1 = BOMB 4th option  
2 = MAKO 5th option  
3 = KING 2nd option

Alternatively, you can check the upper right room of bookshelves to discover the answer, on the centre bookshelf on the left side, the first word of the book reveals the answer to the password.

Economic = BEST  
Results = KING  
Breakdown = BOMB  
New = MAKO

Proceed to the elevator, and go to the 65th floor, assemble the diorama in whichever order you prefer, with the following step count.

### **Step Count**

2 Battles  
1 Sword Dance  
3 Sword Dance

Take the key from the chest, then head to the 66th floor bathroom, watch the boardroom cutscene, then head to the 67th floor.

Step count is active on the 67th floor so keep movement efficient. After the Jenova cutscene, take Barret into the fight against H0512 (1st dialogue option).

- If Barret has low HP (less than 150), take Tifa instead. Barret is taken into the fight to increase the chance of finishing the fight with a limit, but it's not worth it if he dies during the fight.

## Sample: H0512 - 1000 HP

Grenade the main boss whilst using ATB Wait to stall the enemies ATB when your characters are doing their grenade animation. Sample requires 7 grenades + 1 limit to kill. Save the limit so that it is the killing blow if possible to take advantage of the turn priority that limits receive. If you don't have a limit break available, simply use another grenade. For 7HS, cast Fire instead of using 1 grenade.

### Menu

- Config

  - ATB - Active

- Order

  - Red into back row

Head to the 66th floor elevator.

### Step Count

- 1 Battle

  - Moth Slasher

Jail dialogue, run to the door, 3rd option for Aerith's cutscene, then run to the door again and go to sleep.

Head to the 70th floor

### Step Count

- 1 Battle

  - 2 Zenene, preemptive

After the cutscenes and taking control of Aerith, **Do not remove materia if you're on the 7HS route, if you do the run is dead.** Also don't

remove materia if you're on the **No 7HS** route, but this can be fixed easily if you miss the dialogue option.

## **Step Count**

1 Battle

1 Zenene, 1 Vargid Police

- If your movement has been good, you may be too far ahead of step count. Be sure to get this encounter before running through the second door on the way to the elevator.

## **Hundred Gunner + Heli Gunner - 1200 + 1000 HP**

Grenade until dead, if you're concerned that you are short on grenades, using limits is okay but they are around 3 seconds of timeloss each.

Using a Barret attack on Heli-Gunner is also possible to save a grenade, but is dependent on damage rolls.

Press start to begin the Rufus fight

## **Rufus + Dark Nation - 500 + 140 HP**

Grenade Dark Nation first to kill in 1 hit, if he survives (about a 10% chance) then use a basic attack/limit to finish him off. Then grenade Rufus until dead.

Using 3 grenades on Rufus and a Braver is also an option, but underdamaging is very possible.

## **No 7HS**

### **Menu**

Materia

Cloud:      Restore into empty slot

If you unequipped materia earlier, also equip Lightning materia onto Cloud

Proceed to the Motorball fight.

For the bike minigame, kill all blue and orange bikes, and keep the red bikes at bay by spamming attacks. They are programmed to retreat whenever Cloud swings his sword.

## Motorball - 2600 HP

This fight abuses an oddity in Motorballs code to skip his most damaging attack, so turn order is very important here. I'll break the fight into two parts to explain.

Phase 1.

Turn order should look like this

Motorball: Rolling Attack (at the opening of the fight)

Motorball: Arm Attack on Barret

Cloud: Bolt

Tifa: Grenade

Barret: Grenade

Motorball: Arm Attack on Cloud

Cloud: Bolt

Tifa: Grenade

Barret: Grenade

Motorball: Twin Burner

Cloud: Bolt

Tifa: Grenade

Barret: Grenade

Cloud: Bolt

Tifa: Grenade

Barret: Grenade

Phase 2.

Immediately cue Cloud's 5th Bolt by holding circle. Motorball will do his rolling attack around this point. After Cloud casts his 5th Bolt, Motorball



will begin his animation to “stand up”, when this animation begins, hold circle to have Tifa grenade, Barret grenade and Cloud Bolt after he stands up, and he should die. For safety, schedule Tifa’s limit break as Cloud is casting his final Bolt in case of low damage rolls, but it shouldn’t be necessary. This fight should be practiced as getting it wrong will likely lead to death from his rolling fire attack, and I recommend watching a run to see the strategy in action.

After Motorball, do Barret skip.

## Kalm Flashback

Proceed through the 1st half of the Kalm cutscenes. Make a save when prompted after the monster FMV in Save 1 > Slot 2. Finish the flashback and head to the Zolom marsh.

## World Map and Mythril Cave

When you reach the marsh, perform Zolom Skip (it’s best to watch the video for this skip) and proceed through Mythril Cave and the Turks cutscene. When you reach the World Map, save in Save 1 > Slot 1

If you’re fast enough, it is possible to set up an In-Game-Time (IGT) manipulation to get the encounter necessary for the second warp first time to avoid relying on RNG for a PB at this point. By saving on specific IGT values on the same position on the WM (the starting position you are in when you leave Mythril Cave) you can guarantee to get the same encounter provided your movement is the same. This spreadsheet has the IGT values to save on and instructions on the method.

- <https://docs.google.com/spreadsheets/d/12NyYpA4w1ZxJDX63O-GggFpRxOulf1U9i6DApEwELRo/edit?usp=sharing>

## Warping

Once you saved the game, Alt + F4, load the flashback save and perform the mansion skip.

### [FF7 Mansion Skip Tutorial Revised](#)

On the Mt. Nibel screen, force an encounter near the entrance and intentionally die. Load the save on the world map, head to the grey area around Fort Condor and enter an encounter. Win this encounter by using grenades/limit breaks and you will warp to the Mt. Nibel screen you died on.

From this screen, head down to the world map, enter another encounter between Mt. Nibel and Nibelheim and intentionally die again (use grenades to make this faster).

Load the WM save again, and get the 2x Nerosuferoth 1x Formula encounter. Escape this encounter, then force your next encounter on the grey area around Fort Condor and win the encounter, once you have won, you will warp to the master debug room.

## Debug Rooms

In the first debug room, run straight down, and you will enter another debug room. In this room, run down and talk to Cowboy Tifa, and move the cursor down to the option LAS 4-0, hold down R1 (or whatever your keyboard equivalent is) then press confirm. You need to hold R1 until you hear the sound of the wind.

Note: Don't hold R1 when you first talk to Cowboy Tifa, as it will play a longer FMV during the ending costing extra time.

Mash through the cutscene to get to the shirtless Sephiroth fight.

DONE

Final time is on the counter-hit against shirtless Sephiroth before the final FMV plays, or landing the hit of Braver if you're mad enough for Braverswag. Congratulations on beating the game!

## Additional Notes

It is possible to go through the run without picking up the Phoenix Downs in Reactor 1 and Aerith's House, saving some small amount of time for the 7HS route. Personally, I stopped picking up the PD in Reactor 1 but still grab the items in the house, but you will need to adopt riskier strategies and save grenades throughout the run.

Solo Cloud is a strategy that runners can adopt for a faster suicide in the warp setup, however, it isn't recommended until you are capable of manipulating which fights you get with IGT saves that have been found due to needing to win a WM fight, which is very risky if not taking the easiest of fights (preemptive Zemzelett).

- The manipulations for solo Cloud and full party are not compatible with each other, it seems that the number of party members affects the RNG for what battle is entered on the WM.

To have a solo Cloud party for the WM requires leaving the final Midgar screen on the last possible frame after doing Barret skip. My setup is as follows.

- Perform Barret skip, do not move after selecting the dialogue options except for the following
- Run up 1 frame
- Run right 1 frame
- Proceed through the remaining dialogue until the last text box (don't close it yet, follow the next step precisely). "Sides, we can't all be...."

- When the last text has finished scrolling, hold R1, then hold right and circle on the same frame and Cloud will leave the screen on the correct frame to have the solo Cloud party. You can menu buffer these inputs if you're not confident in getting the timing of the inputs correct.

Additional IGT's have been found for the route by Kingsnaka when setting up the warp saves and for leaving Kalm with solo Cloud for runners approaching the most competitive times. They can be found here.

- [https://docs.google.com/spreadsheets/d/1a1RPAimEFt4tAPYlIHscNCBy\\_zQtCajo9lvxUKpVGwU/edit#gid=0](https://docs.google.com/spreadsheets/d/1a1RPAimEFt4tAPYlIHscNCBy_zQtCajo9lvxUKpVGwU/edit#gid=0)

## Thankyou's and Version History

A special thankyou to the following people for helping with putting these notes together.

- RJTheDestroyer, who discovered the skip and new warp method, this route wouldn't exist without it.
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- Chad\_Thorsen and Freja'sFeather for organising and running the Thunderthon event for the beginners route vod, and Nikoheart for the artwork and the tech setup for the event. Special thanks to all the organisers at Thunderthon who always work hard for the good causes, I'm sure there are some I missed and weren't aware of.
- Kingsnaka for the IGT manipulations for Solo Cloud strategy
- Meesbaker for kicking my ass and developing more methods to save grenades throughout the run, requiring less items

## Version History

Version 2.2:

- Corrected the movement of PE Aps setup in the reactor
- Added Solo Cloud strategy in the new "Additional Notes section"

- Added item optimisation in Additional Notes
- Added a table of links for all video resources

Version 2.1:

- Divided the notes into two routes, 7HS skip and NO 7HS skip
- Added vod for the beginner route.

Version 2.0:

- Updated route with no Materia Keeper/Palmer

Version 1.0:

- Initial version with RJ's 1st mansion skip route