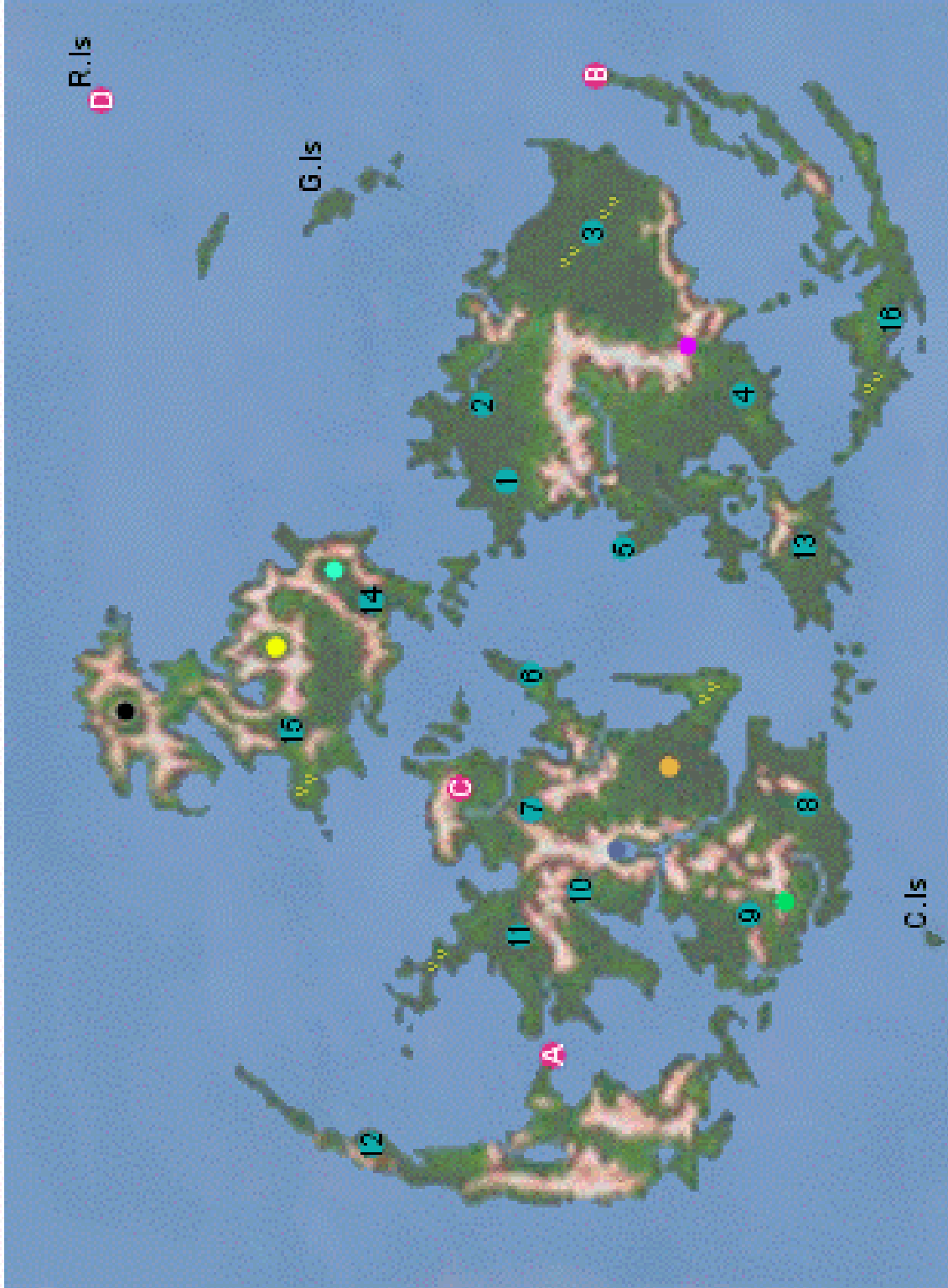




Final Fantasy VII - World Map

By AstroBlue (astroboy_blue@yahoo.com)

Thanks to BananaGirl for providing the map screenshot! You so cool!



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Villages and Towns

Are marked by a Blue-Green Dot with a number inside.

1. Midgar
2. Kalm
3. Chocobo Farm
4. Fort Condor
5. Junon
6. Costa Del Sol
7. North Corel
8. Gongaga Village
9. Cosmo Canyon
10. Nibelheim
11. Rocket Town
12. Wutai
13. Temple of the Ancients
14. Bone Village
15. Icicle Inn
16. Mideel

Special Areas

Are marked by different coloured dots.

Purple - Mythril Mine
Orange - Golden Saucer / Corel Prison
Yellow - Chocobo Sage's House
Green - Ancient Forest
Aqua - Forgotten Capital
Blue - Lucrecia's Hideout
Black - Northern Cave Crater

Materia Caves

Are marked by a Red Dot with a letter inside.

A. Mime Materia Cave

Land on a green area of Wutai, then use a Chocobo with mountain climbing abilities to reach the cave.

B. Quadra Magic Materia Cave

Land on the green area in far northern Mideel then walk to the cave with a Chocobo with mountain climbing abilities. Or land on the lower green area west of Mideel then using a Blue Chocobo make your way north over the shallows to the cave.

C. HP<-->MP Materia Cave

Land near North Corel then head to the cave using a Black/Gold Chocobo.

D. Knights of the Round Materia Cave

Using a Gold Chocobo to travel over the ocean, head to Round Island and enter the Cave.

Islands

Are marked by an abbreviated label.

C.Is - Cactus Island

Cacti that are found here give reasonable amounts of EXP, AP & Gil once defeated, though they are hard to hit.

G.Is - Goblin Island

Goblins with Carob Nuts live in the Forest of this island

R.Is - Round Island

Only accessible via a Gold Chocobo this Island has the "Knights of the Round" Materia Cave.

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