



*Tasha's Guide to Breeding  
Chocobos in  
Final Fantasy VII*



## **WARNING! Read the guide all the way through before breeding chocobos!**

Hi there. I'm doing this because Lark's chocobo breeding guide is awesome, but I've refined it a little bit after having beat Final Fantasy VII over ten times (yes, I have no life).

I'm going to give you a step-by-step walkthrough of how to get a gold chocobo in Final Fantasy VII, leading you to the best summon in the game.

Remember, breeding chocobos can be EX-PEN-SIVE. You'll have to kill a lot of enemies and sell a lot of items, or use a Gil cheat.

### **FIRST THINGS FIRST**

When you have to cross the swamp with the Zolom in it, chances are you bought a Chocobo Lure materia. Don't toss that baby just yet. Keep it equipped on your party so that it can level up.

To catch a chocobo, you equip the Chocobo Lure materia and wander around in one of the many places on the world map where there are chocobo prints. If you get into a fight with a chocobo, special battle music will play. Toss the chocobo a green to distract it from the fighting and attack the monsters with it. BE VERY CAREFUL to not attack the chocobo; not only will you lose the chocobo, but it will attack you. Tantal greens are the best for distracting chocobos, and they aren't that expensive, either.

You should catch one by the chocobo farm just to practice it when you have to cross the swamp to get away from the Midgar Zolom anyway. It'll give you the knack of it.

### **STEP ONE – STARTING OUT AND BUYING STABLES**

You can start breeding chocobos directly after you get the Highwind at the beginning of Disc Two. If you want to wait you can, but an hour or two's work can make things a lot easier down the road. I always start when I have Tifa in charge of my party.

First, go to the Chocobo Ranch and talk to Choco Bill. He's the grandfather in the house, not the stables. Buy ALL of the stables. All six of them.

### **STEP TWO – GETTING ALL YOUR CHOCOBOS IN ONE BASKET**

After you've bought all of the stables, stock up on Tantal greens, and put them at the top of your inventory using the “customize” option – it makes it easier to find the greens when you're trying to catch a chocobo. Always use a green when catching a chocobo! Make sure your Chocobo Lure is equipped and pop on over to Mideel's chocobo grounds.

Catch four chocobos and send them all back to the stables, and then go talk to Choco Billy about moving some of your chocobos to the stables. You need a “great” chocobo – if you can get one of each gender, all the better, but you need at least one.

Then go to the chocobo grounds near the Gold Saucer and catch four of those. You need a “good” chocobo from here. If you were only able to get one “great” chocobo from Mideel, it needs the opposite of whichever gender that is. If you got a “great” one of either gender, get rid of the one you don't need.

Then go up to the chocobo grounds by Icicle Inn. You need a “wonderful” chocobo from there. Just one, it doesn't matter what gender at this point. “Wonderful” chocobos are really hard to come by, so this might take a really, really long time. Keep at it.

### **STEP THREE – STUFFING THE BIRDS**

A lot of people sing the praises of Tantal greens, but I've one-upped them. You want Sylkis Greens, which you can buy from the Chocobo Sage, whose house is in the middle of the northern continent. 99 for each bird, so there's going to be three trips back and forth, and you'll want to stock up on them again after you've finished feeding each of the birds, for some of the birds they're going to bear you. Sylkis greens max out the birds stats after one feeding. Nifty, huh?

If you can't afford Sylkis greens (at 5000 a pop it'd be understandable), Tantal greens are the way to go – but you'll have to feed the birds a lot of them. One way to get around this is to wait until you get the W-Item materia and use the materia cheat – buy one Sylkis green and turn it into 99.

At this point you need to race all of your chocobos up to A class (you don't need to raise the disposable birds to S class to breed them and get good results, just A), but if you started with Tifa or Cid, the Gold Saucer won't be open. It won't open until after Cloud gets rescued from the Lifestream with Tifa.

### **STEP FOUR – GOING FOR THE NUTS**

While you're waiting for the Gold Saucer to open up, you can collect some supplies you need.

You'll breed your birds four times, which means you'll need four nuts. You'll breed your good and great chocobos twice, to get a green and a blue. Then you'll mate the green and the blue to get a black. For all of those, you'll need a carob nut. After you get the black, you'll mate it with your wonderful chocobo, to get a gold – and you'll need a Zeio nut for that.

Make sure “steal” is equipped on someone, and go poke around the green spot on a peninsula on the southwest side of the northern continent. Eventually you'll get into a fight with a red dragon thing called a Vlakorados. Steal a carob nut from him – you'll have to fight three of them, remember, because you need three nuts. I recommend beating the piss out of the things – it's easy AP.

After you've got three carob nuts, go over to Goblin Island and mug a goblin to get a Zeio nut. This may take a while, and it can get frustrating.

At this point you've done all of the preparation you can until the Gold Saucer opens up.

### **STEP FIVE – RACING YOUR BIRDS**

Once the Gold Saucer opens up, you have to race all three of the birds you caught to A class. That's three winning races at the C and B levels. This can be easily achieved using the stamina cheat – hold down the L1, L2, R1 and R2 buttons on your controller while you're not using stamina and it'll build it back up.

What I do when I race is I always pick the short track (the long one doesn't help you get up to A faster) and I use the boost on the bird through the curlie-cue thing at the beginning. Then I spend the rest of the race boosting my stamina using the cheat, and then use the boost again at that last section of the race track that slows your bird down.

Beware Teioh, the black chocobo belonging to Joe. It will always kick your ass until you get a gold.

## **STEP SIX – MATING YOUR BIRDS (WITH EACH OTHER)**

When you have finished leveling up your birds to A class, go back to the chocobo farm and SAVE. Mate your Good and Great chocobos using a carob nut; hopefully you'll come up with a blue or green chocobo. If you don't, restart from your save and try again until you do.

Once you've done that, you have to wait for the birds to be ready to mate. If you skipped anything up above now is the time to do it; otherwise, you could go mess around in the Battle Arena at the Gold Saucer and try for Cloud's ultimate limit break, or do any of the other number of side quests available. I usually go win the pagoda at Wutai with Yuffie, or go visit Lucrecia at her cave.

When the birds are ready to mate again, save outside the chocobo farm again and mate the Good and Great chocobos again, using a carob nut. You need the opposite of whatever you got the first time you mated them (If you got a green female, you need a blue male, etc.). If you don't get it, restart and keep trying until you do.

Now you have to wait for the newborn to be ready to mate – you can, at this point, get rid of your Good and Great chocobos. Set them free! You can also use the blue and green chocobos to get the Quadra Magic and Mime materias from their respective caves, and get both of them up to A class.

Once both the green and blue chocobo are ready to mate, save outside the chocobo ranch and mate them using a carob nut. You should get a black chocobo; you need one the opposite gender of your Wonderful chocobo. If you don't get one, restart and keep trying until you do.

At this point you can use your black chocobo to go get the HP<->MP materia north of Corel.

## **STEP SEVEN – PREPARING YOUR BLACK CHOCOBO FOR SEXIN'**

At this point you need to stuff your baby black chocobo full of Sylkis greens again, and then race him up to A class. At this point you stand a good chance of beating the Teioh chocobo so you don't have to outright panic if you meet up with him, but you still need to work hard. By the time you've gotten your black chocobo up to A class, it should be ready to mate.

## **STEP EIGHT – GETTING THE GOLD CHOCOBO**

At this point you should only have two chocobos in your stables, unless you chose to keep your green and blue ones (I usually do). You should save outside the chocobo ranch and then mate your black chocobo and Wonderful chocobo using the Zeio nut you fought so hard for.

You should get a gold chocobo – you will be able to tell he's gold and not yellow because he will kind of sparkle, and his beak and feathers will be the same color. If you don't get a gold chocobo, restart and try again.

At this point you can take the chocobo to go get the Knights of the Round materia from Round Island. You don't have to go any further with it, but you can get some cool stuff if you race your gold chocobo (after stuffing it full of Sylkis greens, of course) up past S-class, so I suggest doing it.

### TIPS:

- Level up your Chocobo Lure. Keep it equipped from the moment you buy it, preferably on a weapon or armor that has double materia growth. The more you level it up, the easier it is to catch chocobos.
- Level up Steal, while you're at it. Level it up like it's going out of style.
- When catching chocobos, customize your inventory so that your greens are right at the top of your list, so you don't have to go searching through them to find greens. Nothing worse than finally finding your greens...right as the chocobo gets scared off.
- Save OFTEN. Save after you've accomplished anything. Got a Zeio nut? Save. Raised your chocobo to A rank? Save. Fed them 99 greens? Save. Bought 99 greens? Save. Trust me.
- When you're going to breed chocobos, save outside the chocobo ranch before you do it. If you don't get the color or gender you need, restart and try again.
- Talk to the Chocobo Sage, and talk to him often. He'll remember all of the steps toward getting a Gold Chocobo, and if you tell Chole at the Chocobo Ranch when you have all of your colored chocobos, she'll give you their stats for free.
- Always take the GP when racing chocobos at the Gold Saucer, unless the prize is something really awesome. You'll want the GP when you need to fight in the battle arena to get Cloud's ultimate limit break.
- Chocobo breeding is frustrating as hell. Just remember to keep lots of materia equipped; at least then you're leveling up your characters and your materia, too.
- While waiting for birds to be ready to mate again, try to keep yourself as busy as possible – just leaving the game on for an hour while you go surf the Internet doesn't count! You have to actually be playing the game to get the counter to keep track of time.
- I also generally keep Hyper cast on my party members so their limit bars fill up faster – you have to use the limit breaks to get them, and since you have to fight so often, you might as well get something else out of it. In fact, there's an awesome guide for how to build limits here: [http://www.ffshrine.org/ff7/ff7\\_limits.php](http://www.ffshrine.org/ff7/ff7_limits.php).

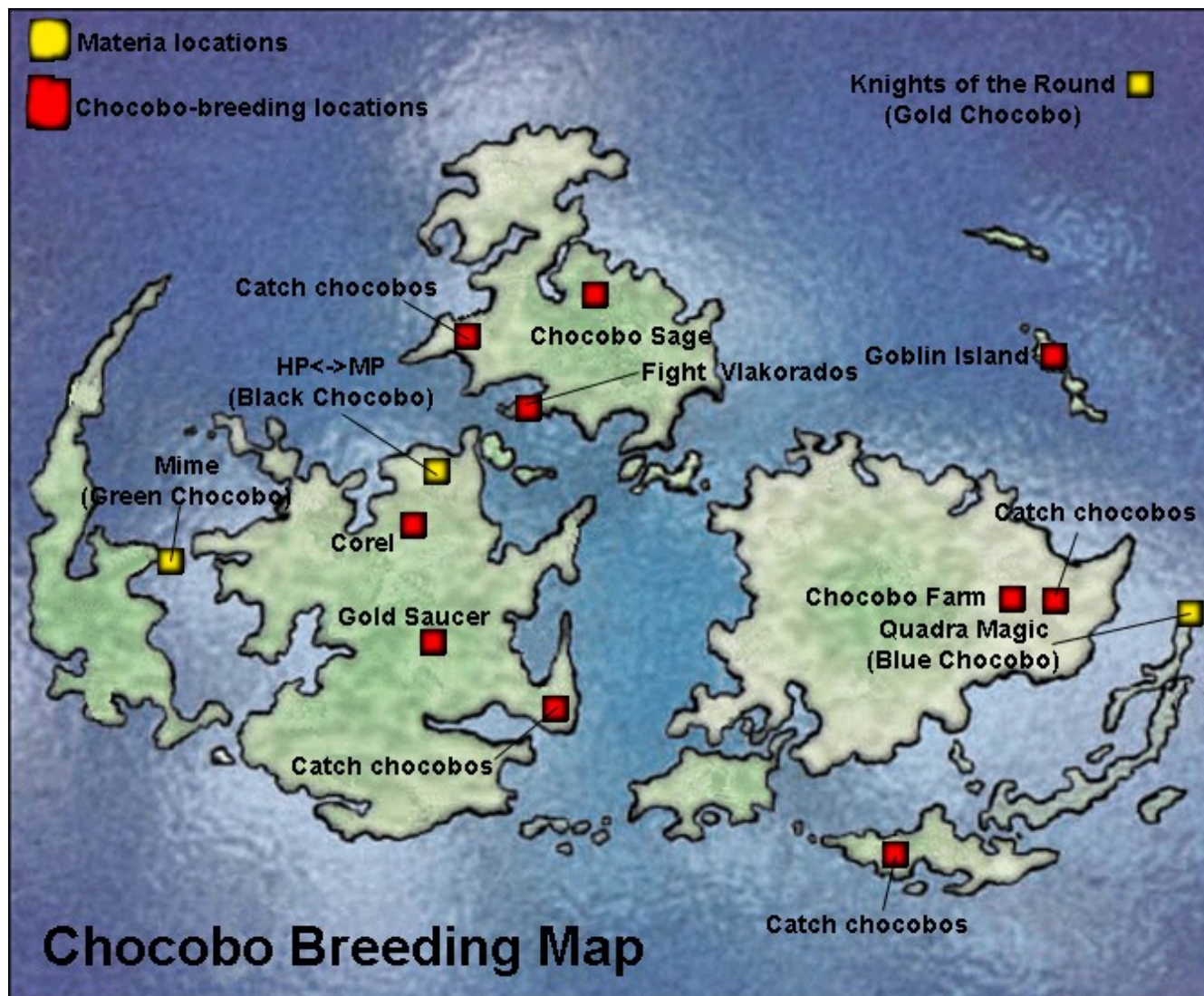
### THINGS YOU CAN DO WHILE WAITING:

If you're like me, you'll get bored wandering around getting into random battles all the time while you wait for your chocobos to be ready to mate again (apparently, the chocobos that just bred need rest from their sexin', and the newly hatched chocobos need to hit puberty). So this is a list of some of the things you can do while you're waiting – that is, if you haven't done them already.

- **Get Vincent and Yuffie.** If you didn't get them on the first disc, and you want them, take the time to find them. You get Vincent in Nibelheim in the basement, after defeating the Lost Number (You also get the Odin materia and Cosmo Memory, Red XIII's Ultimate Limit Break). You can get Yuffie in a random battle in any forest.
- **Level up.** Obviously, this is gonna take a lot of random battles, but if you like battles, you're good. Good places to level up are Mideel, the sunken plane, and the North Crater.
- **Limit level.** As I mentioned above, chocobo raising is a good time to gain limit breaks. You have to use the limit breaks, and kill certain amounts of characters, to gain new limit breaks.

- **Take Yuffie through the Pagoda at Wutai.** This is five stories of generally easy fighting, and you get Yuffie's Ultimate Limit Break, All Creation, and the Leviathan summon, for completing this sidequest.
- **Go get the Key to Sector Five from Bone Village.** Walk into Midgar from the ground and you'll come to a guy at the gate who mentions a dig. Then fly over to Bone Village and tell the dig master that you want to search for "Normal Treasure." When you go into Midgar, check out the weapon shop in Wall Market – this time the guy is selling the Sneak Glove, which makes it easier to steal stuff, for a hefty price.
- **Go check out the hidden room in Cosmo Canyon.** In the general store at Cosmo Canyon, there is a special roped-off area that you can access later in the game. If you get back there, you can get the Elixir, a Magic Source and the Full Cure materia.
- **Go to the crashed Gelnika.** After you get the submarine on Disc Two, you can go to the little bay near the Gold Saucer. Go underwater (be careful not to run into Emerald WEAPON) and ram into the crashed Shinra Gelnika. You'll have to fight Reno and Rude, and there's tons of nasty monsters, but there's also a bunch of cool stuff, including an ultimate weapon and an ultimate limit break.
- **Go buy the Villa at Costa del Sol.** 'Nuff said. If you've got the money, you'll always have a place to rest.
- **Fight Ultimate WEAPON.** There's a new crater near Junon and on Disc 3 Ultimate WEAPON, the creature you fought in Mideel, is chilling out there. You just ram the Highwind into him, and when the battle is over follow him around all over the world until you finally battle him over Cosmo Canyon. Just keep ramming into the weapon until he stops. When you beat him you get Cloud's ultimate weapon, plus you can access the Ancient Forest.
- **Get your enemy skills.** If you use the Enemy Skills materia a lot, which I do, go get the various skills that you can. Check out my Enemy Skills guide for information on that.
- **Fight in the Battle Arena.** You have to have lots of GP to fight at the Battle Arena at the Gold Saucer, but you can get some really cool prizes if you get enough BP.
- **Do the Da Chao sidequest.** If you go up the Da Chao mountain in Wutai, there's a weird cave that's on fire. If you got the Leviathan Scales from the underwater reactor at Junon, the fires will go out, allowing you access to one of Yuffie's weapons and the Steal As Well materia.
- **Do the Turtle's Paradise quest.** The Turtle's Paradise bar in Wutai is having a contest, and if you've viewed all of the six fliers around the world, you'll get nifty prizes. The fliers are located in the sector five slums, in a boys bedroom; On the bulletin board in Shinra HQ (you have to do this on one of your two trips to Shinra HQ); In the lobby at the Ghost Hotel at the Gold Saucer; On the post near the weapon shop at Cosmo Canyon; In Yuffie's basement, and the Inn at Cosmo Canyon.
- **Do the Ancient Forest sidequest.** You can do this once you have a gold chocobo, or once you beat Ultimate WEAPON at Cosmo Canyon, as the creature leaves a crater that allows you to access the ancient forest.
- **Get everyone's Ultimate Limit Breaks.** This is generally fairly easy.
  - **Cloud – Omnislash** You have to get lots of BP in the Battle Arena at the Gold Saucer – if you've been racing your chocobos, you should be fine, cuz you'll have the GP to battle. After you get 32,000 BP you'll be able to trade it in for Omnislash.
  - **Barret – Catastrophe** Talk to a lady in one of the tents in North Corel with Barret in your party after Meteor has been summoned. She'll talk about how her husband

- died and then give you his limit break.
- **Tifa – Final Heaven** Go play the world map theme (X, square, triangle, R1/L1+triangle, R1/L1+square, X, square, triangle, R1/L1+X, O, X square X) on Tifa's piano on Disc Two or Three with Tifa in your party. Tifa will pop out and say she has the sheet music, and discover a note from her Martial Arts instructor, and her limit break.
  - **Cid – Highwind** Cid's ultimate limit break can be found in a chest in the cargo area of the crashed Shinra gelnika, underwater.
  - **Red XIII – Cosmo Memory** You get this when you defeat the Lost Number boss in Shinra Mansion in Nibelheim.
  - **Yuffie – All Creation** You get All Creation when you beat the Pagoda in Wutai.
  - **Vincent – Chaos** You get this demon from Lucrecia's Cave, which is located behind the waterfall at the pool in the center of the middle continent. You have to have the submarine to get there, or a gold chocobo. Visit the cave during Disc 2 with Vincent in your party, and then again in Disc 3. In Disc Three Vincent will get Chaos and his ultimate weapon.
  - **Cait Sith – Slots** Slots is activated after using Dice, Cait's original limit break, eight times.
  - **Get everyone's Ultimate Weapons.** This can also be very easy, depending on how you look at it.
    - **Cloud – Ultimate Weapon** You get this after beating Ultimate WEAPON, which can be a grueling task. You can undertake this quest on Disc 3, and you have to chase the creature around.
    - **Barret – Missing Score** You get Missing Score if you have Barret in your party after you beat Proud Clod in Midgar on Disc 2. If you have Barret in your party, there will be a chest on the stairwell on the way up to fight Hojo, and it's Barret's weapon.
    - **Tifa – Premium Heart** Sneak back into Midgar during Disc 2 or 3 after getting the Key to Sector Five at Bone Village. That random ITEM building in Wall Market that shot lasers at you before will give you Premium Heart if you have Tifa in your party.
    - **Cid – Venus Gospel** After the rocket launch, go talk to the guy in front of the item shop in Rocket Town. Keep at it and generally be nice to the guy, and he'll give you Venus Gospel.
    - **Red XIII – Limited Moon** After the trip to the City of the Ancients, go talk to Bugenhagen with Red XIII in your party. Bugenhagen will give Red his ultimate weapon before passing on.
    - **Yuffie – Conformer** Yuffie's weapon can be found in the office in the sunken plane.
    - **Vincent – Death Penalty** Vincent gets his ultimate weapon when he gets his limit break from Lucrecia on Disc 3.
    - **Cait Sith – HP Shout** You have to get this weapon during the raid on Midgar at the end of the second disc. Remember when you were digging around in the employee breakroom lockers when you first went into Shinra Tower and found a megaphone? Go back there, because it's Cait Sith's ultimate weapon.
  - **Beat the WEAPONS.** I already suggested beating Ultimate WEAPON, but there's also Emerald WEAPON and Ruby WEAPON. You get good prizes from the Kalm traveler for this – check out my WEAPON guide to find the easy ways to beating these creatures.



*This guide was prepared by me, Tasha Costa, [tashabot@gmail.com](mailto:tashabot@gmail.com), [www.gun-slinger.net](http://www.gun-slinger.net). I do not own Final Fantasy VII, but I do own this guide. Please don't reproduce it without permission (printing for personal use is okay), or offer it for download on any Web site without my permission or at least letting me know. Thanks.*