

El Dorado Gate: Volume Two (Import) FAQ/Walkthrough

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Eldorado Gate Volume Two
System, Story, Combines, Items and Secrets FAQ
Version 1.Complete
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1 Introduction

Here we are again, for the second volume of Capcom's bi-monthly monster. A lot of basic stuff like battles and menus have been dealt with in my own Eldorado Gate Vol.1 FAQ which you can pick up from Gamefaqs.com, so I will not be repeating that here. Sorry if this is a little late, for those who have been waiting for it

Mainly due to the release of the game falling close to Christmas, along with the arrival of Phantasy Star Online which is proving to be something of a Time Vampire. But anyway, here it is. The lists of combines are not as complete as Volume 1 was, mainly because there are a lot more things and most of the are fairly obviously going to be nothing. Not to mention that playing each Volume to death is kinda pointless unless you really want to is kinda pointless because 1) You can often pick up hard to get items easily next time around and 2) you might want to go back to an earlier volume after playing the next few, and it is not so easy to do if you are a little sick of it ^-^. Also, seems someone beat me to it on the FAQ front, although his FAQ is pretty much the only thing which I have not done so it does not really bother me. By the by, anyone who has read it and then reads my story section, please bear in mind that there she is Bud's SISTER, not his true love. OK? Don't get excited, brother and sister. I don't know where he got his plot points from, but he was misinformed. I suggest you trust mine ^-^ Anyway, once again this is pretty much as finished as this thing is going to get, although some of the tables are not as complete as last time all the important stuff is there and they will be the basis of everything next time around. Hopefully I will be a bit quicker off the mark next time! Anyway, I will now mention...

2 The Power of Two

2.1 What is new?

It runs very much like the first, with a few changes. Firstly, at various points in the story you can enter Terra Fortuna actually during the stories themselves, rather than only in-between as in Volume 1. Secondly, the download Shop is now working, and you can get these from the Japanese page. The things here are sold at half price and often cannot be found anywhere else / are Light element. If you can get online with your DC, I suggest that you pick them up.

You have to go to the page through the game and they are 2 blocks each. There are currently 3 files up there. A few of the spell effect graphics have been changed slightly, and the attacking enemy during battle now flashes prominently. A few other things have been altered slightly but I won't ruin them for those who have not seen them yet.

2.2 Playing back and forth

To start with your data from Vol.1, just select continue game when you start and select a save with Scenario 1-3 clear. If you are playing Vol. 2 first, you can go back later and do Vol.1. You can also play the Volume 1 scenarios again with the new items from Volume 2. However, there is not a great deal of point. HeatTank still seems pretty much impossible seeing as you still cannot change Kanan's equipment, and you will generally get more money for the scenarios in 2 rather than 1. Only really worth it if you want to take Radia for a spin with some of her new stuff, or see those high level spells again. Even with the Knowledge Crown, she is still the only character who can do them, and you don't even get to use her in Volume 2 ^-^

3 Character and Scenario Info

Same as for Vol.1, here is the story for each Chapter, with clues for any difficult directional bits. Apologies if some of the names are romanized a little differently to how they are in the game, I did check one or two of them.

3.1 Grief of Bud the Beastman

The scene is set in Terra Fortuna, our companions from last time gathered and Bantoros bringing Radia up to speed on the fact that there are 9 more people to find. Using his pool, it is time to look across to the recently discovered New Continent, as the search goes on....

The image opens upon a forest scene. Bantoros explains that here live Beastmen, almost identical to Humans to every respect aside from having a tail, which has made them into slaves for Humans. Here, you see a hunt out looking for new slaves.

The scene then switches to Bud's village, and our guy makes his appearance. It is the day of his sister, Lyza's wedding to his good friend Ild, and as he talks to everyone in the village it

comes out that he has somewhat mixed feelings, after losing their parents raising his sister

himself. After talking to everyone, back to the elder and his sister emerges. The groom is yet to

show himself, however, and when he finally dashes up he is covered in mud and holding some flowers

in a bouquet for his betrothed... flowers which only grow near to Human territory. Too late, he has

drawn the hunters back to their village and the massacre begins.

Bud, Ild and Lyza escape, fighting their way through the hunters although their Boss, Buuba, wounds

Lyza. As they flee through the mountains, and after seeing their village razed to the ground in

distance, they meet up with Jizamu who, in the night, tells them about a

Ruin in which sleeps the "Metanom", which is some Ultimate Weapon. Both Bud and Ild seem to

think that this might be just what they need for revenge....

Morning comes and it turns out that Ild has upped and left, leaving a letter in which he takes

responsibility for the wasting of the village and says he is setting out to find the "Metanom." Bud

does not like this, but his sister is not doing well and so they head first for a nearby town - a

nest of humans. Sneaking inside and from then on being taken for a slave, they search the town for

some medicine, seeing people from their village in a cage and finding out that the Elder was killed.

A small boy seems to offer them some help, but in fact tricks them and raises the alarm, calling Bud

a thief. Jizamu appears and tries to calm the townsfolk, but Bud and sister get a beating. They flee

the town, but his sister collapses from her wounds,

telling Bud how happy she would have been to marry Ild and then passing away.

Fired anew with grief, Bud sets off against Jizamu's better advise to look for the Metanom and his mate. Final reaching the ruins, he assembles the pieces of the Armour and after a battle with a robotic guardian, dons the suit. The warning which appears as he finds the three pieces tells of gaining the ultimate power, but forgetting oneself. With the armour on Bud flies off and attacks the human town, trouncing everyone and getting his revenge on Buuba but

becoming totally encased in the armour as a result. Seemingly uncontrollable, he picks up an infant

beast and flies off into the sky.

Even Bantoros was not expecting this one, and back in Terra Fortuna the group are left to wonder

what will happen to Bud and his passenger.

3.2 Elishin the Swordsman

Looks like Bantoros messed up with Bud, or so he seems to think, and maybe he is not going to be one of the companions? Anyway, next up is Elishin. The story opens with Arms and his 3 hench-beasts kidnapping Nefl, the daughter of the rich noble Esukalulo. The cleverly named Arms (he has lots of arms, see?) wants this sweeties to be his bride. Entrance of Elishin, thought to be a noble who has cast his birth aside to become a body guard. He is also a hit with the ladies. Esukalulo offers Elishin his daughters hand in marriage if he can get her back alive. Leaving town and heading through the woods, he comes across the house of Cattleya, a big fan of his and also something of a seer. She tells him that he needs two companions, a wielder of a Great Sword and a Big Hammer, to defeat Arms and his cronies, who are of the regenerative persuasion. Only Silver Weapons can hurt them. She tells him that Alex, a Great Sword user, has been clearing out some bandits in the mountains, and so Elishin goes off to find him. The second location which opens here (South) is where the bosses are, so don't go there yet. Locating Alex, it turns out that he has his eye on Cattleya and wants to see her. Classic back and forth here, Elishin going back to Cattleya's house to pick her up and then back to Alex again. How fickle women are, as with a little prompting she quickly decides her affections lie with Alex and so he joins you. Now, to find the Hammer user. Finally arriving at his village - a Beastman village - the lads are under suspicion of being hunters when the real hunters arrive. Fighting alongside the beasts the hunters are driven off, but the Hammer user - Gald - gets it in the neck. Surprise surprise, in comes Gomez. With the Silver Hammer from the departed beastman, the weapons are gathered and it is off to fight Arms and his cronies. First up, Black Toes - of the Ice element - but a quick trip to the shop in town and Elishin with a Silver Knife makes short work of him. Next up, White Tail - a beast of Light - but the Silver Sword is the key to taking him down. And third, Gold Claw - a Fire beast - who gets a taste of the Silver Hammer. Then, time to take out Arms, who is Light. Once he is trashed, we cut to the church... Just as the bride and groom are about to kiss, however, the Hunt bursts in. Interfering in the hunting is a crime, and they want to string Elishin up for it but thanks to a handy bit of unrequested teleportation (isn't Bantoros great for that?) he makes his escape. Welcome on board! And just to show that men are fickle as well, he teleprompts from about to be married, to showing a keen interest in Radia. Gomez wonders if he is going to be much use to them. We shall see.

3.3 The Revived Eins

Bantoros is hitting us with his spiel for the next Scenario, and then he falls on his face. Amid his gurglings, he manages to tell the gathered companions that a Kaburi he has never seen before is

sending him urgent requests for help. The Horned Kaburi appears and knows the name of a village which might have some leads. Radia stays to look after Bantoros, and Elishin is a wanted man on the New Continent now, so Gomez sets out to find out what the problem is. Arriving in the main city, everyone is using Ein's - strange robots which have been uncovered from a local ruin - to do all their tasks for them. Ein's follow the will of their master completely. Gomez gets a lead on the village location from a guy outside the church and sets out. He comes to the ruins from which the Eins have been excavated, but quickly comes undone when the first door in the tower is closed. Heading back outside, leader of the excavations is being attacked by plant beasts. Gomez lends him a hand and gets an Ein for his efforts. Now, the general attitude toward Eins is a pretty poor one - use them until they are used up and then get another. What follows is a masterpiece of comedy death, each obstacle in the tower leading to the unfortunate demise of Gomez's current Ein. After each dies, back down to the bottom to pick up a new one. The voice box on the first, electrified one, is still working, and it offers comments like "It is good that the door opened without incident, Master" as Gomez passes by. This all weighs pretty heavily on Gomez mentally, and once clear of the tower and attacked by the plant beast Ein's subservient lamb to the slaughter attitude pushes him over the edge. He learns his new special attack, and rushes to Ein's aid. Ein is broken and can no longer fight, but Gomez takes him with him, and they come to the house of what appears to be the Ein family. Papa Ein puts our boy back together but Gomez wants no more harm to come to him and sets off to save the Kaburi's alone. Now, Ein follows in his footsteps, tracking him to the target town which is nearby and talking to a guy in the bar there, who is something of a researcher into Kaburi. He tells him to head south, having told Gomez the same not so long ago, but also mentions that Kaburi numbers have been down recently. Ein heads out, and quickly encounters a fat Kaburi in trouble. Saving him from the plant beasts, Domp joins him and they head deeper looking for Gomez. When they find him, Gomez orders him as his master to leave, but Ein tries to help him anyway and ultimately gets wrecked again. Back to Papa Ein, and whilst Ein is recuperating Gomez sets off again. Fighting through the swamp he faces off with the Queen BakuBaku but it knocks him for six into the muck. Ein, realising that something is up with his Master, cuts short his healing session and sets out. Taking a slightly different route through the swamp he ends up being blessed with the Golem Medal, and after dragging Gomez from what was almost a swampy grave they ruck the Queen into submission and save the Kaburi's. Domp decides to go to Fortuna with them, and Bantoros makes a quick recovery and

proclaims that it is time to start looking for more companions. Unfortunately for us, that means waiting for the next disk....

3.4 Character Powers and updates

Gomez - Gets his second skill this time around, during Scenario 6. When used in battle it ups his Attack but puts both Defence and Mind down. One to be careful with, bearing in mind the strength of bosses in 6 and the fact that the Queen can double attack, but in conjunction with Ein's Decoy can work quite well.

Kanan - No changes for the blind, deaf and dumb one this around. Next time!

Radia - Same for the Princess of Thievery, no action and no changes.

Bud - No awakening for Bud, he does get to turn into a big robot but what good this does him is yet to come to light...

Elishin - Quick Attack. Means that he always strikes first in the battles, at slightly reduced damage.

Ein - Decoy. Select someone else in the party and takes the damage that they receive that turn. The Wolf Plate makes this one a little more viable.

4 Combines Information

4.1 Combining Volume 2

The actual names of the items are undergoing a transition, you will start to notice the Japanese romanizations getting phased out a little and I will probably use English translations totally for the next document. Obviously the names being in English is not a great help, and you will still have to use the relative strengths of the weapons to put a name to the face, as it were, or order your weapons and they should then be listed pretty much in the order of my initial list.

Yes you read that right! I have swapped the way I am displaying the list over to match the way the items are ordered in the game, and I have changed the display of the combines as well to make adding stronger ones easier for me. I also re-ordered the list so everything appears in the same order as on the menu screen. I have tried to include pretty much all the ways of getting the item now, leaving in the ways of picking them up in the previous Volume. Not all the tables are complete but that is mainly because it is not worth putting in the effort when 3 will probably come up with all the answers.

There is some Terra Fortuna comedy this time around as well, in that the shop changes what it sells depending on the number of scenarios completed and if you visit it during a certain scenario. These are sometimes marked with a 2-?X, in which the ? is the Scenario in which you can get it.

My list of these might not be perfect so if you see 2X but it is not there on the normal Terra Fortuna, try one of the internal shops.

The same goes for after you finish each Scenario for THE FIRST TIME only. I.E. once you finish

Elishin, go to Terra before starting Ein and you will see the Ranger Knife for sale.

If you are particularly attached to this item stock up, once you have finished Ein then,

to
my knowledge, there is NO WAY to get this back on sale. Kinda severe, really, but there you have it. I did not pay a great deal of attention to these intermediate shops, only realising it once I had finished the game, and I don't think there was anything remarkable for sale. But worth bearing in mind.

Key -

?-^X - Buy in Terra Fortuna, ? is VOLUME not story number and if there is a ^ it is the Scenario as explained above.

?D* - From a shop download, ? is the volume number and * the Download number. Kinda incomplete this time around I think.

All numbers before the following symbols are the STORY number, not the volume.

S - Starts Equipped with first time through Scenario

B - Buy

F - Find

T - Battle Trophy (see end for letters meaning)

L - Comes as Light element

Hit / ele = if there is a slash then the first is how many enemies it hits, the second the number of element blocks. Some weapons have 2 rather than 1, which makes them even stronger in that element.

Lev and then a number is the level of Combining shop which you need to make that item. The lowest in Volume Two is ?? (the lower the better) and so, as last time, there are going to be some things you cannot make this time around.

If the product is in Capitals, this is the key / first / only way you can make this item. I know in my Vol.1 it said Italics, that was because I wrote the file in Word but when it was converted it lost the italics. Sorry about that ^-^ Some of these have changed since then anyway, because of shops and whatever in Volume 2.

4.2 Volume 2 Complete Hammers

Only a couple of new hammers to be picked up, although one or two of the Level 8 or lower combines from 1 can now be cleaned up. The new stuff from Vol 2 does not really mix much with the older stuff, just the new all hitter which is pretty nice.

Name	Attack	Hit/Ele	Scenario
Silver Hammer	22	1	5B Combine D3L
Battle Hammer	20	1	6B
Sledge Hammer	17	1	Combine 6F
Heishi no Senfu	16	All	Combine
Haiiro inu no Kanazuchi	14	1	Combine
Koakuma no Tettsui	12	1 / 2	2D1L
Steel Hammer	9	1	2-4X
Heavy Hammer	7	1	1F 2B 1X 2-4X
Iron Hammer	6	1	Combine
Yamaneko no Kanazuchi	5	1	Combine
Double Hammer	4	1	1B 2B

Bronze Hammer	3	1	1B
Kaburi no Senfu	1	All	1F
Sabita Kanazuchi	1	1	1TA

Combines

One	Two	Equals
Sabita Kanazuchi	Sabita Kanazuchi	YAMANeko KANAZUCHI
Kaburi no Senfu	Sabita Kanazuchi Kaburi no Senfu	Sabita Kanazuchi SILVER HAMMER
Bronze Hammer	Sabita Kanazuchi Kaburi no Senfu Bronze Hammer	Sabita Kanazuchi Bronze Hammer Bronze Hammer
Double Hammer	Sabita Kanazuchi Kaburi no Senfu Bronze Hammer Double Hammer	Sabita Kanazuchi Double Hammer IRON HAMMER Double Hammer
Yamaneko Kanazuchi	Sabita Kanazuchi Kaburi no Senfu Bronze Hammer Double Hammer Yamaneko Kanazuchi	HAIIRO INU KANAZUCHI Yamaneko Kanazuchi Yamaneko Kanazuchi Yamaneko Kanazuchi Yamaneko Kanazuchi
Iron Hammer	Sabita Kanazuchi Kaburi no Senfu Bronze Hammer Double Hammer Yamaneko no Kanazuchi Iron Hammer	Sabita Kanazuchi Iron Hammer Iron Hammer Iron Hammer Yamaneko Kanazuchi Iron Hammer
Heavy Hammer	Sabita Kanazuchi Kaburi no Senfu Bronze Hammer Double Hammer Yamaneko Kanazuchi Iron Hammer Heavy Hammer	Sabita Kanazuchi Heavy Hammer Heavy Hammer Heavy Hammer Yamaneko Kanazuchi STEEL HAMMER Heavy Hammer
Steel Hammer	Sabita Kanazuchi Kaburi no Senfu Bronze Hammer Double Hammer Yamaneko Kanazuchi Iron Hammer Heavy Hammer Steel Hammer	Sabita Kanazuchi Steel Hammer Steel Hammer Steel Hammer Yamaneko Kanazuchi Steel Hammer KOAKUMA NO TETSU Steel Hammer
Koakuma no Testu	Sabita Kanazuchi Kaburi no Senfu Bronze Hammer Double Hammer Yamaneko Kanazuchi Iron Hammer Heavy Hammer Steel Hammer	Sabita Kanazuchi Koakuma no Tetsu Koakuma no Tetsu Koakuma no Tetsu Yamaneko Kanazuchi Koakuma no Tetsu Koakuma no Tetsu SLEDGE HAMMER

Koakuma no Tetsu

Koakuma no Tetsu

Haiiro Inu Kanazuchi	Sabita Kanazuchi	Yamaneko no Kanazuchi
	Kaburi no Senfu	Haiiro Inu Kanazuchi
	Bronze Hammer	Haiiro Inu Kanazuchi
	Double Hammer	Haiiro Inu Kanazuchi
	Yamaneko Kanazuchi	Lev 7 or lower
	Iron Hammer	Haiiro Inu Kanazuchi
	Heavy Hammer	Haiiro Inu Kanazuchi
	Steel Hammer	Haiiro Inu Kanazuchi
	Koakuma no Tetsu	Haiiro Inu Kanazuchi
	Haiiro Inu Kanazuchi	Haiiro Inu Kanazuchi

Heishi no Senfu	Sabita Kanazuchi	Heishi no Senfu
	Kaburi no Senfu	Heishi no Senfu
	Bronze Hammer	Heishi no Senfu
	Double Hammer	Heishi no Senfu
	Yamaneko Kanazuchi	Heishi no Senfu
	Iron Hammer	Heishi no Senfu
	Heavy Hammer	Heishi no Senfu
	Steel Hammer	Heishi no Senfu
	Koakuma no Tetsu	Heishi no Senfu
	Haiiro Inu Kanazuchi	Heishi no Senfu
	Heishi no Senfu	Heishi no Senfu

Sledge Hammer	Sabita Kanazuchi	Sabita Kanazuchi
	Kaburi no Senfu	Sledge Hammer
	Bronze Hammer	Sledge Hammer
	Double Hammer	Sledge Hammer
	Yamaneko Kanazuchi	Yamaneko Kanazuchi
	Iron Hammer	Sledge Hammer
	Heavy Hammer	Sledge Hammer
	Steel Hammer	Sledge Hammer
	Koakuma no Tetsu	Battle Hammer
	Haiiro Inu Kanazuchi	Battle Hammer
	Heishi no Senfu	Heishi no Senfu
	Sledge Hammer	Sledge Hammer

Battle Hammer	Sabita Kanazuchi	Battle Hammer
	Kaburi no Senfu	Battle Hammer
	Bronze Hammer	Battle Hammer
	Double Hammer	Battle Hammer
	Yamaneko Kanazuchi	Battle Hammer
	Iron Hammer	Battle Hammer
	Heavy Hammer	Battle Hammer
	Steel Hammer	Battle Hammer
	Koakuma no Tetsu	Battle Hammer
	Haiiro Inu Kanazuchi	HEISHI NO SENFU
	Heishi no Senfu	Heishi no Senfu
	Sledge Hammer	Battle Hammer
	Battle Hammer	Battle Hammer

Silver Hammer	Sabita Kanazuchi	Silver Hammer
	Kaburi no Senfu	Silver Hammer
	Bronze Hammer	Silver Hammer
	Double Hammer	Silver Hammer
	Yamaneko Kanazuchi	Silver Hammer
	Iron Hammer	Silver Hammer
	Heavy Hammer	Silver Hammer
	Steel Hammer	Silver Hammer

Koakuma no Tetsu	Silver Hammer
Haiiro Inu Kanazuchi	Silver Hammer
Heishi no Senfu	Silver Hammer
Sledge Hammer	Silver Hammer
Battle Hammer	Silver Hammer
Silver Hammer	Silver Hammer

4.3 Volume 2 Complete Knives

With Elishin using the Knife, (I thought he was a Swordsman? ^-^)
Knives get quite a boost this time. I am sure Radia will be loving it
as well once you use her again, and you can always give her something nice
to play with in those runs back through Scenario 3. A fairly easy run
up to the Gold Knife, bear in mind the Lev 6 or lower for Stardust and
Shooting Star, not sure when you will get to use that one.

Name	Attack	Hit/Ele	Scenario
Gold Knife	24	1	Combine
Shooting Star Knife	23	1 / 2	5B
Silver Knife	20	1	5B 2DL
Ranger Knife	18	1	5F
Swallow Dagger	17	1	Combine
Battle Knife	16	1	20 Stones L
Snel Knife	14	1	Combine
Touzoku no Knife	12	1	Combine 5B
Steel Knife	11	1	Combine
Bishops Dagger	10	1	3F
Iron Knife	9	1	3TC 5B
Hoshikuzu Knife	7	1 / 2	3F
Bronze Knife	5	1	3F
Sparrow Dagger	3	1	3B
Air Rapier	2	All	Combine
Sabita Knife	1	1	3F 1XB

Combines

One	Two	Equals
Sabita Knife	Sabita Knife	Sabita Knife
Air Rapier	Sabita Knife Air Rapier	Sabita Knife TOUZOKU NO KNIFE
Sparrow Dagger	Sabita Knife Air Rapier Sparrow Dagger	Sparrow Dagger Iron Knife Sparrow Dagger
Bronze Knife	Sabita Knife Air Rapier Sparrow Dagger Bronze Knife	Bronze Knife Iron Knife AIR RAPIER Bronze Knife
Hoshikuzu Knife	Sabita Knife Air Rapier Sparrow Dagger Bronze Knife Hoshikuzu Knife	Hoshikuzu Knife Hoshikuzu Knife Hoshikuzu Knife Iron Knife Hoshikuzu Knife
Iron Knife	Sabita Knife Air Rapier	Iron Knife Iron Knife

	Sparrow Dagger	Iron Knife
	Bronze Knife	Iron Knife
	Hoshikuzu Knife	Hoshikuzu Knife
	Iron Knife	Iron Knife
Bishops Dagger	Sabita Knife	Sabita Knife
	Air Rapier	Air Rapier
	Sparrow Dagger	SWALLOW DAGGER
	Bronze Knife	Bronze Knife
	Hoshikuzu Knife	Hoshikuzu Knife
	Iron Knife	STEEL KNIFE
	Bishops Dagger	Sparrow Dagger
Steel Knife	Sabita Knife	SNEL KNIFE
	Air Rapier	Steel Knife
	Sparrow Dagger	Steel Knife
	Bronze Knife	Steel Knife
	Hoshikuzu Knife	Hoshikuzu Knife
	Iron Knife	Steel Knife
	Bishops Dagger	Steel Knife
	Steel Knife	Steel Knife
Touzoku no Knife	Sabita Knife	Touzoku no Knife
	Air Rapier	Touzoku no Knife
	Sparrow Dagger	Touzoku no Knife
	Bronze Knife	Touzoku no Knife
	Hoshikuzu Knife	Hoshikuzu Knife
	Iron Knife	Touzoku no Knife
	Bishops Dagger	Touzoku no Knife
	Steel Knife	Touzoku no Knife
	Touzoku no Knife	Touzoku no Knife
Snel Knife	Sabita Knife	Snel Knife
	Air Rapier	Touzoku no Knife
	Sparrow Dagger	Snel Knife
	Bronze Knife	Snel Knife
	Hoshikuzu Knife	Hoshikuzu Knife
	Iron Knife	Snel Knife
	Bishops Dagger	Snel Knife
	Steel Knife	Snel Knife
	Touzoku no Knife	Snel Knife
	Snel Knife	Snel Knife
Battle Knife	Sabita Knife	Battle Knife
	Air Rapier	Battle Knife
	Sparrow Dagger	Battle Knife
	Bronze Knife	Battle Knife
	Hoshikuzu Knife	Hoshikuzu Knife
	Iron Knife	Battle Knife
	Bishops Dagger	Battle Knife
	Steel Knife	Battle Knife
	Touzoku no Knife	Battle Knife
	Snel Knife	RANGER KNIFE
	Battle Knife	Not possible in Vol 2
Swallow Dagger	Sabita Knife	Swallow Dagger
	Air Rapier	Swallow Dagger
	Sparrow Dagger	Swallow Dagger
	Bronze Knife	Swallow Dagger
	Hoshikuzu Knife	Hoshikuzu Knife

	Iron Knife	Swallow Dagger
	Bishops Dagger	Level 7 or Lower
	Steel Knife	Swallow Dagger
	Touzoku no Knife	Swallow Dagger
	Snel Knife	Swallow Dagger
	Battle Knife	Swallow Dagger
	Swallow Dagger	Swallow Dagger
Ranger Knife	Sabita Knife	Ranger Knife
	Air Rapier	Ranger Knife
	Sparrow Dagger	Ranger Knife
	Bronze Knife	Ranger Knife
	Hoshikuzu Knife	Hoshikuzu Knife
	Iron Knife	Ranger Knife
	Bishops Dagger	Ranger Knife
	Steel Knife	Ranger Knife
	Touzoku no Knife	Ranger Knife
	Snel Knife	Ranger Knife
	Battle Knife	Ranger Knife
	Swallow Dagger	SHOOTING STAR KNIFE
	Ranger Knife	Ranger Knife
Silver Knife	Sabita Knife	Silver Knife
	Air Rapier	Silver Knife
	Sparrow Dagger	Silver Knife
	Bronze Knife	Silver Knife
	Hoshikuzu Knife	Hishikuzu Knife
	Iron Knife	Silver Knife
	Bishops Dagger	Silver Knife
	Steel Knife	Silver Knife
	Touzoku no Knife	Silver Knife
	Snel Knife	Silver Knife
	Battle Knife	Silver Knife
	Swallow Dagger	Silver Knife
	Ranger Knife	GOLD KNIFE
	Silver Knife	Silver Knife
Shooting Star Knife	Sabita Knife	Shooting Star
	Air Rapier	Shooting Star
	Sparrow Dagger	Shooting Star
	Bronze Knife	Shooting Star
	Hoshikuzu Knife	Lev 6 or Lower
	Iron Knife	Shooting Star
	Bishops Dagger	Shooting Star
	Steel Knife	Shooting Star
	Touzoku no Knife	Shooting Star
	Snel Knife	Shooting Star
	Battle Knife	Shooting Star
	Swallow Dagger	Shooting Star
	Ranger Knife	Shooting Star
	Silver Knife	GOLD KNIFE
	Shooting Star Knife	Shooting Star
Gold Knife	Sabita Knife	Gold Knife
	Air Rapier	Gold Knife
	Sparrow Dagger	Gold Knife
	Bronze Knife	Gold Knife
	Hoshikuzu Knife	Hoshikuzu Knife
	Iron Knife	Gold Knife
	Bishops Dagger	Gold Knife

Steel Knife	Gold Knife
Touzoku no Knife	Gold Knife
Snel Knife	Gold Knife
Battle Knife	Gold Knife
Swallow Dagger	Gold Knife
Silver Knife	Level 7 or Lower
Shooting Star Knife	Shooting Star
Gold Knife	Gold Knife

4.4 Volume 2 Swords

Swords are a new weapon this time around, used by Bud and Ein. From the looks of things, the only Sabita Tsurugi at the moment is the one Bud starts equipped with when you play his Scenario for the first time. Although you do not get Bud to Terra Fortuna, if you want to give him a decent weapon then make it up in Terra and give it to Gomez before he teleports in briefly during 4, as this will pass it onto Bud.

Name	Attack	Hit/Ele	Scenario
Bastard Sword	27	1	Combine
Soldiers Long Sword		ALL	6TH
Silver Sword	22	1	6B
Slash Sword	21	1	4TF
Samurai Katana	19	1	Combine
Battle Sword	17	1	6B
Broad Sword	16	1	Combine, 5TG
Steel Sword	14	1	6F
Light Footed Katana	12	1	Combine
Fighter Sword	10	1	6S 2D1L
Iron Sword	9	1	4F Combine
Tsukai ma no Katana	8	1 / 2	2D1
Long Sword	6	1	Combine
Bronze Sword	4	1	4B
Mumei no Katana	3	1	4/6TEL
Sabita Tsurugi	1	1	4S

Combines

One	Two	Equals
Sabita Tsurugi	Sabita Tsurugi	Not Possible in Volume 2
Mumei no Katana	Sabita Tsurugi Mumei no Katana	Mumei no Katana LIGHT FOOTED KATANA
Bronze Sword	Sabita Tsurugi Mumei no Katana Bronze Sword	LONG SWORD Mumei no Katana Bronze Sword
Long Sword	Sabita Tsurugi Mumei no Katana Bronze Sword Long Sword	Not possible in Volume 2 Mumei no Katana TSUKAI MA NO KATANA Not possible in Volume 2
Tsukai ma no Katana	Sabita Tsurugi Mumei no Katana Bronze Sword Long Sword	Tsukai ma Katana Mumei no Katana IRON SWORD FIGHTER SWORD

	Tsukai ma Katana	Tsukai ma Katana
Iron Sword	Sabita Tsurugi	Iron Sword
	Mumei no Katana	Mumei no Katana
	Bronze Sword	Iron Sword
	Long Sword	Iron Sword
	Tsukai ma Katana	FIGHTER SWORD
	Iron Sword	Iron Sword
Fighter Sword	Sabita Tsurugi	Fighter Sword
	Mumei no Katana	Mumei no Katana
	Bronze Sword	Fighter Sword
	Long Sword	Fighter Sword
	Tsukai ma Katana	Fighter Sword
	Iron Sword	STEEL SWORD
	Fighter Sword	Figher Sword
Light Footed Katana	Sabita Tsurugi	Light Footed
	Mumei no Katana	SAMURAI KATANA
	Bronze Sword	Light Footed
	Long Sword	Light Footed
	Tsukai ma Katana	Light Footed
	Iron Sword	Light Footed
	Fighter Sword	Light Footed
	Light Footed	Mumei no Katana
Steel Sword	Sabita Tsurugi	Steel Sword
	Mumei no Katana	Mumei no Katana
	Bronze Sword	Steel Sword
	Long Sword	Steel Sword
	Tsukai ma Katana	Steel Sword
	Iron Sword	Steel Sword
	Fighter Sword	BROAD SWORD
	Light Footed	Light Footed
	Steel Sword	Steel Sword
Broad Sword	Sabita Tsurugi	Broad Sword
	Mumei no Katana	Mumei no Katana
	Bronze Sword	Broad Sword
	Long Sword	Broad Sword
	Tsukai ma Katana	Broad Sword
	Iron Sword	Broad Sword
	Fighter Sword	Broad Sword
	Light Footed	Light Footed
	Steel Sword	BATTLE SWORD
	Broad Sword	Broad Sword
Battle Sword	Sabita Tsurugi	Battle Sword
	Mumei no Katana	Mumei no Katana
	Bronze Sword	Battle Sword
	Long Sword	Battle Sword
	Tsukai ma Katana	Battle Sword
	Iron Sword	Battle Sword
	Fighter Sword	Battle Sword
	Light Footed	Light Footed
	Steel Sword	Battle Sword
	Broad Sword	SAMURAI NO KATANA
	Battle Sword	Battle Sword
Samurai Katana	Sabita Tsurugi	Samurai Katana

Mumei no Katana	Samurai Katana
Bronze Sword	Samurai Katana
Long Sword	Samurai Katana
Tsukai ma Katana	Samurai Katana
Iron Sword	Samurai Katana
Fighter Sword	Samurai Katana
Light Footed	Samurai Katana
Steel Sword	Samurai Katana
Broad Sword	Samurai Katana
Battle Sword	Samurai Katana
Samurai Katana	Level 7 or Lower

Slash Sword	Sabita Tsurugi	Slash Sword
	Mumei no Katana	Mumei no Katana
	Bronze Sword	Slash Sword
	Long Sword	
	Tsukai ma Katana	Slash Sword
	Iron Sword	Slash Sword
	Fighter Sword	Slash Sword
	Light Footed	Light Footed
	Steel Sword	Slash Sword
	Broad Sword	Slash Sword
	Battle Sword	Slash Sword
	Samurai Katana	SILVER SWORD
	Slash Sword	

Silver Sword	Sabita Tsurugi	Silver Sword
	Mumei no Katana	Mumei no Katana
	Bronze Sword	Silver Sword
	Long Sword	Silver Sword
	Tsukai ma Katana	Silver Sword
	Iron Sword	Silver Sword
	Fighter Sword	Silver Sword
	Light Footed	Light Footed
	Steel Sword	Silver Sword
	Broad Sword	Silver Sword
	Battle Sword	Silver Sword
	Samurai Katana	Silver Sword
	Slash Sword	BASTARD SWORD
	Silver Sword	Silver Sword

4.5 Volume 2 Bows

You can work with the bows, but cannot equip Kanan with them yet. There is a chance that once she does get her awakening, you will want to be there with something nice to stick in her hand right away in Vol.3, and then again something better might come along right away. The lack of use and the fact that I have already done Kanan's Vol.1 14 times ^^ means that this list will probably remain incomplete until Vol.3, when I will have to do Scenario 2 again to beat the Tank anyway ^^ There might also be something higher than the Silver Bow, Silver and Kousoku or Battle is a good bet. This is another fairly inter-dependant tree, the parts for which can only be gathered by playing Scenario 2.

Name	Attack	Hit/Ele	Scenario
Silver Bow	19	1	Combine
Kousoku no Yumi	15	1	Combine
Battle Bow	14	1	Combine
Long Bow	13	1	Combine
Onsoku no Bow	11	1	Combine

Steel Bow	8	1	Combine
Iron Bow	6	1	2B
Simple Bow	5	1	2F
Air Bow Gun	5	All	Combine
Koumori Bow	4	1 / 2	2F
Bronze Bow	2	1	2S
Sabita Bow	1	1	2F

One	Two	Equals
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Sabita Bow	Sabita Bow	Sabita Bow
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Bronze Bow	Sabita Bow	Bronze Bow
	Bronze Bow	Impossible in Vol 2

Koumori Bow	Sabita Bow	Koumori Bow
	Bronze Bow	AIR BOW GUN
	Koumori Bow	ONSOKU NO BOW

Air Bow Gun	Sabita Bow	Sabita Bow
	Bronze Bow	Impossible in Vol 2
	Koumori Bow	Koumori Bow
	Air Bow Gun	Impossible in Vol 2

Simple Bow	Sabita Bow	Simple Bow
	Bronze Bow	Simple Bow
	Koumori Bow	Koumori Bow
	Air Bow Gun	Simple Bow
	Simple Bow	Iron Bow

Iron Bow	Sabita Bow	Iron Bow
	Bronze Bow	Iron Bow
	Koumori Bow	Koumori Bow
	Air Bow Gun	Iron Bow
	Simple Bow	ONSOKU NO BOW
	Iron Bow	Iron Bow

Steel Bow	Sabita Bow	Steel Bow
	Bronze Bow	Steel Bow
	Koumori Bow	Steel Bow
	Air Bow Gun	Steel Bow
	Simple Bow	Steel Bow
	Iron Bow	Steel Bow
	Steel Bow	Steel Bow

Onsoku no Bow	Sabita Bow	LONG BOW
	Bronze Bow	Onsoku no Bow
	Koumori Bow	Koumori Bow
	Air Bow Gun	Onsoku no Bow
	Simple Bow	Onsoku no Bow
	Iron Bow	Onsoku no Bow
	Steel Bow	Long Bow
	Onsoku no Bow	Onsoku no Bow

Long Bow	Sabita Bow	Long Bow
	Bronze Bow	Long Bow
	Koumori Bow	Koumori Bow
	Air Bow Gun	Long Bow
	Simple Bow	Long Bow
	Iron Bow	Long Bow

	Steel Bow	BATTLE BOW
	Onsoku no Bow	STEEL BOW
	Long Bow	Long Bow
Battle Bow	Sabita Bow	Battle Bow
	Bronze Bow	Battle Bow
	Koumori Bow	Koumori Bow
	Air Bow Gun	Battle Bow
	Simple Bow	Battle Bow
	Iron Bow	Battle Bow
	Steel Bow	Battle Bow
	Onsoku no Bow	Battle Bow
	Long Bow	KOUSOKU NO YUMI
	Battle Bow	Battle Bow
Kousoku no Yumi	Sabita Bow	
	Bronze Bow	
	Koumori Bow	
	Air Bow Gun	
	Simple Bow	
	Iron Bow	Kousoku no Yumi
	Steel Bow	
	Onsoku no Bow	
	Long Bow	
	Battle Bow	SILVER BOW
	Kousoku no Yumi	
Silver Bow	Sabita Bow	
	Bronze Bow	
	Koumori Bow	
	Air Bow Gun	
	Simple Bow	
	Iron Bow	
	Steel Bow	
	Onsoku no Bow	
	Long Bow	
	Battle Bow	
	Kousoku no Yumi	
	Silver Bow	

4.6 Volume 2 Armour

The armour comes together nicely this time, with the combines for the scale armour tying in with the purchasing from the secret shop in 5.

Name	HP	Defence	Dodge/Ele	Scenario
Silver Armour	50	19	0	Combine
Long Armour	41	16	0	Combine
Koakuma no yoroi	35	15	0 / 2	5B
Scale Armour	30	14	0	Combine 2X D3L
Hard Armour	27	13	0	Combine
Battle Armour	25	12	0	5B 6B
Jackal Armour	26	10	0	Combine
Steel Armour	17	9	0	1-15Stones 2-4X 2D1L
Tsukai ma no yoroi	15	8	-6 / 2	Combine
Heavy Armour	12	7	0	1? 2B 2-4X
Lynx Armour	10	3	-3	1? 2B
Iron Armour	7	5	0	1B 1XB
Shell Armour	3	2	0	1B

Battle Armour	Bronze Armour	Battle Armour
	Sabita Yoroi	Battle Armour
	Shell Armour	Battle Armour
	Iron Armour	Battle Armour
	Lynx Armour	Battle Armour
	Heavy Armour	Battle Armour
	Tsukai ma no yoroi	HEAVY ARMOUR
	Steel Armour	TSUKAI MA NO YOROI
	Jackal Armour	HARD ARMOUR
	Battle Armour	Battle Armour

Hard Armour	Bronze Armour	Hard Armour
	Sabita Yoroi	Hard Armour
	Shell Armour	Hard Armour
	Iron Armour	Hard Armour
	Lynx Armour	Hard Armour
	Heavy Armour	Hard Armour
	Tsukai ma no yoroi	STEEL ARMOUR
	Steel Armour	BATTLE ARMOUR
	Jackal Armour	Hard Armour
	Battle Armour	SCALE ARMOUR
	Hard Armour	Hard Armour

Scale Armour	Bronze Armour	Scale Armour
	Sabita Yoroi	Scale Armour
	Shell Armour	Scale Armour
	Iron Armour	Scale Armour
	Lynx Armour	Scale Armour
	Heavy Armour	Scale Armour
	Tsukai ma no yoroi	Scale Armour
	Steel Armour	Scale Armour
	Jackal Armour	Scale Armour
	Battle Armour	Scale Armour
	Hard Armour	
	Scale Armour	

Koakuma no yoroi	Bronze Armour	Koakuma
	Sabita Yoroi	Koakuma
	Shell Armour	Koakuma
	Iron Armour	Koakuma
	Lynx Armour	Koakuma
	Heavy Armour	Koakuma
	Tsukai ma no yoroi	Koakuma
	Steel Armour	Koakuma
	Jackal Armour	Koakuma
	Battle Armour	Koakuma
	Hard Armour	
	Scale Armour	LONG ARMOUR
	Koakuma no yoroi	Koakuma

Long Armour	Bronze Armour	Long Armour
	Sabita Yoroi	Long Armour
	Shell Armour	
	Iron Armour	
	Lynx Armour	
	Heavy Armour	
	Tsukai ma no yoroi	
	Steel Armour	Long Armour
	Jackal Armour	Long Armour

Battle Armour Long Armour
 Hard Armour
 Scale Armour
 Koakuma no yoroi SILVER ARMOUR
 Long Armour

Silver Armour Bronze Armour
 Sabita Yoroi
 Shell Armour
 Iron Armour
 Lynx Armour
 Heavy Armour
 Tsukai ma no yoroi
 Steel Armour
 Jackal Armour
 Battle Armour
 Hard Armour
 Scale Armour
 Koakuma no Yoroi
 Long Armour
 Silver Armour

4.7 Volume 2 Suits

The saviour of Suits comes in the form of the second shop download, which allows the pieces to make up to the best Suit this time around. You can get a HoshiBoshi Suit from Arms but I don't fancy your chances. To be honest, you will have better luck getting on line and making the download ^^ Aside from that, fairly standard newest one goes with strongest one before it pater of upgrading. The route to Tsubame may be missing a link as it stands here, seeing as I have no Block Suits to test the chain again at the moment, but just keep combining the newest one with the one prior to it and you will get to the top. Unless I am wrong and it is Block and not Guardian to make Tsubame, even if you got a Hoshiboshi from Arms you will still have to get the file from online.

Name	HP	Defence	Dodge/Ele	Scenario
Tsubame no Katabira	25	18	12	Combine
HoshiBoshi no Suit				
Guardian Suit	27	14	0	2DL
Block Suit	25	13	0	5B
High Leather Suit	18	11	0	2TD 2X
Leather Suit	16	10	0	5B
Yamabato no Katabira	12	9	9	Combine
Heavy Suit	13	7	0	Combine
Koakuma no Shouzoku	10	6	0 / 2	2F
Simple Suit	8	5	0	2TB
Flat Suit	4	4	0	2B
Suzume no Katabira	2	3	9	2F
Body Suit	0	2	0	2F

One	Two	Equals
Body Suit	Body Suit	Body Suit
Suzume no Katabira	Body Suit Suzume no Katabira	Flat Suit Suzume no Katabira
Flat Suit	Body Suit	Flat Suit

	Suzume no Katabira	HEAVY SUIT
	Flat suit	Flat Suit
Simple Suit	Body Suit	Simple Suit
	Suzume no Katabira	Simple Suit
	Flat Suit	Simple Suit
	Simple Suit	Simple Suit
Koakuma no Shouzoku	Body Suit	Koakuma no Shouzoku
	Suzume no Katabira	Koakuma no Shouzoku
	Flat Suit	Koakuma no Shouzoku
	Simple Suit	YAMABATO KATABIRA
	Koakuma Shouzoku	Koakuma Shouzoku
Heavy Suit	Body Suit	Heavy Suit
	Suzume no Katabira	Heavy Suit
	Flat Suit	Heavy Suit
	Simple Suit	Simple Suit
	Koakuma Shouzoku	Koakuma Shouzoku
	Heavy Suit	Heavy Suit
Yamabato Katabira	Body Suit	Yamabato Katabira
	Suzume no Katabira	Yamabato Katabira
	Flat Suit	Yamabato Katabira
	Simple Suit	Koakuma no Shizoku
	Koakuma Shouzoku	Simple Suit
	Heavy Suit	Yamabato Katabira
	Yamabato Katabira	Yamabato Katabira
Leather Suit	Body Suit	
	Suzume no Katabira	
	Flat Suit	
	Simple Suit	
	Koakuma Shouzoku	
	Heavy Suit	
	Yamabato Katabira	
	Leather Suit	
High Leather Suit	Body Suit	High Leather Suit
	Suzume no Katabira	High Leather Suit
	Flat Suit	High Leather Suit
	Simple Suit	Simple Suit
	Koakuma Shouzoku	Koakuma Shouzoku
	Heavy Suit	High Leather Suit
	Yamabato Katabira	Yamabato Katabita
	Leather Suit	
	High Leather Suit	High Leather Suit
Block Suit	Body Suit	
	Suzume no Katabira	
	Flat Suit	
	Simple Suit	
	Koakuma Shouzoku	
	Heavy Suit	
	Yamabato Katabira	
	Leather Suit	
	High Leather Suit	
	Block Suit	
Gardian Suit	Body Suit	

Suzume no Katabira
 Flat Suit
 Simple Suit
 Koakuma Shouzoku
 Heavy Suit
 Yamabato Katabira
 Leather Suit
 High Leather Suit
 Block Suit HOSHIBOSHI NO SUIT
 Guardian Suit

HoshiBoshi no Suit Body Suit
 Suzume no Katabira
 Flat Suit
 Simple Suit
 Koakuma Shouzoku
 Heavy Suit
 Yamabato Katabira
 Leather Suit
 High Leather Suit
 Block Suit
 Guardian Suit TSUBAME NO KATABIRA
 HoshiBoshi no Suit

Tsubame no Katabira Body Suit
 Suzume no Katabira
 Flat Suit
 Simple Suit
 Koakuma Shouzoku
 Heavy Suit
 Yamabato Katabira
 Leather Suit
 High Leather Suit
 Block Suit
 Guardian Suit
 HoshiBoshi no Suit
 Tsubame no Katabira

4.8 Volume 2 Complete Breast Plates

The strangest things with the Plates is that, although they have a long combining chain going up from the Evil Mail, the second best plate - the Powered Plate - is a pretty simple combine of fairly basic, easy to come by ingredients, and the Wolf Plate which you get for the 30 stones blows them all away. The power of this is probably to aid the use of Ein's Special Skill. I guess the Silver / Long might tie into the Powered chain higher up than Vol 2 allows.

Name	HP	Defence	Dodge/Ele	Scenario
Wolf Plate	100	27	-15	30 Stones L
Powered Plate	48	19	0	Combine
Silver Plate	40	17	0	Combine
Long Plate	37	15	0	Combine
Balukii Plate	31	14	0	Combine
Evil Mail	27	12	0 / 2	2X D3L
Hard Plate	24	12	0	Combine
Battle Plate	22	11	0	5B
Steel Plate	5	9	0	6B
Heavy Plate	12	8	0	5B? 6F
Lynx Plate	16	7	-6	4F Combine

Iron Plate	9	6	0	6B
Kaizoku no B.Plate	18	5	60	2X
Gremlin Mail	5	4	0 / 2	4F
Shell Plate	3	3	0	4B
Bronze Plate	0	2	0	4S

Combines

One	Two	Equals
Bronze Plate	Bronze Plate	Not possible in Volume 2
Shell Plate	Bronze Plate Shell Plate	GREMLIN PLATE KAIZOKU NO B.PLATE
Gremlin Mail	Bronze Plate Shell Plate Gremlin Mail	Gremlin Mail IRON PLATE Gremlin Mail
Kaizoku no B.Plate	Bronze Plate Shell Plate Gremlin Plate Kaizoku no B.Plate	Bronze Plate POWERED PLATE Gremlin Mail Kaizoku no B.Plate
Iron Plate	Bronze Plate Shell Plate Gremlin Plate Kaizoku no B.Plate Iron Plate	Iron Plate LYNX PLATE HEAVY PLATE Iron Plate Iron Plate
Lynx Plate	Bronze Plate Shell Plate Gremlin Plate Kaizoku no B.Plate Iron Plate Lynx Plate	Lynx Plate Lynx Plate Lynx Plate Lynx Plate Lynx Plate Level 7 or Lower
Heavy Plate	Bronze Plate Shell Plate Gremlin Plate Kaizoku no B.Plate Iron Plate Lynx Plate Heavy Plate	Heavy Plate Heavy Plate Heavy Plate Heavy Plate STEEL PLATE Lynx Plate Heavy Plate
Steel Plate	Bronze Plate Shell Plate Gremlin Plate Kaizoku no B.Plate Iron Plate Lynx Plate Heavy Plate Steel Plate	Steel Plate Steel Plate Steel Plate Steel Plate KAIZOKU NO B.PLATE Lynx Plate BATTLE PLATE Steel Plate
Battle Plate	Bronze Plate Shell Plate Gremlin Plate Kaizoku no B.Plate Iron Plate Lynx Plate	Battle Plate Battle Plate Battle Plate Battle Plate Battle Plate Lynx Plate

	Heavy Plate	Battle Plate
	Steel Plate	HARD PLATE
	Battle Plate	EVIL MAIL
Hard Plate	Bronze Plate	Hard Plate
	Shell Plate	Hard Plate
	Gremlin Plate	Hard Plate
	Kaizoku no B.Plate	Hard Plate
	Iron Plate	Hard Plate
	Lynx Plate	Lynx Plate
	Heavy Plate	Hard Plate
	Steel Plate	Hard Plate
	Battle Plate	EVIL MAIL
	Hard Plate	Hard Plate
Evil Mail	Bronze Plate	Evil Mail
	Shell Plate	Evil Mail
	Gremlin Plate	Evil Mail
	Kaizoku no B.Plate	Evil Mail
	Iron Plate	Evil Mail
	Lynx Plate	Lynx Plate
	Heavy Plate	Evil Mail
	Steel Plate	Evil Mail
	Battle Plate	Evil Mail
	Hard Plate	BALUKII PLATE
	Evil Mail	Evil Mail
Balukii Plate	Bronze Plate	Balukii Plate
	Shell Plate	Balukii Plate
	Gremlin Plate	Balukii Plate
	Kaizoku no B.Plate	Balukii Plate
	Iron Plate	Balukii Plate
	Lynx Plate	Lynx Plate
	Heavy Plate	Balukii Plate
	Steel Plate	Balukii Plate
	Battle Plate	Balukii Plate
	Hard Plate	Balukii Plate
	Evil Mail	LONG PLATE
	Balukii Plate	Balukii Plate
Long Plate	Bronze Plate	Long Plate
	Shell Plate	Long Plate
	Gremlin Plate	Long Plate
	Kaizoku no B.Plate	Long Plate
	Iron Plate	Long Plate
	Lynx Plate	Lynx Plate
	Heavy Plate	Long Plate
	Steel Plate	Long Plate
	Battle Plate	Long Plate
	Hard Plate	Long Plate
	Evil Mail	Long Plate
	Balukii Plate	SILVER PLATE
	Long Plate	Long Plate
Silver Plate	Bronze Plate	Silver Plate
	Shell Plate	Silver Plate
	Gremlin Plate	Silver Plate
	Kaizoku no B.Plate	Silver Plate
	Iron Plate	Silver Plate
	Lynx Plate	Lynx Plate

	Heavy Plate	Silver Plate
	Steel Plate	Silver Plate
	Battle Plate	Silver Plate
	Hard Plate	Silver Plate
	Evil Mail	Silver Plate
	Balukii Plate	Silver Plate
	Long Plate	Silver Plate
	Silver Plate	Silver Plate
Powered Plate	Bronze Plate	Powered Plate
	Shell Plate	Powered Plate
	Gremlin Plate	Powered Plate
	Kaizoku no B.Plate	Powered Plate
	Iron Plate	Powered Plate
	Lynx Plate	Lynx Plate
	Heavy Plate	Powered Plate
	Steel Plate	Powered Plate
	Battle Plate	Powered Plate
	Hard Plate	Powered Plate
	Evil Mail	Powered Plate
	Balukii Plate	Powered Plate
	Long Plate	Powered Plate
	Silver Plate	Powered Plate
	Powered Plate	Powered Plate
Wolf Plate	Bronze Plate	Level 7 or Lower
	Shell Plate	Level 7 or Lower
	Gremlin Plate	Level 7 or Lower
	Kaizoku no B.Plate	Level 7 or Lower
	Iron Plate	Level 7 or Lower
	Lynx Plate	Level 7 or Lower
	Heavy Plate	Level 7 or Lower
	Steel Plate	Level 7 or Lower
	Battle Plate	Level 7 or Lower
	Hard Plate	Level 7 or Lower
	Evil Mail	Level 7 or Lower
	Balukii Plate	Level 7 or Lower
	Long Plate	Level 7 or Lower
	Silver Plate	Level 7 or Lower
	Powered Plate	Level 7 or Lower
	Wolf Plate	Impossible in Vol 2

4.9 Volume 2 Robes

To say that Radia gets no action in Volume 2, well, the Robes certainly do. I would have thought the old Lower than 8 from Vol 1 would have been enough, but it jumps at least four more up to Tsubame no Fuku. This list is currently incomplete because the hassle of collecting up the pieces to test what is probably the most highly inter-dependant combining tree in the game so far is hardly really worth it, when even a Linen Robe would let you pretty much walk Radia's Vol 1 and some of this stuff will probably be on sale in Vol 3. I have not made the Star or the Tsubame yet because of this hassle, and I am not sure if I will bother before volume 3.

Name	HP	Defence	Dodge/Ele	Scenario
Tsubame no Fuku				Combine
Star Robe				Combine
Velvet Robe	24	14	0	Combine
Angel Cross	27	13	-6	Combine
Silk Robe	19	12	0	Combine

Linen Robe	18	11	0	Combine
Leather Robe	17	10	0	Combine
Koakuma Vest	13	9	0 / 2	Combine
Yamabato no Fuku	12	8	0	Combine T?L
Kilt Robe	11	7	0	1XB
Suzume no Fuku	8	6	3	3F
Simple Robe	7	5	0	3F
Flat Robe	5	4	0	3B
Tsukai ma no Vest	2	3	0 / 2	Combine
Cotton Robe	0	2	0	3B
Yabureta Robe	-2	1	0	3F

Combines

One	Two	Equals
Yabureta Robe	Yabureta Robe	TSUKAI MA NO VEST
Cotton Robe	Yabureta Robe Cotton Robe	Cotton Robe Cotton Robe
Tsukai ma no Vest	Yabureta Robe Cotton Robe Tsukai ma no Vest	Tsukai ma no Vest Flat Robe Tsukai ma no Vest
Flat Robe	Yabureta Robe Cotton Robe Tsukai ma no Vest Flat Robe	Flat Robe Simple Robe Flat Robe Flat Robe
Simple Robe	Yabureta Robe Cotton Robe Tsukai ma no Vest Flat Robe Simple Robe	Simple Robe Simple Robe Simple Robe Flat Robe Simple Robe
Suzume no Fuku	Yabureta Robe Cotton Robe Tsukai ma no Vest Flat Robe Simple Robe Suzume no Fuku	Suzume no Fuku Suzume no Fuku Suzume no Fuku Kilt Robe Kilt Robe SILK ROBE
Kilt Robe	Yabureta Robe Cotton Robe Tsukai ma no Vest Flat Robe Simple Robe Suzume no Fuku Kilt Robe	Kilt Robe Kilt Robe Kilt Robe Flat Robe YAMABATO NO FUKU YAMABATO NO FUKU Kilt Robe
Yamabato no Fuku	Yabureta Robe Cotton Robe Tsukai ma no Vest Flat Robe Simple Robe Suzume no Fuku Kilt Robe Yamabato no Fuku	Yamabato no Fuku Yamabato no Fuku Tsukai Ma no Vest Flat Robe Yamabato no Fuku Suzume no Fuku KOAKUMA NO VEST Yamabato no Fuku

Koakuma Vest	Yabureta Robe	Koakuma Vest
	Cotton Robe	Koakuma Vest
	Tsukai ma no Vest	Koakuma Vest
	Flat Robe	Flat Robe
	Simple Robe	Koakuma Vest
	Suzume no Fuku	Suzume no Fuku
	Kilt Robe	Kilt Robe
	Yamabato no Fuku	LEATHER ROBE
	Koakuma Vest	Koakuma no Vest

Leather Robe	Yabureta Robe	Leather Robe
	Cotton Robe	Leather Robe
	Tsukai ma no Vest	Leather Robe
	Flat Robe	Flat Robe
	Simple Robe	Leather Robe
	Suzume no Fuku	Suzume no Fuku
	Kilt Robe	Leather Robe
	Yamabato no Fuku	Leather Robe
	Koakuma Vest	LINEN ROBE
	Leather Robe	Leather Robe

Linen Robe	Yabureta Robe	Linen Robe
	Cotton Robe	Linen Robe
	Tsukai ma no Vest	Linen Robe
	Flat Robe	Linen Robe
	Simple Robe	Linen Robe
	Suzume no Fuku	Linen Robe
	Kilt Robe	Linen Robe
	Yamabato no Fuku	Linen Robe
	Koakuma Vest	Linen Robe
	Leather Robe	Linen Robe
	Linen Robe	Linen Robe

Silk Robe	Yabureta Robe	Silk Robe
	Cotton Robe	Silk Robe
	Tsukai ma no Vest	Silk Robe
	Flat Robe	Silk Robe
	Simple Robe	Silk Robe
	Suzume no Fuku	Silk Robe
	Kilt Robe	Silk Robe
	Yamabato no Fuku	Silk Robe
	Koakuma Vest	Silk Robe
	Leather Robe	Silk Robe
	Linen Robe	ANGEL CROSS
	Silk Robe	Silk Robe

Angel Cross	Yabureta Robe	Angel Cross
	Cotton Robe	Angel Cross
	Tsukai ma no Vest	Angel Cross
	Flat Robe	Angel Cross
	Simple Robe	Angel Cross
	Suzume no Fuku	Angel Cross
	Kilt Robe	Angel Cross
	Yamabato no Fuku	Angel Cross
	Koakuma Vest	Angel Cross
	Leather Robe	Angel Cross
	Linen Robe	Angel Cross
	Silk Robe	VELVET ROBE
	Angel Cross	Angel Cross

Velvet Robe	Yabureta Robe	Velvet Robe
	Cotton Robe	Velvet Robe
	Tsukai ma no Vest	Velvet Robe
	Flat Robe	Velvet Robe
	Simple Robe	Velvet Robe
	Suzume no Fuku	
	Kilt Robe	Velvet Robe
	Yamabato no Fuku	
	Koakuma Vest	
	Leather Robe	
	Linen Robe	Velvet Robe
	Silk Robe	
	Angel Cross	STAR ROBE
	Velvet Robe	
Star Robe	Velvet Robe	TSUBAME NO FUKU

Tsubame no Fuku

4.10 The Great Tree Of Inter-dependant Robes

(Or "How Many Times Can *You* Stomach Radigen's Life Stealing?")

Seeing as this is the most inter-dependant tree at the moment, and it all stems from the Kilt Robe, simple Robe, and Suzume no Fuku. The problem is, as of Vol 2 the only way to get a Suzume no Fuku or Simple Robe is to play Radia's Scenario 3. They cannot be purchased, only found in her scenario.

Here are the ingredients for each from scratch (i.e. not taking into account having made *any* of the pieces)

1 silk robe = suzume * 2

Angel Cross = suzume * 2, Kilt 3 Simple 3

Velvet Robe = suzume 4, Kilt 3 Simple 3

Vel + Angel = Star - suzume 6, Kilt 6 Simple 6

Star + Velvet = Tsubame - Suzume 10, Kilt 9, Simple 9

Best to check through your belongings and see how many of each you have. Bearing in mind that the Kilts and simples are being used to make Koakuma, Leather, Linen and whatever so any of these you have lying around can be used. But you are looking at doing 3 10 times in order to get the Tsubame. I have done it 7, but I only came out with 5 Suzume, so that means... 5 more times for me... Unlikely, especially as Vol 2 is better for money building and the life draining part is *boring*. I will wait for 3 or the next download and cross my fingers for a sale!!

4.11 Combining for Abilities

Here is how the abilities attached to a weapon change. This is based on the same weapon / armour. The element of the one you select first is what carries across, aside from Light element which cannot be carried over. The only way to make something higher from a light item is to combine it with another light item.

1 + 1 = 2 Poison (2 items)

2 + 2 = 3 Confuse (4 items)

3 + 3 = 4 Paralyse (8 items)

4 + 4 = 5 Light (16 items)

5 + 5 = 5

Passing up and down seems to only work within ones very closely related to each other, within a few points of stats difference. Aside from the previously detailed Light Hammer recipe, if you wish to work out any other Light equipment experimentation is called for.

5 Important Items and Accessories

5.1 Battle Trophies

I have left in the Vol.1 ones for the sake of completeness. Some, like the very hard to get High Leather Suit in Vol.1, can be bought / found in Vol.2 anyway.

Vol. 1

TA	Sabita Kanazuchi	- Ghost Sword	- The Mine
TB	Simple Suit	- Black Armour	- Fire Dungeon
TC	Iron Knife	- Land Walker	- Volcano
TD	High Leather Suit	- Furiman	- Final Boss

Vol. 2

I have listed almost all the enemies which drop stuff. Generally the chances of it being dropped are very very low. The old save and reset system from Kanan's High Leather Suit is in full effect again. A word of warning though - the HL Suit was on sale in Vol. 2, so most of these things may well come to hand a lot easier if you just wait until Vol.3. It is presumed that using the Luck Armband on everyone possible improves your chances, although this is not confirmed. I have marked ones you can get some other way with a * and ones which it is confirmed you will be able to pick up easier in Vol. 3 with a **.

Queen BakuBaku	- Soldier's Long Sword **	- 6 Boss
Grass Doran	- Tough Necklace	- 4 Boss Gomez helps with
BakuBaku	- Hard Plate *	- 6 Medium sized plants
Arms	- Hoshiboshi no Suit *	- 5 Boss
Guardian	- Manzo no Ring *	- 4 Robot Boss
Head Hunter	- Speed of Sound Shoes	- 5 In beast village
Mimick	- Knowledge Crown	- 4,5,6 Chest which turns into monster
Wings o' Death	- Silver Feather	- 5,6 Normal monster, Ice bird
Black Toes	- Ice Speed / Dodge *	- 5 1st Semi-boss
White Tail	- Recover / Sound Speed Crown	- 5 2nd Semi-boss
TF Buuba	- Slash Sword **	- 4 Boss
Were Wolf	- Bronze Knife	- 5 Wolf in woods
Jewel Crow	- Knowledge Shoes	- ? The same Fire crow as in Vol.1
TE Iron Giant	- Mumei no Katana	- 5,6 Monster, Light
TG Sabre Claw	- Broad Sword *	- 6 Monster in swamp

5.2 Orga Stones

Seeing as I have written the FAQ from the start of my playing this time around, I am able to record the exact location of every Orga stone. The ones marked with a * are ones which I consider hard to find, the ones without you will generally come across just by checking all the possible routes out and so only a general description is given.

Scenario 4 Bud

1 - In the mountains as you flee the village, (before you go onto the map).

2 - Just after the fight which Gomez helps you with, to the bottom - right of the exit.

3* - The second screen of the town, totally hidden behind a house to the bottom - left side of the screen.

4* - On the Plains, second to last screen before going out, at the bottom left side completely hidden by the large bulb on a tree

5* - Just above the room with all the stone Eins in, hidden by the wall

Scenario 5

1* - In the house in the wood, bottom right side

2 - Lying around easily spotted in the Eastern mountains

3 - Bottom plains place, lying around easily enough

4 - In the beast village, top left corner, visible

5* - After Black Toes, up from save point, hidden by arch

Scenario 6

1* - Hidden by the root to the right of the save point at the top of the Tower.

2* - Enter Belde Hill (place with Ein family house) from the map, hidden totally behind the mound right by the entrance.

3* - In the Inn in Karma Village, hidden behind a pile of barrels bottom left of the screen.

4* - After Domp joins you, in the plains, partly hidden by a long wall of rock.

5 - Lying around in the marsh, in plain view, easy to get

Exchange Items -

Makes sure you get these as soon as you have enough stones, from the Kabul behind the counter in the screen directly up from where you teleport into Terra Fortuna.

20 Stones - Battle Knife (L)

25 Stones - Special Attack Belt

30 Stones - Wolf Plate (L)

Items

5.3 Cards

Plenty more cards for collection this time around. As well as finishing off the Days of the Week cards from volume one, there are three more Tarot cards, three more cards related to each other which you can trade for something nice, and another colour card.

Past Card

4 - In the Beastman village right at the start of the story, search the pot next to a girl at the bottom of the screen.

Present Card

5 - After Gomez joins, return to the main town and talk to the blond drunk guy (the guy from the start of Gomez' scenario in Vol 1) twice.

Future Card

6 - Behind the tree stump top left in the second screen of the Marsh

Dimensional Card

Exchange the three above cards with Kaburi in Fortuna, same place as the one who gave you the Mighty Card in Vol 1.

Friday Card

4 - The chest with the *something* in, in the mountains section after escaping the village.

Saturday Card

6 - In the Tower, the floor with the electric platforms, it sparkles so easy to find.

7 Days Card

Exchange one of each weekday cards (Sunday - Thursday are in Vol. 1) with the Kaburi on the bed where Bantoros lies during Scenario 6, in Terra Fortuna.

Daidai Iro Card

6 - Enter Karma Village, search the bucket directly up from the entrance.

Pawn Card

4 - Search barrel next to the crate which you push to get into the town.

Rook Card

4 - A pot on the wall just before the legs of the Metanom

Knight Card

5 - As soon as you leave the place which you start in, go right into the small room with the chest and search the chess board on the right.

Bishop Card

6 - Search in the Church in the first town, the candle on the right by the tablet.

Tarot - Emperor

4 - In the plains after his sister dies, in the knot of a big tree.

Tarot - Hierophant

5 - In the first town, same church as the Bishop Card (6), pot on the left

directly from the entrance.

Tarot - Lovers

6 - Search under stained glass in the Palace, where the wedding takes place in 5.

6 Secret Map Areas

Like Vol.1, each character has a secret location which can be found from the Map screen. These will just give you the general times / places to look for the secret areas, from this you should be able to find them pretty easily. The best way to search is to use the D-pad, move the cursor slowly and stop every now and then so that it gets drawn onto the hub.

4 - Bud

Right side of the marsh, which is bottom right of map.

Talk to the Kabul with the horn, and then talk to them in this order -

1 Inn - Blue

2 Store House - Pink

3 Magic Crystals - Green

4 Weapons - Yellow

5 Combine - Purple

6 Horn - White

5 - Elishin

Search the right hand range of mountains, close to the forest.

6 - Ein

Search the mountains on the left, near where the Hammer beastman lives in Scenario 5.

7 Other Tips / Rumours

Search

You can search anything, and will often find Crystals and money which does not sparkle. Most of the cards and decent items do not sparkle either, so worth checking everywhere.

Heton-Tank

Looks like no progress on this one, seeing as Kanan does not really go anywhere during Volume 2. From the looks of things, she is back in centre stage Vol.3 so we will have to wait until Feb 2nd to have another go at this monster.

Dead Eins

When passing through the Tower with Gomez and his string of dying Eins, it is possible to save at least one of them. The electric platforms are there, just invisible, and so you can walk over them without having to kill that Ein. If it is possible to save any of the others (seem unlikely) or if this has any benefit is currently unknown.

8 Jikai!! Next Time

Volume 3 contains only 2 Scenarios. The first stars Gomez and Elishin, along with Kanan, and is supposed to be longer than your average scenario. Kanan has gone missing, and Gomez and the gang set out to find her. It looks like you get to use Gomez, Elishin, Ein and Radia together in a part so that should be cool. The second Scenario is about Pamala, a

hand-to-hand

fighter who has lost her memory or something to that effect.

So the 3 Scenario's, 3 new characters scheme breaks off, at least for a while. So long as you get to change Kanan's equipment, and I don't see why not, then that Tank in Vol. 1 should also be possible. Combining should go down to level 7 or lower, and hopefully even better Luck / Mind raising items will be forthcoming. Might even finally get to use the top spells for an entire scenario ^-^ Plenty to look forward to, anyway.

9 Final Stuff

You can reach me at Sonsaru@hotmail.com with questions and whatever. The only help I had for this was from the Japanese Official Eldorado Gate BBS which is located on Capcom's official Japanese site, Capcom.co.jp. You have to be able to read Japanese to get anything from this, and if you can then you will be able to find it easily enough ^-^ Although they are all Japanese, well, if someone from there is reading this then thanks for your help guys! Between everyone there, this game has been played to *death*.

Anyway, thanks for reading, I will be seeing you for Volume 3 I hope!

^-^

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