

Frame Gride (Import) FAQ/Walkthrough

by winnie the poop

Updated to vFinal on Mar 4, 2004

TO VIEW THIS FAQ PROPERLY, GO TO THE 'VIEW' BUTTON ON TOP LEFT OF YOUR SCREEN AND SCROLL DOWN TO 'ENCODING'. SELECT 'SHIFT-JIS' IN THE LIST OF 'MORE'.

THIS FILE SHOULD BE SEEN WITH FONT: _COURIER NEW_ AND SIZE: _10_.

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F R A M E G R I D E
(フレーム グライド)
FAQ/Walkthrough
Version 1.5
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ASCII Art by scurty
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Best viewed as Courier New, Font Size 10

Before you start reading this guide, you should know those basic Japanese terms, for they will pop out as options if you tinker with the menus in the game long enough. They are:

(はい) Yes (いいえ) No

(火) Fire (水) Water (土) Earth (風) Wind

Fair enough.

Also, if you want to know how you can view the Japanese characters properly, take a look on the section entitled 'Reading this Document'. Thank you.

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FGToC

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Find System

This FAQ has an unique find system. Although this one still use the Table of Contents to quickly move the guide around for you, this will not rely on the main headers. Instead, you have to use the Japanese characters (Hiragana, Katakana, and Kanji) shown on the right side of the Table of Contents OR the number and the period. Don't worry, the effect will be the same. Here's the steps:

(Yes, I think you should use this! The path to the main Walkthrough is a long one if you just scroll down manually! This only takes 30 seconds to learn and 3 seconds to master and use!)

1. Highlight the desired location's 'code' (i.e. 'FGWalk').
2. Press Ctrl + C (Copy)
3. Press Ctrl + F (JWPce or others) or F5 (NJStar, this one is kinda glitchy. Sometimes it may work, sometimes it won't. If it does not work, then use the numbers [10.] instead.)
4. Press Ctrl + V (Paste)
5. Press OK or Enter and Viola! You're there!

FGIntro

Hi, indulged reader, Martin 'Fox' Dale-Hench here. Whether if you really need to find a tidbit of information to complete your objective or you're just probing through the FAQs and the boards, hoping to find a intriguing fact, does not matter to me. I made this FAQ not because this game desperately needed one, but because I adored this odd-ball import. I bought this game while vacationing with my family on the main island of Japan, Honshu. I happened to be in the Electric Town in Tokyo, after hours of begging to the feet of my own parents, and found this lovable unopened Frame Gride case. After a minute of pondering, I decided that I shall buy it. Back on the other side of Pacific, I popped in the disc

and began... There went hours and hours of my already worthless time! I haven't seen anything special and unusual as this game and it's like 4 years old! Why did this part of the world has never seen the daylight of Frame Gride? Well, I shall make it up with this FAQ! With your Frame Gride, you can love your game to the fullest with this FAQ!

</arrogance> ;p

Let's stop talking about me... Now I'm going to talk about the game. This game has you building a Xenogears-like mecha and use it to face one of the evil Knights of the Round en route to the final boss. It's like a fighting/strategy hybrid, I guess. It can be only found in Japanese, hence the lack of fame that it has received. I find it rather sad and depressing because the game screams originality and inspiration. There's a ton of stuff to tinker around with, so if you're a tinkerer then HAVE to get this if you have a Dreamcast! Even though if you don't like that sort of game, you can still just sit back and play the fireworks!

Anyway, if you're having some difficulties reading some of the letters here, I recommend you read the following section.

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2. R E A D I N G T H I S D O C U M E N T
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FGRtD

This guide is full of translations, therefore the Japanese characters. I know that there are two other FAQs for this very game, but I feel that with the Japanese character included, you can absorb everything much better. So, if you want to view the Japanese character instead of the fancy 'f' thing or the stupid hollow box sticking out front of you?

Well there are two ways to view the characters without much difficulty:

1. Go under the 'View' header on top left of your screen and find 'Encoding. Now, find 'Shift-JIS' in the long list of 'Others'. Viola! Now you can view this wonderful guide! Heh.
2. Here's how if you don't have the appropriate program to view them. Go to one of the following sites to download the Japanese Viewer:

www.njstar.com (Recommended!)
www.physics.ucla.edu/~grosenth/jwpce.html (not bad)

All you have to do is download one of them (takes like 3 or 5 seconds!) and get back to this document and press Ctrl + A (Select all) and press Ctrl + C (Copy). Open the Japanese Viewer (JWPce or njstar) and press Ctrl + V. Viola! Enjoy!

*Note: On NJStar (or others, if the following happens), if the JAPANESE characters looks out of the place and abnormally small, then you should highlight them all (Ctrl + A) and change the font to Courier New, 10. The characters should revert back to the intended shape and size. Thank you.

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3. T H E S T O R Y O F F R A M E G R I D E
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FGStory

In an empire 700 years ago...

As an emperor named Regilio was on the verge of dying,

Count Zolt led a rebellion against the entire empire that engulfed the continent in war.

The government of the empire chose 6 imperial candidates, now united, to protect the Imperial Empire from the opposing forces, led by Lord Zolt, and its spirits of 9 knights that was believed to be dead previously. Time turned out to be the deciding factor as the empire went down the drains.

Every person wished for the Chosen One to come forth to save them all, as prospected by Archbishop Milanje. Although he is an old and sick Archbishop, he knew that this unprecedented crisis will summon forth a lone knight and informed the people about this.

My Explanation of the Story

Obviously, Zolt took advantage of the sickness of the Emperor and decided to lead a rebellion against the political realm of the empire, initiating a war among the people. The leaders of the empire summoned the six other candidates that would be the possible ones to replace the dying Emperor. Zolt revived the legendary 9 fallen Knights to destroy and obliterate those leaders and their armies. Therefore, there were only one candidate left: Zolt. He has succeeded what he aimed.

The Archbishop Milanje foresaw that a lone Knight will rise from the catastrophe and return the Throne and peace back into the Empire.

Now, it is obvious that the nine Frames that you fight during the course of the Main game are the 9 Knights that Zolt has revived. The 10th, of course, is Mr. Zolt himself, under a different alias. As for the 6 slain candidates, they are the ones that each asked a question in the very beginning of the saga. The Archbishop is probably the one that introduced you to the candidates and explained the story to you. Everything fits, doesn't it?

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4. THE CONTROLS
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FGCont

D-Pad - Move Frame

This is a tricky one. This is a third-person fighter, so you don't have a fixed camera mode. The camera will be always behind your Frame (sometimes front if you move around too much) so that complicates the motion a bit. Press down (if the camera is facing the same direction as the Frame), and the Frame will BACKSTEP. Not turn around and run! That is created that way so you can just backstep and shoot or keep track of your opponent. It's great and better that way, believe me! Pressing the D-Pad to the left, right, or forward will move the Frame to the desired direction. The camera should change to keep up with you.

A Button - Jump Up

This is the basic move of all basics. Most of the fighting games that

you wholly recognize (Street Fighter, Kings of Fighters, etc.) have a jump button so you should be comfortable with this button. This is used primitively to avoid/evade attacks. Alterantely, it can be used to jump over obstacles such as Fallen Bridge's broken bridges (duh). Like Mario, you may move around while in the air and even attack with your projectile weapon and sword! Nice. To do that, use L and R to move left and right and up and down on the D-Pad to move those directions.

B Button - Sword Slash

THE weapon in this game. Every RPG has a hero that wields a bad-ass sword like Cloud of Final Fantasy VII, and this is no exception (well, it's not a RPG, I know). The reason for that is that it is interchangeable and can be used 1 million times in a few seconds and it's still intact and usable. The projectiles requires energy to fire, but this one doesn't. So, you can ALWAYS resort to hack-n-slash method. To use it, just get close to the opponent and face him properly and press the B button. Learn to use it well, for it will carry you through the game.

X Button - Guard/Parry

Newbies tend to use this the least, but you shouldn't! This comes especially useful in the late levels and the final battle. It is a good habit to start learning to use parry often early. Unneeded fall of health that can be rejected should be prevented. This guards against the sword attacks the best, and can be used to guard yourself from projectiles. However, if you press this button, you cannot move at all. Therefore, you will be standing still. Don't hold it too long, though. The enemy can easily get around you and confuse you, costing you some time and perhaps energy.

Y Button - Punch (Up Close) Fire the Projectile Weapon (from a Distance)

Whoa. A long sub-header. Anyway, to make it clear for you, if you're standing or running by your opponent, your Frame will gear up for a powerfl Punch. Slower than a Sword attack, but more powerful. Should be used when your opponent's off-guard. If you're out of the range (referring to the enemy), then you shall fire your gun at the target. The damage is minimal, but it really adds up if you connect (the projectiles depends on what gun you has and your elements). The projectiles usually come out in threes, so it can be deadly if you use it wisely. However, it uses up your energy so you have to be considerate about it. Don't over-use it, but don't neglect it too much. The energy will come back, but don't WASTE it. OK? By the way, you do not require any energy for the punch, but can't use it while in the air (will use the gun instead).

L Trigger - Strafe Left

One of the finer points in this control scheme. Is the enemy front of you? Want to move to the left to avoid its attacks and counter with a powerful punch? You can do them all... fast! Just press L (or R if you want to go right) and the Frame will still look forward and sidestep to the left. It's pretty nifty. I use it ALL of the time. Indispensable. You can even use it while in the air.

R Trigger - Strafe Right

See above (L trigger). Should be common sense, anyway. ^_^

A + X Buttons - Summon Squire

First, if you're wondering, "What the hell are Squires?", then you need to read the Basics section before moving on. Back to the point, you can, if you have at least one remaining in your active inventory, summon a Squire to help you out. They are actually pretty useful later levels as a distraction for the enemy. The intelligent ones can actually take a huge chunk of the opponent's life bar, if you two work together. Yes, you can summon them out at will if you have at least one equipped. If you have two and want to use them both, then you just press A + X twice to get them out. However, there's a downside - there is an animation for your Frame to execute in order to get the Squire accessible. Oh well.

B + Y Buttons - Special Projectile Attack

Something different, huh. This is not the same gun that you have equipped on the right hand (Y button), it is the strange contraption on the back of the left shoulder of your Frame. Press those buttons (B and Y) will cause the machine to release homing projectiles to the target. It takes out a LOT of energy so you have to be wary about that. It hits the opponent about 5 times, taking off a sizable damage each. Not bad.

L + R + B Buttons - Sword Combo

The most effective form of attack in the entire game! Merely pressing those buttons will send your Frame flailing with its main weapon, thrusting the weapon three times to severely damage the opponent. However, once you input those buttons, the Frame will proceed and try all three attacks so if it misses, it's all open for countering. Make it count. The damage to energy ratio is very high, because the energy spent on this is nothing compared to the damage if ALL of the connects. It's wonderful to use this if you got the opponent cornered.

L + R + X Buttons - Energy Shield

Eh, that's something that I don't use that often. Hell, I never really used it. It's an energy field released by the Frame to block the opposing team. IF they comes over to it... >_< The way I see it, you can release it and stand face-to-face with the shield between you and the opponent. That way, the opponent will stroll over and attempt to attack you and hit the shield. You may attack through the shield. I guess that's the purpose...

Unfortunately, I find this game to be too fast-paced to create this kind of opportunity, especially with the Squires. Oh well. You can experiment and tinker with it, if you want. One more thing: it only lasts a few seconds... 0_o

L + R + Y Buttons - Punch Combo (Up Close) Lay a Mine (from a Distance)

The Punch Combo is highly effective because of the damage that it can inflict in a relatively short amount of time. It takes off a bit less than half of your Energy bar, but it's worth it. Depending on its elements and weapons, your Frame can punch up to 5 punches in a row. This one is not easily countered because of the speed and time between punches. As for the Mine, you should only use it when there's a lot of enemy Squires around. There are three kinds of mines: Proximity Mine (just drops onto the ground and wait for a bystander), Floating Mine (duh, it floats mid-air), and the Seeker Mines (it chases stuff!

whooh!). The mine will be based on your main elements.

L + R + B + Y - Emergency Bomb

Ooooooh, this is a good one! Inputing this command will release ALL of your energy (a FULL bar!) to form a mini-bomb that clear the area around you. This should be used when you're in a tight spot with a tough guy beating you up or something. The bomb will send the enemies back, flying and damaged, but it will also damage you, considerably. Should be used in emergency situations only.

Analog Pad - Adjust the Camera

Now you know why I put this on the bottom of the list. :) Not as important as you would think... Moving this around will move the camera around your Frame to get a better view of the landscape and the battle field. You know what to do.

5. THE BATTLE SYSTEM

FGTBS

Objective

Should be known by you already, but here it is. The main goal here is to defeat the opposing forces. There are ten main enemies during the course of the main game, but you only take on one of them at a time. You use a variety of attacks such as projectiles, swishing your blunt/edged metal, and even your robotic fist. You display them to knock down the opponent's health bar down and down until it gets to zero. Then you have won the battle. Like a fighting game, the opponent, of course, will try to do the same to you. Simple enough.

Battle Screen

```

      YOU                                ENEMY
      |                                  |
      V                                  V
-----
| _____ | _____ |
| | _____ | | _____ | |<-- HP bar.
| --- | | --- --- | |<-- Squire's HP bars.
|
|          \      /
|          #####
|          ###
|          |
|
|          #####
|          #####
|          #####
| #          ##### # |<-- The condition of the
|### _____ # # # | _____ ###| Frame
| # | _____ | | _____ | # |<-- The energy level.
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HP bar --- Just the classic motif. As you take damage, the bar

decreases. As it reaches the mid-point, it turns yellow. The red hue will display the critical condition.

Squire's HP bar --- A bit different. They will be empty if they aren't used yet. When they are used, the HP color will come out. When the HP's gone, they're dead but you have to continue hitting it to reveal the Material.

Target/Opponent --- What can I say? It's.... your target. The guy that takes your shots.

You --- Always in the bottom middle.

The condition of the Frame --- It's like a indicator of how damaged the equipment is. If it's blue, then it's like the top condition. As it get more redder, then it might break any time. If this happens, you have to find something else to replace it after the battle.

The energy level --- As you use up energy, this bar will decrease. The energy are interchangeable so you can wait for it to recover. If you attempt to use a move that needs energy but you don't have enough energy to execute it, then the bar will flash up to the minimum energy required to use the said move.

Targeting

One of the most important aspects in the game, hence the importance of mastering the knowledge of this condition. Since the game takes place in a three-dimensional battlefield, you have to worry about the latitude between you and the opponent AS WELL AS the longitude. The game makers has given you an useful tool to play around with: the targeting system.

How does it work? Just look at the direction where the opponent is at. The target will be on automatically. What does it do, then? It is used solely for the guns and your vector. Guns will home only to the targeted mecha, and if you strafe, the target is your vector, causing you to revolve around it.

If there are two or more enemies on the screen simulateously, then the closer one will usually be targeted.

Frames

This is the your apprentice. You build it up, you wear it off, you win and lose by it, and you love and hate it. There are three Frames for you to use and they are: Light, Medium, and Heavy. Light are agile and quick, but it is fairly weak in power and defense. Medium is just right for everything. Heavy is like a golem, slow but powerful. You know those old stuff. Now, to use a Frame, you have to EQUIP it down to the last Material. If not, then you cannot use it. An error message will come up if you don't have the right Frame (not fully unequipped). So get one of the Frames to the max and fight!

Throughout the story, your Frame might lose an armor or two. If this happens, just replace it by creating a new one with your Materials and equip it. If it doesn't work, then you might have the wrong Frame. Go to the Frame Select menu and active the right Frame.

LF - Life Force

This is your HP this time. No 'HP' or 'MP' or anything. Anyway, you cannot increase it permentantly... So how do you increase it then? You can, via several equipment for your Frames. When you view the stats of certain Equipment (Helms, Leg Guards, Arm Guards, Body Armor), you can see a stat with 'LF' within. The larger the bar (for that stat), the more LF you gain. This feature is extremely useful in the latter bosses because they will go all-out on you, you won't have a chance to block their attacks. You will notice a SIGNIFICANT change in the downfall of your LF as you increase.

Materials

Those materials are the building blocks of this game. You collect them to use them. For what? To create new Equipment and Squires (see the following sub-sections) for your Frames. You start off with default Equipment (the original equipment depends on the answers of the first 6~7 questions) but they are CRAPPY. And they can BREAK. ;_; So, you have to replace them occasionally to make your Frame stay upgraded. They can be used to make Squires, too.

To obtain them, you have to either defeat the Squires that your opponents release or the bosses themselves. If you happen to defeat one of the Squires, a gem will pop out. Touch it to grab it (can be 1 or more Materials in one gem). Regardless of the final decision, you still get the Materials. If you defeat the boss, you will attain the Materials by default.

Every Squire and Equipment only needs two Materials to be produced. However, there are various Materials for various combos. The list of the Materials are down below, past the Walkthrough.

Squires

One of the finer points in the game. It gives this game immediate depth. Opponents have them to annoy you, you use them to win. These machines are like slaves to their master. They can be any of those: mines that wait for the unsuspecting (or foolish) opponents to come and BOOM!; driods that are incredibly dumb and die against the simplest bosses and do you no good; or the ones that help you by playing lame duck, distracting the opponent's attention, giving you an easy chance to attack repeatedly; and, finally, the ones that can ACTUALLY do serious damage! You want the last one, right? Yea...

To create a Squire, you need Materials won from battles. Then, go to the 'Create your squires' (スクワイア) sub-menu and there you go. If you have the appropraite Materials, you may create the desired Squire.

However, you must have enough FP to contain the Squire to bring it to battle. The FP can be attained from the equipment (like Helms, mostly). Watch for those stats!! The more useful the Squire is, then more FP it needs. And yes, they have their own HP, so they may die in battle. Sorry, man.

One more thing: try to kill all of the opposing Squires to receive bonus Materials! Some Squires yield MASSIVE, rare Materials for your usage! Yummy!

Equipment

Like Squires, they are forged from the Materials. They protect the interior of the Frame. Without those, your Frame ain't a Frame. Every item has an uniquer make-up to it, hence the various attributes. One Helm could have a stronger form of resistance to physical atackts, but it has low FP. Another one could have a high FP, allowing for more Squires in your arsenal. Try to balance them out. The full translations for the Equipment are on the bottom of this FAQ. The full descriptions should be on the other FAQ I made. If there's nothing, then I haven't finished it or this ain't GameFAQs/IGN/Neoseeker. Heh.

Synthesis

This is where and how you get Squires and Equipment. Synthesis. Yeah. Anyway, you need at least two materials to make SOMETHING. So, win some Materials to be your booty and Synthesize them if you wish. To view the list of the Equipment or the Squires, go to their menu (Y button) and highlight the desired item and go back to the Synthesis forum (マテリアル合成), and the materials should be all ready for you.

To confirm that you have the right Materials, look at the gems in the box of the item. If BOTH of them are flashing, then you can realize its truth.

To summarize it up, go to the Equipment or Squire menu (騎兵組替 or スクワイア) and press Y to bring the list up. Highlight the desired item and leave (B button) and go to the Synthesis forum (マテリアル合成) to finish the job. Don't forget to equip it!

Elements

Every boss, with the exception of the final boss, has an element attached to it. The possible elements are: Fire (火); Water (水); Earth (土); and Wind (風). The sole purpose of those elements is to take advanatge of the opposing element. Every element has a weakness. The boss' element can be seen in the pre-battle (when you view the card) display. It's the sole letter, all by itself in the lower right portion of the screen.

They are:

Fire >>>>>>>>>> Wind

^	V	Wind-based damage will inflict more damage
^	V	on Water than it would on Fire. Got it?
^	V	
^	V	

Earth <<<<<<<<<< Water

Now, you know the effects of the elements. Want an element? Just make one with some Materials (Synthesis - the translations are on the bottom. Go there to find the right one) and equip it on the top tier of the four-tiered elements pack on the back of your Frame.

Also, the elements will alter your Special Projectile Attacks, hence the effects of the opposing elements. So you know now. :)

Boss Cards

Once you defeat a boss, you receive his 'Card'. What's it for? It's

nothing but a 'genie' or a 'soul' of the said boss. Back at your training base (Forsaken Town), you can select the card of the boss that you want to re-battle with. Yes, you still can fight them at their own arena, but the Forsaken Town is a flat piece of land, giving you an easier time to fight and defeat the boss. A great way to recover more Materials.

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6. M E N U T R A N S L A T I O N S

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FGMenu

*Do you want to view the Japanese characters? Go back up to the section called 'Reading this Document' to find the directions.

New Game/Continue (The menu you see once you are in this category)

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- (出撃) Exit the menu to battle/fight
- (訓練) Training
- (フレーム選択) Select Frame (Light-Middle-Heavy)
- (騎兵組替) Equip your Frame/Change spare parts
- (色変更) Change your Frame's color
- (スクワイア) Create your squires
- (マテリアル合成) Material Synthesis
- (記録) Save/Load
- (ゲーム終了) Exit/Leave

Save/Load

- 戦績 Battle Record (More details in Section 8)
- セーブ Save
- ロード Load

VS/Versus

=====

- (出撃) Exit the menu to start fighting
- (1P選択) 1P Frame Select/Customization
- (2P選択) 2P Frame Select/Customization
- (マップ選択) Map Select
- (ゲーム終了) Exit/Leave

1P/2P Frame Select/Customization (1P / 2P選択)

----- (フレーム選択) Select Frame (Light-Middle-Heavy)

- (騎兵組替) Equip your Frame/Change spare parts
- (色変更) Change your Frame's color
- (スクワイア) Choose your squires
- (マテリアル合成) Material Synthesis
- (記録) Save/Load

Net Game

=====

- (ダイヤル開始) Start Dialing
- (名前) Name

- (サーバー) Pick your server
 - (東京サーバー) Tokyo Server
 - (新規) Original server (your own)

(設定) Create the game (rules, etc.)

(回線の種類) ?	トーン	ペルス
(リダイヤル) Re-Dial	あり	なし
(外線発信番号) ?	あり	なし

Internet

=====

Left Toolbar (L button)

(ホーム) Home (Homepage)
(しおり) Bookmark the website/List of favorites
(ジャソプ) Search the Web (input URL)
(メール) Mail
(ゲームのHP) Call and play against somebody over the Net
(オプション) Options
(つなぐ) To make a call/To connect
(ゲームに戻る) Return

Right Toolbar (R button)

(戻る) Go back to the previous page (Return)
(進む) Next, forward
勇? 込み
(中止) Stop the connection/download/loading
しおりに??
(ズーム) Zoom
(ファイル) File/Save

Option

=====

(BGM音量) Change the BGM volume by pressing left or right.
(効果音量) Change the general volume.
(音響設定) Select from those: Stereo (ステレオ) or Mono (モノラル)
(バイブレーション) Vibration

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7. F R A M E G R I D E W A L K T H R O U G H
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FGWalk

Starting the game

After some uncatachable kanji-filled intro with some nifty pictures in the background, you are greeted by a knight in armor. I cannot interpret what he said because I am not fluent in Japanese, I just make translations. However, I can vaguely predict what he said: there are 6 men that shall ask you questions, and what you answer will determine your fate (actually, your equipment but whatever). Or something. Anyway, after this weirdo, you enter a door. Another knight in shining armor stop you. This time, you are asked a question.

Now, you are given THREE choices for each of your answers for those six question you will receive shortly. Those answers will affect what equipment your Middle-Armored Frame would be using at the start of the missions. Now, I don't know what the questions are but there is a guide

on GameFAQs that tells you what equipment you will receive from the answer. It's by DLe, and I credit him greatly for this information. I have tried to contact him but that e-mail is extremely old (from '99) and everybody changes their e-mail after a few years or so, so I didn't receive a response. Here it is: (in the order from top to bottom)

1. Head

- Sword Collar
- Bolt Head
- Knight Mask

2. Torso

- Final Mark
- Grand Guard
- Pearl Plate

3. Arms

- Manifaer
- Aeon Armlet
- Wing Coat

4. Legs

- Sword Shin
- Far Cross
- Brick Spur

5. Sword and Shield

- Answera and Medal Blood
- Rune Mace and Flame Leaf
- Valmonk and Luteran Shield

6. Gun and Cannon

- Sky View and Flame Bird
- Soul Strike and Gungnir Charge
- Destruct Stare and Elemental Song

After the sixth question, the seventh knight will ask for your birthday. The first counter is your month, and the second (obviously) is the date. After that one, there's one more Frame that babbles about the missions or something. Congrats, you've set your Frame up for the battles!

Name your Frame/Squires

Now, you have to name your Frame and squad of Squires. The first choice is your Frame's name and the bottom is for the Squires. Choose whatever, the chart for the characters are just down below.

HIRAGANA - Used to spell out Japanese terms/words

あ-a	い-i	う-u	え-e	お-o		か-ka	き-ki	く-ku	け-ke	こ-ko
さ-sa	し-shi	す-su	せ-se	そ-so		た-ta	ち-chi	つ-tsu	て-te	と-to
な-na	に-ni	ぬ-nu	ね-ne	の-no		は-ha	ひ-hi	ふ-hu	へ-he	ほ-ho
ま-ma	み-mi	む-mu	め-me	も-mo		や-ya		ゆ-yu		よ-yo
ら-ra	り-ri	る-ru	れ-re	ろ-ro		わ-wa				を-wo
ん-n						はやし = Hayashi (forest in JP)				

KATAKANA - Used to spell out foreign words

ア-a	イ-i	ウ-u	エ-e	オ-o		カ-ka	キ-ki	ク-ku	ケ-ke	コ-ko
サ-sa	シ-shi	ス-su	セ-se	ソ-so		タ-ta	チ-chi	ツ-tsu	テ-te	ト-to
ナ-na	ニ-ni	ヌ-nu	ネ-ne	ノ-no		ハ-ha	ヒ-hi	フ-hu	ヘ-he	ホ-ho

マ-ma	ミ-mi	ム-mu	メ-me	モ-mo		ヤ-ya	ユ-yu	ヨ-yo
ラ-ra	リ-ri	ル-ru	レ-re	ロ-ro		ワ-wa		ヲ-wo
ン-n						マールテイン = Martin (my name)		

NOTES

*Small tsu (つ/ツ) is used to repeat a constant.

-Example: がっこう - gakkou (school in Japanese)

*The long line (ー) is used to make a vowel longer.

-Example: コーヒー (Coffee)

*Small 'i' (イ) is used to make 'ti' (テイ) because there is no 'ti' in Japanese - it is voiced as 'chi'. (テイ = di)

*B and P are found under the 'H' series.

-B is displayed with a " (ば/バ = ba)

-P is displayed with a . (ぱ/パ = pa)

*G is found under the 'K' series.

-G is displayed with a " (ぎ/ギ = gi)

*Z is found under the 'S' series.

-Z is displayed with a " (ぞ/ゾ = zo)

*D is found under the 'T' series.

-D is displayed with a " (づ/ヅ = du)

*Small ya, yu, and yo (や、ゆ、よ) are used to eliminate the vowel and replace it with the appropriate vowels. (ひゃ = hya) (きよ = kyo)

I called my Frame 'Fox' (きつね) and my Squires '14' (十四). Who cares, right? You finally get to the main menu, where you may customize your Frames and such.

Main Menu

(出撃) Exit the menu to battle/fight

(訓練) Training

(フレーム選択) Select Frame

(騎兵組替) Equip your Frame/Change spare parts

(色変更) Change your Frame's color

(スクワイア) Create your squires

(マテリアル合成) Material Synthesis

(記録) Save/Load

(ゲーム終了) Exit/Leave

Now, there's virtually nothing to do here if you came here from a New Game file because you don't have any equipment or Materials to play around with. The places to go are: Training (second option) and the Battlefield (first option). However, if you attempt to go to either menus and come across a sign prohibiting you from going... then you have the wrong Frame. Return to 'Select Frame' menu and pick one of two other Frames and try again to see if it works. If not, then only one remains. The reason for this is because of your selection of the answers in the

six question given to you earlier. The equipment will only get on one of the Frames. Oh well. Let's proceed to the walkthrough!!!

THE Walkthrough

/ The Fossil Desert - Gordova | _____
/===== (Earth Element - 1 Squire) |
|
Meh. Pretty simple even for a new-comer. For your first battle, you are
greeted with a lame excuse for a Large Mecha. He's slow as hell and he
NEVER jumps! And I mean NEVER! Actually, he DOES jump, but he does it
like a fat ass would. Har Har. Just come up to him and bash the hell
out of him (try to corner him, easier to do so that way) or just shoot
with your puny projectile weapon over and over again. Of course, you
may want to use this guy as a live training target for your various
attacks such as mines, cannons, and special combos. Usually, he'll
use his only Squire, a spider look alike (I think it's called Ensera -
インセラ, just in case) which is very passive. It cowers at the sight
of your Frame and tries it fullest to run away. Just destroy it for an
easy Material. Afterwards, continue your obliterating of the Boss
Frame, Gordova. Not a bad start to a relatively short game.

Materials Yielded: The Boss just provides you with a VERY COMMON one:
Exinet, but the Squire can provide you a variety of
materials such as Ramud, Kuromutit, Crystoball,
Firohait, Barait, and possibly others.

/ Fallen Bridge - Cronher | _____
/===== (Wind Element - 1 Squire) |
|
Tougher than Gordova but still nothing for you. He starts off by
summoning a Squire (looks like a Wind-type Haitore - ハイトール) right
away. As for the battle, he (Cronher) like to jump all over the
snowy field, shooting various projectiles at you. Keep your target on
him and shoot bullets when you're far and use the combos (L+R+B) when
you're close. Not that hard... It might be VERY mobile (jumping ability
is pretty high) but it takes hits rather harshly because it's a small
Frame. He will jump away when you and him are pretty far apart (sword
in not range) so get in close to him and attack him with melee weapons
and you should be fine. As for the Squire, it's like a bird, twittering
around, firing Wind-type projectiles (just like Cronher himself).
However, he is extremely simple to take down. Just shoot at it a few
times and it will fall to the ground (if you connect, that is). As
soon as it falls, come up to it and attack away! Its HP is extremely
low, believe me, so you only need a few seconds to finish it. It won't
be able to fly away. Easy Material. :)

Materials Yielded: Mal, Barait, Feram, Kuromutit

/ Great Ravine - Otlante | _____
/===== (Water Element - Two Squires) |
|
Yet another relatively straight-forward boss. He likes to summon a

Barnid (ボルナイト) as his opening move. Otherwise, the boss doesn't really have any special attributes/skills for you to be concerned about except for his mines, which he likes to drop all over the field often. Just decimate him with your rod/sword. As for the Squires, both of them are Barnids, a fairly large Water-type mechas. They are rather stupid for their size (wait...) and they don't react that quickly at all. Basically, just be aware of everything that's going on and you should be alright. The difficulty hasn't picked up that much yet.

Materials Yielded: Rishia, Crystoball, Baskuroa, Ramud

/ Vanity Castle - Redorall | _____
/===== (Fire Element - 5 Squires) |

This is a rather complex and compelling Frame battle so I'll start out with an introduction of what's he's all about. He's a large Frame, but you already have battled a Frame the size of Godzilla so that's not a concern. However, he wields a fast sword (believe me, he can react pretty quickly for a fat ass!) and holds FIVE squires. Luckily, all five of them are just Viruses, THE most basic one that you can have. Now, what's with the worry I'm displaying? Well, he is your first 'true' battle, meaning that the blow-offs are in the past. The battles, starting with Redorall, will only get tougher for you. Redorall can turn the tide around pretty quickly with his iron-sized strength. One last thing: he IS a Fire Elemental so equip a Earth Element, if you can. Now you know what he is all about... Let's get ready to ruuuuumb!!!!!

Again, he is a fast Large-Type Frame with five Viruses with him, but as long you have a Earth Element equipped OR is fluent with the skills in the realm of Frame Gride, you're alright. He loves to open with a special cannon projectile attack, which is a plasma missile. Strafe to either side to avoid this opening. If you don't want any trouble, GO FOR IT! GO ahead and attack Redorall, all out! He might be a bit quick for a Frame like his, he's still 'too' slow for your sword attacking! Keep pummeling him with your sword (combos is an excellent idea!) until he retreats. After that, it is up to you. He might drop a Virus or two or five to bomb your brains out. If you want some Materials, you should go ahead and take the bait (the Viruses are kamikazes, they die once they explode) and break them open for some Materials. If you just want to finish the battle, take it easy. Find a chance to get to him stealthly and resume the devastation. He can trap you with a plethora of projectiles, missiles, and mines. Just be careful. :)

As for the Squires, they are the best ones for seeking some decent Materials this early in the game. They provide common and uncommon Materials rather easily and there's FIVE of them in a battle, compared to 1~2 that most Frames possesses. Unfortunately, the rarer ones won't come out here. Still, this is an excellent place to collect Materials for standard equipment, but not the advanced ones.

Materials Yielded: Exinet; Rishia; Barait; Baskuroa; Mal

/ Synthesis | _____
/===== |

This may be the best time to start the synthesis process to obtain new weapons and armors because the following battles get progressively harder all of the way to the final boss. Redorall and his five squires can yield a lot of Materials from his Squires so you can fight him over and over again for a LOT of easy materials! Get some decent equipment for now by fighting Redorall all over and over and over again. To make the matters easier, you should get a Earth Stone ASAP and put it on your top tier slot. 2x damage on Redorall and its minions! Whoo!

Now, the Materials that Redorall and the ones before him does not yield those that can create some bad-ass equipment so just stick to what you can get. Good luck.

/ Silent Forest - Leehliax | _____
/===== (Earth Element - 2 Squires) |

Silent Forest is perhaps one of the most visually stunning arenas in this tiny game. My favorite place to fight! ^_^ Anyway, Leehliax is a speedy Small-Frame that wields big guns- Dyrandal (デュランダール) and Gungnir Charge (グングニルチャージ). The reason why I'm telling you the weapons is because they have a distinct feature and advantage to them. It's up to you to exploit its weakness and make yourself victorious. As for the Squires, they are the earthly Bibenid (ビビアニト) and Ghimorer (ガビモレル), both fairly intelligent Squires. Still, the weapons themselves are the ones that you should be worried about.

Gungnir Charge delivers a stunning blue aura blow that can deplete your wary HP by about one-quarter of the entire thing! However, it requires some time for charging up, hence the 'Charge' in its alias. You can see the 'light' that it expresses as it charges up. When you see this, SIDE-STEP!!!! Once the gun picks its direction, it's going to shoot that way so it won't track you down. Exploit it and get in close to punish Leehliax. As for the sword Dyrandal, it's one of the fastest sword in the game, and its combo can devesate anything it comes across with. There isn't really any weakness to it, but you can just be defensive about it and see what you can do. In other words, just proceed as normally but use caution.

The Squires aren't a threat if you don't worry too much. If you go for the boss during the entire battle-athon, Squires won't be a factor. However, if you need some Materials, they can be a hassle. Bibenid, the first one, has a quirk: he exerts lethal missiles, one for every minute or so. He can expertly evade your attacks and fire missiles while moving away from you. However, if you hit it while it's mid-air, it will stumble downwards and stay stunned for a while. That's your best chance to do some serious damage and awakening. The second one would be a Ghimorer, a spider look-alike. Not that tough. Somewhat intelligent, but nothing that you can't handle. If both of the Squires are out simulateously, it spells trouble for you.

Enough about the weapons and the Squires, time for the BOSS! Leehliax, like I said before, is a elusive little guy. He is an offensive Frame, jumping right up to you once the battle starts. You think you should be defensive to counter his actions? Nah. This time, you fight fire with fire. Give him what he wants: a physical battle. Save your energy for sword/punch combos, not projectiles. Only use the guns when you two are far apart. If Leehliax is reachable, reach him! Be wary of his speedy Dyrandal, though. Don't be surprised if you escape with a silver

realize your full potential in this battle. His attacks incredibly weak
for a boss this late, especially if you have a Fire Stone equipped!
Lucky you! His punch combo can cause massive damage and cause the Frame
to stumble backwards, but that's about it.

He likes to put up a protective shield up and cast a Squire (two
Jistbalts - ジストバルド). The squire(s), like its master, aren't too
tough and can be cornered and taken down rather easily. Other than
that, he just runs around and fire some wind slashers. Just chase him
down and turn him into wind. :)

Materials Yielded: Barait, Crystobal, Kuromatit, Baskuroa, and Ramud

/ Grudge Arena - Balentine | _____
/===== (Wind Element - 3 Squires) |

The true difficulty lies not in Balentine, but in the Squires. Actual-
ly, only one. However, let's start with the general overview of the
clash. Another Wind-based Frame (the previous one, Eudorpho, was also
a Winder) so if you used a Flame Stone for the preceding battle, you
should be all right here since you have the advanatage, which is more
than enough. He will summon Squires, without a doubt, and fire count-
less projectiles and Wind-Type mines. Don't be surprised if you see
your Frame getting engulfed by green-ish domes every other 15 seconds.

Still, Balentine, isn't that tough to beat. Let's talk about the harder
part of the fight, which are the Squires. Balentine will ALWAYS start
off the battle with a Restid (レストレート). It's kind wimpy but head
its way and fire projectiles at it to stun it. When it's down, attack
ASAP. Finish it off as usual. One squire down. If you did kill the
first Squire right off the bat, you should breeze through this fight.
Proceeding through the fight... more often than not, you will see
another Squire come out: an exceedingly rare Rissunsk (リッシュニスク).
This Squire is arguably the best and most intelligent one in the entire
game. Rissunsk is a stoic, slow-moving Wind missile owner. Yet when you
come up to it, it flutters away by repeated jumps. Attacking by sword
or punch is virtually impossible so you have to resort to your standard
gun. So, revolve around it and shoot the projectiles continuously. If
you stand still, it might connect with a mighty missile explosion so
you have to watch out. The third and final one is just another Restid.
No worries this time. Maybe it's a reward for you for solving a
Rissunsk. The rewards for destorying them are mostly unparralleled.
Those guys gives you the most Angalas you'll ever get.

Finally the strategy for Balentine! (shouldn't it be VALENTINE? Hmm...)
He will hit it off with a Restid and attack you head-on. The Restid
will usually run away momentarily. You should chase it down because
if a Rissunsk ever come sout, you're going to have a TOUGH time. Back
to the point, you have to be steady. The boss will give you all sorts
of attacks: punches, sword, mines, missiles, whatever you can dream of.
You can't chicken out. This is essenstially a basic boss fight. Just
give all you got and you shal prevail if you use the skills well.

Materials Yielded: Rishia, Barait, Crystobal, Firohait, Kuromatit,
A LOT of Angalas from the Squires, Myhtril

/ Deep Cave - Racine | _____
/===== (Water Element - 5 Squires!) |

|
Alas, the second-to-last guy. The one that nobody cares. Oh well. This one's a tough one, but he gets easier to beat as you fight him more and more because he's methodical. really, he's nothing special. The squire makes this guy seem harder, that's all. With that, I will introduce you to the infamous Squires of Racine.

Starting with the Squires, there are five in all and you WILL see the first one. Unfortunately, that's the hardest. Fortunately, the rest are garbage. The squires, in order:

- アムダイラス Amdiras
- ハレシニア Haresine
- ヴィルロス Virros
- ハレシニア Haresine
- ヴィルロス Virros

Amdiras, the opening move, will be summoned by Racine once the battle commends. A HUGE armored tank, it has no weapon expect for its pointed belly button. It will attempt to track you down and bump you with its uh... pointy thing, if you know what I mean. Thus, it is fairly difficult to slash him with your chosen sword as it is bumping you away. That leaves you with only one decent choice: fire at it with your gun. So, once the battle starts, fire repeatedly at Racine while it's calling for Amdiras and the bullets should hit the Squire, eventually. Keep your distance from it as you are still firing at it. It has a plethora of HP with it so this might take a while.

The Haresine (2nd and 4th) and Virros (3rd and 5th) are absolutely NOTHING, especially Virros. Haresine does at least attack you favorably... If they ever come out, you can destroy them if you wish.

The boss himself has no idiosyncrises that sets himself apart from the others. Therefore, it is a simple battle of brawn. Who is stronger, wins. As long you don't get too distracted by the squires! :)

/ The Lost Tower - Zydlanel (Zolt) | _____
/===== (No Element - 0 Squires) |

|
Ah, the final battle. As you would have expected, this is easily, without a doubt, the most difficult encounter you will ever face. Strangely enough, there is no set pattern for Lord Zolt, hence the cause of the difficulty: uncertainty. I had to face this boss several times and retreated to 'train', or 'equip', my Frame up and went back. Yet I was not ready. I had the equipment, but I didn't know what to do with them. Fortunately for YOU, you don't have to figure the second part out because you are reading this. Besides, the only reason why you're reading this guide is to master this game, right? RIGHT?! I did some trail and error and lo and behold, I finally defeated the Evil Zolt and saved the kingdom! However, explaining this battle to you is not as simple. I'll divide the main ideas up separately to make it easier to absorb.

EQUIPMENT

Possibly the most important aspect when battling Zolt because of the sheer number of defense/HP the serpent has. The main thing to do is to

build your FP (HP) up to stabilize yourself, forces the battle to draw on longer. If the HP gets down pretty quickly, we tend to panic a bit, throwing our composure out of the window. Another important thing is the LF for the Squires, but we'll talk about that later. You need to use your front 4 (helm/body armor/arm armor/leg armor) to the fullest, to attain the maximum number of FP and LF as possible. Do not worry about the strength because you won't be using your brawns in this one.

Now we have to worry about our most lethal weapon against Zolt: the Cannon. If you're surprised, you should be. Landing a sword-guided strike against the final comrade is next to impossible because of the mammoth size. He'll just run you over. :) So, the projectile attacks is your only feasible and the only _choice_, as it may seem. You want the best, right? Well, the best would be... the GUNGNIR CHARGE. It's the second from the top on the left column in the 'Y' menu of the Cannons. Why this one? Because it wields the single most powerful blast in the entire game. Get that, it's a must-have.

As for the gun, shield, and sword... all of them are secondary. I never used any of them during the course of my first victory against Zolt and I doubt you will. Take whatever you want.

Here is my complete list of the Equipment I used against Zolt, feel to compare your list to mine. Only Gungnir Charge is virtually necessary.

- Helm - Sharp Knife (シャープナイフ)
- Body Armor - Rondel Chest (ロンテルチェスト)
- Arm Guard - Wing Coat (ロンテルチェスト)
- Leg Armor - Far Cross (ファルクロス)
- Gun - Knight Crusher (ナイトクラッシャー) *not important*
- Sword - Valmonk (ヴァルムンク) *not important*
- Cannon - Gungnir Charge (グングニルチャージ) *must have!*
- Shield - Cross Shield (クロスシールド) *not important*

SQUIRES

Squires are _NOT_ necessary for your success against this behemoth, but the law of survival of the fittest requires you to get every advantage you may need. Squires act as a distraction, a eye sore for Zolt while you attack him up the ass. You want a Squire to distract him long enough for you to win the battle so you would prefer a Squire with a feasible number of FP (HP). They also have to be somewhat intelligent because the dumb ones tends to wipe out quickly (due to their aggressive nature). There is a number of Squires in this category to pick out from, but you have to remember that you have a limited number of LF to exert. My Middle Armored with 1000 Bonus Points (the maximum) reaches the 8000-point plateau. Therefore, I was able to afford a Lisygir and a Mesynos (they both tally up to 8000 points) for the desicive battle. Sure, there are a plethora of Squires for you, so take your pick. Just make sure you pick an intelligent and defensive Squire to survive long enough.

If you need some bonus FP, just go to a regular battle and summon 2~3 Squires and win the battle. You will receive 6 points per Squire you summon and possibly some more. (I cannot figure out why I got some mad points like 50 after a battle and 18 points after another. I dunno.)

ATTACKING ZOLT

There are two basic methods... One is preferred and the other one is, rather blatantly obvious, not preferred. Here's the plans:

PLAN A: A FAR better strategy. A cheap one? Maybe. But Zolt himself IS cheap. Cheap as hell. You counter the cheapness with cheap. Got it? Make sure you have your Gungnir Charge equipped and head into battle. Summon a Squire to hit it off and move to your left or right. To dodge his attacks/survive the battle, skim through the following sub-section. Anyway, wait by constantly moving around him, still at a distance. DO NOT come up to him. Wait until he's standing still and FIRE your Gungnir Charge (Y+B). The cannon will charge up, hence its alias, and, if left uninterrupted, it will fire a POWERFUL blue stroke. This holy light will chip off about 1/10 of Zolt's HP. Might not sound a lot, but try firing with your ordinary gun and see what you got! Retreat and repeat. While your Energy is refreshing, you may cast out another Squire or two. This slow method is, ironically, the fastest one you got. (Make sure you don't hit the Squires :))

PLAN B: No Gungnir Charge? Duke out your Projectile gun and fire away! I mean it. Swords won't work. Mines either. Just move and move around and around and hope you have chipped him off long enough. *shrugs* Told you, you need a Gungnir Charge.

PLAN C: You have an alternate plan? Let me know at hockeyfox@ameritech.net!

SURVIVING THE FURY

Attacking Zolt is not as easy as it might seem because of the speed your FP can go down. Sure, you can successfully connect your charges, but you will fail if you don't learn to protect yourself. There is no luck in this battle, as it would seem to be the contrary. Either you deserved it or not. Learn or lose.

The attacks of Zolt's is not varied, but they are random.

1) Zolt fires out fire seeker missiles from its horns (right?) that chases you until it either hits the ground or you. It does light to moderate damage. Nothing to worry about? No. It is probably the most frequent attack you will witness. Therefore, you save a lot of FP if you know how to avoid it properly. To avoid it, just keep moving (DO NOT JUMP) around Zolt like a circle or an oval. A tip for this: tap A once, it will hit the boosts on and let the Frame glide off.

2) Zolt casts a large purple-black hole that comes out of nowhere. Not as frequent as number one, but it does damage you severely. It's unpredictable, so the only thing I can tell you is keep moving. The entire battle requires you to keep moving, like I did. The ONLY time you should pause would be when you fire your projectile or squire.

3) The most potent weapon of Zolt's: a lighthouse-like plasma beam that sweeps over one-half of the field. Once it crosses your general path, you're toast. I don't mean you're going to die, but you're going to be HIT. It's nearly impossible to avoid, even if you jump. The best solution to this is to dart to the space behind Zolt. The beam does not revolve around Zolt, so you're safe there. That time is also the best time to use your Gunguir Charge because Zolt is too busy firing.

4) Not an attack, but whatever. Zolt does damage if it whips your careless ass with its tail, so steer clear of the body. That's why I said

you got to stay in a distance while constantly moving (in attacking section). Just letting you know.

KEEP MOVING!

/ Random Battles |

=====
|
The following Frames are the ones that randomly appear in any of the battlefields (besides the Forgotten Temple) once you have defeated the arena's own Knight Frame. They will not provide you with their own Boss Cards, but they will always be random and alive even if you have defeated them to the ground. They are NOT related to the story. At all.

- The Revenger
- The Cub
- The Mugger
- The Retired Hero
- The High Clown

Also, the elements and the number of the Squires for those random guys are RANDOM as well. Even the size (light, middle, heavy) are random.

Now, the reason I did not write a detailed 'walkthrough' for those Frames is that they are purely random. If their size changes, so does their tendencies. Therefore, it is impossible to tell what you would expect from them. Fortunately, all of them are not outrageously difficult like Leehtax once was for you. Your Frame has grown and matured with Equipment over time, and you should have some Squires to boot you up. Along with those, your skill/experience should end up victorious.

Those Frames are no sitting ducks. They will jump and move frequently. They will charge at you and chip away. Just be alert.

=====
8. R A N K I N G S
=====

FGRank

This section covers the data of the 'Battle Record' (戦績) in the Save/Load section of the Main Game menu (記録). This data displays your battle history and the current statistics. The translations:

- ? 士名 Name of the Frames
- ? 兵名 Name of the Squires
- 1P Record of 1P matches (Main game)
- VS Record of VS matches
- NET Record of Internet matches
- 総合 Total Record
- ???? Number of Equipment you own

スクワイア Number of unique Squires you own (doubles does not count)

指揮ポイント Command Points**

総合評価 Final Ranking/Evaluation*

*I'm not sure how the Final Ranking is affected, but I think the record (victories, mainly) and the number of Equipment and Squires are the most important factors. You start it off with an "E" and you want to climb up

to an "A".

**The Command Points are the points that increases your LF for the Squires. To attain them, just summon a Squire in a battle and win that battle. Usually, it will increase by 6 points or so.

My Rankings:

D = 49 wins, 49 Equipment, 11 Squires

C = 63 wins, 64 Equipment, 16 Squires (I got the C once I got the 16th Squire, marking the half-way point of owning every Squire. Looks like you have to get at least 50 percent of equipment and squires to get a C ranking. Just an idea.

B = 83 wins, 85 Equipment, 25 Squires (82% of all Equipment and Squires)

A = Not yet! I am assuming, which is very simple at where I am right now, that you need to get EVERY single equipment and Squire in the game to get the A ranking. If you didn't receive an A ranking this way, try getting 1000 Bonus Points (the max). I have 105 Equipment (3 left!), all 32 Squires, and 1000 Bonus Points as of 10/14/03. All I need is FOUR more Oriharukons! Bah.

=====

9. MATERIAL TRANSLATIONS

=====

FGMT

I thought this section would be helpful because there are more than just a several materials/stones to obtain. You will have to syntheize some of those, and I'd imagine it is easier if you know what they are spelled. Here we go. The list are from the one in the Material Synthesis menu (マテリアル合成), so forgive me if this looks like it's picked out of nowhere.

Here we go...

(To those who are fluent in Japanese, you don't really need this one, you know the letters and the explanations by heart. Move along.)

1st page

エクシニート Exinet - green like emerald (e start)

マール Mal

リシア Rishia

バライト Barait

クリストバル Crystoball

フェラム Feram

フィロハイト Firohait

クロムタイト Kuromutit - kuro=black but this one is not black...

2nd page

バスクロア Baskuroa

アングルト Angala

ラムド Ramud

ミスリル Mythril

オリハルコン Oriharukon

Material/Boss Chart

This is what ~I~ found. There are LIKELY some Materials that I did not find for some bosses. So don't think that Otlante won't yield an Exinet. It might. However, those that are marked as 'x' are those that are CONFIRMED to be seen. From the boss? Not always. Could be from its squires, you know...

	Gordova	Cronher	Otlante	Redorall	Leehlias	Baraerk
Exinet	x			x		x
Mal		x			x	
Rishia			x	x		
Barait	x	x		x		
Crystobal	x		x		x	
Feram		x				x
Firohait	x					x
Kuromatit	x	x				
Baskuroa			x	x	x	
Angala						
Ramud	x		x		x	x
Mythril						x
Oriharukon						x

	Eudorpho	Balentine	Racine	Zyldanel	The High Clown
Exinet			x		
Mal		x	x		
Rishia		x		x	
Barait	x	x			x
Crystobal	x	x	x		
Feram			x	x	x
Firohait		x			x
Kuromatit	x	x	x		
Baskuroa	x				x
Angala		x	x		x
Ramud	x	x		x	

Mythril	x	x		x
Oriharukon	x	x		
	The Revenger	The Mugger	The Cub	The Retired Hero
Exinet	x	x		x
Mal	x	x	x	
Rishia		x		
Barait		x		
Crystobal	x	x	x	
Feram	x	x		
Firohait	x	x	x	
Kuromatit				
Baskuroa		x	x	
Angala	x		x	x
Ramud		x		x
Mythril	x	x		
Oriharukon				

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10.

A R E N A S
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FGArenas

INTRODUCTION

This is merely a section for strategies and descriptions for every arena in this game. Every arena is unique and have some advantages to it. I will be swift and short because there's not much I can say about it.

There are 15 arenas in all, 4 of those are random, attained after you beat several Frames in the storyline. They are:

Malicious Shrine
Graceful Shrine
Huge Hollow
Vain Palace

All of them can be used infinitely, but once you beat the boss of the arena (except the random ones and The Lost Tower), the said boss will disappear from that arena forever. The random Frames will tab in instead.

If you're wondering why there is such a section for this and why would

you read it... Well, you can scan it through and see what you can do to pull some strings on your hated friend in the head-to-head battles.

MAP

VP	FS -- Forsaken Town
. VC \ __	FD -- Fossil Desert
LT\ _ _/ \ . ' \	FB -- Fallen Bridge
--	GR -- Great Ravine
_ SF FB GA FT .	VC -- Vanity Castle
	SF -- Silent Forest
\ RA GR /	RA -- Ruins of Ancient
HH /	FT -- Forgotten Temple
__ MS _ DC\ \	GA -- Grudge Arena
FD ' \ .\	DC -- Deep Cave
GC_-----_FS . \	LT -- The Lost Tower
	MS -- Malicious Shrine
	GC -- Graceful Column
	HH -- Huge Hollow
	VP -- Vain Palace

FORSAKEN TOWN (FS)

Your practice arena and the place where you fight the former Frames with their cards. It's an extremely flat arena, except for 4 pillars, one at each corner. A pillar is fallen... Not a great place to play hide-n-seek, no-siree-bob. The best strategy while fighting in this wasteland is to go all-out because nothing's going to save your ass here.

THE FOSSIL DESERT (FD) -- Boss: Gordova

Although this appears to be a spacious cemetery for your winnings, it is not. The area here is fairly limited because the borders end once the sand rise up. However, there are some ruins (Dragon bones or something) scattered in one part. You can use it to jump out and in, shooting at the confused enemy Frame. Not much, but could be useful.

FALLEN BRIDGE (FB) -- Boss: Cronher

After only two fights, we're already reached the heights of desert sands and the depths of the freezing blizzards... o_o. This snowy field is flanked by two bridges, one to each side. One has a broken gap (hence the title) but that's not much. This is a great chance to jump over some obstacles and wait for your opponent to come. Then, you strike it with some projectiles while it's flying and slash it off. The spaces between the bridges are far and wide, so you can use it to your advantage if you use a speedy Frame. In this case, take out your Squires and conquer!

GREAT RAVINE (GR) -- Boss: Otlante

If you like to jump around like there's no tomorrow then this is the place for you. Boulders and rocks everywhere. You can actually get onto some of the boulders and snipe the enemies down! If you have a powerful artillery such as Gunguir Charge, it's a good idea to warm it up a bit. The obstacles might get in the way, but it's fun to shoot them down from

above. Death from above, indeed.

VANITY CASTLE (VC) -- Boss: Redorall

Ugh. What a dreadful place. This crapatula hurts my eyes (TOO MUCH GREEN FOR MY TASTE!!!) and there's nothing to do here. Just do your best (try to corner the other guy somehow here) and win. It's just a barren place.

SILENT FOREST (SF) -- Boss: Leehlias

A pretty nice background, indeed. Fluffy stuff everywhere. O_O Eh, anyway, the main attraction is the ubiquitous, gigantic tree along a corner. I could tell you to play 'merry-go-round' around it, but you won't do it anyway, right? Thought so. Instead, just kamikaze into the enemy and you should be fine. Eventually the fight goes off into the woods... Then, you can use the smaller trees to your advantage. Sometimes the CPU is dumb enough to hit the trees, not you. Counter with a well-hit melee attack of your choice.

RUINS OF ANCIENT (RA) -- Boss: Baraerk

One of the best arenas in the game, if not the BEST, because of the varying layout. Here you have a battlefield that revolves around the ruins of ancient times. The interior part (closest to the ruins) has some arches and small pathways, while the external part is just a flat space with some tiers. Now, if you need some protecting/want to trap the opponent/be defensive/low on health, you need to stay in the interior because the arches and everything can really help you. Lay down some mines to surprise the other guy, always work. In this part, it's pretty easy to corner a guy to do some serious damage.

As for the exterior, it is made for one-on-one battles so use when you have fast hands/sword or great skill. An ideal battle would take place in the exterior part first, cutting the HP down considerably and returning to the interior part and do some trickery to finish things off, just to be safe.

FORGOTTEN TEMPLE (FT) -- Boss: Eudorpho

This is a weird level. You have a 'hub' in the middle and some ramps on the corners elevating up to two catwalks. Walls are aplenty. All-out battles can be disrupted pretty easily here, since the opponents can easily evade by jumping over obstacles. There are a few tricks to punish your foe... One is to lay a mine under or around the tower in the middle and wait by it. Try to draw the opponent onto it. You know what will happen. Also, the catwalks are useful when you want to draw somebody into your range. Just get on the top of a catwalk and wait. Then charge...

GRUDGE ARENA (GA) -- Boss: Balentine

Ah, I like this place. It's a circular one with two indents on the far ends. Luckily, the secrets lies in those indents. I've found that cornering a foe into those indents usually equals SERIOUS, BIG-TIME destruction! It's pretty difficult to get out of those holes so if you

meaning that there are no valid descriptions for them all. It's more like a translation section, if you will. The COMPLETE explanations of the equipment should be on www.GameFAQs.com and www.ign.com, also written by me. Go there if you want more information (such as the difference in powers, what materials are needed to synthesize, its rating, etc.). If it's not there, then I'm working on it :).

One final thing: Make sure you find the RIGHT frame because the Light/Middle/Heavy Frames has different Helms, Body Armors, Arm Guards, and Leg Armors. They has the same equipments for everything else, though. So far, I have only the Middle Armored Frame, but I will add the other two as I translate more equipment.

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LIGHT ARMORED FRAME  
~~~~~

LIGHT ARMORED FRAME - HELMS

ハーレティアラ Hare Tiara
ローズクラウン Rose Crown
リッジゴルゲット Ridge Gorge
ウイングヘルム Wing Helm
リディアクレスト Lite Crest

LIGHT ARMORED FRAME - BODY ARMORS

カルネットレザー Carnet Leather
レティナラティス Retina Ratis
バスターストラップ Buster Strap
ウルクハート Ulk Heart
ゲオルギスアーマー Gorgeous Armor

LIGHT ARMORED FRAME - ARM GUARDS

ルメロヒサール Lumerh Nail
ラフレッシュバルト Rough Cabart
ファトシアグローブ Fatosha Gloves
ブルームバンブレス Bloom Banbares
トライバインド Tri Bind

LIGHT ARMORED FRAME - LEG ARMORS

アルテナスカート Altena Skirt
レミエルガーター Remedy Garter
ナイトグローリー Knight Glory
グレイストライク Gray Strike
ネストランザ Nest Ranza

~~~~~  
MIDDLE ARMORED FRAME  
~~~~~

MIDDLE ARMORED FRAME - HELMS

シャープナイフ Sharp Knife
ナイトマスカレイド Knight Mask
サタンヘルム Satan Helm
ボルトヘッド Bolt Head

ソードカラー Sword Collar

MIDDLE ARMORED FRAME - BODY ARMORS

ロンテルチェスト Rondel Chest
グランガード Grand Guard
デモンスケイル Demon Crest
ベガルプレート Pearl Plate
ファイナーマー Final Mark

MIDDLE ARMORED FRAME - ARM GUARDS

ソードダンス Sword Dance
マニファール Mane
アオンアーム Aeon Armlet
グリーンキャタピラ Green Caterpillar
ウィングコート Wing Coat

MIDDLE ARMORED FRAME - LEG ARMORS

ブリックスパー Brick Spur
ファルクロス Far Cross
アスターヒール Astro Heels
アスロシスクワイス Astro Shiskwas
ソードシン Sword Shin

HEAVY ARMORED FRAME

HEAVY ARMORED FRAME - HELMS

ロンディーグナイフ Londeg Knife
ゴリアテ Goliath
バイレスヘルム Pairs Helm
ミノタウロソホーン Minotaur's Horn
スパインアーチン Spine Arch

HEAVY ARMORED FRAME - BODY ARMORS

トリプルダガー Triple Dagger
ポットベリー Pot Belly
ビートルアーマー Beetle Armor
チャールアイナ Char Lain
アンカープレート Anchor Plate

HEAVY ARMORED FRAME - ARM GUARDS

ツインピレム Twin Prime
トレッドキャノン Tred Cannon
ダイヤモンドキーン Diamond Kin
ホイールパウロン Wheel Power
ポールクラッド Pole Crad

HEAVY ARMORED FRAME - LEG ARMORS

スケールタシット Scale Tasit
ロータスブルー Lotus Blue
バレルグリーブ Barrel Grip
ベニソン Benison
タイガーリリー Tiger Lily

~~~~~  
ALL FRAMES  
~~~~~  

PROJECTILE WEAPONS/GUNS (ALL FRAMES)

スキアヴオーナ Sky View
ソウルストライク Soul Strike
デストラクトステア Destruct Stare
ナイトクラッシャー Knight Crusher
ファルコンアロー Falcon Arrow
フリッサー Frisson
ロヤルスピア Royal Spear
ロンクロイム Long Loom

SWORDS (ALL FRAMES)

ヴァルムンク Valmonk
レーヴァティン Ravatin
エクスカリバー Excalibur
デュランダール Dyrandal
ミョルニール Mythril
グルヴェイグ Groveig
アンスウェラー Answera
ルーンメイス Rune Mace

CANNONS (ALL FRAMES)

エクソダスゲート Exodus Gate
グングニルチャージ Gungnir Charge
ホーリーレイ Holy Ray
ドラゴニックメテオ Dragonic Meteor
エレメンタルソング Elemental Song
エダールイン Edalin
フレイムバード Flame Bird
ソロモンズローブ Solomon's Robe

SHIELDS (ALL FRAMES)

フレイムリーフ Flame Leaf
エーテルガード Ether Guard
クロスシールド Cross Shield
ゴシックプラント Gothic Plant
メダルブラッド Medal Blood
ルテランシールド Luteran Shield
スポンチーン Soft Tune
ランソール Run Soul

ELEMENTAL STONES (ALL FRAMES)

Top Tier

ファイアストーン Fire Stone
アクアストーン Aqua Stone
ウインドストーン Wind Stone
アースストーン Earth Stone

Second Tier/Third Tier

スマッシュストーン Smash Stone
プロテクトストーン Protect Stone
プレスストーン Pure Stone
ヘビーストーン Heavy Stone
ディテクトストーン Detect Stone
エーテルストーン Ether Stone
ヘイストストーン Haste Stone
フレームストーン Frame Stone

Bottom Tier

フォースストーン Force Stone
ギアストーン Gigas Stone
グラントストーン Grant Stone
シールドストーン Shield Stone

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12. S Q U I R E L I S T

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FGSquire

Again, this is nothing but a list of the names of the Squires that you are able to synthesize during the course of the main storyline. The 'LF needed' represents the amount of the Life Force that you need in order to release the said Squire in the battle. The LF can be gained from various equipments such as Helms. The LF are cumulative so if you want to use 2 Squires that has 2000 LF each, you need 4000 or more LF.

1st Page
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Squire	LF needed
-----	-----
ウイルス Virus	1800
ウイルス Virros	1800
エンセラ Anserea	1900
エンミア Anminia	1900
アंकレイ Ankurei	2800
アイオール Iowl	3000
ドルガン Dorgan	3200
ドルロウ Dorgo	2700

2nd Page
=====

Squire	LF needed
-----	-----
ハムリニカ Hamrink	3100

ハレシニア Haresine	2700
ハイトーレ Haidure	3300
ハイレント Hairend	2600
メルコート Merced	2500
メキアリル Mecarl	3200
メシヨノス Mesynos	2600
メルリンク Mellink	3000

3rd Page

=====

Squire	LF needed
-----	-----
エルクリス Elcris	3300
ボルナイト Barnid	4100
レスティート Restid	4300
ビビアニト Bibenid	4600
ラールガハ Largh	4000
キュピクルス Cypocls	2900
ジストバルド Jistbalt	3900
ガビモレル Ghimorer	2600

4th Page

=====

Squire	LF needed
-----	-----
クーヴルウー Couvuris	1950
アムダイラス Amdiras	6000
ミルナーク Mirnaca	3780
リシュギル Lisygir	5400
アムガーラル Amgara	6300
リッシュニスク Rissunsk	5700
ラールアレイ Rarerai	5800
ジストイーレル Jisteru	5900

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13. D I S C L A I M E R / H I S T O R Y

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FGDH

History

Version 1.5 -- Looks like this update is the final version for a while.
(10/14/03) I don't know what else to add except spell-check... If
you have any comments, PLEASE do e-mail me about it.
THANKS!

Version 1.4 -- Missed writing for the last 3 version, oh well. Who did
(10/8/03) read anyway? I finished the Walkthrough, added a LOT of
stuff. I must say that I'm pleased with my work. Might
write for the arenas themselves.

Version 1.0 -- The Walkthrough up to the final boss, Zolt and I have
(9/20/03) covered almost everything else. I got to finish my Basics
section, the Walkthrough, and re-buff my descriptions for
the battles in the Walkthrough then I'm pretty much done.
When I'm done with this, I'll resume my work on the
Equipment List (a separate FAQ).

Disclaimer

Sorry. Only the following sites can display this guide:

- www.gamefaqs.com
- www.ign.com
- www.neoseeker.com

No questions. Period.

Thanks

-Scurty for the ASCII

-My parents. They let me go to the Electric Town in Tokyo, and thus I bought this very game.

-JGonzalez and Kain for their FAQs. Their FAQs kinda made me get started on this game. I think they're gone with their lives presently.

-DLe for the 'New Game Questions Guide'.

-CJayC. I didn't thank him a lot before, but I do thank him now. Why? because he took my guide (without line breaks) and did it all by himself. I thank him.

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    ) /         ___/___ ) /  | /
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