

Phantasy Star Online FAQ/Walkthrough

by ADK

Updated to vFinal on Feb 22, 2003

PHANTASY STAR ON LINE,
INTERNATIONAL WALKTHROUGH BY ADK,
Final Version + :

This is the perfect version of this faq, dedicated to my own site. I have already moved to PSO version 2, but it's always a pleasure to update this faq.

NOTE ABOUT THE VISUAL QUALITY OF THIS FAQ:

To enjoy this perfect version, please read it by using "Wordpad".

Homepage : <http://www.dimensions-sega.fr.st>

E mail : http://advanced_knight@yahoo.fr

Join my Forum for quick answer and to discuss about Sega Games.

UPDATE (02/23/2003) : I'm back on the scene of video games, less active than before but back. If you wish to talk of video games with me or other fans in the future join my forum.

At least a Phantasy Star for the Dreamcast. Well, you need a powerful guide, full of informations, a complete guide with the missing link to others Phantasy Star and some tips that no one mentioned before now, this is it !

Version 1.0 : Was the first version, it's a complete walkthrough.

Version 1.2 : I added rules 9 and 10 in section 3, this information was submitted to me, check the credits section.

Version 1.3 : Someone e mail me that it's possible to use the scape doll. Also i added a section for the download quests, i'll complete them later.

Version 1.4 : Correction of misconceptions and difference between the japanese version and other versions . Added some advice against pirates. I changed the title. I corrected a tips.

Version 1.5 : corrections of other misconceptions, i changed the example for the monogrinder cause everyone told me it's not a good one. I added a little something about the mag in the mag section. I have also learned that there are 10 guilds. Some of you also call them Section IDs, sorry if it confused you.

Version 1.6 : i added again something in the mag section. Problem with the download quests. Updated section 12 and section 3.

Version 1.7 : I added other differences between the versions, not in section 2 but in the walkthrough here and there. Ah...i created this walkthrough with the japanese version and that's the price to pay for the official one. Don't hesitate to e mail me differences between what you read here and what you have found. I have corrected a lot of things.

Version 2.0 : I'm playing in hard mode and i have a tons of news. Look at section 5, look at the advice for the battle against Dark Falz, 2 news sections appeared, SIDE QUESTS and FAQs, and i added information about download quests.

Version 2.1 : Minor correction for the Delsaber's buster, updated some information in the monster lists.

Version 2.2 : I obtained the download quest and explained what they are. Updated section 14. Thanks to someone, look at the credits section, the english in this faq was corrected. The text is

not 100% perfect but it's a more readable version. Updated sections 5,6,7,8,9 and 12 (fourth phase of Dark Falz).

UPDATED SECTION 16, READ IT BEFORE ASKING ME HOW YOU CAN OBTAIN A DOWNLOAD QUEST. IF YOU ASK ME "HOW" YOU

WILL BE IGNORE, EVEN IF I DON'T LIKE TO IGNORE A MAIL.

Version 2.3 : updated section 14, download quest 4, title and description, added a credit, and updated section 5 about shops.

Version 2.4 : updated section 5 as usual, and opened a new section for rare items. Updated the tips with

a secret area in the ruins and opened a complete new section, the HUmAr guide submitted by Yann Dubois.

My walkthrough was also a HUcast guide because it's my character.

Version 2.5 : A new tips appeared in section 11. Updated section 14, download quest 2 and i gave the

maximum level for a mag in section 6.

Version 2.6 : Added new special weapons and 2 units. I added also the 3 last monsters you can see in very

hard. It's over, the rest is up to you.

Final Version : updated all sections. Bye bye PSO.

Final Version + : I added the degree of piraty on line. Be sure to check it in section 3. I also found

another link with the original saga : updated the beginning of section 12. Thanks also to Guy Morgan

he told me of a problem with the name of the racaseal, check section 4.

Please, keep in mind that i'm french, so in a gigantic faq like this, i can't avoid grammatical errors.

PROGRAM :

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1 REVIEW :

The beloved saga that has begun on the Master System and continued on the Genesis touches the collection of the Dreamcast. I'm so happy to find this game on my way even if it wasn't exactly what i expected as a huge fan of the original saga. Phantasy Star On Line (PSO for everyone) is an ACTION RPG, yes one more unfortunately, and not a RPG. The vocabulary of the saga is here but that's all. The story is simple, Pioneer 1 leads by commander Ryco Tyrell has found a planet where all the survivors of her old world can live in peace. All is going well when suddenly the contact was lost. Pioneer 2, which was sent to help Pioneer 1 to prepare the planet for a massive arrival and leads by the father of Ryco, decides to stay in orbit around Ragol, the planet. Then the commander asks a powerful hunter, you, to find his daughter Ryco and any survivors. Around this tragedy leads a mystery and even some internal problems with pirates like Black Paper and Black Hound. The governments knows more that they wanted to say but nothing is sure. The only way to discover the truth is to investigate.

Especially at the beginning this scenario confuses the player because when you are on Pioneer City you have to fulfill some missions to gain EXP and money. Sometimes you completely forget this main plot or why you are here. After this first cold contact the game becomes interesting.

The presentation of the game is so cool with a good FMV, not very good however (we can easily obtain the same on a Playstation), AND in the language you wish. It's so cool from the Sonic Team to think to other people in the world. I think that if each Dreamcast game was like that the Dreamcast will obtain a large following in the future (even if...). The translation is very bad but it exists. Graphically, even if i love Eternal Arkadia and even if PSO is not as various as EA, it's the best game of the Dreamcast. You can only see the forest and the city at the beginning of the game but you can't imagine how good the rest is. However it's not really a japanese game, look at the design, look at the general atmosphere, we are in Star Trek and not in Phantasy Star...I'll finish with the furies which are ridiculous compared to Eternal Arkadia.

The animation disappointed me a little at the beginning. Not 60 fps, the same engine as "The Nomad Soul", with a better sprite of course but the same animation for the hero. Where is the speed of Sonic, the differences between each character ? The battles are good but at the beginning they are very annoying. In hand to hand there is no possible combos and even if you do so they are not fun. You must wait for the middle of the game to obtain fun fights, fun weapons and interest. Well, don't despair cause the battles with the boss are really excellent. Imagine Burning Rangers with more speed, in more oppressive and with giant boss. There isn't a game with better boss battles on earth.

The sound is fantastic. Some music reminds me Ecco the Dolphin, so it's weird for a RPG, but the music of the bosses, the music of the dungeons are excellent. At least it's a very good background music. The sound effects are not so excellent and there is no voice.

The maneuverability is good but not excellent. The hero spends one second before he moves or turns and he begins to walk then runs. In a battle it's a problem cause some time you can't lock correctly on the foe and when a NPC is with you, you can lose a mission cause of this : The guy begins to walk when you run...

I come to the difficulty. You find that the game is hard, so am i. There will be always someone to say the contrary but believe me, it's a difficult game.

And when you'll finish the game you will be surprised to learn that the difficulty can be increased (see my walkthrough of course). At least PSO is a good game but just as Record of Lodoss and every action RPG i played on the Dreamcast (and i hate this style for this reason) i think the game is good only after i have completed it. I remember the good point and the incredible action i deploy to win. During the off line game, when you'll be stuck ,and you'll be stuck once in a while unless you use a gameshark, you'll think to sell this game. The challenge is real and can be a potential problem. Of course if you buy it for the on line game it's different but even in that case i can show you a problem. Ok, so i like this game, it's a good one and the on line game is really good, but don't expect to play alongside my "Dandroid" before i reach the maximum level and find the best weapon. Actually my character is good but he can be better and you'll discover here how to increase your hero's power.

Next time Mister Sega, before you make some games for Sony and Nintendo, be sure to create a real phantasy Star RPG and a supreme Shining Force. Think to the huge sega fan i am and people are, all around the world.

PRESENTATION : 15/20
GRAPHICS : 20/20
ANIMATION : 17/20
SOUND : 19/20
CONTROLS : 15/20
INTEREST : 16/20
FINAL NOTE : 90 %

ADK, Alias Dandroid in
PSO.

2 DIFFERENCE BETWEEN THE VERSIONS :

In fact i played with the japanese version first and now i'm playing with the european version, which is my official version.

Believe it or not, it's not the same game, not exactly.

I noticed less loading when choosing your skin.

I noticed a faster character animation, the difference is small but exists.

When you look at the sprite, it seems more thin in the european version but less large.

The bad translation has been corrected. (cool...)

You can read the message of Red Ring Ryco in the mine when you are looking for the boss and especially in front of the door, it gives the tips to open it. (good idea...)

At the very beginning, when you have to choose between 50 or 60HZ, if you press A, you make the test in the japanese version and B, you begin in 50HZ. Now if you press A you begin in 60 HZ and B you play in 50 HZ. (this point concerns only the european).

DEAR EUROPEAN, if you wish to play on line with american and japanese, you have to play in 60 HZ mode.

DEAR AMERICAN, when you meet an european, try a mission with him instead of ignore him Sometimes some of us, want to play with foreign players.

DEAR JAPANESE, disconnect sometimes so other people can play with you. Your server is always full.

If you wish to play with a japanese player you must have a great level, like 85 to 100 (the maximum).

With the european version only, when you play in 50 hertz, you can access to a secret ship named

Mimas. It's not really a secret for a guy who plays only in 50 hertz, but it was a surprise for me because i always play in 60 hertz mode. Maybe the american and the japanese players have secret ships we can't access.

3 ON LINE MODE, ADVICES, PHANTASY PIRATE :

1 : Once connected, you open your account for the game and you have two choices :

1 connect to the main server

2 connect to the download server.

Choose 1 to connect on line.

2 : As you are on line, you can create your own team and choose the proper parameter (difficulty, hit team mate (not in USA) or not, password) or simply join a team.

3 : If you are alone, travel from ship to ship and then visit the lobby to see who is on line. Then chat with people so they come with you. (it's better to have a keyboard for this).

4 : Once the team is created, the game on line is the same as the off line game, except that you played new missions. (don't count on me to play 43 Hours on line to obtain all of them).

5 : You can exchange your guild card with someone on line so you can send him e mail to tell that you are connected.

6 : It seems that some people, (i receive mails that says that there are also european in the group) plays on line like pirate. They wait for you die, take all your money and weapon and then disconnect or search another victim. The game is not for that, as everyone know. The best thing you can do is to shoot them. be sure that you can shoot your partner (not in the USA) when you are in a team, if you detect a pirate, send a message to other

people so you can shoot him.

it's the only solution as long as there is no "police net" or "Sega police". USA players can keep a scape doll

in inventory to stop pirates.

7 : Once on line, if you press R, your name will change.

EXAMPLE : on line my name is DANDROID.

When I press R, it becomes DANDROID F025.

It means your username is Dandroid, F like french AKA the language you are using and 030 is your current level. You can also see that the maximum level is 100.

8 : I'm sad to admit it that but beware of people who join you during a quest cause most of them are pirates. I played on line to test my skills and a group of pirate joins me. They were waiting for me to die... To avoid this problem protect your team with a password.

9 : I know that i said i wiould wait to play on line but i have change my mind and now i'm using this fantastic mode. So if you meet a DANDROID, you will be playing with a contributor of gamefaqs, me.

10 : It's clear that on line the normal game is more difficult. The monsters have more hp and they are numerous. I played the ruins and i had the feeling to be in hard. It's also true for the boss, especially Dark Falz. The third phase will abuse the grants technique for a lot of unblockable damage. Items found on line are more interesting than those find off line.

11 : On line to use ground switches you must stay on them. Each member of the team must press one to open the door. If you have two players in a team and there are 4 buttons, you will not be able to open the door.

12 : Be sure to have other weapon in your bank in case of problem like pirate or sudden death.

13 : They can hit us ! Yes, the japanese player can hit us. For example, a japanese player tested the power of the del saber's buster on me accidentally, i lost 110 hp. Another one cast Megid and i lost 67 hp. It's because the japanese version allow players to hit (or not) a partner when you create a team. You can count on them to heal you immeditely after, they have honor (i agree with them), it's bad to hit a partner.

14 : i want to say that PSO on line is not Quake 3. I mean that it's a game where we can chat and except for the japanese players, no one chat. I like to ask if a person has or has not a keyboard for the dreamcast. A lot of people take the question as a taunt. I just ask it to know if i can chat with a guy on line or if i can just obtain a "yes" or a "no" to a question. I can't believe that everyone bought a keyboard for his dreamcast, even if it seems to be a reality.

15 : Using the Spread Needle on line : It's one of the ultimate weapon of the game, but you can be banished of a team if you use it too much. You can use it to paralyse ennemies and let a partner killing them. If you rip too much exp you will regret it.

16 : Some rares items can be found only on line. As if it wasn't enough complicated, with a section ID you can't find all rares items. You need at least a character of each section to obtain all rares items.

17 : the degree of Piraty in PSO :

1) The item snatcher :

This guy is not dangerous. He usually walks through door and barrier (you can do it without an action replay)

and steal all items in the boxes. He will not help you in battles. Once he has done his job he exits of your game.

2) The basic thief :

This guy acts only during an exchange. He takes your item and then go away. To lure him, simply make him believe

that your weapon is a cheated one and that he needs a special code to go on line with it. It works good because

these guys are not intelligent.

3) The Player Killer (PK) :

This guy is a real pain in the neck. He comes in a team and uses Grantz or Resta to pk you. Then he can steal

your weapon. You can avoid the problem by having a scape doll on you. A player killer doesn't need a gameshark

because he thinks he is invincible. You can also avoid his attack by pressing start. He can't hit you when you

are in the item menu.

4) The freezer :

This guy is extremely dangerous : He uses a gameshark code to kill you with grantz or resta but on the contrary of a normal PK, he decides when you revive. He has all the time to decide which weapon(s) he

wants to steal. If you awake with a scape doll, he will cast a fury to freeze your character. These guys fear

a death by a pk because at this time, Sega can banish them from the PSO world. Once the game is frozen, and

believe me it's impressive to see that someone on the other side of the planet can interfere in your game, the

only choice is to disconnect and reconnect. It's possible to use the erase skill on them as a revenge.

5) The eraser :

They are rares, but i think that only androids will become erasers. It's the worst thing you can expect. There is a skill, and not a gameshark code, to erase the character of anyone on line. It's simple

but i will not explain it, even if you e mail me about this. Androids will like it because they can't pk without

a gameshark code.

4 CHARACTER INTRODUCTION :

These basic character skins can be encountered during the game. That's why i named them. When you press start you are on ASH and then i named them from the left to the right in selection mode.

ASH : (humar) hunter + human, good in close combat, he can use some healing techniques.

SUE : (hunewearl) hunter + newman, a well balanced character.

KIREEEK : (hucast) hunter + android, Has more HP than the other class, very powerful in battle but he can't use any techniques.

BERNIE : (ramar) ranger + human, good with a gun he can also use some healing techniques.

TYPE 0 : (racast) ranger + android, he can use all weapons but has no technique.

ELENOR : (racaseal) ranger + android, identical to a racast, but has best dodging skill.

ALICIA : (fomarl) force + human, it's a very good magician and has a great potential.

DR MONTAGUE : (fonewm) force + newman, it's an expert magician.

CICIL : (fonewearl) force + newman, identical in the way of the TP to a fonewm but has more defensive point and less health point.

Note : In previous versions of my faq, i said that Dr Mome was a racaseal but he is not. It's a ranger like Bernie. Guy Morgan helped me to find a solution, the racaseal Type 0 can be met in the download quest named Pso Famitsu Cup.

I personally choose a "hucast" and named him "Dandroid". Why such a choice ? In ancient Phantasy Star i loved powerful and charismatic characters like Odin (PS 1) Rudo (PS 2) and Wren (PS 3 and 4). Even if they can't use techniques (except for Wren in PS 4 who gained skills and Wren of PS 3 who can use only attack magics).

My advice is to take a character which can use techniques cause the game is more fun for a magic user than an android. Also the magic effects are excellent and best of all, SUE for example can use the Megido technique (i know it's Megid in the game but the "d" has a bad translation) which is the most powerful magic of the world of Phantasy Star.

5 WEAPONS, ARMORS, SHOPS AND RULES :

During the game in level normal, you will find weapons and armor that goes from one star to five in power.

The game in hard is not so hard. The only difficulty comes from Dark Falz phase 4. Others bosses are the same as in normal, it's easy to defeat them (i killed DE ROL LE in five minutes).

In very hard, it's very hard to gain level (i gained 6 by doing all the missions until the ruins).

Here are some rules to know on how about to obtain them :

1 : The game analyzes your data and stats all the time and then updates the store for your level.

EXAMPLE : i was at level 29 with a lockgun + 18 and i find a rail gun which i can use at level 31. It's the same thing for an armor (only for a hucast)

2 : If you find useless weapons sell them to the weapon shop so he can create new weapons for you.

3 : In each shop, except item shop, prices and items available are random.

EXAMPLE : You find a grand armor for 10 000 mesetas, it is this low of price because the slots are 0. A 4 slots Grand Armor may be up to 34 000 mesetas.

4 : Dimate and trimate appears when you advance in the game normally.

5 : To obtain rare items like digrinder, scape doll, moon and star atomizer, you need to find one in a dungeon and sell it to the item shop. She prepares some randomly each time you visit the item shop. (japanese version)

6 : Each weapon is good against one race. For the others it depends on percentage of hit (use L or R on the weapon to access it) and your stats.

7 : If you find a weapon like ???partisan, bring it to a tekker. He will tell you which weapon it is, but if you don't believe it and exit then come back and he can identify it as another thing. You could be surprised by the result. In the european version the tekker proposes only two choices. This is a very good way to increase the Bonus % vs a certain race

8 : As long as you can reach a superior level you can find new weapons in the off line mode, even if you have a weapon with all stars illuminated.

9 : In caves and ruins, you'll see some enemies with colored blades, blue, purple and yellow. This tells you which elemental they're weak to. Blue is weak against fire, purple is weak against ice, and yellow is weak against lighting. Yellow is immune to fire, purple is immune to

lightning, and blue is immune to ice. It's a very good info for force players.

10: In hard and very hard, there is a 4th phase to Dark Force.

11 : I was at level 43 when all shops changed. Now i can't buy a monomate, but only dimate and trimate.

Also a Star Atomizer choice comes often. It's the same thing for the weapon shop, nothing under the absorb armor (for level 47). The weapon shop changed only in very hard.

ITEMS VERY USEFUL :

Mono/di/trimate : to heal 50/200/FULL HP.

Mono/di/trifluid : to heal 50/200/FULL TP.

Mono/di/trigrinder : to increases the power of a weapon. Explore a dungeon and use frequently a telepipe to see if there is one available (after you sell one to the item shop of course for the Digrinder and Trigrinder).

Scape doll : if you die, this item revive you with all HP and TP. It works only in the on line mode GRRRRRRR !!!!! (wrong in other version than the japanese one).

This fact was corrected fortunately.

Here is the proof (thanks to Jeff Roberts).

"Ok,

Well the first time i done it i was in the mines. I got surrounded and killed, then after about 3-5 seconds i was brought back to life from the scape doll.

Second time i was fighting De Rol (the caves boss) on Hard and died twice but both times i was brought back with a scape doll.

Ragnarok"

Moon Atomizer : it can revive a friend near you and in your party. Only in on line mode : double GRRRRRRRRR !!!!!!!!

Star Atomizer : is the most important item in off line mode. It can heal you completely and also the jester who comes with you during a mission in off line mode.

Telepipe : to escape from a dungeon and return to the town.

UNITS FOR ARMOR WITH SLOTS :

It's better to have an armor with 3 or 4 slots to equip a maximum of them.

Knight Power (--, -, +, ++) : to increase the attack.

Marksman Arm (--, -, +, ++) : to increase the precision.

Warrior Body : to increase the defense.

Thiefs Leg (--, -, +, ++) : to increase the evasion stats.

Priest Mind (--, -, +, ++) : for a priest, androids can't use it.

General Power (--, -, +, ++): to increase the power, upgrade of the knight power.

General Arm (--, -, +, ++) : to increase the precision, upgrade of the marksman arm.

General Body (--,-, +, ++) : to increase the defense, upgrade of the warrior body.

General Mind : for a priest, upgrade version of the priest mind.

General Leg (--, -, +, ++) : upgrade version of the thiefs leg.

Ogre Power, Arm, Body (--, -, +, ++) : third version of the battle units.

Elf Legs, Elf Arm, Angel Mind (--, -, +, ++) :third version of the battle units.

Resist Dark, Light, Cold, Fire, Shock : to protect from magic.

Resist Evil, Saint, Freeze, Flame, Thunder : to protect from superior magic spells, like Grantz.

PB Amplifier : it increases PB if you walk a lot in a dungeon (walk, not run ok ?), PB = Photon Blast.

HP Restorate : if you walk it restores HP.

TP Restorate : same as above but for TP, androids can't use it.

Trap Search: if you equip it, you can see all traps in a room. Androids can't use it.

God power, health, body, legs, mind, luck (--, -, +, ++) : the ultimate units.

God Ability

God Battle

God Technique

PB create : ultimate version of the PB amplifier.

Super resist

Perfect resist (--, -, +, ++) : Ultimate version of the resist unit.

All resist

Dragon HP

Metal Body

Angel Luck

HP Revival

TP Revival

General Battle

Devil Battle

Wizard Technique

Devil Technique

Master Ability

Hero Ability

State Maintenance

Resist Burning

Resist Blizzard

Resist Storm

Resist Holy

Resist Devil

MATERIALS :

Hit, Luck, Power, HP, Def, Mind, Evade.

TP material exists.

WEAPONS I HAVE FOUND AND USE AND THE OTHER :

About the versions :

Heat, Fire, Flame, Burning for the fire.

Ice, Frost, Freeze, Blizzard for the Ice.

Shock, Thunder, Storm, Tempest for the lightning.

Panic, Riot, Havoc, Chaos for the confusion.

Draw, Drain, Fill, Gush for Draining HP.

Bind, Hold, Seize, Arrest for the paralyze power.

Dim, Shadow, Dark, Hell for the instant death.

Charge, Spirit, Berserk for the Double power attack, but eat HP, TP or meseta.

Heart, Mind, Soul, Geist to steal TP

Master's, Lord's, King's to steal ennemy's exp.

Devil's, Demon's to reduce ennemy's HP.

Note : The color of the weapon is related to its power.

Note that you can make combos with all weapons in all versions, i give a special mentioned to the autogun cause Kyapiko and me were able to make combos only after we found this gun. I thought it was normal, but again i received a mail that says it's possible to make combos with all guns. It's up to you to make them. It's a matter of finding the correct timing of hitting the attack buttons.

GUN :

Mech gun : the lowest version of the assault (with an extra attack). You have a gun in each hand.

Assault : a gun in each hand, you can perform a 8 hit combos with it. Very fun but not so powerful. You can find it after you kill Dark Force (japanese version)

or in the ruins (european version). It's a more powerful version of the mech gun.

Repeater : an upgrade version of the assault. Small difference in power.

Gattling : it's the best version i have for the moment (update 2.0). It's more powerful, quickest attacks, so with a heavy attack you can make a 12 hits combos and the impact of the bullets are excellent.

Vulcan : The vulcan is more powerful than a gattling, but the bullets haven't a good impact (max +15).

Handgun : The normal gun, ridiculous..., max +75

Autogun : A cool gun, the first with which i performed a three or four hits combos. Also you have great chance to hit with a super attack.

Lockgun : You never miss an ennemy with it in your hand. COOL !

Railgun : A most powerful version of the lock gun but you can use it only at level 31.(hucast) this weapon maximum upgrade is +25.

Railgun (special) : This weapon is in the ruins, it's green in the inventory, more powerful (as powerful as a railgun +2) and you earn more money when you sell it.

Raygun : Is smaller than a railgun and has a less good precision. However it's extremely powerful and quick. The maximum upgrade is +15.

Fill Raygun, Master's Raygun, Lord Raygun, Fire Raygun, Burning Raygun : I found them with good percentage against each creatures.

DAGGER :

Dagger (and other versions) : Short sword, ridiculous, weak and useless.

Knife (and other versions) : A japanese style for this excellent weapon.

Blade : Upgrade version of the knife.

Edge : The best visual combos award is for this weapon. Powerful and speed.

Ripper : The best after the blade dance (max +15).

SWORD :

Saber : A weak version of a brand and it's the initial weapon often.

Brand : A more powerful version of the saber.

Buster : You find it in the mine but it's really powerful and excellent.

Pallasch : You find it in the ruins, it's good against a dark creature (max +25).

Dark Pallasch : More powerful than a normal Pallasch, it can also kill an ennemy in one hit with the extra attack. Max +25

Gladius : It's a light saber with a lot of power. The pallasch is far behind. Max +15

GROUP SWORD :

It's easy to make a 3 hits combo with those weapons. You have simply to wait the end

of the movement and press A with the rhythm.

Partisan : You hit the ennemy like the death. Cool against a machine.

Halbert : A more powerful version of the Partisan.

Glaive : Is the most powerful version i have found for the moment of the partisan (update 2.0).

Berdys : Superior to the glaive in all ways.

Gungnir : A powerful partisan. It's a good weapon. Max +10

Sword : A lowest version of the gigush.

Gigush : Like Nightmare of Soulcalibur you hit a large group of foes. Found only after the third boss.

Breaker : An intermediate big sword, nothing special.

Claymore : The third version of the sword or soulcalibur.

Calibur : The fourth version. Very powerful compared to the third version. Max +10
Note that the Soul Calibur exists in PSO.

Slicer : Same as above but you can launch it from far of the ennemy. It acts like a boomerang.

Spinner : A more powerful version of the Slicer.

Cutter : The most powerful version of the slicer i have for the moment (update 1.7).

Sawcer : It is a slicer for short range, i don't like it (max +15).

Diska : The same but for normal range. Max +10

Here is a short list of weapons i can't use with my character :

Rifle, Sniper, Blaster, Laser
Shot, Spread, Cannon, Launcher, Arms
Cane, Stick, Mace, Club
Wand, Staff, Baton, Scepter
Rod, Pole, Pillar, Striker

Here is a short list of the basic armors you can find in shop or off line :

Frame, Giga Frame, Soul Frame, Solid Frame, Hyper Frame, Shock Frame, King's Frame, Dragon
Frame, Protect Frame, Perfect
Frame, Valiant Frame, Ultimate Frame.
Armor, Psy Armor, Cross Armor, Brave Armor, Grand Armor, Absorb Armor, General Armor, Imperial
Armor, Holiness
Armor, Guardian Armor, Divinity Armor, Celestial Armor.

Here is a short list of the basic shields you can find in shop or off line :

Barrier, Soul Barrier, Brave Barrier, Flame Barrier, Plasma Barrier, Freeze Barrier, Psychic
Barrier, Protect Barrier,
Imperial Barrier, Divinity Barrier.
Shield, Core Shield, Giga Shield, Hard Shield, Solid Shield, General Shield, Glorious
Shield, Guardian Shield, Ultimate
Shield, Spritiual Shield, Celestial Shield.

Thanks to Cold Gun for these short lists.

6 MAG :

The real originality in this game is the Mag. With it you can perform a fury :

Farlla (level 10)

Gorlla (level 35)

Varlla (level 50).

But there are more to discover, with another mag i discover new furies and new form like apsarras, bana, kama at different level. To obtain furies like Etlla at level 35 or other, you need to take care of your mag :

1 Increase the SYNCHRO and IQ stats

2 Be sure that all the parameters have identical level or around.

I want to add that if you feed your mag correctly and rise the synchro stats he can become very powerful (i have a fury that makes 3000 points of damage) . It's very important especially in the mine and the ruins. The mag has also great possibility like protect you from damage after a fury if his IQ is high.

The maximum IQ of a mag is 200, and i have found that 120% is the maximum synchro you can expect.

The maximum level of a mag is 200.

It's sure now that each class can obtained particular fury for a mag. I have heard from a guy using a magician that one of the fury is healing the other member of his party.

To gain a fury you need to feed your mag so he can gain levels. You can give him all potions like monomate, monofluid etc...

To perform a fury you must increase the gauge near your life bar. When it's yellow and show 100 you can perform a fury. Hold R button down and then use an action button.

The name of the mag depends on how you feed him. The name will show the class like mind class or strength class for example. There are a lot of possibilities. It depends also of your fighter. The fury's visual effect stays the same.

You can obtain other mag and feed them, in level normal it's rare (Kyapiko obtain a new one after the third boss and me only a gigush). It's random in fact. You will find more in hard and very hard or even in on line mode by exchanging it with a friend.

I received this information :

"I noticed that whenever a ForceMag's Mind goes up a level, their master/mistress gains 3 more Technique Points."

Each time you quit the game, on line or off line, the mag lose 5 to 10% of his synchro stats. Why ? He is sad so let him alone... to avoid this, put him in the check room. The next time you

will play he will be at the same stats. It allows you to not feed him when you connect and when

he has reached the maximum level, IQ and Synchro.

Rare Mags : Mech Chaos, as in Sonic adventure.

 Opa Opa : the ship of Fantasy Zone.

 Soniti

 Chao

To obtain them find these items :

Heart of Opa Opa

Cell of Mag 213

Heart of Chao

Parts of MechChao
Heart of Pain
Cell of Mag 502

You can find it by killing a Al Rappy in Vhard in the forest.

7 GUILD OR SECTION ID :

Thanks to a mail i received, the theory becomes a reality, there are 10 guilds.
I maintain that the card is called a guild card for two reasons :
1 : It's called guild card in the instruction manual,
2 : it's also the name of the file in your VMU,
I found it natural to call Grennill or Yellowbose a guild and not a section ID.
However i retract and prefer to call it a section id which is the true name.

If you don't like the name i give to the guild card, you can tell me but i will never change it.

There is an equation to choose your guild but i don't search for it :
For example, ADK is of the Yellowbose and Dandroid is of Greenill.
You notice on your guild card your nationality and you can enter a comment about it. You can exchange it with a friend on line so you can send to him a mail.

Here are the name of all the sections ID :

- 1 VIRDIA
- 2 GREENILL
- 3 SKYLY
- 4 BLUEFULL
- 5 PURPLENIUM
- 6 PINKAL
- 7 REDRIA
- 8 ORAN
- 9 YELLOWBOZE
- 10 WHITILL

Each section ID has a speciality.

8 MONSTER GALLERY :

I write the name of the monsters and a little description, Cody submitted a full description of each monster.

FOREST MONSTERS : (normal and hard for the moment)

Rag Rappy : same as in PS 3.

Booma/Gobooma/Gigobooma : slow in normal, powerful in hard. it becomes faster and more strong in Hard & VHard modes.

Mothmant + Monest : a plant that throw insects. In hard it gives lot of exp.

Hildebears : a king kong. Can punch in close range, fireball at midrange, and Jump Attack from long range.

Savage Wolf/Barbarous Wolf : difficult to shoot cause they circle around you.

Hildablue : upgrade version of an hildebear, only in very hard.

Al Rappy : same as above.

CAVE MONSTERS :

Nano Dragon : hit them in close range. Don't let them fire. It can fly to a different area.

Grass Assassin : it can freeze you in place with a breath attack. It may also charge at you from midrange.

Evil/Pal/Guil Shark : upgrade version of the booma. Faster & more powerful in Hard and VHard.
Pofuilly slime : it's long to kill. Use the heavy attack. You will only get one attack attempt each time it

appears out of the ground. It can drop good items in VHard mode.

Pan Arms : kill it when it split in two. Force classes can use spell attacks while it is joined, also

use weapons that have a special attack of decreasing Enemy HP by 1/2 or 1/4. After that they died in one shot.

Hidoom : the right part of the pan arms.

Migium : the left part of the pan arms.

Poison Lily : funny, after you laugh kill it.

Nar Lily : it's rare to kill one in normal but you will see a lot in very hard.

Pouilly Slime : upgrade version of a pofuilly slime, only in very hard.

MINE MONSTERS :

Guilchik : classic guard robot.

Dubchik : you must destroy the disk to kill them all.

Canadine : it's gray and move quickly.

Canane : it's a red canadine, if you don't destroy it, it turns into other bots.

Sinow Beat : The blue big bot is hard to kill. Can split into 5 to confuse you. Can jump back and forth to attack from long range.

Sinow Gold : The gold bot is here to heal, less powerful than his brother.

Garanz : it's a machine with missile. it appears only when you are looking for the third boss.

RUINS MONSTERS :

Chaos Sorcerer : You must kill him quick before he casts his magic.

Facing towards him, his left gem is for attacking, his right gem is for healing.

Chaos Bringer : A big centaur. He is able to use a powerful sword attack at close range. He will also charge you from a long distance, this attack has a chance to confuse a victim.

Claw : easy to kill but they are numerous.

Bulkclaw : give more exp. It's four claws combined together. It will try to bite onto you. This monster is slow and easy to kill.

Dimenian/La/So Dimenian : the equivalent of the booma here.

Increasingly faster and more powerful on hard and VHard.

Delsaber : a pain in the neck. This monster give hard time to all heroes.

Becomes very powerful and fast on VHard mode.

Dark Gunner : Very annoying monster. Magic users can use lightning attacks against this monster at all times. Most

hunters and rangers will want to wait until the Dark Gunner goes into attack mode (An Eye will pop up from his body), at this point the monster is vulnerable to melee attacks.

Dark Belra : this gigantic monster has very high HP. At close range he will try to crush you. From long range he will launch a fist at you. This monster is weak to middle range attacks, he will be too close to launch the fist, but too far away to crush you.

9 BOSS :

Cody added to my boss section his own vision of the bosses. I found it excellent.

If you wish to read my vision of the bosses, simply read my walkthrough for the off line mode.

GOLD DRAGON : Excellent fight and very fun. Use a gun or a magic on him. Even the beginning of the battle he will fall to the ground if you shoot his legs, this is your chance to get a very large amount of damage to him in a short time. If he burrows into the ground, he will try to charge at you. Attempts to dodge this attack become increasingly difficult on Hard, VHard.

DE ROL LE : a giant water snake, very hard and very long to kill. You need a

powerful sword or a gun. When he latches onto the side of the boat, try to use a weapon that can attack multiple targets, also move every few seconds to dodge the tube he shoots at you. If he charges at you dropping boulders from the ceiling, move to the front corner of the boat to dodge this attack.

VOL OPT : If the first boss is fun, there is no word to describe how fun is this one. The best fight of all the game. Imagine the last boss of Burning Rangers with more speed, multi ways to kill him and an oppressive timing.

Phase one, attack the computer screen that glows red (virus will be inside the screen), also attack the electric pillar that has a red flashing light.

Phase 2, all of his attack can be dodged by running around him for a few seconds, then stopping to attack. It may be easier for you to use the Radar map to run, rather than looking at the screen.

DARK FALZ (Dark Force with a bad translation name as in PS 1, I talk only of the translation name, for the japanese name it depends on how you read the katakanas. The best is to hear how a japanese player pronounces it.) : don't panic during the first phase and then the battle will be very easy in normal.

You need to kill between 3-10 floating skulls during phase 1. The skulls will have a purple light in them.

During phase two, concentrate your attacks against one of the dragon heads.

Phase three is very easy, keep attacking him until he dies. You can not dodge his attacks here.

Hard & VHard will have a phase 4, you may only attack him while he is not

glowing, he will be solid black. If he is glowing colors don't bother attacking. If he goes high

in the air, run around then circle to dodge his fireballs. You can use

Resist-Holy/Saint to lower the damage dealt by his unavoidable grants attack. Be sure to keep full

health during this battle, his attacks are very strong.

10 BUGS IN THE OFF LINE MODE TO KNOW :

There is a big bug in the mine. You cannot read the message of Red Ring Ryco. If you click accidentally on it, use a telepipe to unlock you (japanese version) .

Sometime if you hadn't find a pillar in mine 2 before fighting the third boss, after him you arrive in a room with a door and the game freeze. You need to shut down the dreamcast and switch on it again...

Well it's not really a bug but when you are in melee with the magician and a centaur in the ruins sometimes the magician teleports you to the begining of the floor...

It's possible that those bugs have been corrected in other version, but they are confirmed in the japanese one. If you have the japanese version and never encounter them it means you are lucky, but don't tell me it's a lie cause i experienced them.

11 TIPS :

During the first loading of the off line mode or the on line mode, move the analogic thumb to see a light following the moves. you can play with it during the horrible loading.

In the off line mode, press Y then X to make appear all the sentences you can use in the on line mode. It's useless, but sometimes the people in the game try to answer and the answer can be very funny.

When you died you have 2 possibilities :

1 : return to Pioneer 2 but you lose all moneys, items and your main weapon. However you can go directly to the boss without replaying the dungeon. If you don't buy a new weapon, you will find the one you had lose in the same room even if it's the boss room.

2 : you can make a reset after you died. When you reload your game, you have all exp, money, items you have found in the dungeon and even your main weapon. The drawback is that you must replay entirely the current dungeon. CAREFUL ABOUT THIS ADVICE, it's only for the japanese version, i have experimented it with an european one, and i lost all the items and missions i had completed. When i reloaded, i was at my last save.

The game has an auto save after you finish a mission. You can save a game during a mission but if you keep exp, money and items, you must restart the mission from the beginning.

Note about the auto save feature : it has been removed of the us and european version, that's why when you make a reset you return to your last save...

Secret Areas :

Forest 2 : In room 7, a part of this room is hidden behind a mountain. Once you are in it, this part appears on the map.

Forest 2 : There is a room 9, i haven't mentioned just aside the room 7. In it you fight usually Rappy and Hildebear. It's the only room locked in the mission Journalistic Pursuit. In this room, a part of the map also appears only when you walk through. It's right of the entrance by room 7. It's a little way, you find here a barrier switch and box.

There is nothing valuable in these secret areas.

Ruins 1 : In the room i called test room 3, in the mission Doctor Secret Plan, you see a hole and a waterfall. Go toward the waterfall and walk on the border, you will go behind the waterfall. This area never appears on the map. On line in very gard, you can find very rare items.

To avoid shooting flying mine, or simply to avoid they explode on you, press start button and walk quietly between them. It's easy to do that, more easier than to customize your menu without a weapon in it. (submitted by Renaud Mottier)

These codes can be found on a lot of sites. I just added them so you don't have to search for them. I take them on gamefaqs and i thank all the guys who sent and checked the following tips.

On your Dreamcast keyboard, hold down the Alt key and press any of the F-keys (F1, F2, ...F12).

Your character will perform an animation.

This only works in the online lobby; it doesn't work offline or in an online game.

Extra Costume Colors :

To get extra costume colors while creating your character, enter the following names for your class. Hit (B) to go back after entering the name and you will be able to select 2 extra costume colors!

HUnewearl = MOUEOSRHUN
HUcast = RUUHANGBRT
RAmar = SOUDEGMKSG
RACat = MEIAUGHSYN
RACaseal = NUDNAFJOOH
FOmarl = DNEAOHUHEK
FOnewm = ASUEBHEBUI
FOnewearl = XSYGSSHEOH

Hero Screen on Dark Falz Battle :

After the battle with Falz when your on the hero screen, hit L or R to twist the characters in a circle using these two buttons.

Hidden Artwork :

Insert the Phantasy Star Online GD-ROM into any PC CD-ROM drive. Inside the folder 'extras' there is wallpaper art from Sonic Team in two resolutions. This does not work on Mac CD/DVD-ROM drives, for some reason.

Screen Shot :

For this you need an extra controller, aswell as a VMU with 195 free blocks on it. Plug the 2nd controller in to the 4th socket (D) with the VMU in the 2nd slot of this controller. Get to where you want to take the screen shot, then hit X, Y and Start simultaneously on the 2nd controller. You should now have an image in that VMU.

To view your teammate's camera views while in the areas (Forest, Caves, etc.), simply have a controller plugged into Controller Port 3, then on that controller, press and hold the L and R Triggers, the press Up on the D-Pad. If done right, your view will change to a view of one of your teammates.

Negate Enemy and Trap "Slowdown" :

Enemies and Traps when in close vicinity of the player, tend to force them to walk when they should be running. Simply hit START to bring up the menu, and the effect is negated. You can run past a string of traps or a convergence of enemies this way...

Chain Blast : (own source)

On line and on line only, you can make a chain blast. If everyone have the PB maxed to 100, Activate your furies one after the other an in rhythm. You can make a quadruple fury on the boss or the foe. Each player can choose the fury he wants to perform. Visually excellent.

12 WALKTHROUGH FOR THE OFF LINE GAME :

You begin the game after a good FMV. Listen carefully to this music. The fans of the original saga will recognize the opening theme of Phantasy Star 2. The other will zap this introduction. Create your character then log in the PSO world. You find yourself in the principal's office. He asks you to find his daughter "Red Ring Ryco". Then talk to the secretary and then to the doctors and exit.

Welcome to Pioneer City, an artificial city made for spaceship. Here you will find a hospital, some shops to spent money for armors, weapons and items. You will also find a guild to obtain a work. So what are you waiting for, become a hunter and buy your own house. Obtain a free ticket to Ragol and death. Cool, isn't it ?

More seriously find the guild and accept the first mission to enter the first scenario.

SCENARIO 1 : WHAT HAPPENED TO THE NATIVE ?

The last report of the scientists of Pioneer 1, confirmed existence of those creatures. They weren't so dangerous and they began some experiments on them to see if they can

use them for their personal needs. They also succeeded in fixing the weather as they wished but suddenly the weather became crazy exactly like the monsters who attacked human without any reason. People of Pioneer 1 hide underground and we never heard any news since this.

MAGNITUDE OF METAL :

Go in the forest. I have divided the dungeon in room so you don't need a map.

ROOM 1 : Use a barrier switch to access the chest here, then use a normal switch to open the door.

ROOM 2 : Kill the monsters here and collect items. Now exit.

ROOM 3 : There are two exits here, one is locked so forget it. Focus on the monsters to open the other exit.

ROOM 4 : You see a barrier and a door. Kill all the monsters to open both. Collect items behind the barrier then pass the door. You find Elenor here. After you talk, she joins you. Use the switch near her to access room 5.

ROOM 5 : Here use a barrier switch to collect items and pass the door.

ROOM 6 : Kill all the monsters. Use the barrier switch for items then exit.

ROOM 7 : Use the barrier switch to collect items, kill some monsters then use a switch to open the door.

You are back in room 3, now go in room 1 to find the mag of Elenor and yours. After that return to Pioneer City and talk to Garon at the guild. Now you can receive the reward.

CLAIMING A STAKE :

You must find a guy in the forest and rescue him if he is alive. Go in Room 3 to find him. But he wants you to find some capsules, three to be exact. The first is in room 6, the second after the barrier in room 4 and the third can be find by using the way you used with Elenor. Now return to room 3 and talk to the guy. A warp opens, use it to return to the guild. Talk to your customer and then to the women at the guild to obtain the reward.

BATTLE TRAINING :

Once you have met your customer, search in the guild for Kireek. After you talk he joins you. Return to the customer and talk. Now Ash lets you go in the forest. You begin randomly in the forest but you must reach room 1 to find the guy you are looking for. Once you find him, search the disk near and talk again to the guy. Kireek saves him and leaves you. You have just to use the warp or create one with a telepipe to return to Pioneer City. Talk to the customer and obtain the reward at the guild.

JOURNALISTIC PURSUIT :

You begin this mission in room 4. Circle around until you reach Room 3 to find a warp to Forest 2.

ROOM 1 : You begin here and see 5 exits. One is close. Try the one on the right.

ROOM 2 : Activate two switches here, collect items and kill some monsters. exit.

ROOM 3 : (It's the exit on the left in room 2).Collect items here. exit.

ROOM 4 : (it's the exit straight)collect items here.

ROOM 5 : it's the last exit and the good way. you must build the way to the computer. Exit by the way that goes up.

ROOM 6 : collect items then go down to the exit.

ROOM 7 : activate 2 switches here and pass the door near one of the switch.

You are back in room 5, click on the computer here. Then the mission is over. Return to the guild, talk to your customer and receive the reward.

NB : Forest 2 is not complete, you will visit more in an another mission.

THE FAKE INYELLOW :

It's simple, find your way to room 7 of Forest 1, open the door by using the switch here and click on the yellow giant monster called a rappy again and again until the scientist talk to you. Now return to the guild to receive the reward.

NATIVE RESEARCH :

You have 20 minutes to collect 5 samples of DNA of native monsters. Info 4 is in room 7 of forest 1, it's a wolf. Info 2 is the rappy in room 1 of forest 1, and Info 1 is the Booma in room 4 of forest 1. Now go to forest 2 and find the two last infos. Info 5 is in room 1, you must kill a giant gorilla to obtain it. Info 3 is the most difficult to obtain. Go in room 4 and kill the flower. Search the ground and press A to find the last info near her dead body. Return to the guild quickly and give your report to Alicia. you can now receive the reward.

FOREST IN SORROW :

Alicia comes with you cause one of the data samples seems to be wrong. You begin in room 6 and you must go in Forest 2 by using the warp in room 3. Kill everyone in room 7 and don't live this room before you meet a baby monsters. Behind a mountain is a small path, use it to meet the monster. He runs cause he is afraid of you. Now reach the computer that opens the bridge to the computer in room 5, then go to it after a big fight in room 1. Use this weather computer to learn about the animal here. Now go in room 3 for a very difficult fight and search again the baby. This time he can't run. When Alicia talk to you answer "it's not a good idea" (answer 2), and the mission is over. Go in the guild and collect money.

GRAN SQUALL :

A boat has crashed here. you must find it. You begin to find Bernie in room 4 of forest 1 and answer "yes" when he offers to come with you. You need him to open some doors here and reach Forest 2. In Forest 2, find you way to the room 3. After the classic battle, you find a new teleport that wasn't here in previous mission. Use it to access to room 8 (sometimes, this warp can be in another room) .
ROOM 8 : here, kill everyone of course, then use a warp to use a barrier switch and collect items once you come back, and then advance to find the girl Bernie was searching. He left you to save her and you have just to use a telepipe to return to the guild and receive your money.

Now the game is blocked and doesn't offer the new set of missions. So return in the forest and go in room 8 of forest 2. You will see a new teleport that wasn't here before. Use it to reach the first boss.

BOSS : GOLDEN DRAGON :

It's simple, with a gun, at level 8, i circled around him and shot his head. Exactly as in Record of Lodoss War you must be sure that the monster never flies. If he does, he may dive in the ground and does great damage to you. To be sure he never flies, stay not so far away from his head so he keeps trying to eat you. Takes a little time to get used to,
but he is the easiest boss.

After this awesome battle talk to the principal and now a new set of missions is available.

CONCLUSION : the data Alicia found wasn't wrong, she concludes that this monster is not a native but an altered beast. The cell have mutated and only human can do this.

SCENARIO 2 : HOW CAN HUMAN CREATE AN ALTERED BEAST ?

Now you will reach a new dungeon, the cave. There you will find the upgraded version of natives, the altered beasts. Your real mission is to understand who did this to the underground creatures on Ragol, or how it happened.

THE VALUE OF MONEY :

After you talk to the customer, go in the weapon shop and talk to the man here. Answer "NO" and "YOU ARE STUPID" or something like that. Then go to the customer, talk to her then return to the husband in the weapon shop. Talk then return to the guild for the last time. Talk to the customer, then to the guild to receive the reward.

After this awesome mission, choose the next one...

ADDICTING FOOD :

A women want to eat sweet food. You learn in town that three sisters have disappeared and they were the bakers of Pioneer 2. You must find them to help your customer. Go in the cave.

NB : THERE ARE THREE DIFFERENT MAPS OF B1, THREE OTHERS FOR B2 AND THREE FOR B3. IN EACH MISSION THE MAP IS DIFFERENT, DON'T EXPECT A CERTAIN MAP. THE CAVE IS THE ONLY DUNGEON THAT CAN CONFUSE YOU. IT'S A LONG AND DIFFICULT DUNGEON.

CAVE 1, MAP 1 :

Two new things appear, a ground switch on which you must walk on to activate it and healing ring in which you stand under to... heal HP/TP (there are some in the forest but i have never used them) .

ROOM 1 : Exit to the next room.

ROOM 2 : To kill a nano dragon, try to hit him in close range. You see 2 exits. the north one is closed and you use the left one.

ROOM 3 : Kill then pass a door and use a switch to open the north exit in room 2.

ROOM 4 : You see 2 exits, north and left.

ROOM 5 : (left) if you go left you can use a warp to a room where you must kill monsters and then you arrive in room 7 on the other side to use a switch.

ROOM 6 : (north) Kill the flower and exit.

ROOM 7 : Here exit.

ROOM 8 : You can use a switch, then kill a lot of monsters and exit north.

ROOM 9 : Kill few monsters and exit north to 2 switches. Now you exit left or right.

ROOM 10 : (left) It's a simple room, no exit.

ROOM 11 : (right) Kill then exit north.

ROOM 12 : Kill then exit north.

ROOM 13 : There is a warp on the other side that you must reach, exit.

ROOM 14 : Exit.

ROOM 15 : You can exit left or right.

ROOM 16 : (left) You use a switch to reach the healing ring.

ROOM 17 : (right) You can use a warp. After this room you are on the other side of room 13 and you can go to CAVE 2.

CAVE 2, MAP 1 :

ROOM 1 : Exit.

ROOM 2 : Kill then exit.

ROOM 3 : Kill then exit.

ROOM 4 : You see 2 exits here. north and left.

ROOM 5 : (left) Use a switch and kill 2 foes to access room 6.

ROOM 6 : Kill then exit to room 7.

ROOM 7 : A little room with cool items. Now come back in room 4 and use the exit north.

ROOM 8 : (north) Once here, exit right.

ROOM 9 : You go to a warp and kill everyone. You can use a switch. Come back to room 9 and pass the door.

ROOM 10 : Kill then exit.

ROOM 11 : kill then a door open to a switch and healing ring. Now exit by the other

door in room 12.

ROOM 12 : Kill then exit.

ROOM 13 : Use all the switch here. you have 3 exits, right, left and north.

ROOM 14 : (right) You find after this room some items.

ROOM 15 : (north) Kill to collect items.

ROOM 16 : (left) Kill then exit.

ROOM 17 : Now you can go to CAVE 3.

CAVE 3, MAP 1 :

ROOM 1 : You see 3 exits, one is locked north, one is open north and use the left exit.

ROOM 2 : (left) Kill to open a door north, pass it to use a switch and come back to exit left. You see a warp use it.

ROOM 3 : After the warp, kill and exit.

ROOM 4 : Kill then go left to a switch and a way. If you continue, you find a room with a switch that opens the locked door in room 1. So use the exit of the right.

ROOM 5 : (right) Here you can buy a cake. There are 2 exits, right and left.

The mission is over once you have the cake. The crazy sisters want to prepare some again before they return to Pioneer, if you use a telepipe and bring it to your current customer you can receive the reward. Other people will continue to explore cave 3 to find items and earn exp, that's why i have finished this floor.

ROOM 6 : (right) Kill and exit to room 7.

ROOM 7 : Kill to collect item then come back to room 5.

ROOM 8 : (left) You see 2 exit, north and left.

ROOM 9 : (north) Kill then exit to room 10.

ROOM 10 : Kill then clllect items. Return to room 8 and use the other exit.

ROOM 11 : (left) kill and exit.

ROOM 12 : Kill and exit.

ROOM 13 : you see 2 exit. the one north, leads to room 1... so go right.

ROOM 14 : Kill and exit.

ROOM 15 : Kill and exit.

ROOM 16 : Use 4 switches and exit.

ROOM 17 : Kill then exit to collect items.

THE LOST BRIDE :

Cicil comes with you and she mustn't use a healing item. You must find the waterfall of cave 2. First find your way to cave 2. It's long but easy. Beware cause the map can be different from the one you now. It could be Cave 1, map 2. (Try to use the map of WATERFALL TEARS, even if you don't begin in the same room).

CAVE 2, MAP 2 : (i just give the good path for now cause later you will have the opportunity to explore it. Of course you will begin in other room so i will change the room number)

ROOM 1 : Exit by the right.

ROOM 2 : Go straight and follow a corridor.

ROOM 3 : Go straight and follow another corridor. Go left then and you arrive in the waterfall room. Look at the scene and return to the guild by using a telepipe. receive your reward there.

SECRET DELIVERY :

You have 45 minutes to save Elenor. Go in the cave.

ROOM 1 : Kill then exit.

ROOM 2 : It's a corridor , follow it and kill everyone on the way.

ROOM 3 : Kill then exit straight.

ROOM 4 : Switch on the light, kill and exit.

Now you will find your way to cave 2. Near the end of this floor you meet a hunter, exit to cave 2. In cave 2, you can use the map of ADDICTING FOOD, the only difference is that you must find a purple switch further in the dungeon. NEVER talk to the robot you find or you will have to fight him. Once you find Elenor, return to the

hunter you have meet, talk again and use a telepipe to exit.

THE GRAVE'S BUTLER :

The map of cave 1 is the same as in ADDICTING FOOD. So use it to reach cave 2. Search the waterfall room in cave 2 and read the message there, then use a switch to exit. Pass the door and you return to Pioneer City to collect the reward.

WATERFALL TEARS :

After you meet the customer, go in the cave.

CAVE 1, MAP 2 :

ROOM 1 : When you arrive, enter and kill one of the three hunters. Exit.

ROOM 2 : Kill then use a barrier switch and. Now use a switch and exit.

ROOM 3 : Kill, one door leads to items, and the other is the good exit.

ROOM 4 : Pass a door to use a switch. If you decide to pass another door, you go in room 1. So now use 4 switches to pass the second door of room 4.

ROOM 5 : Kill and collect a tons of items. Return to room 4 and pass the third door.

ROOM 6 : Kill, use a switch and exit.

ROOM 7 : Kill, collect items and exit. In the next corridor a switch opens the locked door.

ROOM 8 : Switch on the light, kill then exit. Use the warp to collect items and come back to the corridor. Use the last exit now.

ROOM 9 : Kill then exit.

ROOM 10 : Kill then exit.

ROOM 11 : On your left is a room that leads to a fight and healing ring. So exit right.

ROOM 12 : Switch on the light, kill and exit to cave 2, map 2.

CAVE 2, MAP 2 :

ROOM 1 : Kill then exit.

ROOM 2 : Use the switch to open the way left. Exit right.

ROOM 3 : Kill and exit.

ROOM 4 : Kill and find a hunter. Return to room 3 and exit north.

ROOM 5 : Kill then exit.

ROOM 6 : Kill, use a switch and fight a hunter. Once he stops, the mission is over. Use a telepipe to return to the guild.

BLACK PAPER :

After you meet the customer, read the letter on the quest board, then go to the cave. You can return to cave 2 cause the map is the same in theory. In cave 2, search the waterfall room and kill a hunter. Now go straight. In the next room go left to use a warp and reach the switch that opens the door right. Exit straight in the next room, then right and you find the warp to cave 3.

In Cave 3 (MAP 2), go straight, kill and exit north. Follow the way to the room with a barrier switch to see Black paper. Exit right and kill. Exit south and kill the monsters and then a hunter. Exit, talk to Kroe to end this mission. return to the guild to receive your reward.

Now it's time to meet the second boss. Unfortunately the game reveals the third map of Cave 1, 2 and 3.

CAVE 1, MAP 3 :

ROOM 1 : Kill then exit.

ROOM 2 : Kill then exit.

ROOM 3 : Kill, you see 2 exit. Straight leads to items, and left with the message is the good way.

ROOM 4 : Kill then exit.

ROOM 5 : Use tehswitch to shut down the barrier in room 4 then take items and last exit of here.

ROOM 6 : You see 3 exits. First use 3 switches on the ground and pass the door. Switch on the light here, kill and collect items. Return to room 6, pass the second door to reach a switch and open the third door in room 6.

ROOM 7 : Kill then exit.

ROOM 8 : You see 2 exits. Left leads to items, then use the other exit to reach a warp. Use it.

ROOM 9 : Kill then exit.

ROOM 10 : Kill then use a switch and barrier switch. Exit.

ROOM 11 : Use a switch to open the door. Kill and you see 2 exits. Right exit is useless so exit straight to room 12.

ROOM 12 : Kill and exit to cave 2, map 3.

CAVE 2, MAP 3 :

ROOM 1 : enter, kill then exit.

ROOM 2 : You see 2 exits. Go straight first.

ROOM 3 : In this room you see 3 exits. Left and right lead to items. So exit north to a warp. Use it to find a barrier switch, exit and use a switch to arrive in room 4.

ROOM 4 : The exit of the left is the second exit of room 2. Use the barrier switch then exit.

ROOM 5 : Kill then exit.

ROOM 6 : Kill, use all ground switches here to exit.

ROOM 7 : Kill then exit.

ROOM 8 : You see 2 exits. Straight leads to items, so go right.

ROOM 9 : Go left to use a switch, straight to items and north right to exit.

ROOM 10 : You see 2 exits, left leads you to 4 ground switches, then a room with a barrier switch and later items. So exit north.

ROOM 11 : Kill and exit to cave 3, map 3.

CAVE 3, MAP 3 :

ROOM 1 : Kill then exit.

ROOM 2 : 2 exits. Right to collect items, so go go left in a corridor with 2 exits. North leads to items so go left.

ROOM 3 : One exit is locked so exit right and use a switch. You open the other door so use it.

ROOM 4 : Kill, then you see 3 exits. Use 4 ground switches. Left leads to items, south to a barrier switch and last you can exit north to room 5.

ROOM 5 : kill, then use 2 switches on the ground. The exit west leads to a room then to room 3, so exit straight to room 6.

ROOM 6 : Kill then exit.

ROOM 7 : Use 4 ground switches to exit.

ROOM 8 : Kill then exit.

ROOM 9 : Kill then exit to the boss.

BOSS : DE ROL LE :

I was at level 20 when i killed him. Be sure you have 10 dimate, 10 monomate with you. You can hit him with a gun but the battle is very very very long, that's why i used a sword (in this case the battle is difficult...) .

You can hit him when he attaches his head onto your boat. He will attack with his tentacle but you must break his head. Give 6 hits the first time and run from the tentacle, then you can give 4 hits and run from the tentacle. You will see his true head then. When he flies, be sure you are on the corner of the boat and no stone will touch you. When he switches off the light and show his head, you can give 2 hits to his head with a gun and run from his laser beam.

After 25 to 45 minutes he will escape. You will kill him later.

NB : THIS IS THE MOST DIFFICULT FIGHT OF THE GAME, DON'T E MAIL ME ABOUT HIM, CAUSE I

CAN'T TELL MORE. IF YOU WIN, YOU COMPLETE SCENARIO 2. I CANNOT DO OR SAY ANYTHING MORE.

CONCLUSION : By reading the message of Ryco you have learned that this snake use his tentacle to mutated the underground native into altered beast. But you also learn that he is an altered beast and probably the first. So the real question is what happened to him ?

SCENARIO 3 : THE MINE, WHERE THE MACHINE KILLED HUMAN :

After you talk to the principal, a new set of missions appears. It's clear that to find what happened to the altered beast you must go further in Ragol and find the explanation in the mine, the place where experiments began.

KNOWING ONE'S HEART :

Elly comes with you to find Calus. Go to the Mine.

ROOM 1 : Exit by the open door.

ROOM 2 : Kill then use a switch to open the locked door in room 1. You see 2 exits, left and north.

ROOM 3 : (North) Is for an item so go left.

ROOM 4 : (left) Exit to room 5.

ROOM 5 : Left you find items so go right to use a switch. Enter the room and use the warp to access the center of the room. Return to this room and use the other exit.

ROOM 6 : Kill then exit.

ROOM 7 : You see 2 exits. use a barrier switch to collect items, exit left to find a second barrier switch. Return to room 7 to exit by the right exit.

ROOM 8 : Enter this corridor and Elly receives a mail.

ROOM 9 : Kill 2 big bots.

ROOM 10 : Kill then you see 2 exits. Begin by the right exit to room 11.

ROOM 11 : You see 2 exits, one leads to an item, and one to 2 ground switches. return to room 10 and use the exit north.

ROOM 12 : Use 2 ground switches and exit.

ROOM 13 : Kill one robot.

ROOM 14 : Kill and exit right.

ROOM 15 : Use 2 ground switches and exit.

ROOM 16 : Kill, one exit leads to 2 ground switches, use them, and a room with items. Then come back in room 16 to exit north and find Calus. It's a computer and something very powerful has corrupted him and the machine. The machine killed all humans, but the body of Ryco is not with them. Return to the guild to obtain the reward.

DOCTOR OSTO'S RESEARCH :

Go to the mine after you talk to the customer. You'll begin in Mine 2.

MINE 2 :

ROOM 1 : Kill then you see 2 exits, left and north. Go north first.

ROOM 2 : Use a barrier switch and return to room 1, exit left this time.

ROOM 3 : Kill a hunter and exit south for items and north for the good way.

ROOM 4 : You see 2 exits, north and left. Left leads to room 2 so go north.

ROOM 5 : To kill the robot, destroy the disk with spike on it. You must exit north to find an ally and cool items, then come back to exit left.

ROOM 6 : Kill then exit, use a switch to open a locked door, exit by the door near the switch to collect items and the hunter will open the last door of this room.

ROOM 7 : Destroy the disk to stop the robots. Exit.

ROOM 8 : Kill then switch on the light on the left. North exit leads to items so exit right.

ROOM 9 : Run to the disk to destroy the robots. Near the entrance is a room with items and a switch. However exit by the left exit.

ROOM 10 : Kill the mine of the corridor, enter the room and kill. Pass a door left to

find a purple barrier switch. Return to room 10 and this time, exit north.

ROOM 11 : Switch on the light here and exit. You find the computer. Use the disk on it to collect datas. You are free to say your name or not to SUE, but it's better to not say your name if you wish to obtain the Soul Eater in normal mode. The mission is over, return to the guild and receive the reward.

UNSEALED DOOR :

Doctor Mome has decided to come with you, unfortunately. This guy is like a millstone round your neck. You will find it difficult to drag him than walk in the dungeon...It's the most

difficult mission of the game, so again don't e mail me about it, all is here, the rest is up to you and you only. Defeating the Worm boss with this NPC is truly difficult and it requires skill and 10 star atomizer.

First bring him to the computer, you can use the map of Mine 2, there is no problem. Then exit of the room by going straight, to find three ground switches and an access to mine 1.

MINE 1 :

ROOM 1 : Kill and exit.

ROOM 2 : Kill, switch on the light and exit. You arrive then in known rooms so use the map of Mine 1 above to eventually reach room 16. Things have changed. Killed two big bots and pass the door to the last part of Mine 1.

ROOM 17 : Kill then exit.

ROOM 18 : Use 4 ground switches, exit.

ROOM 19 : Use 4 ground switches and exit.

ROOM 20 : Use a barrier switch, kill and pass the door for items. Return to room 18 and exit north now.

ROOM 21 : Kill, you see 2 exits. Right leads to items so exit north.

ROOM 22 : Kill, you see 2 exits. Right is the good exit, cause the other leads to a couple of rooms and items. You have find the warp to the underground channel.

UNDERGROUND CHANNEL :

BOSS : DE ROL LE :

1 : As i say above, before you fight him with Mome, you must be sure to have 10 star atomizer. You can

find one in mine 2, in Room 5 after you destroy a disk. exit by using a telepipe, and cancel the mission. Replay the scene until you have 10 star atomizer.

2 : Mome has 5 monomate with him. Be sure that in the dungeon he never uses one. Don't e mail me it's impossible, it's possible cause i do it many times.

3 : During the fight with the boss, choose to shoot with a gun. If the boss focus on Mome, try to receive the tentacle hit instead of letting Mome receive it. Then the monster will focus on you.

4 : The most difficult thing is to protect Mome from the purple fireball, cause it makes combos on him and kill him. Be sure you protect him.

5 : When the light disappeared, don't even try to shoot the head cause of Mome. If you do one shot and run, Mome will be hit cause he runs later after you.

6 : Be sure you have all your time cause this battle is very very very.... very long.

I was at level 25 when i succeed. It's possible but you need all your skills.

AFTER the battle, Mome concludes that Beta 772 has infected this monster after Calus releases it in nature. But the cell has disappeared in it and this boss is nothing but a monster. The last question is who corrupted the computer and realease the virus in nature ? It's the one responsible of the death of humans.

Now the game is blocked again and you need to return in the mine to look for the third boss.

BOSS : VOL OPT :

PHASE 1 : shoot the spike in air so it goes down, then shoot the screen when you see the virus inside.

PHASE 2 : You can choose the part you wish to destroy, then he died. Now you collect items, use a warp to a room and access to a path with a sealed door, it's the only enigma of the game so be careful.

HOW TO OPEN THIS DOOR ?

1 : NEVER try to read the message of Ryco. It's only for the japanese version, sometime you can use a telepipe but sometimes the game freeze. If you have other version you can read the message.

2 : Use the warp to Pioneer 2 only if during Mine 2, you have find a pillar and activate it. IF YOU HAVEN'T FOUND IT : quit the game and save after you have seen the door, you can return to Pioneer City if you wish.

3 : you will replay the dungeon and in mine 2, you find a pillar this time. kill the boss again and this time use the warp to Pioneer 2 to save your victory.

4 : DON'T QUIT THE GAME NOW !!

5 : Search a second pillar in Forest 2, and a third in Cave 2. Activate them.

6 : The door is now open, enter the ruins.

7 : You have two choices, one is going directly to the last boss and finish the game, the other is to exit by using a telepipe to look at the three last missions.

CONCLUSION : Mome has analyzed the research of Doctor Osto. The cell Beta 772 was released and altered the native cause the computer was corrupted. In the ruins is the secret of all of this, so it's time to finish this story.

SCENARIO 4 : "A VERY DARK AND ANCIENTS EVIL AWAIT" (From the helpful guide of PS 3) :

DOCTOR SECRET PLAN :

Elenor comes with you to test a new weapon.

RUINS 1 :

ROOM 1 : Use 2 switches to exit.

ROOM 2 : Test 1. You see 3 exits. Straight and 2 at the right.

ROOM 3 : (straight), Kill and use one switch. The door leads to items. Now come back to room 2. Use the second exit right.

ROOM 4 : Use a barrier switch here and pass the door.

ROOM 5 : Use a switch and exit.

ROOM 6 : Kill, and exit to a warp.

ROOM 7 : You are now in the first right exit of room 2. Use 3 switches here.

ROOM 8 : Kill you see 2 exits. Right leads to items. Go left.

ROOM 9 : Test 2. You see 2 exits. Left are healing rings, so go straight.

ROOM 10 : Items and an exit.

ROOM 11 : Test 3, kill then use a telepipe to return to the guild.

SEEK MY MASTER :

Shino decides to come with you. Go in the ruins.

RUINS 1 :

ROOM 1 : Kill and exit right for items. Then exit left.

ROOM 2 : Kill and exit.

ROOM 3 : Exit to use a barrier switch. Come back collect items and use 2 switches to exit by the locked door. You are in test room 3, so use the previous map to reach test room 1. One exit leads to healing ring, one leads to some rooms and items and last one is the good.

ROOM 4 : Kill then exit.

ROOM 5 : Straight exit leads to items and then go left.

ROOM 6 : Here straight exit leads to a useless warp, so go left and use the warp here to 2 switches.

ROOM 7 : This room can be reached by the third exit of room 6. Kill and exit.

ROOM 8 : Kill and exit to RUINS 2.

RUINS 2 :

ROOM 1 : Kill, you see 3 exits. Exit left to a barrier switch and straight to feel a false earthquake.

ROOM 2 : Kill you see 2 exits. Exit left.

ROOM 3 : Near 2 switches, Shino feels her master. Pass the door.

ROOM 4 : Kill, you receive the Kamui Sword. Exit.

ROOM 5 : Left is the good way, right is a barrier switch.

ROOM 6 : Here you meet a dead hunter.

ROOM 7 : Fight, you obtain the Yasha Sword. 2 exits, left and straight. Left is a warp to items and straight, you feel another earthquake.

NB : IF YOU EXIT NOW OR DURING THE MISSION BY USING A TELEPIPE, A NEW TEKKER HAS APPEARED NEAR THE SHOP. HE TELLS YOU THE LEGEND OF THE FOUR SWORDS AND SAID THAT ZOKE HAS THREE OF THEM. IF YOU WISH TO FIND AGITO TALK TO HIM. RETURN TO THE DUNGEON.

ROOM 8 : Kill then you can talk to Zoke and receive the Sange Sword. Collect items and return to the guild now to receive the reward.

FROM THE DEPTHS :

Meet the customer and go in the ruins.

RUINS 2 :

ROOM 1 : Use 2 ground switches, exit right to use 2 more. Exit left then for items. The exit straight is the good one.

ROOM 2 : Kill then exit.

ROOM 3 : You can exit straight to a couple of rooms with items and then come back to exit left. You find two hunters here.

ROOM 4 : Continue to find two more and kill the monster. 2 exits, one to items and the other is the good way.

ROOM 5 : Kill then exit.

ROOM 6 : Kill then exit right to a warp and collect items. Return in room 6 and exit by the left.

ROOM 7 : You find a woman, talk to her until she attacks you with monsters, kill them all.

ROOM 8 : Kill, exit right to healing ring then exit left.

ROOM 9 : Earthquake. Right exit is for items, so exit left.

ROOM 10 : Earthquake then kill. You see 2 exits, right for items then exit left.

ROOM 11 : Use the bridge. Avoid the box that falls on you and exit.

ROOM 12 : Kill a centaur and exit. You can now go to ruins 3.

RUINS 3 :

ROOM 1 : Meet ASH and he joins you. Kill and exit.

ROOM 2 : Kill and exit.

ROOM 3 : There are 5 exits. "Left exit 1" leads to a barrier switch after some rooms. "Left exit 2" leads to a barrier switch in a dark room. "Exit right 2" leads to the fifth exit and a warp. Use it then fight in a dark room. Switch on the light to see the red switch. Now use the "exit of the right 1" to use a new warp. Use the machine here to collect data. Exit then Ash leaves you and you can return to the guild by using a telepipe.

Now all the missions are cleared. You see them in yellow and can replay them for exp

and money. But don't do that.

CONCLUSION : Ryco is possessed by Dark Force and she corrupted the computer and created all the problems. You must chase her now.

Return to RUINS and go in ruins 3; Now the last door have opened. You can explore RUINS 3 easily that's why i don't give a complete map. At the end you find the teleport warp to the last boss.

FINAL BOSS : DARK FORCE :

A cool equipment against Dark Force in Vhard is :
Attribute Plate 4 slots,
Perfect Resist ++ in all slots
Attribute Wall

In this case, Grants is limited to 100 points of damage maximum. Dark falz will do only, 200 to 300 points of damage according to your character and your level.

When you arrived here, click on the Pandora's box in front of the obelisk. DARK FORCE appears.

PHASE 1 : You are surrounded by 1000 mines, don't panic and shoot two of them and they disappear. You must shoot those with purple smoke inside them. It's important to know it cause in on line mode you must shoot more than two.

PHASE 2 : the monster have 3 heads. Destroy the one on the right cause it's the healing head. To do this try to circle around him, and stays behind him so he can never use ice or fire on you. Once this head is destroyed, all are destroyed automatically.

PHASE 3 : It's time to stay in front of him with 10 dimate or 10 star atomizer and shoot the ball under him. I used 9 dimate for this battle and he died. Also you have great chance that he didn't use the grantz technique on you. If you are near he will hit you with a freeze spell or a fire spell. Grantz is when you are far from him. In hard on line, it casts also a fall rain, like Zyo of PS4. You can avoid this attack but you must run.

I was at level 30 when i won in one battle. This battle is very very easy in normal. However i received news from Kyapiko and he wasn't able at level 26 to win against him. I have also heard of the multi players technique on gamefaqs but really i don't know why everyone finds this boss so hard. It's a real easy fight in normal.

PHASE 4 :(only in hard and very hard) I have fought it on line with a japanese player at level 100 and it wasn't easy. In this phase, Dark Falz takes you in the air. It turns into a giant creature and has several attacks. First you can shoot him only when he turns "solid". Usually he

goes in the air and launch light ball on you. In this case you must run around him. Then he casts

Grantz, With Resist Saint on you you can survive and heal, but you must be quick to heal unless it's too

late. Even without Resist Saint, you can survive but you have also great chance to die in one hit. I think that it depends of your current speed. If you begin to run when he casts the spell

it's too late. You must shoot the same ball as in phase 3 when he is solid but this time it's his

heart. If you are not in front of him, you can have some problem to lock on it.

To be simple, run, equip yourself with Resist Saint, be sure to have 10 trimate and 10 star atomizer and don't forget 3 or 4 scape doll. If you win, you will see the soul of Red Ring Ryco

flying in the sky. Yes in hard she rests in peace, not in normal.

ENJOYED THE END, Commander is crying, you go on Ragol to leave in peace, then there will be an auto save. Reload your file and you see that you have played in level normal. Now begin to play in Hard with your character and all items, exp and gold.

Later you will play in very hard. Why this ? just to obtain a powerful character for the on line game. It's important if you wish to play with a japanese player. Also i noticed that

the game makes a screenshot of your skin and includes it in the image during the credits, it also shows to you the "oav" version of your skin, impressive.

Now hero, the rest is up to you.

ADK, ALIAS DANDROID IN THIS GAME.

13 SIDE QUESTS, ASK FOR THE BEST :

SOUL EATER SIDE QUEST :

When you met Sue in unsealed door, she talked of Black Hound but i have never fought him. NOW HERE IS THE WAY.

First complete doctor's osto reasearch quest, and answer NO to Sue. If you have said your name it's too late and you must wait for the next difficulty level to obtain it.

Second complete the unsealed door quest and be sure to talk to Bernie in the room that look likes a S and split in two parts. Talk again to Sue and finish this quest.

Third complete the Waterfall Tears quest, after you beat Anna, continue to meet the Black Hound, Kireek. Kill him, very easy.

Fourth, complete the Black Paper quest, on your way to cave 2 you will meet again Kireek, my advice is to use the map of Cave 1 in the inventory to see the triangle of Kireek on it. It's easier

to find him then. Kill him, it can be long, and finish the quest.

Last complete the From the depths quest. After Ash leaves you, Return to Pioneer by using a telepipe and

re enter in Ruins 1. Look on the map to find Kireek and Ash. This time Kireek is possessed by Dark Force

and is easy to kill. You obtain the Soul Eater and kill the Black Hound.

Note that Kireek talk of another pirate to you. You will probably fight this pirate in the appen disc.

To complete this quest easily you have just to wait until after the last quest (from the depths)

is available and then complete. The most important thing is to not says your name to Sue.

AGITO SIDE QUEST :

There is a fourth sword to find in this game. HERE IS THE WAY.

You must be in hard mode and in the ruins after you collect Kamui, Sange and Yasha (Yasha was the name of a ninja in Shining Force 3 Saturn, Kamui is a ninja girl of this saga and last Agito is the last boss name of the Story of Thor). You will find in the ruins the book of katanas (1 to 3). Go to the tekker and he will say if it's the true sword or not. You can find 16

different versions of it. The true version is the model of the year 1975.

After you collect the fourth sword there is someone that can create the ultimate one for you. It's the tekker who appears in the mission Seek my master. He will create HOROSHI AGITO (agito of

the killers) which was badly translated in Orotiagito (HOROSHI is the last boss name of one of the king of fighters (1998 if i remember correctly)).

DOCTOR MONTAGUE'S WEAPONS :

I remember that Doctor Montague offers to create a special weapon for me after the mission DOCTOR SECRET PLAN, if i bring some material. However i didn't find any in the normal level. Update 2.0 : I have found in the ruins in normal at level 32 the del saber's right arm and obtain the DELSABER'S BUSTER from Montague. He can create also a shield

if you find the left arm. Kill a lot of del saber in the ruins to obtain it. The shield is very rare.

Last, If you bring to him a Sinow Beat Arm, Montague will create the Sinow Beat Blade. You can also bring to him : a chaos bringer's arm, a sorcerer's arm and a pan's arm to obtain a Chaos Bringer's Rifle, a Chaos Sorcerer's Cane and a Pan arm blade.

AKIKO'S FRYING PAN :

In the mission Secret Delivery talk to a guy, and answer !! both times. He will give you the WEAPONS EMBLEM. Now complete the mission.

Go in Claiming a Stake, talk to another member to be accepted (in town) and complete this mission.

Go in Value of money and talk to another member to be accepted, complete this mission.

Go in Gran Squall, talk to the member and answer 1 to him to be accepted. Complete this mission.

Go in the Lost Bride and talk to the last member. Complete this mission.

Now return to the secret delivery and talk to the guy who gave the emblem and then you will talk to his wife near the bank. You obtain the Pan.

14 DONWLOAD QUESTS :

Well, let's begin by how to find them.

0 : you can find all the downloadble quests in www.booyaka.com.

1 : You need to go on line, yes connect yourself on line. You need the correct game nationality and the correct dreamcast of course.

2 : If the game said that your username is incorrect, it's because you have donwload some files from a foreigner site with it. In this case you need to reinstall the dreamkey...

3 : Once connected, you open your account for the game and you have two choices :

1 connect to the main server (ship select)

2 connect to the download server.

Choose 2 to find the download quest.

The problem is that you cannot access to this menu during your connection.

you can only choose your ship. The download server is not ready for the moment in other version than the japanese one.

(update) :

Now the american server has opened the download server, with the letter from Lionel.

There is no download server available for Europe.

The quests are excellent. You will do and see things and corridors you have never seen in the game.

Actually only one quest, Letter from Lionel, is international. However it's limited to the language of your

dreamcast. The japanese downloadable file can be used with other version but can be downloaded only if you

have an account on Isao net. In Japan, before the appen disc, Sega has opened a challenge between players,

you can download it, but can't enter the contest if you haven't a japanese Dreamcast.

Each quest is built to help people to reach the level 100.

Ok Let's go :

DOWNLOAD QUEST 1 : LETTER FROM LIONEL/LA LETTRE DE LIONEL/MAIL NO LIONEL : (110 BLOCS)

The guild has received a mail from Lionel, an android. First read the quest board. Now go to the

forest. Find your way to Forest 2. Go in Room 3 and talk to a hunter. Then you can use a warp to room 8. You can kill the monsters first but it's better to use the other warp. You arrive in a

small room with the head of the android. It's alive. Read the quest board to chat with the head of Lionel. You must chat until it gives a clue about the next part of him you must find. You have probably noticed a room locked in forest 2. Once Lionel says : "i must be in a stomach", this room opened. Go in and kill the hildebear. You obtain the arm of Lionel. Talk with the arm by using the quest board and it gives a clue for the legs. Go in Forest 1 and in room 2 you find the left leg in the river. Talk to the leg by using the quest board and you learn that the other leg is in the cave. To go in the cave, return to room 8 of forest 2 and do as if you wish to go to the boss. The difference is that the warp takes you to the cave. The right leg is in cave 2.

Fourth map of the cave :

ROOM 1 : Kill and exit.

CORRIDOR 1 : be careful.

ROOM 2 : Kill, you see 2 exits, north leads to a dark room and then to items. Go left.

ROOM 3 : Kill and exit.

ROOM 4 : 3 mines, exit.

CORRIDOR 2 : Go right to go in room 5, you can also go straight.

ROOM 5 : Kill and exit, use the warp. Use another warp to open the door, you are back in the corridor, go straight now.

ROOM 6 : Kill and exit.

ROOM 7 : Kill, you see 2 exits, One to a healing ring and the other is the good.

ROOM 8 : After a third corridor, kill, you see 3 exits. Left for an isolated room, the north door is locked, you can go right.

ROOM 9 : Use 4 ground switches, go in the dark room, switch on the light and kill. Once you return in room 9 you see a Pan Arms in Cave 1 (it's impossible normally). Use the second door of room 9.

ROOM 10 : The exit left leads to room 8, and the other to cave 2.

Once in cave 2, you will visit a maximum of 3 rooms, i can just say that you follow the way to the leg because it's simple.

Talk with the leg and now use a telepipe. Near the guild is the hunter you saw in the forest, talk to him until he gives the body. Congratulations, Lionel is complete. Now go in the guild talk to him and receive the reward.

You can gain at least 23 000 exp in very hard mode.

This quest is very fun, and the monsters appear and attack as in very hard, even in normal. This quest is available now in America, but not in Europe.

DOWNLOAD QUEST 2 : A NEW WEAPON : (66 BLOCS) (A.K.A Rare Material Quest)

You must set up the language of the game in japanese to play this one. Otherwise the VMU will not recognize it. This quest is excellent for two things : you can find a lot of Monogrinder, and materials and you can earn a lot of exp in very hard, due to the presence of the Monest and Mothmant. By playing this one you will gain about 17 000 exp in very hard mode. But if you kill all the mothmant, use a telepipe and come back to the forest area 2, you can gain all the exp you need for your next level.

The customer, Oswald wants four "ingredients" to create a photon weapon. He obtained an access to the secret research about photon weapon and now, he wants to make one. He offers to give it to you in

addition of the reward. You have access to two dungeons, forest and cave. Read your quest board to see the list of items you must find. Go in the forest, in room 1 and room 7 you find a "Moon Tyte" (you have 2 now). Go in Forest 2 and fight the dragon. You obtained a "Dragon Scale". It's time to return to Pioneer 2 and to enter the cave. Advance in the dungeon and find a room with 2 exits. One leads to a healing ring and the other to a rock with shining stars on it, this room is splited into two parts and i'm talking of the part with the rock, search the rock to obtain an item. Find your way to cave 2 and search the waterfall room. You see another rock. Search an item in it. Now you can go to cave 3 for exp or simply return to Pioneer 2. Talk to the customer, he offers 3 choices in kanji. It's Sword, Staff and Gun but the kanjis were so small that i'm not sure. Anyway, talk to him and choose one of the three until he gives a weapon. Then talk to him and you can receive your reward as in a classic mission.

Note :

- 1) You can obtain a lot of weapons, all are using the photon. I'm sure that rare items aren't in this quest unfortunately. I obtain a poor Frost Sword and a poor Frost Staff because i used the first choice and the second. With the third i obtained a Frost Machine gun.
- 2) In fact you need only 1 moon tyte, 1 dragon scale and 1 item in the cave to obtain a fire weapon. If you bring a second moon tyte and a second item of the cave, you obtain a frost weapon.
- 3) you can earn a total of 20 000 exp if you explore cave 1,2,3 but it's long.

DOWNLOAD QUEST 3 : A VERY SPECIAL TEST FOR A HUNTER : (37 BLOCS) (A.K.A The Retired Hunter)

You must set up the language of the game in japanese to play this one. Otherwise the VMU will not recognize it.

Donoph, a hunter wants you come with him in the ruins to kill 99 monsters in less than 30 minutes.

Zoke the great swordman didn't do better. You can answer "???" or "!!!" to Donoph. It's better to answer

"!!!". You go in ruins 3 alone and find him there. Kill 99 monsters to complete this mission. It's easy

and Donoph count them for you.

No one in town is happy to learn about Donoph's success. If you remember correctly the soul eater quest,

Kireek talked of another rival in Pioneer 1. This rival ruled the black market of Pioneer 1. This person

is Donoph. He managed to survive after the crash of Pioneer 1 and then became a retired hunter on Pioneer 2.

Here is the beginning of the side quest :

To play this side quest you must be only in Very hard mode.

You notice in town Alicia Baz, the yellow force. She knows Donoph and wants you to bring him to her (after you

complete the side quest of course).

1) Answer "!!!" to Donoph.

2) Complete the challenge, kill 99 monsters. Donoph leaves and say that he has just one monster to kill to beat

the record. Collect items and return in town by using the warp to Pioneer 2, at the beginning of the dungeon.

If you use a telepipe the next sequences won't occur.

3) Now talk to Alicia, instead of going to the guild. You hear a shime of victory. She opens for you Forest

area 2. Visit this forest. You can kill everyone, there are 2 points of interest :

The first is the locked room.

The second is the mail, written by Flowen (the same as in Flowen's sword, armor and shield), about Donoph. I

don't really understand it, but it talks of High Scriff (a title probably, like master or general) and it talks

of Donoph. Answer yes to read the mail.

4) Return in ruins area 3 and you see a message. The message you see is :

"go go, there is one monster to kill". If you find this monster you will open the locked corridor, i think.

That's where i am stuck because i can't find any monsters in ruins 3 and Alicia doesn't give a clue. I think

that the goal is to fight Donoph or maybe someone else in the locked room of forest 2, after you opened the

locked corridor in ruins 3.

I begin this side quest after i read the faq of Darthsif. I submitted to him informations about the japanese in

this quest, and i invite everyone who is reading this part to read his faq of the retired hunter. I hope he

will update his faq with the informations i sent to him.

DOWNLOAD QUEST 4 : PSO FAMITSU CUP : (110 BLOCS)

This quest is sponsorized by Famitsu the great video games magazine in Japan. I really doubt of a

translation, but who knows...

You must set up the language of the game in japanese to play this one. Otherwise the VMU will not recognize it.

This quest is special. You go (off line) in the forest, cave and mine and play some mini games.

Once the quest is completed the game store your time in memory. A japanese player can put his record on the official site of the challenge and there is a ranking between all the japanese

players. If you haven't an account on Isao net and a japanese dreamcast, you can play this quest but you

will not enter the contest.

Ign, has announced a similar contest in America. Nothing for Europe...

During all this quest when you have a choice it's yes or no. The question is each time : "Do you know

the rule of this mini game ?". Answer yes each time to gain time.

The goal is to complete this quest as fast as possible.

Forest :

The commander asks you to go in the forest to begin the contest. In town everyone say a lot of interesting

things about it and you can see signs for Famitsu. Go in the forest.

You know the game, stone, cissor and leaf ? This is it. Shino appears to explain that you need 11 points

to be as strong as Sakura 66 (who is she ?). To obtain points you must beat four opponents.

First oppopnent : Rag Rappy :

You find him in room 6. Talk to him and you have three choices :

GO

SHYOKO

BAR

If you win with a go, you earn 2 points, with a shyoko 1 point and with a bar, 5 points. It's

the same

thing for others opponents. Use the warp to go directly to another opponent.

Second opponent : A scientist who works with Alicia.

Third opponent : in the same room, pass the blue barrier and talk to a ship. Yes it is the third opponent.

Fourth opponent : in room 7, near the Rag Rappy, is a stone hidden somewhere. Talk to it to meet

the fourth opponent. Once you have 11 points talk to Shino and she opens the path to the cave.

Cave :

Very fun and very freak at the same time. You talk with Morrigan (not the one of Capcom ok ?). She asks you to find a friend. Search for a door that can be opened. In it talk to Type 0 and he comes. He is a witness. Talk to Morrigan and she disappears. You must chase her. (She is the girl possessed by Dark Force In the mission From the Depths).

1 : You must go through this corridor without dying. Type 0 will wait for you at the end of the corridor.

2 : You see rocks and a barrier. To open the door you must reach the switch. This room has a particular property : It acts as a giant warp. You must find the good pixel to be teleported near the switch and then near the door. Begin to go right and near the rock to reach the switch and then go near the entrance to reach the exit. Long but not hard.

3 : Each time you destroy a box in this room, an enemy appears. Kill them all. Exit.

4 : Morrigan is hidden on the left of the room. She is invisible, so lock on her. Once you talk she escapes again.

5 : Kill all monsters and protect Type 0. Exit.

6 : In the waterfall, Morrigan stuns you and you lose precious time. Exit as fast as possible...

7 : Go right instead of straight. In the next room switch on two ground switches and pass the door on the left (not the one north left) to switch on two more ground switches, Then you use a warp. You are now in a room, kill and exit. You are in the path that went straight. Return to the room with 2 ground switches and pass the door north left for a little challenge. Kill some monsters quickly (talk to the creature to begin the challenge). Last pass the door north right. In this new room, search four invisible ground switches and each time you use one, kill a monster.

Last pass the door straight for items and the door opened with 4 switches to reach the end of this floor.

8 : Talk to Morrigan and she opens the way to the mine.

Mine :

You meet a hunter. It's the guy who helped Kroe at the beginning of the mission Waterfall Tears. He wants to test your speed. The goal here is to touch him. Once you lock on him press A repetively to touch him a lot until he admits you are faster than him.

Stage 1 : in the room you meet him, begin to chase him. In the next room kill all monsters. You find the

next stage.

Stage 2 : He is in the center of the room. Use a warp to reach him.

You must touch him and 2 doubles of him (the impact are not the same). It's long. You can access from here

a small room, in it there is an invisible man who gives an item a price because you search him. You can

visit all rooms here for items and fights but find stage 3.

Stage 3 : The hardest and the longest of all. Our dear hunter continues to teleport from a corner to

another but never in a corner you are. Simply go in the opposite direction and be on the corner once he

is to win. After this stage, follow him, talk to him and you can exit to Pioneer 2.

To quit this mission talk to the commander and then to the girl. She will ask if you wish to quit (no or

yes in this order) and if you wish to record your time (no or yes in this order). After that you quit

this challenge.

It is simply excellent. Congratulations Sega !

CONCLUSION : We lost the best part of the game with the downloadable quests. Sega of America and Sega of

Europe must translate it as soon as possible. It's unforgivable to let players of the entire world outside of the fun. The server must be the same for everyone. PSO has a big success in Japan

and when we will have the four quests (and maybe only three) the japanese players will play with two

or three others. It's sure that other downloadable quests will be available in the future.

Keep in mind that names of the quest 2, 3 and 4 will be different and items in quest 3 also. It's not

an exact translation. I will fix everything with the official version.

It's not over ! not yet ! another one please ! it's ok.

DOWNLOAD QUEST 5 : EASTER EGG QUEST : (64 BLOCS)

This quest is the sequel of the famitsu cup. If you have a japanese DC, be sure to play the famitsu cup before

this one. After you complete this quest you can change your record in the contest. This quest was written to

salute the three ways to connect to PSO, the split (the DC modem), the ADSL (other machines and DC connected to

a PC) and the broadband adaptor (in America also used for Quake). If you know perfectly these three tools, no

problem for the quiz, if not read the following. This quest is a mix of a normal quest and a side quest to

obtain a rare item.

Keep in mind that with one character you can obtain only one rare items, you need 3 characters to obtain them all.

In Normal : Chain Sawd

In Hard : Flame Visit

In Very Hard : Sting Tip

Make your choice and begin. Once again, set up the language in japanese to play this quest.

During the Famitsu cup, Black paper and some other people stole an ADSL and a SPLIT. Your mission is to find them and bring them back.

1) Talk to the customer. You receive the Instruction Manual (in your quest board).

- 2) Refer to this guide for the map reference, it's the one of unsealed door.
- 3) Go in the mine area 2.

Mine 2 :

4) Enter in room 1. Use the computer to watch a scene between Black Paper and Red Hunter, and then a second to

learn that 3 scientists (3 clones of doctor Mome...) have secured the Split and the ADSL.

5) Press start and go in Item/area map. Locate the blue arrow scientist. In order to activate the side quest you

must spy him 3 times in the first part of this mission. To spy him you must use the correct computer when he is

in the correct room. As long as you haven't watch 3 scenes, you must talk to him and answer 1 and 1 so he can

move. If you get the idea, read the following.

6) You must spy him in room 2 (the S room) when he is on the part accessible from room 1. To spy him there use

the computer in the small room of room 3.

You must spy him when he is in the small room of room 5 (where you usually find a star atomizer). To do this

use the computer of the small room in room 6.

You must spy him when he is in room 6. To do this use the computer in the small room of room 2.

Note that it can be long, and all the positions of "blue arrow" on the map are random...

7) To complete this part, talk to "blue arrow" and answer 1, then 2. Beat him and you obtain a SPLIT (in the quest board).

8) Now look at the area map to see two arrows. Go there and you find Black Paper and Red Hunter. Follow them in

the corridor. Now you can continue the quest.

9) You can now access to the last room of mine 2. This time when you talk to "blue arrow", he displays a new

menu : 1)information about the split

2)information about the ADSL

3)information about the broadband adaptor.

If you understand japanese i think it contains the answers to the quiz of the side quest. You have this guide

in any case.

10) You must spy blue arrow in the following rooms :

The second S room, by using the computer of the small room of room 11.

The corridor after the S room 2, by using the computer of the small room of the room full of boxes (near room

11 and the corridor).

In room 11, by using the computer of the small room of this room before the S room 2.

It can be a major problem to obtain "blue arrow" in the correct location.

Once down talk to him answer 1, then 2 to kill him and obtain an ADSL. You will see the message "quest clear".

Don't return to the guild now. Return in room 2 (the S room 1) to use the coputer and watch a last scene. Now you

can go to the locked door of mine 2. Use the instruction manual in your quest board, you will see a message, the

ground will shake and the door will open. Go in mine 1.

Mine 1 :

Here you must fight. When you are stuck, search in the center of a room for a gray robot.

Sometimes he is invisible

due to a bug (you are not playing with the japanese PSO on a japanese DC with the quest of the Isao net server).

Q1 : price of adsl in japan = 5500 yens, answer 2, it's wrong (choose the cross).

Fight until you meet gray robot 2.

Q2 : It's related to the number of bauds per second, the answer is 24, answer 3.

Then you will fight until Black paper and Red hunter stop you. It's time to kill them once and for all. Continue until question 3.

Q3 : it's related to a characteristic of the adsl, the answer is Analogic, answer 2.

Now finish the floor and go in the underground channel to fight De Rol Le.

BOSS : DE ROL LE :

Be sure to have scape dolls, if you die you will lose definitely your weapon. During the battle take a second before you answer, the order is always the same : 2,3,1,2,3,1...

After you kill him, you receive the rare weapon. Return to the guild.

Talk to the customer and then to the guild. You notice the URL : <http://www.eaccess.net/jp/info/psox.html>. I didn't go there but i suppose you can post your result in this page. Remember do it only if you have the japanese DC, japanese PSO and the quest downloaded from the Isao net server to avoid any problem, like your key is banished the next time you will connect to your on line server.

15 PHANTASY STAR HISTORY AND THE MISSING LINK :

PHANTASY STAR 1 :

During 1987, PS 1 appears. It was the first japanese RPG ever made. Scenes in town are like in other PS but in dungeon there was a first person view and free movement like in a doom like and not as in dungeon master for example. This "four mega plus" cartridge was full and i used more than 20 hours to finish this game. WHY ? the dungeon was like labyrinth, i need to draw a map for the multi level. The package talked of 16 multi level dungeons, i have found 31. Few towns were available but the game wasn't linear. You can go where you want, explore the dungeon in the order you want and you can visit Parma, Motavia and Dezolis by using battle station, ships, hovercraft or your feet. Sometimes you must find the dungeon and what to do to advance in the story cause the game gives little information about the quest. There were 4 characters in your party, Alys the legend, Odin the hunter, Myau the strange cat and Noah (known as Lutz in other episode). PS 1 was a gigantic surprise when i played it on the master system and i buy the re edition on the genesis only released in Japan. It was the same but more beautiful. PS 1 had also beautiful images in the game. They were increased in the genesis version.

In 342 of Alys World (A.W), Nero (Nei in the japanese version) was the first who discovered Dark Force inside the heart of Lashik. He was killed and Alys, her sister, decides to avenge his death. She meets Myau and Odin and later Noah on the way. Alys begins to visit Parma, then Mota to meet the gouvernor and fight a habitant of Mota (which were one of the heroes in PS 4 (GRIMM)) and then Dezolis. Of course her quest finished on Parma. She meets Medusa and some other boss. She completed a quest for the Laconia Sword (Nero's sword or Nei's sword) and armor which was the only one able to kill Lashik. Myau became a dragon to fly to Sky Castle (Game Arts used this idea later on Lunar). At the end of the game they killed Lashik and Dark Falz (it's "Force" of course but it was badly translated). There were two endings : Alys does or does not become the queen of Parma.

PHANTASY STAR 2 :

In 1989, the second RPG of the genesis appears after Super Hydlide.

This was also an excellent surprise for me. The story was excellent but the technique so poor. This 6 mega cartridge has long labyrinth (more than 19, as they said on the package).

This is the story of Rolf, an orphan saved from a crash by an unknown person. In 1284 A.W, he was haunted by nightmare more often. He found a creature that grows into an adult and named it Nei (a girl this once). All Mota was ruled by a computer named Mother Brain which appeared mysteriously. Strange events occurred and Rolf began to search why. He met 8 other characters in this game. My favorite was Nei of course, Rudo the clone of Odin, the girl with green hair and the slasher and Cain. You can change their name. The hero gained the Megido technic at level 34 or 35. After a long time, Nei was killed by Nei first, her darkside. Then Rolf killed her. They found that the problem was a bug in mother brain. They decide to cut all transmissions with it by opening four dams and they were arrested. Sent in Gaya the space prison, Mother Brain used it to destroy Parma. They were saved by Captain Tyler (who has a town of his name in PS 4). In Dezo they found Myau's children all Nei's weapons and armor and met Lutz.

After he awaked from his cryogenic sleep, he told to Rolf the truth : he is an esper and can live more than 200 years, he was the one who saved Rolf from Dark Force and the crash and last Rolf is the last descendant of ALYS. They were teleported and opened the pandora's box to kill Dark Force (a crude joke appeared, "oh a new weapon, huh ? oh no, it's Dark Force..."), Using all the power of the Megido Technique they killed him and a wonderful mother brain. Last they discovered the truth :

100 earth men escaped from a collapse in noah's arch. They built Mother to help the people of Mota but their anger awoke Dark Force. They enclosed him in the Pandora's Box. But he escaped and corrupted them and Mother Brain. Now they are THE Dark Force. Without a chance to win, they engaged a desperate battle and all (earth men and heroes) died. Rolf asks who in Mota will kill Dark Force in 1000 years and then disappeared.

PHANTASY STAR 3 :

In 1991, appeared the third episode. It was the first RPG i played so don't ask me if it's good. Many people said that it was not as good as PS 2, but in fact they didn't understand the link with other episodes or never finished it because of the poor battles. You can change of hero during the game with a system of generation and only Wren and Mieu stays all the game.

There were three quests (one and two were long and three very short), seven worlds and two moons to explore. It's the longest of the saga. There were 4 endings. PS 3 has the best sprites for players but also the badest fights of all the saga. Another problem of the american translation was the names. They called Siren Wren and the Siren of the american version had another name in the japanese one. That's why everyone asks how Wren flew from Alisa 3 to Mota in PS 4. In fact it's not the same robot. In addition of that, Wren was the real japanese name for the cyborg of PS 4 in the japanese version.

Before the crash of Parma, and due to their experience of it, the people of Parma built a fleet of 400 ships to save everyone. They felt the danger of Mother Brain. 398 ships were destroyed but they landed in Mota or Dezo (it includes the one of Captain Tyler). Orakio, Laya, Miun, Siren and Lune fought against Dark Force on Alisa 3. They enclosed it in Sunken Palace under the sword of Orakio. Lune and Siren were sent in two moons to supervise the security and were in cryogenic sleep, Miun was wounded and wandered in the desert searching Orakio desperatly and Orakio and Laya mysteriously disappeared after the final fight. Rulakir, the young brother of Orakio, was so jealous of his brother that Dark force came in him and helped him to survive during 1000 years. He stayed in Lashute dungeon (it's Lashik dungeon in fact) and divided people into Orakians and Layans. Last after 1000 years of rest, he kidnapped the princess of the layan, Maya and brainwashed her. Then he abandoned her on a beach.

In 2224 A.W Rhys found a girl on a beach and decided to marry her. Unfortunately a layan dragon (Lyle) came and kidnapped her. Rhys, helped by Lena, escaped of the prison and began his personal war against Layans. He met Mieu and Wren, a more powerful version of Miun and Siren built by Orakio for his last descendant,

Rhys. Last he met a powerful and hip character named Lyle, the dragon knight, and discovered that Lena was his sister. Eventually he saved Maya. At this point players can choose to marry Maya or Lena to obtain Ayn or Nial. Each one had a quest to perform. They met Siren for the first and Lune for the second. If Siren died, not Lune who was in the third generation. Each can marry Laya (the sister of the original Laya, the girlfriend of Orakio) or the sister of Lune. it gives four different heroes for the last generation. All of them discovered they were the descendant of the people of Parma and that Orakio and Laya were friends. They also discovered Rulakir's treachery. They found Orakio's sword, Laya's bow, Lune's Slicer and Siren's Shot. After they show Orakio's sword to Miun she calmed down and gave Miun's claw, then she died in peace. The legendary weapons became Nei weapons (the first who fought Dark Force) and last the ultimate weapons (to kill Dark Force). They obtained the Megido technique and the Grantz power. After they killed Rulakir, they opened the Pandora's box (and read the crude joke again) to kill Dark Force.

Story 1 : After the fight they come on our earth.

Story 2 : They find a solar system identical to Algo and land in a planet that looks like Parma.

Story 3 : They destroyed Neo Parma (the 399 th ship) and Dark Force sworn to bring back to life all people who fought for and against him for the final battle in 1000 years.

Story 4 : All the ships were destroyed but they were all saved cause they land on a solar system identical to Algo.

PHANTASY STAR 4 :

The explosive final (a second subtitle given by Sega of America) came in 1994 to us. This game was full of references to other episodes. If there was always a doubt on which one is the best, PS 4 calmed down everyone and was simply the best of the saga. Imagine the best technique, the best fights (real fun like in Streets of Rage but for a RPG) original macro commands, skills, a guild, and 24 mega of power for a lot of dungeons. The sound was excellent and the ending fantastic. Last the quality of the english in this translation was superior to all RPG until now. PS 4 introducing powerful characters like Demi and Wren, a computer created Rika from the data of Nei and Nei first and you meet Rune (Slayne in japanese) and Grimm.

The story begins in 2284 A.W. Alis Brangwin (Leyla in japanese) and Chaz Ashley (Rudi in japanese) are 2 hunters and work for money in a world abandoned by Mother Brain and surrounded by monsters. Hire for a job at Mota university they were involved in a battle with Zyo a dark magician. On the way they met Rune and we discover that Alis and him know each other (but this part of the storyline was forgotten and we never know how they have meet). They also discover that 398 ships landed on Mota and Dezo and only 2 escaped from Algo. Alis was killed by Zyo and Rune joins you to avenge her death. They landed on Dezo near Tyler town and then fly to a satellite where they encountered Dark Force for the first time. One thing too bad in this game is that Dark Force is banal here. Then Rune said that he is a descendant of Lutz and everyone goes in the Esper mansion. After this, they learned that Lashik and Sky Castle were back. They fought him in a dungeon with the same map as in PS 1 and came back on Dezo to kill a second Dark Force. They also met Myau, Alys's friend, and his children and received Myau's claw. Last they killed a third Dark Force and found a way to Ryukross the fourth planet of the Algo solar system. There was "the roof" on it and it explains the whole story. The great light fought the profound darkness, his counterpart, and enclosed him behind a seal, the Algo solar system. The people there, were like guardians. When Mother Brain destroyed Parma the seal became unstable and that's why Dark Force came everywhere and revived four times (3 in PS 4 and 1 in PS 3). After that, Chaz obtained the megido technique, and the sword of Elsydeon built from all the soul of people who fought Dark Force. So the monster was right at the end of Phantasy Star 3, everyone will be here for the last battle, enemies like heroes but he was wrong about the time. Then Chaz destroyed the Daughter of Mother Brain, named Daughter, and the Profound Darkness. Peace is here forever and the ending was very long (30 minutes).

AND NOW WHAT ?

The possible next episode can be :

- 1 : The great light comes back to destroy Algo and take all people to another seal. It could explain why a new Dark Force exists in PSO.
- 2 : The Dark Force in the Pandora's box became independant and can revive. So the people create a seal to enclose him but even with this, the last ship landed in a new planet and all died.

Phantasy Star 4 used the ending of Story 3 and PSO also used it. That's why i considered it's the real ending of Phantasy star 3. Phantasy Star On Line takes his story in the second possibility and is linked with PS 3.

PHANTASY STAR ON LINE :

Commander Ryco Tyrell found the planet Ragol. They discover some native beasts and decide to fix the weather. But it changes dramatically and they hide in the mine, where they study new cell like beta 772 and find a strange door and some remains of an ancient civilization. Ryco finds a way to open the door by using some pillars and discovers Dark Force. Dark Force uses her to corrupt the computer in the mine. It releases in the nature the cell beta 772. This cell mixes with a monster and this monster creates the altered beast from the native (the monster is the second boss). The human were blocked in the mine and can't escape. the machine became crazy and all were killed. You arrive and discover that the ruins are in fact the rest of Alisa 3 and the door a seal not t be opened. After a long dungeon you unlock the Pandora's box and kill apparently once and for all Dark Force. You learn this missing link only at the end of the game and it's a good surprise at least.

16 SPECIAL WEAPONS :

Ok, for a special weapon you need to play in hard or very hard in off line mode or on line mode.

Once you find a special weapon, bring it to a tekker. He'll give you the name. There are a lot

This board was originally created and submitted by Yann Dubois.

I have added the rare items Yann didn't find. Note also that the value of attack Yann gives in this

section is for a HUmar. For example, with the Varista my minimum ATA (with a Hucast) is superior to the ATA

of his HUmar. So I give my ATA sometimes. Also if you see ATP, it is the minimum required, as well as for MST.

In this section, "On line" means that i obtained them by exchanges.

Here are some items you will find :

Name	Lvl	Stars	Max	Found	Description
Characteristics					

Agito	ATP195	9	?	>Hard ruins	Depends. Saber ATP+?

Akiko Frying Pan	ATA185	9	+9	Any difficulty	It's quite speed, but not the ultimate weapon.

Alive Aghu	MST480	9	+9	>Hard Caves	A legendary battle cane

made for a Force

VHard Ruins

for intense fights. Its

special attack

steals enemies' HP.

Battle Verge ATA214 9 ? >Hard ruins
of the

A powerful staff, it steals half

around level 57

HP of an ennemy.

Blade dance ATP385 9 +9 >VHard mines
ATP+ATA+EVP+

Two short blades with

attack.

paralysing special

Bloody Art ATP412 9 +9 >VHard Caves,
after all

A legendary short sword named

ruins

the blood that it

spilled. Its special

attack halves enemy

HP.

Brave Hammer MST470 9 +9 > VHard Mines
brave

A legendary battle cane for

attack uses TP to

Forces. Its special

launch a powerful hit.

Brave Knuckle ATP250 9 +55 >Hard/VHard
boost

Gear for the fists and feet to

Forest

attack power for unarmed

combat. Its

special attack causes

paralysis.

Brionac ATA196 9 +9 >Vhard ruins

It steal TP.

Bravace ATA118 9 +9 >Hard Caves

A legendary pistol reserved for

high-

ranking officers aboard

Pioneer 1.

Adds lightning damage.

Club of ATA210 9 ? >Vhard mines

This Staff is very powerful and

forged in

around level 60

the legendary metal, the

Laconium

laconia.

Club of Zumiuran MST450 9 +9 >VHard Forest

A legendary cane made of the

magic stone

Zumiuran. Its special

attack can cause instant

death.

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Cross Scar      ATP463  9      +9      >VHard Ruins      A legendary short sword that
leaves
victims. Adds
cross-shaped scars on its
Lightning damage.
-----
---
Crush Bullet ATA122      9      +9      >VHard Mines      A legendary shotgun made with
concentrated
in shop also
pure Photons. Its special attack
steals
enemy HP.
-----
---
Custom Ray v.00  ??      9      +9      >VHard Mines
or Ruins      A pistol used by mechanic group
"team00". Proves the
bearer to be a member
of the team. Adds fire
damage.
-----
---
DB'S Saber      ATP265  9      +9      >Hard ruins      Short sword with strong
ATP+250ATA+40
attack using TP
DB is printed on the
sword.
-----
---
Delsaber's      9      +9      >Normal ruins
Buster
around level 32,
A powerful sword that uses
photon.
or Hard ruins
-----
---
Diska of Liberator ATP480  9      +9      >VHard Caves      A legendary throwing blade used
by a Hunter
or Mines
called "The Liberator."
Causes confusion.
-----
---
Diska of Braveman ATP495  9      +9      >Can be bought
the brave.
in Whitill ID.
Sacrifices HP for a
powerful special attack.
-----
---
Double Saber ATP235      9      +20     >Hard caves      Double bladed photon
ATP+ATA+EVP+
sword. Special makes
TP
-----
---
Dragon Slayer ATP495      9      +9      >Hard forest      A sword born of a dragon.
after killing the
dragon.
-----
---
Durandal      ATP310      9      +9      >Hard/Vhard Forest  Steals exp of the ennemy.
-----
---
Final Impact ATA125      9      +9      >VHard Forest      A legendary shotgun with
tremendous power.

```

experience				mines/ruins	Its special attack steals
---					points.
Fire Scepter :	ATA199	9	?	>Hard ruins	A staff that cause great damage with a Agni around level 57 fire attack.

Flowen's sword	ATP385	9	+9	>VHard mines	Special attack gives ATP+ATA+EVP+ TP

Gae Bolg		9	+9	>VHard forest	Long sword with attack ATP+ATA+EVP+ freezing special

Gush Gungnir	ATA199	9	+9	>Vhard mines	It steals HP of the ennemy.

H&S Justice	ATA168	9	+9	>Vhard ruins	This is the most powerful gattling, freeze the ennemy.

Ice Staff: Dagon	MST480	9	+9	>VHard Ruins	A wand with the Freeze ability.

Justy 23 ST	ATA208	9	?	>Vhard mines	A rifle made bu Justy, one of the 3 masters around level 60 can stole half of the hp of an ennemy

Kaladgolg	ATP295	9	+9	>Hard ruins	A legendary sword, freeze ennemy. Vhard forest

L&K14 Combat	ATA124	9	+9	>VHard Mines	A legendary machine gun from the Combat Corp. Its special attack paralyzes enemies. Also raises Luck by 10.

Last Survivor	ATP480	9	+9	>Vhard Caves	A sword said to protect its bearer in battle. Its special attack steals HP.

M&A 60 Vise	ATA165	9	+9	>Vhard ruins	An excellent gattling, but a little slow, sacrifice HP for a powerful attack.

```

---
Mace of Adaman  MST440  9      +9      >VHard Forest          A mace with the Storm ability.
-----
---
Meteor Smash    ATA125  9      +9      >VHard Ruins          A legendary shotgun with power
that
rivals a meteor strike.
Its special
attack steals TP.
-----
---
Slicer of      ATP475  9      +9      >VHard mines          Throwing blade. Special
ATP+ATA+EVP+
assassin
can kill instantly
-----
---
Soul Banish    ATP500   9      +9      >VHard ruins          use HP for a powerful attack.
-----
---
Soul Eater     9      +35    Any difficulty          It's the most powerful partisan i
have
and it can kill an
ennemy in one hit.
-----
---
Storm Wand:Indra MST490  9      +9      >VHard Ruins          A legendary magic cane
containing the power
of lightning. Add
lightning damage.
-----
---
Varista        ATA192   9      +9      >Hard ruins           Gun with paralyzing
ATP+ATA+EVP+
around level 56
special attack
-----
---
Victor Axe     ATA195   9      +20    >On line              It can take half
of the ennemy's HP.
-----
---
Visk 235 W     ATA200   9      +9      >Vhard mines          A rifle made by Visk, one of the 3
masters
around level 60 can paralyse several
ennemies
-----
---
Vjaya          ATP495   9      +9      >??                   A legendary long sword for
the wealthy.
Can launch a
powerful attack at the cost
of meseta.
-----
---
Wals-MK2       ATA120   9      +9      >VHard Caves          A legendary rifle crafted by
Wals, one
of the three masters. Its
special attack
confuses enemies.
-----
---
Angry Fist     ATP??    10     +30    >??                   Gear that boosts attack
power for

```

special attack freezes					unarmed combat. Its enemies.

Egg Blaster	ATA100	10	+99	>??	A special gun made by a mysterious scientist out to conquer the world. Does fire damage.

Photon Claw	ATP215	10	+20	>Vhard mines 2	These claws has a beautiful attack and is around level 80 very powerful.

Silence Claw	ATP336	10	+15	>??	Legendary Claws that kill silently. Its special attack can fell enemies with a single blow.

Stag Cutlery	ATP343	10	+15	>V.Hard Forest	A legendary double-bladed sword usable only by male Hunters and Rangers, causes confusion.

Supressed Gun	ATA110	10	+40	>Hard Mines	A small gun that fires Photon Bullets.

Twin Brand	ATP470	10	+9	>VHard Mines	The ultimate double-bladed sword, only for masters. Its special steals attack halves enemy HP.

Caduceus	MST320	11	NO	>??	A special cane created based on a legendary holy cane. Casts Foie as a special attack.

Chainsaw	ATP470	11	+30	>VHard ruins	Long sword with very strong attack.
ATP+ATA+EVP+					Special attack makes HP

Chaos Bringer Rifle	ATA133	11	+9	>Vhard Ruins	A enemy weapon made from the Chaos Bringer's hand. Its special attack cuts enemies HP to 1/4.

Chaos Sorcerer's Cane	MST433	11	NO	>VHard Ruins	A magic cane made from the

cane of a

Chaos Sorcerer.

Reduces TP cost by

10% and steals enemy TP.

Flame Visit ATA185 11 +15 >Download quest It burns ennemy.

God Hand ATA215 11 +15 >On line The best item to fight
with your hand,
Steal the exp of the
user.

Heaven Punisher ATA135 11 +15 >VHard Forest The ultimate gun, a weapon
veiled in mystery.
"Divine Punishment," its
based on internet
time...

Holy Ray ATA120 11 +30 >On line The best gun. It paralyses
an ennemy.

Inferno Bazooka ATA190 11 +9 >On line Launch very powerful
bullets, take half of
the ennemy's HP.

Magical Piece MST390 11 NO >VHard Ruins A special magical cane with
the magic rock Heart
Key on its tip. It
can cast Zonde without TP cost.
Adds 30 to MST.

Pan Arm's Blades ATP300 11 +25 >Hard Caves An enemy weapon made from
the hands of
Vhard Caves a Pan Arms. Its
special attack paralyzes enemies.

Psycho Wand MST450 11 +15 >After killing A mysterious cane known only as
the ultimate
Nar Lilly. cane. Its abilities are
unknown.

Sinow Beat ATP485 11 +15 >Hard Mines A dagger with that can confuse
the foe.
Blades

Spread NeedleATA185 11 +15 >On line This shotgun paralyses a
lot ennemy, can
be used by a HUCast

!

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---
Sting Tip          MST260 11      +45    >VHard Ruins      A special battle cane
withneedles on its tip.

                                                    Its special attack
steals TP. Adds 30 to MST.
-----
---
Technical Crozier MST285 11      NO      >VHard Ruins      A special magical cane made for
Forces. Made by

                                                    an adept in science
and magic. Casts Barta.
-----
---
Lavis CannonATA222      12      +15    >On line          Its power is unknown for
now. I suppose

                                                    we will learn more
in PSO version 2.
-----
---
Orotiagito          ATA225 12              >Vhard ruins      It can takes half of the
ennemy's hp.
-----
---
Sonic KnuckleATP200      12      ?      >??              Unarmed combat gear that allows
attacks at

                                                    sonic speeds. Its
special attack steals

                                                    experience.
-----
---
Nei's Claw          ??      12      +9              When you have Sue in your party, let her
grab it

                                                    die and if you are lucky, you will
                                                    from her body. Can't be used on line.
                                                    Only for female character.
-----
---
DB'S Armor          LVL76              >VHard Forest     Mysterious armor with "DB" carved in
the

                                                    plate. It is said that there is a
matching

                                                    sword and shield.
-----
---
Hunter Field                >Vhard Forest     Protective gear for Hunters. A thin
defensive field.
-----
---
Flowen's Frame      ??              >VHard Forest     Bears the serial number 52-0003.
-----
---
Force Field                >Hard Mines       Protective gear for Forces. A thin
defensive field.
-----
---
Ranger Field                >VHard Forest     Protective gear for Rangers. A thin
defensive field.
-----
---
Parasite Wear :          9              >Hard Cave        This armor absorb energy of the damage

```

De Rol				Androids can't use it.

PARASITE WEAR:	?		>around lvl 89	Parasite Armor that boosts Def, but decreases HP. Not equippable by Vajulla androids.

General armor	LVL55	9	>Hard caves	

Stink Frame		9	>VHard Caves	Protective gear that truly reeks when worn. around lvl 71

Holiness armor	LVL71	9	>VHard mines	Also in shop.

D-PARTS ver1.01	LVL51	10	>dropped by VHard Forest	Special defensive parts that can be equipped only by Androids.

Graviton Plate	LVL54	10	>VHard Mines	Highly protective gear that also lowers accuracy. Not equippable by Forces.

Guardian armor	LVL75	10	>VHard, in shop	

Sense Plate		10	>On line	Can't be used by force. Show traps to the user.

Attribute Plate		11	>VHard	

CustomFrame ver.00	LVL76	11	> VHard Caves	Protective gear used by military mechanic group "TeamXX". Proves membership in Team.

Divinity armor	LVL78	11	>VHard after Dark Falz.	

D Parts V2.10		11	>VHard	A special armor for androids.

PARASITE WEAR:		11	>VHard Forest	Parasite Armor that boosts Def, but decreases HP. Not equippable by Nelgal androids.

Revival Garment	LVL58	11	>???	Protective gear that stimulates the natural healing process for gradual HP recovery.

Celestial armor	LVL85	12	>VHard ruins, after Dark Falz.	

Spirit Garment LVL71 12 >?? Protective gear that calms the wearer's
mind for gradual TP recovery. (Useless
for
androids)

Custom Barrier
ver.00

S-PARTS ver1.16

S-PARTS ver2.01

Invisible Guard 9 >Vhard ruins It's not a beautiful shield but it boosts
On line. defense.

Light Relief 9 >VHard Ruins A special protective screen for the left
hand. A barrier of light boosts
resistance
to darkness.

DB'S Shield LVL66 10 >?? A shield with "DB" engraved on
it. It is
said that there is a matching sword
and armor.

Flowen's Shield LVL66 10 >VHard Forest Bears the serial number 52-0003.

Proto Regenerate Gear 10 >On line A prototype of regenerate gear. Don't
heal.

Attribute Wall 11 >On line Increase the resistance of all classes.

Combat Gear 11 >VHard Caves Gear for the left hand that boosts
around lvl 41 attack power instead of defense.

Force Wall LVL41 11 >?? A special protective screen
usable only by
Forces. Boosts Mind Energy.

Hunter Wall LVL41 11 >?? A special protective screen
usable only by
Hunters. Boosts Attack Power.

Ranger Wall LVL41 11 >?? A special protective screen usable
only by
Rangers. Boosts Accuracy.

Regenerate Gear	11	>On line	Heal the user's hp/tp if attacks are dodged.

Sacred Guard	11	>VHard Ruins	A protective screen that guards the wearer with holy light and prevents any adverse effects.

Secret Gear	LVL41	11	>VHard Caves
A special protective screen designed for stealth.			

Divinity barrier	LVL63	12	>VHard ruins

Regenerate Gear ADV	12	>On line	Heal TP/HP if attacks are dodged.

Shield of Delsaber	LVL41	12	>Vhard ruins
A barrier made from the left arm of a Delsaber. Evasion is doubled if used with			
the Buster of Delsaber.			

God arm	11	>VHard mines	Upgrade
ATA+15			

God body	11	>VHard ruins	Upgrade
DEF+25			

God mind	11	>VHard ruins	Upgrade
TP+25			

PB Create	11	>On line	Upgrade

Perfect Resist	12	>On line	Upgrade

17 HUMAR GUIDE :

This guide was submitted by Yann Dubois.

Humar beginner and advanced guide :

The Humar is the most classical and balanced character in PSO. It's a Human plus a Hunter profile.

He's good in close combat, can use middle distance weapons such as guns and some riffles and can use techniques which allows a balanced potential developement.

1 : At the beginning :

When you create your character, you can choose a large panel of faces, hairs and bodies. The aspect

of your character doesn't affect his fight abilities ; so you can make a small funny fighter and he

will be as strong as the giants robots you will meet.

****Tip****

If you want to have a original color body : select HUmar at the character selection screen, name your character "KSKAUDONSU" and valid this strange name, after you've heard a sound you will have two new body colors in the menu "BODY" and you can rename your character at your will.

Be sure to go Online after having take some experience in order to make your partners crazy ! After creating your dreamed hunter, you can start the game and go down to forest 1. It easier when you

have a weak level to use a gun that is not very powerful but allows you to make distanced attacks.

Remember to use combos such as Normal/Hard/Normal attacks or Normal/Normal/Hard.

In the first levels, you will find many weapons such as guns, sabers and some protection items :

-try to equip each gun to see if it's better than yours and keep every sabers or weapons you can't equip

for trading in the shop.

-try to equip each protection item to improve your defense and try to find armor with slots (you will find or buy upgrades for those slots)

-use every technique disks to learn new techniques and be able to use magic

-don't forget to feed your Mag to improve its level, synchro and IQ.

Customize your paddle as follow :

Hard attack-Normal Attack-Monomate

R: Attack technique-Heal technique-Monofluid

The technique for a Humar beginner is :

-enter rooms and spot enemies on the radar

-run in a safe corner of the room and shoot enemies until they are close to you

-run to another safe place and shoot again !

Return to the shop as soon as you have a Telepipe and sell your unused items. You can buy Monomates and

Monofluids, Techniques disks

(Resta is the most important at the beginning), and a ****Telepipe****

You can buy stronger guns and protections if you have enough money. Note that feeding your Mag is not

your priority when you are level 1-10.

****Forest Boss****

The dragon is not very hard to beat but you will need 10 Monomate to survive and Resta technique could

be useful ! If you're not strong enough, make some quests (battle training is good...) to increase your level.

After some levels, you will find more Technique disks, and you will find more powerful guns

(Autogun,

Repeteater...).

2 : Intermediates levels :

You should now be level 10-20. At those levels, magic Techniques is as far important as normal attack

Techniques. You should buy all available disks to increase your Techniques levels.

You should have too a good defense which allows you to use Swords and Sabers in closed combat.

It's your choice to continue using Guns (upgraded with Mono/Di/Trigrinders) or Swords.

I prefer use Guns even at level 6x because of the safety they offer when there are many enemies.

But some long Swords are also good and can hit multiple targets.

Here is my configuration for the paddle :

Hard attack-Normal attack-Razonde (or Gizonde)
R : Resta technique-Dimate-Difluid

Why ?

Because you will need Normal and Hard attacks to perform combos.

You will need a Technique that can hit multiple enemies in order to make EXP online (Razonde)

You will need to heal yourself and your partners (Resta)

You will need to heal yourself quickly when you are surrounded (Dimate)

You will need TP !! (Difluid)

Note that you will have to change this configuration depending in which world you are (mine, cave...)

because of the efficiency of certain Techniques. And the configuration has to change during boss fights

(Replace Dimate by Moon Atomizers).

At your level, you have to feed correctly and regularly your Mag to make a good angel at your side ! Find

a Mag guide on the Net to feed him equally.

****Online****

Go online as far as you can ! And be sure to find teams with high levels characters to make EXP and to make good deals with.

3 : Confirmed levels :

You will be able to join online Hard and Very Hard teams at respectively level 20 and 40. Do it ! You'll meet great companions and you'll find nice items and lot of experience points.

Depending of weapons you prefer, you will find efficient sword-likes (Busters, Palaschs, ...) and guns

(Bindgun, Autogun, ...). I recommend using (if you level is sufficient) the great Chainsawd (12 stars, rare but you can upgrade it at >+30 and it can stole HP) or Varista (9 stars, easy to find, upgrade max +9).

At high level, Humar is very balanced and you can use powerful Techniques and powerful Weapons.

You will be able to play Hard game at level 30 (not a limit but it's an advice...) and Very Hard game at level 60.

This is my actual configuration with a Chainsawd +25 :

Hard attack-Normal attack-Special attack
R : Resta technique-Razonde technique-Trifluid

This is my boss fight configuration with a Varista +9 :

Hard attack-Normal attack-Magic technique (depends)
R : Resta technique-Revive technique-Trifluid

18 FAQS :

What is te black screen of death ?

It's a bug of the on line mode. This bug will be fixed with the appen disc in May in Japan. The screen turns dark. If this happens (it's rare) simply remove the cable from the modem of your dreamcast to save and disconnect. Avoid resetting, it works but in other version

than the japanese one you will restart from your last save, so imagine the mess if you do it after 2 hours of play on line.

If i kill on line Dark Falz may i play in hard mode off line ?

No, you will just gain an access to hard mode on line. You can now play in hard team before you have 40 levels (which is the normal conditions) .

Where are the download quests ? They talk of it in the manual but i don't find them ... It depends of your version. You cannot download them if you have the european one and the american one for the moment.

What is the appen disc ?

It will come in June in Japan and will offer a new maximum level (200), you will play new stages and fight new bosses and last it will correct the Black screen bug in on line mode. Also you can expect a Master System as Mag for example.

How can i obtain a download quest ?

You must have an account on Isao net, the japanese server. After you download a quest you can play it with your japanese version and also with your official version. You can also go to www.booyaka.com

How can i obtain an account on Isao net ?

Fairly simple, buy a japanese dreamcast with a japanese dreamkey, or ask to your friends a japanese dreamkey, or with a PC, search on the net for the special dreamkey that allows you to open an account on Isao Net, Sega Net and Dream Arena. With it in your pocket you can configure your dreamcast as you wish. Anyway a japanese version of PSO with key and serial number is required.

19 HEROES OF THE NET/HOW TO MEET ME :

If you are just reading this section, here is a short description of my character :

Name : Dandroid
Color : Black
Height : very tall
Section ID : Greenill
Level : 100 (until PSO version 2).

I live in France at Paris. I begin to play when it is 22 hours (internet time = 870). If you wish to meet me i always connect first in the European ship, Dione, Bloc 5, Lobby 1.

I usually play in the following teams :

Burning Rangers (a famous saturn game) : When i want to kill Dark Falz on Vhard. You must be ready for the hell if you connect in this team.

Delphinus (skies of arkadia) : When i help lower characters to gain level. I play in hard or in very hard.

Welcome ! : When i am just playing with no particular goal. This team is always create in Vhard.

If you find me in other team, then i am not the captain. I join the team, that's all.

You can find me (after i connect) in EU : Iapetus or Titan

US : Oberon or Umnbriel

JP : Europa, Leda or Calysto

I want to show you the list of Guild Cards i have obtained, i would like to play again with

people

i met, if you are reading this, e mail for an appointment.

It's not because i don't say something about a person that i don't want to see him. I have all these guild cards, in order of appearance in my card list.

Hiroko (FR) : My true partner on line. It becomes rare to play with her, but it's always a pleasure.

Lestat (FR)

Bots (US)

Honey X (JP)

J Rock (US)

Hyuga (JP) : It's one of the best partner i met. He always thinks to you before himself.

Haine = Zaito (JP) : probably the most powerful Sorceress i met. I kill Dark Falz with her in Vhard

and i was only at level 67.

Tom Rossi (US) : Hi Tom ! i would like to meet you again.

Takuma (US) : His master plays with Takuma only on line.

Kaiya (US) : I meet you at the same time as Tom and Takuma. I would like to meet you again.

Fudgikan (FR)

Seth (FR)

Fleg (FR)

Rhyaozuki (FR)

Kenshin (FR) : Salut Kenshin ! He is the contributor who sent the discoveries faq of Skies of Arkadia.

Kenshin, thanks to your faq, i avoid a lot of answer by saying : "look at the faq of Kenshing Leo on

gamefaqs.com"

Kyo (US)

Robo Smoke (FR) : The connection was awful the day we met, we exchanged guild card, so if you wish to

contact me, don't hesitate.

Nic (FR)

Survivor (FR) : Sorry, i miss the appointment but if i connect again on saturday afternoon, i will

contact you.

Philly Chilly (US)

Daniel (Jack) (FR)

Simox (European)

Darkswarmer (Portuguese)

Athena (FR) : Ah lovely Athena. If you wish to play with me again, i would be happy.

Koujia (FR) : A friend of Athena.

Ikki (FR)

Charles (FR)

Hucast (FR)

Big E. (US)

Zelda (US)

Diego (Spain)

Relina (US)

Miss Price (US)

Storm (US)

SSS_Goku (US)

Farooq (US) : Huge thanks Farooq, you gave to me very rare weapons. We will surely meet again. I will

contact you without a doubt.

The Game (US) : When The Game is in the place, it's over for the ennemy.

Vangor' (European) : Behind this character is the contributor of the move list of Shenmue on gamefaqs.com.

We are playing often together now. Hiroko, he is your rival for the title of true partner !

I hope that i will meet a lot of people as cool as the one in this list. Farewell PSO, i'm

moving on the next episode. I have 2 goals now : raising Dandroid to level 200, and begin a character with PSO version 2.

20 CREDITS :

Thanks to Kyapiko for some tips and bug's confirmation.

Thanks again to Kyapiko for giving me the download quests.

Thanks to Napalm who checked this walkthrough even if he thinks it's not a Phantasy Star (and i can't blame him).

Thanks to Sega for what seems to be the best on line game ever made on Dreamcast.

Thanks to Edgars Klepers for rules 9 and 10 i have added to this faq.

Thanks to Cody. He corrected a lot of grammatical errors in this faq.

Thanks to Yann Dubois for his help about Special and rare weapons, and for his HUmar guide.

Thanks to Renaud Mottier for the information about the Sinow Beat Blades and the tips.

Thanks to Cold Gun for the short list of weapons, armors and shields.

Thanks to Farooq who gave me a lot of rares items.

Thanks to the "warriors of the shadow" (5 persons who want to stay secret) who submitted all the informations about the special weapons i missed or i can't find.

Thanks to Phantom Photon for the informations about shields and very rare units.

Thanks to Guy Morgan for the problem of the racaseal.

Thanks to Shaun for typos errors correction.

Thanks to all the heroes of the net, who helped me to reach level 100.

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Keep

in mind that the final version + is dedicated to my site and gamefaqs first. I will not allow anyone

to post it elsewhere without my permission.

ADK.

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