

"It will take more than your average grunt to take me down!"

ZACK FAIR

Personal Data

Age: 16-23 (ages throughout story)

Height: 6'1"

Weapon: Sword, Buster Sword

Birthplace: Gongaga

ZACK IS A SOLDIER 2ND CLASS OPERATIVE AND HE'S TRAINING AT THE HANDS OF ONE OF SOLDIER'S PROUDEST MEMBERS, ANGEAL. ZACK IS AN ENERGETIC YOUNG MAN BRIMMING WITH EXCITEMENT AND VIGOR. ALTHOUGH HE DREAMS OF ONE DAY BECOMING A HERO LIKE HIS IDOL, SEPHIROTH, ZACK MUST FIRST OVERCOME HIS LIMITATIONS. ZACK'S PRIMARY WEAKNESS IS NOT PHYSICAL, BUT MENTAL. SIMPLY PUT, HE HAS DIFFICULTY MAINTAINING FOCUS—AS DEADLY A CHARACTER FLAW AS ONE COULD HAVE ON THE BATTLEFIELD.

AS TIME GOES BY AND ZACK MATURES AND HIS ABILITY TO FOCUS IMPROVES, HE IS PROMOTED TO SOLDIER 1ST CLASS AND GIVEN THE MOST IMPORTANT ASSIGNMENTS. HE CONTINUES TO RESPECT SEPHIROTH, BUT IT IS ANGEAL HE BEGINS TO EMULATE. ZACK REMEMBERS ALL OF ANGEAL'S TEACHINGS AND SEEKS TO PASS THEM DOWN TO THOSE WHO FOLLOW IN HIS SOLDIER FOOTSTEPS. MOST IMPORTANTLY, ZACK KEEPS HIS HOPE OF BECOMING A HERO ALIVE AND FOLLOWS HIS DREAM IN THE MOST HONORABLE WAY A SOLDIER OPERATIVE CAN.

KEY MOMENTS

Zack and Angeal lying in wait during Zack's first official assignment.



A somber meeting with the mother of his friend.



Zack finally gets to meet his hero, Sephiroth.



He meets a beautiful girl in a mysterious church.



Zack makes a new friend and becomes a mentor and a role model.



LINK TO FINAL FANTASY VII

Cloud took on Zack's persona and kept his memory alive in *FINAL FANTASY VII*. This was due to admiration and memory loss on Cloud's part. Sephiroth eventually tries to reveal Cloud's past to him and a hazy image of Zack is uncovered, but little was known about this character until now. *CRISIS CORE* shows who Zack was, how he came to be a part of Cloud's life, and why Cloud is so indebted to him.

The events in *FINAL FANTASY VII* lead us to believe that Cloud actually thinks that Zack's memories are his own, but it is not so simple. Cloud and Zack form an indelible friendship over the course of events in *CRISIS CORE*. Cloud hints at this friendship in a scene in *Advent Children* when Cloud visits Zack's grave and says, "I said I'd live your part from now on..." *CRISIS CORE* sheds light on what the promise made between Zack and Cloud was.

Zack is shown in *Advent Children* bearing a scar on his cheek. The origin of this scar is revealed in *CRISIS CORE*. This scar was even depicted in the fighting game *Ehrgeiz*.

Zack has a propensity for doing squats, but fans of *FINAL FANTASY VII* already know this because of Cloud's fondness for them as well. Cloud was seen doing squats several times during *FINAL FANTASY VII*. He was once again emulating his close friend Zack.





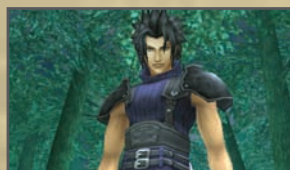
EMBRACE YOUR DREAMS

Quite some time has passed back at SOLDIER Headquarters and Zack has begun to grow impatient at the lack of assignments. Finally, Zack's friend Kunsel lets him know about a mass desertion at SOLDIER. A 1st Class has gone missing and taken a number of 2nd and 3rd Class SOLDIER operatives with him. The desertion has everyone at SOLDIER preoccupied... and baffled.

Director Lazard has a special mission for Zack. He wants to send him to Wutai to search for clues concerning the missing SOLDIER 1st Class, Genesis. Lazard also says he will monitor the mission first-hand—do well and Zack just might receive a promotion for his efforts.



Angeal: "Honor can be quite a burden at times."



Chapter Flow



I
1. Read the Tutorial mails and register at the Mission Board. Complete "Shinra's Basic Training" mission.



II
2. Fight along the mountain path on Mt. Tamblin to the Wutai Fortress.



III
3. Cause chaos inside Fort Tamblin by drawing out as many Wutai units as possible.



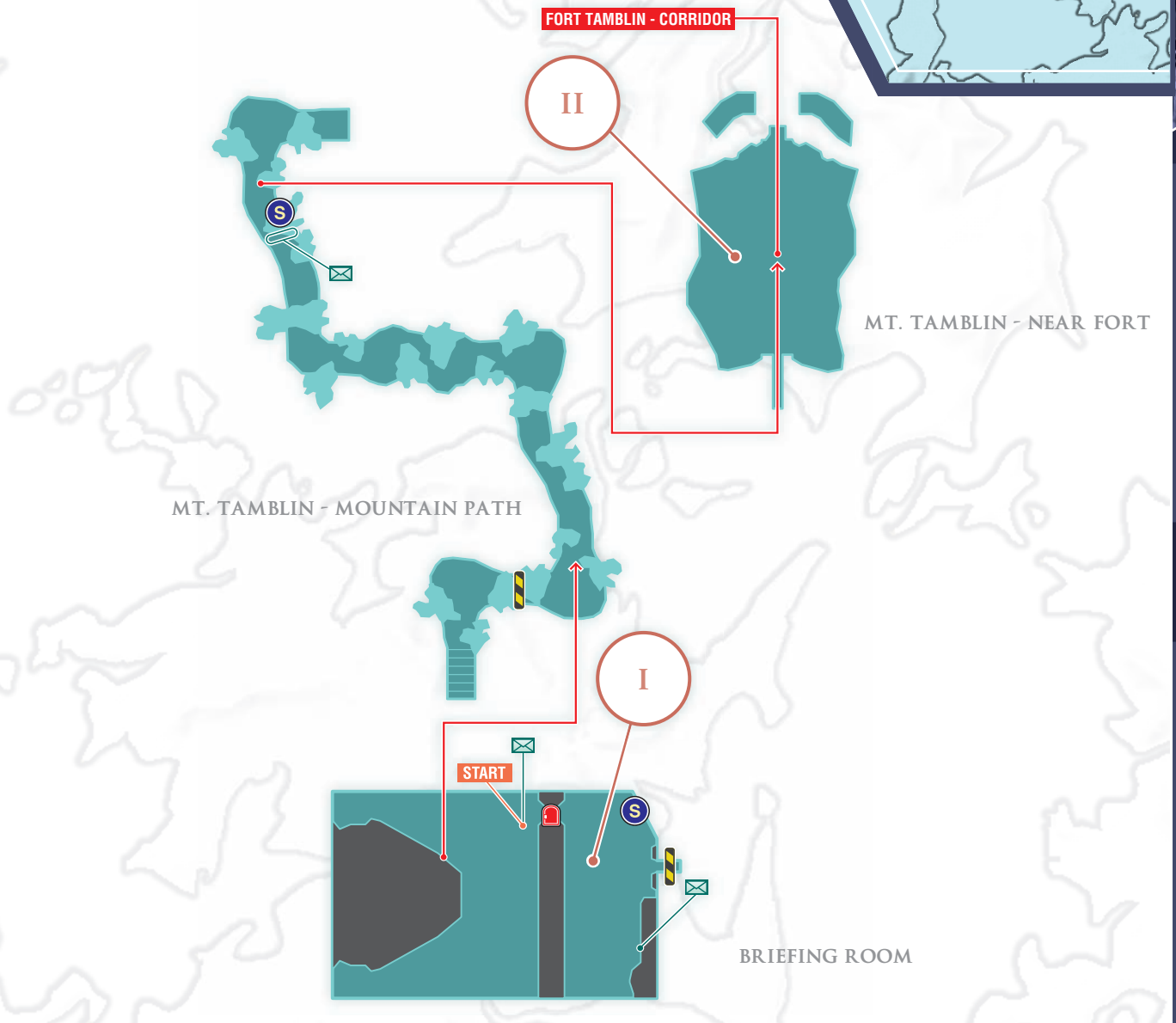
IV
4. Fight through the courtyard to the arena and defeat Vajradhara Wu and Vajradhara Tai.



V
5. Protect Director Lazard from attack on the animal trail by defeating Ifrit.



AREA MAPS



Walkthrough

Enemies on the Prowl

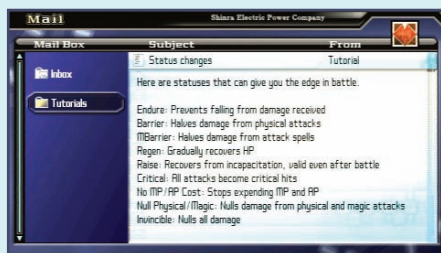
<p>Wutai Private Page 210</p> <p>Level 3 HP 178 Weakness -</p> <p>Drop: Potion Steal: Potion</p>	<p>Wutai Sergeant Page 211</p> <p>Level 4 HP 575 Weakness -</p> <p>Drop: Potion, ★Hi-Potion Steal: Potion, ★Hi-Potion</p>	<p>Foulander Page 229</p> <p>Level 5 HP 482 Weakness -</p> <p>Drop: Ether Steal: Ether, ★Fire</p>	<p>Crescent Unit Lux Page 213</p> <p>Level 7 HP 1055 Weakness -</p> <p>Drop: Elixir Steal: Potion, ★Potion</p>
<p>Vajradhara Wu Page 230</p> <p>Level 7 HP 2900 Weakness -</p> <p>Drop: Potion, ★Potion x2 Steal: Potion</p>	<p>Vajradhara Tai Page 230</p> <p>Level 7 HP 2900 Weakness -</p> <p>Drop: Potion, ★Potion x2 Steal: Potion</p>	<p>Ifrit Page 247</p> <p>Level 8 HP 6720 Weakness Ice</p> <p>Drop: Hi-Potion, ★Wrist Band Steal: Potion, ★ATK Up</p>	

SHINRA BUILDING

BRIEFING ROOM

MAIL, MISSIONS, AND SUPPLY PODS

Talk to Kunsel near the door to learn about mail. Access the Main menu by pressing the Triangle button and read the Tutorial mail he sent to your handset. These messages discuss many of the finer points of combat including the DMW system, Limit Breaks, materia, and many other topics. We've expanded on the information provided in these mails in the "Gameplay System" chapter of this guidebook.



Tell Kunsel that you've read all of the mail and follow him to the mission board in the adjacent room [1]. Press the X button in front of the station to register Zack's name for missions—now he's eligible to participate in special tasks that help him level up and gain items. Approach the Save Point and press the Triangle button while standing on it to access the Mission screen via the Main menu.

A Multitude of Missions

The game contains a whopping total of 300 individual missions for Zack to participate in. Completing these missions not only gives Zack a chance to earn new items and level up, but many of the game's secrets can only be uncovered by completing these special tasks.

You must meet specific conditions in the main story portion of the game to unlock many of these missions. Others are unlocked by completing previous missions. This book's "Mission Guide" chapter contains all of the pertinent information concerning each one of the 300 missions, including how to unlock them, the enemies contained therein, maps of chest locations, and even

NEW MISSION AVAILABLE!

★ Zack will receive access to Mission 1-1-1 immediately after registering with the Mission Board. Follow Kunsel's lead and complete the mission to continue the preparations.



Only one mission is available at this time—Shinra's Basic Training—and it's quite easy. Complete the battle against the Sentries to earn an **Elixir** and to further preparations for going to Wutai. Kunsel will continue his tutelage by showing Zack the supply pods near the wall. Shinra sends basic equipment to members of SOLDIER before each of their assignments, so check the supply pod during each chapter. Zack's supply pod is the sixth one on the left and it contains a **Bronze Bangle**.



MT. TAMBLIN

MOUNTAIN PATH

APPROACH TO WUTAI

Zack and Angeal must follow the mountain path to the Wutai fortress at Fort Tamblin. Several groups of Wutai Privates attack en route to the fortress, but these low-level Infantrymen can be dispatched with two quick sword strikes each. Wutai Privates attack in groups of three and inflict little damage. Proceed past the Save Point at the end of the path to the next zone.

NEAR THE FORT

WAITING FOR A DIVERSION

Zack must wait until B Unit detonates an explosion before leaping into action outside the fort's entrance. Once the diversion is triggered, Angeal will make his way inside to plant a bomb while Zack charges the front gate. Zack must battle an army of Wutai Privates and their Wutai Sergeant to get inside, but it's a fight he can win.

Heightened Emotions

Zack's excitement over being in his first real live mission has elevated his emotions which, in turn, affect the Digital Mind Wave. Heightened emotions increase the chances of positive outcomes and thereby make it more likely for Zack to achieve status boosts, Limit Breaks, and level up.



Dozens of Wutai Privates attack in droves alongside a single Wutai Sergeant [2]. Rush forward into a group of enemies and repeatedly slash at the nearest foe. Zack's sword slashes are quite wide and he'll undoubtedly injure several Wutai Privates at once. Sneak in an occasional slash against the Wutai Sergeant, but focus on the numerous weaker enemies first.



Continue fighting until the only three enemies remaining are those on the wall above the gate. Move close to the gate and use the Fire materia to defeat them with a ranged attack. Fire casts a small burst of flame capable of defeating a Wutai Private with a single attack.



AREA MAPS

IV

FORT TAMBLIN - ANIMAL TRAIL

V

FORT TAMBLIN - ARENA

FORT TAMBLIN - COURTYARD

FORT TAMBLIN - CORRIDOR

III

FORT TAMBLIN - NEAR FORT

Treasure Directory

Chest No.	Item
1	Soma
2	Potion
3	(Empty)
4	Ether
5	Hi-Potion
6	Ether
7	Hi-Potion
8	Earrings

Lazard: "Unattainable dreams are the best kind."

FORT TAMBLIN

CORRIDOR

ASSAULT ON FORT TAMBLIN

This is Zack's big chance to impress Director Lazard! There are 16 small groups of remnant forces lurking in the fortress corridor and Angeal wants Zack to defeat as many of them as possible before advancing to the courtyard. It's not required to seek out and destroy every group, but the quality of the reward you'll receive later from Lazard is tied directly to the number of remnant forces you eliminate.

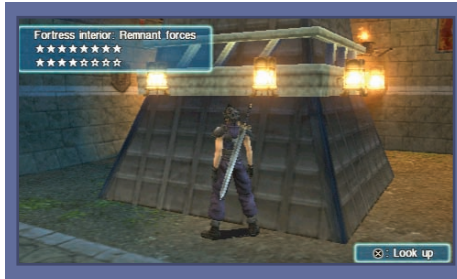
Assault on Fort Tamblin Reward Table	
Remnant Forces Defeated	Reward
16	Fire Armlet
14-15	Phoenix Down
11-13	Bulletproof Vest
10 or less	Elixir

The interior corridor contains many chests, but even more groups of enemies [3]. Zack will encounter most of the enemies out in the open, but others require a bit of investigating. Look for enemies in the following places:

- ★ **Roving Patrol (10):** Most of the enemies can be found by simply making your way through the serpentine corridor towards the entrance to the courtyard.



- ★ **In the Watchtowers (2):** There are two watchtowers inside the corridor area, one in the southeast corner and one in the southwest corner. Approach each structure and press the X button to take a closer look. Note that Zack can only examine the southeast tower first. Retrace his steps through the corridor to the southwest tower to inspect that one second.



- ★ **Behind Revolving Walls (3):** There are three revolving walls in the corridor that will reveal additional enemies upon examination. Zack cannot trigger the door's opening from the front; he must proceed through the corridor to the opposite side of the revolving wall and inspect the revolving wall from the back. Doing so will lure enemies out of hiding.



- ★ **Empty Chest (1):** The third chest is empty, but it's important to open it anyway because it's a trap. Opening this chest will lure another batch of enemies out of hiding.



Never Retreat!

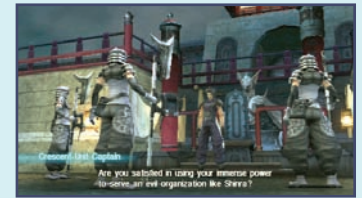
Zack will encounter enemies in the northeast corner of the corridor as he draws near the exit. Select the "Charge!" option to rush the threesome when given the choice. This will scare off the two Wutai Privates and give Zack a one-on-one fight with a Wutai Sergeant.



COURTYARD

CRESCENT CAPTAIN SHOWDOWN

Battle past the Foulancers in the courtyard and collect the items from the two chests near the Save Point. Equip the Earrings alongside the Bronze Bangle gained earlier and save your progress. Approach the Leviathan statue near the Save Point and press the X button to take a closer look. The Crescent Unit Captain will appear to explain the importance the Wutai place on the Leviathan deity, and although he tries to appeal to Zack's sense of fairness, his words fall on deaf ears.



The Crescent Unit Lux are capable fighters, but can still be defeated with rapid sword strikes and well-timed evasive maneuvers. Dispatch the three foes and climb the stairs to meet a foe of another type altogether. Zack will fake defeat to his pint-sized adversary so she'll leave him alone. Continue up the stairs and head inside.

ARENA

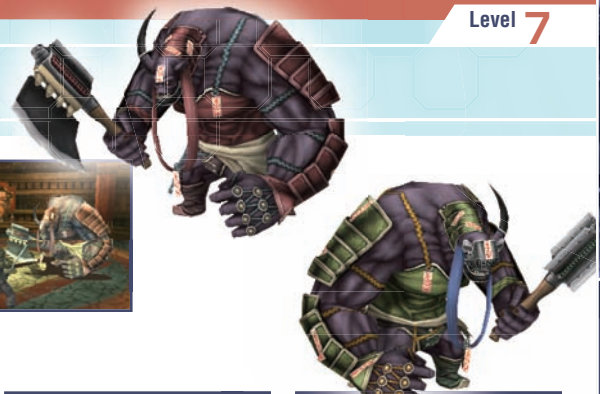
Zack isn't inside the arena for long before running into the anti-SOLDIER units he was warned about. A pair of hulking, axe-wielding monsters drops into the room from above. Zack must defeat them quickly and escape the fort before Angeal's bomb is detonated [4].

Level 7

Vajradhara Wu & Vajradhara Tai

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The twin beasts standing before Zack are far more deadly as a pair than they are alone, thanks in large part to their synchronized Twin Tomahawk attack. Zack must keep his distance early in the battle and run circles around the two Vajradharas to get a clean shot at their backs. It's difficult to isolate one of the enemies and focus solely on it, but doing so is worth the effort. The sooner Zack can defeat either of the Vajradhara, the better off he'll be.



Both the Vajradhara Wu and Vajradhara Tai can attack by swinging their weapons in an overhead strike, but they can also use their free hands to backhand Zack with surprising force. Watch for them to raise one of their hands and immediately dodge out of the way. Move in behind them and slash away at their backs for Critical damage bonuses.



BOSS STATS

Wu	HP 2900	MP 22	WEAK -	DROP Potion, ★Potion x2	STEAL Potion
Tai	HP 2900	MP 22	WEAK -	DROP Potion, ★Potion x2	STEAL Potion

MT. TAMBLIN

ANIMAL TRAIL

Zack, Angeal, and Lazard are ambushed by unidentified assailants on their way back to the Shinra Building. Zack must fend off the first wave of attackers, then guide Lazard to safety while Angeal stays back to fight. The Infantrymen from Unit B aren't far up the path—leave Lazard with them and save your progress at the Save Point. Equip the HP Up materia earned during the fight in the arena (and the Fire Armlet if applicable) and return in the direction of Angeal. Unfortunately, Angeal is nowhere to be found, so Zack will have to battle a summon by the name of Ifrit [5].

Level 8

Ifrit

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Ifrit is a powerful, fire-based summon capable of scorching the very ground beneath Zack's feet. Ifrit attacks swiftly with punches and kicks and can even lob fireballs. None of this compares to his incomparable Hellfire attack in which he emits a series of flames that zip across the ground in columns and are very difficult to avoid. Look for the Hellfire notice at the top of the screen and immediately take a guard stance.



The key to defeating Ifrit is to use the Blizzard materia as frequently as possible. Ifrit is vulnerable to ice-based attacks and even a Level 1 Blizzard attack can inflict roughly 600 HP worth of damage. Ifrit won't always stand still long enough for the Blizzard spell to be effective. In this case, rush forward and attack with the sword over and over. Ifrit will block attempts to get behind him and will use his own melee attacks to interrupt Zack's materia usage if given the chance. Stand tall in front of him and attack repeatedly with the sword to keep Ifrit from counter-attacking. It's not a fast path to victory, but the occasional Limit Break and Power Surge will certainly speed things up.



BOSS STATS

HP 6720	MP 403	WEAK Ice	DROP Hi-Potion, ★Wrist Band	STEAL Potion, ★ATK Up
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