

In this full walkthrough, I will guide you through the game as best as I can, giving you all the info you'll need on passing it successfully, with a 100% Completion Rate, which will from now on be referred to as CR.

Note that this Walkthrough is made for the Easy difficulty, and in co-operation with poweraTion's map, which is available at GameFAQs. As to my knowledge, the difficulties only differ in the toughness of enemies and bosses, so whichever difficulty you choose, you can get 100% CR. It is recommended to the new player that he/she plays under the Easy difficulty, just to familiarize him/herself with the game easily. However, most players will see that the Easy difficulty poses very little challenge, and will decide to take on higher difficulties. Best of luck to you all. :D

The Grand Shaman Committee
has just issued an
official statement -

"The King of Spirits has
grown strangely quiet.
Without knowing his will,
we cannot proceed with
the Shaman Tournament."

Committee Leader Goldva has
summoned the Grand Shaman
Council to gather
information and discover
the reason behind the
King of Spirits'
sudden silence.

But until further notice,
the Shaman Tournament
is suspended.

"Please take this time to
take advantage of Dobie
Village's many fine shops
and boutiques!"

This is the scene the game starts with. If you have seen the anime, you'd notice that this is similar to how the anime ended. However, we seem to play this game somewhere in the last episodes of the anime, where Zeke enters the Star Sanctuary and gets the King of Spirits. So, don't break your pretty little head with those things, just play and enjoy. Also, you will notice that every level has an IT list... that stands for the Important Things in a level... like equipment and spirits...

Now we get a scene with Amidamaru and Yoh wondering why Dobie Village is so quiet and peaceful today. They reckon something's not right. Then (surprise, surprise) Zeke, Opacho and Luchist appear out of nowhere and Zeke explains that it's a Soul Hunt: his Spirit of Fire has devoured every soul here. Yoh stupidly throws a Celestial Slash at Zeke, which gets the Sword of Light broken... again. Now we have to stop Zeke with a crappy Wooden Sword... meh, let's go.

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DOBIE DIVISION - Level 1 |

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IT: nothing...

Whenever you're ready, head to Dobie Division - Level 1. The level serves as nothing but butt-kicking grounds... familiarize yourself with the controls and basic enemy movement... just proceed out of the level when you've had enough of stupid skeletons and annoying bats (who you will miss later on in the game). :P

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DOBIE DIVISION - Level 2 |
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IT: nothing again...

There's a novelty in this level. Sorry to disappoint you, it's not a new spirit, but a new item. A Blueshroom. When you pick this silly up, you get a ten-second boost in defense, which means that you'll take less damage from enemies. Other than that, this level is as useless and the first.

=====
DOBIE DIVISION - Level 3 |
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IT: Spirit #11, Magnescope

Guess what... we get our first spirit in this level!!! 'Bout time... In the first part of the level, you'll see a hawk with a bluish aura around him. This bluish aura always notifies us that the enemy holds a spirit. This hawk is also the first hawk in the stage... anyways, beat the hawk and you'll acquire Magnescope. He's not very useful, but hey, he's a worthy addition to our big list... other than him, just continue through the level.

NOTE After the level, you'll encounter Dobie Gate I. *NOTE END*

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DOBIE DIVISION - Level 4 |
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IT: Magatama Bead
Spirit #18, Kanta

Yay, a desert level! The only thing you might find annoying here is the crooked sand floor, the Sarcophagus enemy, the puppy skeleton... so, pretty much everything. :P Anyway, right at the start of the level, on a raised platform, is our first Magatama Bead, so go get it.

Kanta is found on the second raised platform, right after the one the Magatama Bead was on. So go get him, too. He is weak, but again, he's a worthy addition to the team. Continue through the level and exit.

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DOBIE DIVISION - Level 5 |-> BOSS LEVEL: Mikihisa Asakura
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IT: The Tome of the Shaman
Spirit #02, Tokageroh
Spirit #27, Yamagami

Mikihisa is pretty tough for a first boss... not what you'd expect, considering we're used to first bosses being a joke. There are four floating platforms in the stage which you can jump on to reach Mikihisa on his stationary wooden platform. He can summon two foxes and mold them to look like himself, so that they try to kick and punch you. They are easily rid of with a few swipes with the Wooden Sword, so you shouldn't really be on your guard around them.

The main danger are his Shikigamis. At the start of the battle, he throws two, but when you take half of his health, he starts throwing up to four. They basically follow you around wherever you go for quite a long while. They take one hit with the Wooden Sword to "die", but it's difficult to hit them since they're so fast and slickery. :P Also, Mikihisa often teleports around the platforms, so you never know where he'll appear next.

When you take half his health off, he will use a new kind of attack. Some weird signs start spinning around you. Don't worry, they won't hurt you... yet. When the signs close in on you, jump from them, because Mikihisa will fire a beam through them which hurts you and shifts you into "slow-mode"... that's when you start moving at about 30% your normal speed. And it's very annoying, so you'd better avoid it... That's about all you need to know about Mikihisa. Good luck in beating him.

After the battle, you'll get your first Tome of the Shaman, along with Yamagami and Rio's Tokageroh. What I'm wondering about is: WTF is Rio doing there, fainted? Did Mikihisa nail him or what? Meh... Now, moving on, we go into another region of the map, False Factory.

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FALSE FACTORY - Level 1 |
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IT: nothing, bah...

Here you will encounter your first puzzle. It's simple, use Tokageroh's Big Thumb to push the box west, onto the switch. That will summon down a platform which you can use to continue forward. There's nothing interesting further on through the level, so simply go through it and exit.

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FALSE FACTORY - Level 2 |
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IT: Book of Learning I
 Spirit #19, Gussy Kenji
 Spirit #37, Chimi-Moryo

At the start of the level, jump up on the platforms to get to the upper part of the level. Just go left and you'll encounter Book of Learning I, which gives you the Diving Slash Ground Skill, performed by pressing ->->+B, as written in the book. Books of Learning are a new addition to the game, and they're quite nice, giving you new normal skills.

In the second part of the level, on the higher platform, you'll encounter the Gussy Kenji enemy, glowing with a blue aura. Beat him and you'll get Gussy Kenji's spirit. Yay! Also, in the third (and final) part of the level is a Chimi-Moryo enemy with a blue aura. Defeat him to acquire Chimi-Moryo (duh!).

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FALSE FACTORY - Level 3 |
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IT: Magatama Bead
 Magatama Bead (Required: Talisman)

In the second part of the level, before falling down, jump up and left on the platforms to reach our second Magatama Bead. Also, return here after upgrading Lee Pai-Long. Near the end of the level is a space which can be Triangle Jumped to reach another Magatama Bead. I suggest you just use CTRL+F to find this if you happen to forget about the level, 'cause we won't be upgrading Pai-Long for

some time now... heck, we don't even have him yet. :P

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FALSE FACTORY - Level 4 |
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IT: Spirit #55, Ian
Left Glove

Ian is easy to find. After riding the moving platform, jump up the stationary platforms and you'll find Ian. Easy as pie... I wonder what that means... Anyway, besides Ian, there is also the Left Glove, also easy to find. In the second part of the level, just follow the upper platforms and you'll find it. It's near the exit to the next part of the level. After you get all that, just go through the level and exit.

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FALSE FACTORY - Level 5 |-> BOSS LEVEL: The Lees Robo
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IT: The Tome of the Shaman

Here you'll meet up with the Lees: Sharona, Elly, Milly, Sally and Lily. They appear to be working for Zeke... WTF? Since when? Meh... Anyways, they seem to have a robot toy which we must fight. Ugh, such nags...

The aim here is to attack the central, gray part of the Robo. After a while, the Robo will go to the upper part of the level. At that moment, you should go left and push the box onto the switch. That action will call upon a platform in the right part of the level so that you can climb up to the Robo. Also, when it's had enough beating, the Robo will shift back to the lower part. If you don't know how to get back down, here's how: go to the white part of the floor, hold down on the directional pad and press A. Ta-da...

It uses many attacks. A dangerous one is when he creates two thunderballs and sends them after you. They electrocute you on touch, but will eventually "explode" themselves. Avoid them. 'Nuff said. The Robo will also create a boulder in one of his hands from time to time. If you see this happen, jump off the central platform, in the direction opposite of the hand with the boulder. For example: you're standing on the central platform, slashing the Robo. Suddenly, you see the boulder in his right hand (from your point of view). Just jump left of the central platform and you'll be fine.

When you take around half of his HP off, he'll also start using an attack where he turns both his hands into boulders and starts smashing the ground with them. Just try to avoid this as skillfully as you can... Also, he will send two big rockets after you. RUN LIKE A BEHEADED FLY!!! That means RUN LIKE HELL!!! Just run around, trying to shake them off. Eventually, they'll blow up on their own. After the battle you'll get another The Tome of the Shaman... what?! No spirit? No present for us? Aww...

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FALSE FACTORY - Level 6 |
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IT: Spirit #30, Footballer

To get Footballer, go to the very left of the first part of the level and he's there, surrounded in a blue aura. Just hit him on the front. When he crouches, he is invincible, and you should jump because he'll rush at you. He does that every 3 seconds or so, so be ready.

Anyway, to access the next part of the level, go up the platforms and enter the

eastern door. From there, just make your way to the level's exit.

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FALSE FACTORY - Level 7 |-> BOSS LEVEL: Joco
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IT: Spirit #04, Mic
The Tome of the Shaman

Basically, all the bosses from MoS are in thi game, too, and they all have the same abilities. Some are powered-up a bit, but it's nothing special. Anyway, on with the strategy.

During the entire fight you'll see a stone totem head floating in the background. That head will fire a wind blow of sorts from time to time. Basically, to avoid this, just keep away from its mouth. Now, Joco has one attack and that's Jaguar Swipe. He rols into a glowing orange ball and starts flying all over the stage. This can get annoying since he'll usually end up far above your current position. Just avoid him while he's doing this and you'll be fine.

Also, he can make a move in which he hides in a bush. Then, shortly after, you see all the bushes shake. He'll come out of one of them, and that's where you should go and attack. The other bushes will either contain a bomb (which will explode quickly) or nothing. Be aware of the fact that Joco CAN be hurt by his own bombs, so if you (somehow) manage to get him near one of the bombs, "BUM!" After the battle you'll receive Mic and another Tome of the Shaman.

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FALSE FACTORY - Level X |
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IT: Spirit #72, Uriel

OK, this is our first X level. X levels basically signify eXtra levels, which are either optional or inaccessible until a certain spirit is gotten. And now that we have Mic, this X level is open to us. So go through it to get back down.

Uriel is in plain sight in this level, so no special explanation is needed... After passing the X level, cross False Factory - Level 3 to get to another area.

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FORGOTTEN LANDS - Level 1 |
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IT: Spirit #38, Antonio
Magatama Bead

First of all, from your starting position, drop as far straight down as you can. You'll then see a box and a switch. Push the box onto the switch to activate a platform northeast of your current position. So jump up onto the stationary platform and right onto elevated solid ground. Go right and defeat the mexican spirit with a blue aura to get Antonio. A little further right of him is another box and switch. Push the box onto the switch to activate yet another platform.

Go left of this box and jump onto the platform we summoned when we pushed the first box. Then jump right onto solid ground again. Head further right and you'll see the platform we summoned by pushing the last box. Now push the box you see here all the way to the right, onto another switch. Now climb the two platforms, but don't go left to solid ground with a chest. Instead, while you're standing on the top-most platform, jump to the right using Mic and you'll get to a teensy-weensy platform holding a Magatama Bead. Yay! Now feel free to jump all the way back down to the first box we pushed and go right, out of the level.

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FORGOTTEN LANDS - Level 2 |
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IT: nothing... *cries*

As you can read from the IT, this level holds nothing of value right now. It's just a short desert level with a new enemy, the pyramid-farty (tm). :D Don't let his farts get to you or you'll get poisoned. Anyhow, just run through the level, acting like you don't care that you've just crossed from a factory to a desert. *whistles innocently*

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FORGOTTEN LANDS - Level 3 |
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IT: Spirit #59, Frankensteiny

Alright, this level's a bit complicated as it has various paths for you to follow. However, I'm sure we can manage. Firstly, just cross the first part of the level. Now, in the second part, head up the platforms and exit via the upper-right exit. If you followed my instructions, go right until you find a medium-high ledge with a barrel at the bottom. Instead of dropping, use Mic to jump right to a falling platform, from which you should quickly jump upwards and to the right to get a key.

Now, wait until the falling platform materializes again. Then drop onto it and keep the directional pad pressed to the right. This way, then the platform falls, you'll end up on a ledge. Go right and open the door, passing into a secret part of the level. Now use all your skills to successfully climb up to the top of this area, where you should see an electric skeleton and a skeleton puppy, glowing with a blue aura... you know what this means. Beat the puppy to get Frankensteiny. Now simply go back to the area with the unlockable door, drop down and go right to exit the level.

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FORGOTTEN LANDS - Level 4 |
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IT: Magatama Bead
Headphones

Hmm... a factory, a desert, a factory, sea... do you see a pattern here? :P Anyways, I don't know about you, but I hate sea levels... they make me so slow. Now, the first thing you should do after exiting that little starting cave, is jump straight up using the platforms. On your left is an oxygen tank, and on your upper-right is our fourth Magatama Bead, which will bring you a HP upgrade. Woot, woot!! Yay! After getting the Magatama Bead, return left to the highest platform. Then simply walk right, letting the sea carry you to another big platform, from which you should keep heading right to the next part of the level.

This next part of the level is straight-ahead and you'll see the Headphones in plain sight. Now just head east and you'll stumble upon the exit.

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FORGOTTEN LANDS - Level 5 |
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IT: Spirit #57, Dreisa
Spirit #26, Orona (Required: HolyWood Sword)
Lucky Charm

At the start of the level, jump up the two platforms and climb the stairs. Go left to the edge and jump up the platforms above you to eventually reach Dreisa. Then just go back left and jump left to the exit. Now, in the second part of the level, climb up the stairs and go left. You'll see a big wooden box. Return here after you upgrade Tokageroh, because past that box is Orona. Now go back a little right, climb the platforms and stairs. At the stairs' peak, use Mic to jump right onto another ground, from where you should head straight right, eventually coming to a secret part of the level.

Jump up the various platforms until you reach the top-most one, where you'll see a new item waiting for us. It's the Lucky Charm, our first defensive item. Yay! Now go back to the "stairs' peak", as I called it, and head left to exit the level.

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FORGOTTEN LANDS - Level 6 |-> BOSS LEVEL: Faust VIII
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IT: The Tome of the Shaman
 Spirit #07, Eliza

This time, unlike in MoS, you don't have to fight the big skeleton first - you go straight to Eliza. She's quite an easy boss, all things considered. Her most often done attack is the one when she jumps back to the edge of the battlefield and then swipes across it, trying to ram you. Just jump over her or hit her with a Halo Bump to stop the attack.

Another of her attacks is to jump up into the air and use her guillotine axe to send a boomerang-ish shockwave of sorts that will do an arch-shaped movement in front of Eliza and then go away. It's not hard to evade, so don't worry. And the last attack in her arsenal is to rise into the air and summon a few skeletons. Just get rid of them and hit her. We are so evil, hitting a girl. Well, she IS a girl who wants to cut our head off, so I guess it's justified. :D

After the battle you'll get Eliza and another Tome of the Shaman, which will net you an SP upgrade. Yay!

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THE BADLANDS - Level 1 |
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IT: Spirit #33, Jack

The first part of the level holds nothing, so to get to the exit quickly, jump across the two platforms, climb down the next stairs and just walk left. Ta-da. Now, in the second part, jump left and push the box all the way to the wall, so you can jump up. From there, go and jump left and you'll see a "witch" enemy shining in a blue aura... yup, another spirit. Defeat her the best way you can and get Jack. After getting him, simply make your way to the bottom of the level and go left to exit.

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THE BADLANDS - Level 2 |
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IT: Spirit #58, Yophia

Ohh, no, another underwater level... Now, after you enter the water, head ALL the way west until you hit a wall. And I mean a real, brown, ground wall. Then jump up the platforms attached to the wall to reach Yophia. After getting her, drop back all the way down to find the exit. Pretty short, innit?

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THE BADLANDS - Level X |

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IT: Spirit #71, Gabriel (Required: Lee Pai-Long)
Spirit #45, Gledhill
Magatama Bead

Alrighty, this X level is not like the previous one. This one is a one-way trip back to Dobie Division. However, it contains a few spirits and another Magatama Bead, so I will take you there right now. Don't worry, we won't be going back to Dobie Division... as soon as we get everything from this level, we go back to The Badlands levels. Now, moving on. As soon as you enter this level you'll see that it's very dark. Maneuver left through it until you find the exit to another part of the level. However, you will spot a spirit unreachable without the possession of Pai-Long. When you DO get him, return here and get Gabriel.

Now, continue left into the other part, which is (thank God) filled with light. Head left and you'll find a very dangerous and annoying enemy that I like to call "devil". He's glowing with a blue aura, so do your best to beat him and you'll get Gledhill. At the bottom-left part is our next Magatama Bead. After getting that, just go back right, through the darkened part and out of the level, going further to:

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THE BADLANDS - Level 3 |

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IT: Spirit #73, Metatoron

And here's our first poisoned level. Be sure to equip yourself with Eliza before you enter here or you'll get poisoned (duh). In the top-right of the area is a little room with Metatoron and another key. After that go left, drop down and go right through the locked door and out of the level. Short and sweet.

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THE BADLANDS - Level 4 |

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IT: Magatama Bead
Spirit #52, Jangalian (Required: Corey)

After killing the second skeleton archer, jump left to get our next Magatama Bead. After that, just continue to the second part of the level. In there, there is a spirit unreachable without the possession of Corey, so come back here after you get him (which is just one level away). :D

Anyways, if you came back with Corey: go left and freeze the first jumping fireball in your way (the one near a totem enemy). Jump on it, then jump up and right to a platform with annoying goblins, who you should slaughter. After that, head right, jumping across two falling platforms and get Jangalian.

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THE BADLANDS - Level 5 |-> BOSS LEVEL: Trey

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IT: The Tome of the Shaman
Spirit #03, Corey

Now, to kick Trey's frozen butt. He uses attacks at an approximately equal rate, so be aware at all times. One of the attacks is Nipopo Punch. IF the Nipopo Punch succeeds in hitting you, you'll freeze over and Trey will immediately go to make a combo with his icicle-below-snowboard attack. In order to avoid it, quickly press the directional buttons to free yourself of the ice before he can

hit you. Of course, he'll sometimes use the icicle-below-snowboard attack on its own, so you should be careful even if he didn't use Nipopo Punch first.

The last move in the arsenal is snowboarding: he goes to one of the battlefield's edges and gets on his snowboard, swiping across the field two times. Like with Eliza's similar move, simply jump across him or hit him with a Halo Bump. Eventually, you'll get rid of him, after which you'll get Corey and another Tome of the Shaman.

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FORGOTTEN LANDS - Level X |
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IT: Spirit #75, Remiel

After entering, jump up the two falling platforms and then jump to the left to get Remiel. Then go back right and climb through the level, which is a challenging task, considering there are monsters, traps, spikes and falling platforms at every step. Near the exit is a wall of flames which you should first freeze with Corey's Nipopo Punch and then break with a hit of the Wooden Sword. Anyway, after exiting the level, go across Forgotten Lands - Level 4 to another area.

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THE SWAMPS - Level 1 |
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IT: Spirit #31, Shion-Shion
Right Sandal

Just freeze and break the flames at the beginning of the level and proceed right, where you'll see a Shion-Shion enemy. Defeat him to acquire Shion-Shion (well, duh). You may notice a platform that needs extreme jumping maveuvers to reach, but it contains only a treasure chest, so if you wanna break your nerves for it, go do so. Instead, I recommend you simply head right to the next part of the level.

In the second part, go down the stairs and jump up the platforms to reach the Right Sandal, our second-to-last clothing equipment. After that, go right to the next part of the level. Just find your way right, through this part and exit the level.

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THE SWAMPS - Level 2 |-> BOSS LEVEL: Iron Maiden Jeanne
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IT: The Tome of the Shaman
Spirit #28, Mash

Ahh, finally, a chance to defeat the innocent, little, Iron Maiden... guh... Actually, she doesn't attack at all. It's Mash that does. Jeanne closes her Iron Maiden for a certain time period in which she cannot be harmed. When she opens the Iron Maiden: that's when she can be hurt badly. *evil laugh* Mwahahahaha... Also, to make things more difficult, there is a conveyor-belt floor that switches directions from time to time.

Anyways, one of Mash's attacks is to send bombs floating horizontally through the air towards you. The attack is very easy to evade on solid ground... but here, with the conveyor belt, it is very hard. Your best bet is to jump onto the higher ground and jump around there. Another variation of the attack is when Mash goes above Jeanne and throws the bombs vertically (down) towards you. It is easier to evade that the horizontal variation.

Another attack in his (very big) arsenal is to make two pendulums drop down from him, tipped with sharp sythes, swinging left and right... you should stay away from them as best as you can, as they're very dangerous. Also, he has an attack where he drops a golden cage onto you, trapping you inside. Quickly attack the cage until it breaks, because when it reaches a certain height, an axe witll cut you hard.

It isn't really necessary to avoid the cage as you can easily break it before it reaches that height, btu if you want, here's how: at the precise moment that you see Mash opening a book, move away from your current position quickly. If you move around a lot, you'll evade this attack almost always, so don't worry. Anyways, the last attack in Mash's arsenal is to summon a wall of fire which will travel on the conveyor belts. Just use Corey to freeze and break it. After you beat her, you get another Tome of the Shaman and Mash.

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THE SWAMPS - Level 3 |
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IT: Sword of Light
 Spirit #65, Mosuke
 Magatama Bead
 Spirit #47, Skunk

There are tons of Shikigamis flying in waves here. It's almost impossible to avoid them, so just hit them with your sword. In the second area, you'll meet up with Mosuke, who you will get along with the Sword of Light. Finally!!
Now go left into the last part of the level.

You will immediately see a Magatama Bead on a heightened platform. Find your way to that platform, collect the Magatama Bead and defeat the pyramid-farty with a blue aura to get Skunk. By the way, I must note something: now that you have the Sword of Light, don't use Halo Bump anymore. Three hits with the Sword of Light are like three hits of Halo Bump.

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THE SWAMPS - Level 4 |
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IT: Book of Learning II
 Spirit #70, Raphael

This is in my opinion the most complicated level in the game. You can easily get lost, so bear with me, please. Pass the first part of the level, trying not to get hit by the fire-breathing dragon skeletons. Now, the second part is tricky.

Now, go left to the edge and wait for a moving platform to come by. Jump onto one and wait until it takes you upwards. Then, when you get to the upper-left of the route, jump left to the upper-left section of the level. Go left and collect the Book of Learning II, which gives you the Air Twist Slash Aerial Skill, performed by pushing down+B while in air. Now, go right and wait for a moving platform. Take one going downwards, go right onto a "platform" with a treasure chest, from which you should drop right. Keep going right to a secret area.

In here, immediately climb up the platforms and go east, wait until a moving platform comes by, then ride it right to Raphael. Yay! Now go back to the previous part of the level where you should wait for a moving platform to come by. Ride it left and then you'll get to a "crossroad" of sorts where three platforms will switch directions. Jump on the one that's going left and then upwards. Riding this platform, you'll come to the exit, so jump left and go out.

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THE SWAMPS - Level 5 |-> BOSS LEVEL: Lyserg

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IT: The Tome of the Shaman
Spirit #06, Chloe

Lydork is a very annoying boss because he keeps running away, whether by foot or using the pendulum to act as Tarzan. His Homing Pendulum attack works in the same way as it did in MoS. Just run away from the pendulum and you'll be fine. He also has an attack using the pendulum, but it isn't Homing Pendulum... it's shorter and has a determined path. Don't worry about this one.

He can also send Chloe after you. If she touches you, she'll hurt you for barely noticable damage and confuse you, which will screw with your controls. It's very temporary, so don't worry about that, unless Lyserg immediately follows up with a Big Ben Attack, which he'll use only after you take half his HP off. Also, another annoying fact about Lyserg is that, when you "beat" him, Chloe comes out and recovers half his HP back. Eventually, after you beat him, you'll get another Tome of the Shaman and Chloe.

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SNOW HAVEN - Level 1 |

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IT: Spirit #56, Nizba (Required: Lee Pai-Long)

OK, here's your first chance to test out Chloe. When you get to a pendulum hook, jump up and use Chloe to attach yourself to it. Then, pull yourself up to the hook and jump straight up. At the peak of your jump, use Chloe again to attach yourself to another hook, straight up from the first one. Now, swing on this hook and jump left, across the barrels and into the second part of the level.

Go left and when you come to some platforms, drop down them. See that treasure box underground? Well, you can get underground by pressing down+A on the white floor. By using Pai-Long, you can get under the low floor left of you and reach another spirit, Nizba. So, come back here when you get Pai-Long. For now, jump back up and go left, out of the level.

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SNOW HAVEN - Level 2 |

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IT: Spirit #29, Blaumro

Start by going along the path. Soon, you'll see a bat hanging from the ceiling below you, glowing in a blue aura. Yup, he holds a spirit, but we have to lure him out first. And to do that, we have to take some damage. Equip Metatoron (who reduces damage from needle piles) and jump onto the falling platform left of you. When it falls, just go with the flow, and you'll hit the needle ground. After that happens, immediately jump back up so you don't take any damage. This will lure the bat out, so just beat it to get Blaumro. Now just continue through the level and exit.

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SNOW HAVEN - Level 3 |

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IT: Magatama Bead
Spirit #69, Deht the Viking

Equip Eliza again because it's another poisoned level. Anyway, after passing the unlockable door, drop all the way down to a flame-elemental archer skeleton. Go all the way right and defeat the huge, axe-wielding viking to get his spirit, Deht the Viking. Also collect our next Magatama Bead, which should net you

another HP upgrade if you've been following the walkthrough. Now go all the way left to exit the level.

=====SNOW HAVEN - Level 4 |-> BOSS LEVEL: Lee Pai-Long

IT: The Tome of the Shaman
Spirit #05, Lee Pai-Long

And now, to uf-gnuk that kung-fu master's face. Basically, all he does is escape and punch you around from time to time. His only special move is Daodando, where he does a move that works in the same way as Trey's icicle-below-snowboard. Basically, he'll do everything a kung-fu master can do. :P Just hit him whenever you see a hole in his defense and you'll be fine. After the battle you'll get another Tome of the Shaman (ugh, how many times have I said this!!) and the guy you just defeated, Lee Pai-Long.

=====SNOW HAVEN - Level X |

IT: Spirit #48, Kamaitachi

We're going in here to get another one of the Lees' spirits. The first one was Jangalian, and next is here. Simply go right, ride the moving platform going right and you'll see Kamaitachi just floating there. Get him and ride the platform back and exit the level.

=====SNOW HAVEN - Level 5 |

IT: Left Sandal

Yeah, the famous Left Sandal that many people seem to have a problem finding is here. Go right along the snowy level and drop down at the first chance you get. Go left, stand on the yellow-black striped elevator and press down on the d-pad to go down to the underground. When there, go left, jump over the "pit", continue left and climb to the high platform where you'll find the Left Sandal in plain sight. There, was that so hard? Meh... After you get it, just make your way to the bottom of the level, go right, swipe under a low ceiling and continue out of the level.

=====SNOW HAVEN - Level 6 |

IT: Spirit #68, Vodianoi

Another underwater level. *sniff* Ooo, and another spirit. Before you drop down into the sea, walk all the way right from the start to find a viking-ish enemy. Defeat him to get Vodianoi. Now drop down into the water. There's nothing important in this part of the level besides Vodianoi, so here's how to exit quickly: after you drop onto the two barrels in the water, head right and simply drop down from the edge. Just wait until you get to the bottom, from where I think you can find your way out. In the second part, don't even enter the water 'cause there's nothing valuable. Just walk your way out of the level.

=====SNOW HAVEN - Level 7 |

IT: HolyWood Sword
Magatama Bead

Yay, we'll upgrade Tokageroh in this level. Firstly, go right and jump over the pit between the barrels. Continue right, passing a few screens until you get the HolyWood Sword. Now, drop left from the ledge the Sword was on, then drop left again and go right to the next part of the level.

Use Tokageroh here to push the big box into the pit and continue right, using Pai-Long to get under a low ceiling where you'll find a Magatama Bead. Go back, climb up the platforms and continue right to the exit.

=====
COLLEGE CAMPUS - Level 1 |
=====

IT: Bear Claw
 Spirit #50, Enra-Enra (Required: Jaguars)

Push the big box into the pit and continue right. Halfway up the slope you'll see a pendulum hook. Use Chloe to attach to this, swing left and jump to a purple archer skeleton, which you should immediately eliminate in order to peacefully retrieve our second defense item, the Bear Claw necklace. After that, just head right to the next part of the level.

Here, on an upper part of the grounds, is a breakable wall. After you upgrade Mic, come back here to retrieve a spirit. Break the wall, take the elevator up. There, go left and do some extreme maneuvers with (possibly) Mic and Chloe. After the terrible amount of Tarzan-like swinging, you'll reach your present. Enra-Enra, a really cool spirit, also one of the Lees' spirits. Yay! Anyways, go back down and find your way to the next part of the level, from where you should simply go right along the bottom grounds to the exit.

=====
COLLEGE CAMPUS - Level 2 |-> BOSS LEVEL: Great Ogre
=====

IT: The Tome of the Shaman
 Spirit #43, Great Ogre

Another boss level. The "fight" starts with you trying your best to jump up various platforms to escape from the raging Great Ogre. I can't help you with that, just apply your best jumping skills to cross this part. Now, to the fight itself.

The Great Ogre's attacks depend on the level of his anger. You can see how angry he is depending on his color. If you keep hitting him constantly, his rage will build up quite quickly. Now, the attacks. If you're quite close to him he'll simply raise his foot and try to hit you with it. Just back off a little if you see that happen. Though, if you're a "little" away from him, he'll take out his spiked-mace/hammer thingy and try to bash you. If you see that happen, back off a little more. :D BUT if you're too far away, he'll throw his spiked-mace/hammer thingy at you. Freaky...

Now, IF you've gone belowground, he constantly does one of two attacks: he either simply jumps and shakes the ground so that the underground spikes activate (if you're not below them, don't worry about this one) OR he takes his spiked-mace/hammer thingy and impales the ground with it, hoping to hit you. :P Now, there's an attack that he'll use only when he's extremely angry (red). He'll make moves with his body like he's laughing (which he is). If you see that, quickly hide belowground because he's gonna tackle you, and you don't want to see that.

Anyways, he'll also use an attack when his HP is very low. He jumps up above the horizon. To avoid him stomping you, either run in one direction or simply hide

belowground. Yeah, that's quite an attack arsenal. Just keep slashing him with the Sword of Light until you finally defeat him, which'll net you yet another Tome of the Shaman and his spirit, Great Ogre.

=====
COLLEGE CAMPUS - Level 3 |
=====

IT: Spirit #39, Jose
Talisman

Ahh, yet another mexican guy with a blue aura. Defeat him to get Jose. Now head right to an up-down moving platform. Wait until it's around the middle of the path and then jump right to the upper grounds. Enter the next area and you'll find the Talisman, which upgrades Pai-Long. Go back to the previous area and drop down, entering the next area again (only from the lower grounds this time).

Go right and you'll get your first chance to get used to using Triangle Jumps. If this is your first playthrough, it will probably take some time before you master this, so don't get your nerves up. Basically, when you jump right to a wall, press right+L/R to reboud off of it. It's not like wall-jumping in other games, where you needed to press the directional button in the opposite direction of the wall... here you need to press onto the wall. So, if the wall is left, you'd press left+L/R to rebound. Use the technique to climb up this narrow path. Then go left, drop down, Triangle Jump up another path and continue going until you exit the level.

=====
COLLEGE CAMPUS - Level 4 |-> BOSS LEVEL: En Tao
=====

IT: The Tome of the Shaman
Spirit #09, Grand Tao Dragon

And here's our beloved uncle. Too bad we don't have Len to team up with so we can beat his ugly face to a pulp. Anyways... At the beginning, he'll summon the Grand Tao Dragon. Now, he's very annoying as he keeps floating out of reach so we can't hit him. Your best bet is to wait for him to enter reach, jump up, slice him ONCE with the Sword of Light and then immediately follow up with a Halo Bump. This way, you'll hit him twice in one jump... saves time.

Now, his attacks. When you see the Dragon sucking in air, back off away from his mouth, 'cause he's gonna blow fire. Where's the logic in that? He's a plant-like dragon, he'll burn his own back with the flamethrower! Meh, never mind, just evade the attack and you'll be fine. Another attack is when he uses his tail to either stab you (easily evaded, as you can predict his movements) or swing it in an attempt to slice you (also easily evaded). He also has an attack where he summons mortuary tablets to spin around you. Destroy them as fast as you can because, after a while, the tablets will fly towards you, trying to hurt you. That's about it, after you defeat him another Tome of the Shaman is yours, along with one of the most useful spirits in the game, the Grand Tao Dragon!!

=====
VOLCANO AVENUE - Level 1 |
=====

IT: Ikupasui
Magatama Bead (Required: Jaguars)
Spirit #67, Badbh

Slide down the slope and jump onto the second higher grounds you come by. Follow it right, up a slope and into another area. Head right and you'll stumble upon Corey's upgrading EX-Item, the Ikupasui. Go back to the previous part of the

level and onto the first slope you got on. Drop down and you'll see a breakable wall. For this, you need the upgraded Mic, so when you get Jaguars, return here.

Break the wall and jump up all the platforms, finally coming to a treasure chest. Drop right onto a white platform, from which you should walk straight left, so that you drop to a platform below the one with the treasure chest. This one holds the Magatama Bead. Yay!

Now, right of the breakable wall are green flames. Now that you have the Ikupasui, freeze and break it, then go right to the next part of the level. Simply walk east, jumping over pits. Eventually, you'll come to a platform with spikes and an enemy glowing in a blue aura. Defeat the enemy to acquire Badbh. Now, continue going right to exit the level and come to a Dobie Gate. Now that we have Deht the Viking, Vodianoi and Badbh, we can make the spirit combo Viking Ship which we need to get to Magister. However, there is a Golem enemy on the way, so it is recommended to get the Antiquity first, which we'll do in a short while. So, this walkthrough is going to do it in that sequence.

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=====
VOLCANO AVENUE - Level 2 |
=====
IT: Spirit #46, Spirit of All
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There's a cool, Horus-headed egyptian enemy at the start. Defeat him to get the Spirit of All. Try him out, his function's funny, but almost useless. Continue straight through the level as there's nothing interesting here... yet.

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=====
VOLCANO AVENUE - Level 3 |
=====
IT: nothing... phew...
```

Nothing interesting in the first part, so just ram through it straight ahead until you see a scene in which Zeke'll BAM Silva so hard that the poor guy's gonna loose all five of his spirits... again. Anyways, it's our job to get them now. But first, let's finish the level. Go west and pass the part trying not to fall through the floor. See, almost every part of the floor here falls on step, so you better watch it cause there's lava below you. Anyway, when you pass this part you'll see dropping walls. You now have to use Pai-Long to Trangle Jump to the upper platform. Believe me, it looks much harder than it really is. After you succeed, go left and exit.

When on the world map, you'll see that the Silver Tail spirit is in Volcano Avenue - Level 2. So, use the Grand Tao Dragon to quickly go back and get it. It is in the second part of the level, you have to jump up many platforms to get to it. After you get it, come back here and head to the next level.

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=====
VOLCANO AVENUE - Level 4 |-> BOSS LEVEL: Zenki & Kohki
=====
IT: Spirit #20, Ponchi
    Spirit #21, Konchi
    Spirit #15, Zenki
    Spirit #16, Kohki
    The Tome of the Shaman
```

When you enter, you'll meet up with Tamara, Ponchi and Konchi. After a bit of talk, Ponchi and Konchi fall into our possession. Mwahahahahahaha... ehm... Anyway, Yoh automatically goes left and meets up with Zenki & Kohki. They say:

"Those who know the secret... must perish!!"

What do they mean by that? Meh, another one of the game's secrets. At least they didn't say "Grrrr" like most of the bosses. Anyways, they rush the floor below, it breaks and you start falling. You can take this time to deal damage to Zenki & Kohki, which will ease the battle a bit. Just keep doing the Aerial Skill given to you by the Book of Learning II. I managed to take half of their HP by doing this.

After you stop falling, the real battle will start. Immediately jump all the way left across the various platforms available to you and jump onto solid ground. The safest thing to do is to simply stay on the left solid ground and attack from there. Zenki and Kohki will circle around the stage, always within your range. They have a few common attacks. First of all, it is often that one of them will take a deep breath and fire three fireballs that spread outwards in the direction they were fired (which is usually your direction :P). Don't risk jumping over them unless you're absolutely sure that you'll manage to do it. Instead, use Ponchi's Angel Shield to block the fireballs.

Another attack is when one of them creates a purple Shikigami-like ball in his hand and throws it at you. This is extremely easy to evade: just jump over it. A most dangerous attack is when they rush you like they rushed the floor above, which made it collapse. You will first see some "energy waves" going around their legs, along with a "zh-zh-zh" sound. When you see (or hear) that, use Ponchi immediately as the attack is almost impossible to avoid or jump over. They have one, most powerful attack, which they only use if you find yourself on one of the middle platforms, above the lava. They both (one left and one right) use a beam that connects them and hurts you a lot if you find yourself hit by it. Just follow my advice and stay on the left of the stage, never getting between them, and you won't experience this attack. After beating them, you'll get another Tome of the Shaman, Zenki and Kohki. Yay!

=====
VOLCANO AVENUE - Level 5 |
=====

IT: Magatama Bead
Elixir
Spirit #76, Tamegoroh (Required: Jaguars and Crystal Pendulum)

At the start of the level, just break the fake wall. You'll see a Magatama Bead on the platform above and probably think: "I need Blocks to get this..." Well, you don't. We'll be getting that right now. Keep heading left until you get to a barrel. Use the barrel to jump up-right to the platform with the samurai and goblins. Slaughter them and head right, jump across the falling platform and you'll find the Elixir, Eliza's upgrade. Now, jump on the barrel here. You have to make a very handpicky maneuver with Mic. You have to swipe right using Mic and then press A on the very tip of the barrel to jump all the way right, to that Magatama Bead we said we'd be getting. You need to pin-point the exact moment... or have a lot of luck. :D Either way, do your best to get the Bead.

Now, go back left to that barrel and you'll see an up-down moving platform, jump on it and jump left from its peak. Go left and you'll see a crossroad, one up and one down. Now you again have to make a complicated maneuver with Mic. Swipe with him and, somewhere in the middle of the slope, jump up so that you arrive to the upper grounds. This HAS to be done, as the bottom part leads to nowhere for now. You might be lucky and succeed on your first try, or you may be unlucky and do it 20 times, still without success. Just keep your cool, and after you succeed, continue to the next part of the level.

Head down the slope and jump onto the second platform you see to the left. Go left from there, breaking a fake wall along the way, after which you should drop

left and get the key. Then drop down and pass through the ununlockable door. Now, you have two ways to pass this part of the level. Either use Corey to freeze the fireballs and use them as platforms to jump up, OR use Pai-Long to rebound off the walls and pass through. Either way, exit.

When you have the Jaguars and Crystal Pendulum, go back to this level and take the lower path instead of the higher one, the one you needed to use Mic to get to. Drop down and break the wall using Mic. Head all the way left, break the treasure chests, and the fun may begin. Firstly, jump left and rebound off the wall using Pai-Long, then immediately use Chloe to attach yourself to the hook. It may take a while before you succeed, but after you do, continue maneuvering the hooks towards the right, and when you get to the last one, swing yourself towards the right, jump and rebound off the wall using Pai-Long to get Tamegoroh there. Yay!

=====
VOLCANO AVENUE - Level 6 |
=====

IT: Spirit #62, Silver Rod
Magatama Bead
Spirit #34, Chuck

Equip Eliza to stop the gas from slowing you down. Walk your way left and when you get to three barrels, make a U-turn right on the upper grounds. At the "end" you'll find the Sivler Rod spirit. Now go back left to those three barrels. Jump up-left to another Magatama Bead. There is also an enemy here, glowing with a blue aura. Beat her to get Chuck. Now just head left and out of the level.

On the world map, head across The Badlands - Level 5 to gain access to another area.

=====
DREAMLAND - Level 1 |
=====

IT: Spirit #74, Sariel

Keep Eliza equipped to stop the gas from slowing you down. Jump your way up to a platform with an immortal skeleton on it. Jump on the falling platform here and jump left to get Sariel. Now go back to the falling platform and jump right to get the key. Go back down, unlock the door, and proceed out of the level.

=====
DREAMLAND - Level 2 |
=====

IT: Jaguars

When you get out of the little cave, jump up and right to a small platform, and then up and right again to a big, amrble platform. Walk east and simply drop off the edge, holding right, to find the Jaguars. Now jump up into the cave and out of the level.

=====
DREAMLAND - Level 3 |
=====

IT: Spirit #35, Carlos & Joao
Spirit #63, Silver Wing

At the start, either freeze the fireball or use Chloe. I don't care. Just pass the first part unhurt and I'll be happy. :P Anyway, in the second part, you'll run into another mexican guy. Beat him to get Carlos & Joao. Jump up the

platforms just a little past him and head right to get the Silver Wing. The Silver Wing, Yophia, and Black Raven are my three most-loved spirits: they all increase furyoku recovery speed. After you get them both, keep heading right, freezing fireballs and acting like Tarzan along the way until you exit the level.

=====
DREAMLAND - Level 4 |
=====

IT: Magatama Bead
Spirit #49, Korogashi

After you Triangle Jump up the narrow passage, jump on the upper ground right of you to get another Magatama Bead. Anyways, just keep heading through the level until you get to a part with falling platforms set above a spiked ground. You may want to equip Raphael (to keep the platforms from falling immediately), Metatoron (to reduce the damage done to you by the spikes if you do fall) and Mic (to jump over the distant platforms). After you pass this part, you will see a spirit hanging in the air near some spikes. Keep Raphael and Metatoron equipped. Jump and grab him, as he turns out to be Korogashi, another of the Lees spirits. Then just exit the level.

=====
DREAMLAND - Level 5 |-> BOSS LEVEL: Tao Len
=====

IT: The Tome of the Shaman
Spirit #08, Bason

He is, like, the easiest boss in the entire game. All of his attacks are totally predictable and avoidable. Let's see. One of his attacks is Rapid Tempo Assault. He creates this big, yellow kwan-dao (or I think that's what it's called) and rushes a bit forward with it. As soon as you see it in his hand, just jump back or onto one of the platforms to avoid it.

Also, he has a tricky attack. When you see him shining with a blue aura, don't hit him, because then he'll zoom behind your back and try to slice you with a knife or the Sword of Thunder (it's hard to tell what is it). Just avoid it. The problem with his attacks is that he executes them very slowly, so you have plenty of time to escape them.

His most-used attack is Golden Thunder Impalement, which has three forms, depending on your whereabouts. If you're on one of the four platforms, the swords and spears come out of them. Just jump away when you see Len take out the Sword of Thunder and you'll be fine. The second form is performed if you're in front of him, but far away. The form causes the spears and swords to move from Len to you in a wave-ish form. Also easy to avoid by just jumping on the platforms.

The third form is performed if you're very close to him, whether you're on ground or on one of the platforms. There are about five swords and spears that come out at the same time around him. If you're in this position, run away because they are bigger than normal. Anyways, his last attack is to summon Bason on one side of the battlefield. He uses it only when his HP is extremely low. Bason basically floats above you, trying to punch you and deal lots of damage. Just hit him a few times with the Sword of Light and he's out of the picture. After you defeat Len you'll get yet another Tome of the Shaman and Bason.

=====
THE SILVERMINE - Level 1 |
=====

IT: Spirit #60, Silver Horn
Spirit #22, Shaolin

The first part of the level has no by-ways or anything. Just ram through it. But the second part... that's a challenge. You have to maneuver with Chloe high up into the air. So, be careful not to fall down into the lava and good luck. :P Anyway, when you get to the middle platform (the one with the volcano), go up to the platform up and right (the one with the spikes). Maneuver across the spikes and get the Silver Horn spirit. Now maneuver back down and out of this part of the level.

In the third part, make your way to the right, killing enemies and whatnot along the way, until you come to a white-robed enemy glowing in a blue aura. Defeat him to acquire the Shaolin spirit. After you do that, jump up onto higher grounds using Mic and continue right, out of the level.

=====
THE SILVERMINE - Level 2 |
=====

IT: Spirit #40, Pancho

Pass through the level, doing what you must to survive, until you stumble upon another mexican guy glowing blue. Beat him to get Pancho. After that, just continue right and out of the level.

=====
THE SILVERMINE - Level 3 |-> BOSS LEVEL: Yohmei Asakura
=====

IT: The Tome of the Shaman
The Antiquity
Spirit #36, Shikigami

Ahh, and here we are, fighting our grandpa, who is close to being the most annoying boss in the game (alongside with En Tao). The first part of the battle consists of him floating around on a Shikigami, throwing the same at you. Unlike Mikihisa's, these Shikigamis don't follow you around, so you could say that they're easy to avoid. Anyway, you'll be amazed at how little HP Yohmei has. But, there's the trick.

When you deplete all of his current HP (which should happen pretty quickly), he will rise again (mwahahaha) and another "HP bar" will appear, consisting of Shikigamis. From now on, Shikigamis will fly all over the screen, and you must hit them all. There's no real strategy to it, just avoid getting hit and slash them. After a while, you'll get rid of all of them and get another Tome of the Shaman, along with the Shikigami spirit and our final weapon, The Antiquity.

=====
THE SILVERMINE - Level 4 |
=====

IT: Spirit #61, Silver Shield
Book of Learning III

Pass through, massacring the enemies, blah, blah... Aywho, in the second part of the level, near its end, there's some higher grounds. Jump up onto them, then up and left to another higher grounds, where you'll find a poison bee hive and the Silver Shield. After you get it, head left into the final part of the level.

Keep going left until you have a choice. Either up onto higher grounds or straight, below the higher grounds, into a cave-like space. Head into the latter and break the wall using Mic, and within is the final, Book of Learning III. Now

just go back, take the higher grounds and exit the level.

=====
THE SILVERMINE - Level 5 |
=====

IT: Magatama Bead
 Crystal Pendulum
 Spirit #44, Skelesaur

Watch out, the ceiling collapses here. :P Just wait in the small ledges until the ceiling restarts, then continue. You'll run into another Magatama Bead on the way. Woot! Also, at the beginning of the second part of the level is Chloe's upgrade, the Crystal Pendulum. Yay! If you kill the skeleton fire-blowing dragon you'll get Skelesaur. Anyway, continue through the level and to the end. Near the end you'll have to use Chloe to cross a big patch of water, so do that and exit.

Now, in case you forgot, I advise you to go back to Volcano Avenue - Level 5 and get Tamegoroh, because his function is very useful. Anyway, now that we have the Antiquity, I will guide you in this walkthrough back to the College Campus area, through levels X1, X2 and X3. Let's go there now.

=====
COLLEGE CAMPUS - Level X1 |
=====

IT: nothing... *mouth wide open in awe*

Firstly, equip Badbh, Vodianoi and Deht the Viking to form the Viking Ship spirit combo. Now use it on the water in order to cross. After you cross, jump up and go left to the next part. Here, go into water at the first possible "entrance". Now simply drop ALL the way down and go to the next part of the level.

Head left and make your way through the area, finally exiting left to another part of the level. Here, drop down, go left, jump back up and exit. Easy as pie.

=====
COLLEGE CAMPUS - Level X2 |
=====

IT: Spirit #25, Golem

Right at the start is the Golem enemy, shining blue. He is a very enduring and strong opponent, so you better watch yourself. His attacks pack quite a whallop, so try your best to avoid them. When you beat him (after LOTS of hitting) you'll get him as a spirit... and trust he, he's worth it. :D Anyway, head left into another part of the level.

Jump across the falling platforms to quickly exit into another part of the level. Simply pass through these next few parts, killing Zeke's henchmen along the way (Footballer and Shion-Shion) and exiting.

=====
COLLEGE CAMPUS - Level X3 |-> BOSS LEVEL: Magister
=====

IT: The Tome of the Shaman
 Spirit #10, Triglav

Magister is a really tricky boss. He has many moves and even more variations of them. His most common attack is the green card. He throws two or more green cards to sides of the screen, out of which these green, snakey thingies grow.

The snakes weave across the field, and when they reach the opposite side of the screen, they explode into millions of little fireballs that spread around in a circle. Your best bet is to destroy them before they explode.

Another one of his attacks, the blue card. He throws a blue card in the center of the screen, from which a wheel is created. The wheel is surrounded by three long spikes and will constantly circle around the screen until it expires (which won't happen very fast). Make sure it doesn't hit you. Another variation of the blue card is when Magister throws a few of them around you. They circle around you, after which they stop, and a spike comes out of one of them. Just jump away from the one with the spike.

His third attack, the red card, is used only when his HP falls below 1/2. He creates a big, red dragon who you then have to slice and dice. After you've slashed every part of the dragon, it disappears and you fight Magister again. He uses this attack very often, when the conditions are met. Anywho, he also has the annoying habit of hiding behind cards, and you have to guess which card he's behind in order to hit him. Anyways, after you beat him, another Tome of the Shaman is yours, along with Magister's Guardian Ghost, Triglav, who can transport you back to Dobie Village in an instant... it looks cool, too. Anyhow, we're done with these X levels, so go back to the point just right of Dobie Gate IV.

=====
FORBIDDEN FOREST - Level 1 |
=====

IT: Spirit #51, Oni Fire Tama
Battle Clothes

Right at the start of the level, you'll see the Oracle Barrier (the totem). Now, equip all the Silver Spirits to be able to use the Totem Attack spirit combo. Blow up the Oracle Barrier and proceed right, into the second part. Pass the second part using your very expert skills (yeah, right) and exit to the third part.

In the third part, climb up the first slope, jump left to the second slope, climb up that one half-way (just to the green slime enemy) and jump up-right to another slope, where you'll see Oni Fire Tama, who you should get. He is the last of the Lees spirits, so now you can use the Final Beam spirit combo. Plus, Oni Fire Tama is very cool by himself, too. Anyway, now continue along the level and to the next part.

Head right through the almost completely empty part and when you get to some "platforms", jump up them and onto the higher ground with the treasure chest. Go right on that higher ground and you'll acquire our last defense item, Battle Clothes. Now, continue right and out of the level.

=====
FORBIDDEN FOREST - Level 2 |
=====

IT: Magatama Bead
Spirit #23, Tao the Great

Right at the start of the level, before you enter the water, jump up and rebound off the wall using Pai-Long to get another Magatama Bead. Now enter the water. Head right along the bottom of the level, past the barrel, below the broken pillar, up the platforms, right and drop down through the narrow passage, finding a cave with Tao the Great. Now, exit the cave, go right below the broken pillar and into another cave which takes you to the exit of the level.

=====
FORBIDDEN FOREST - Level 3 |-> BOSS LEVEL: Marco
=====

IT: The Tome of the Shaman
Spirit #17, Michael

And we fight Michael, the leader of the X-Laws' archspirits. At first, he'll be in the distance and shoot you with bullets of some sort. After a few shots, he'll come closer and fly above you... now all you can see of him are his teeny-tiny feet. That looks so yuck, it's like his feet are still in fetal state... ugh... Anyway, you have to jump up and slash at his legs to hurt him.

When you see his sword swinging across the ceiling of the stage, don't find yourself below it because when you do, he'll impale the ground below it. Anyway, the attack's pretty easy to avoid, so, yea. Also, when you see him make a movement like he jumped off the air, either set yourself between his legs or away from them, because he's gonna drop down. After a while of doing this, he'll switch to being on the right of the screen, so you can hit his ugly face. In this mode, he'll summon some guns to shoot you again. Anyway, he'll switch between these modes until you beat him. Just avoid his attacks and slash him. When you beat him, you'll get another Tome of the Shaman and Michael.

=====
FORBIDDEN FOREST - Level 4 |
=====

IT: Spirit #24, Gororo

Float through the easy first part of the level and then, at the second part, go all the way left, where you'll see a breakable wall. So, do a Rolling Attack and jump to the wall in order to break it (thanks to Jeffrey Ow-young for pointing this out).

Now, when you get up there, go all the way right and take the elevator up, then head left and into another part of the level, where you'll find Gororo in plain sight. Now drop down and move left, out of the level, entering the light.

=====
STAR SANCTUARY - Level A |
=====

IT: Magatama Bead

Head left across the first part of the level and enter the second one. Here, head all the way left, drop down the white platforms, head right and jump up the first platforms you see, and jump right to the platform with the mask-enemy. Defeat him and get the Magatama Bead. Now just continue through the level and exit.

=====
STAR SANCTUARY - Level B |
=====

IT: Spirit #78, Jen
Red Dobie Ring

Go through the level, there's nothing interesting in the beginning. However, when you come to a choice of either going straight left, or up a falling platform and then left, choose the latter. So, jump onto the falling platform and then jump left. Keep walking left until you encounter a genie enemy. You'll notice that his magic lamp is glowing blue, which means that he'll give us a spirit. So, kill him and collect Jen. Now head left and into the next part of the level. In this part, you have to time your jumps on the up-down moving

platforms. After you pass them, head left and when you drop down you'll see a Mic-breakable wall right of you. Break it and collect the Red Doble Ring inside. Now just exit the level.

=====
STAR SANCTUARY - Level C |
=====
IT: nothing... *wtf*

Right at the start is the Red Oracle Barrier. Now that you have the Red Doble Ring, you can use Totem Attack to get rid of it. So, do that and move on. This is a very boring level, so you just ram through it and enter the light.

=====
FORBIDDEN FOREST - Level 5 |
=====
IT: Spirit #66, Black Raven

Head into the water at the first chance you get. Drop down, head straight west and you'll find Black Raven in a cave. Yay! HUGE amount of furyoku recovery! Now head left of his location and you'll find the exit to another part of the level. In this part, immediately jump up onto the platform and further up to the level's exit, and into the light.

=====
STAR SANCTUARY - Level D |
=====
IT: Spirit #41, Zapata
Sword of Thunder

It's very straight-forward, so go through it until you stumble upon another mexican guy, who you should beat to get Zapata. After him, keep going right and climb the platforms to Bason's upgrade, the Sword of Thunder. Now just head left and to the exit.

=====
STAR SANCTUARY - Level E |
=====
IT: Magatama Bead
Spirit #32, Ashcroft

Head through the level, fighting bad guys and whatnot... When you come to a choice whether to break the left or right wall using Mic, first break the left one and go get the Magatama Bead. Then go back and break the right one. Continue through the level until you enter the second part.

Here, jump up onto the barrels and climb the slope. Near its top, dash left using Mic and jump to a ledge with an enemy. Beat her and you'll get Ashcroft. Now go right and follow the path until you get to a Mic-breakable wall which seems to be a bit out of your reach: it's set on a higher level of the wall. Just do a Rolling Attack and jump up to the wall in order to break it. Now continue through and exit.

=====
STAR SANCTUARY - Level F |
=====
IT: nothing... *awww*

Ugh, another Red Oracle Barrier. If we can break one, we can break another!! What's the point?! Meh, anyways... break the stupid Barrier and move along the

straight-forward level, exit and enter the light...

=====
FORBIDDEN FOREST - Level 6 |
=====

IT: nothing...

Another straight-forward level without anything important. Pass through it using all your skills as best as you can and enter the light again. :D

=====
STAR SANCTUARY - Level G |
=====

IT: Spirit #14, Mama

Finally, something besides "nothing..." in the IT. :P Anyway, Mama is in a sheep enemy, so when you see it, beat it and you'll get Mama. Other than her, the level's not interesting at all, so just pass through and exit.

=====
STAR SANCTUARY - Level H |-> BOSS LEVEL: Luchist
=====

IT: The Tome of the Shaman
Spirit #53, Cifer

And here we fight our beloved evil archspirit, Cifer. The first part of the battle is all about you running from Cifer, avoiding his cheaty attacks. It'll last quite a while, so don't get annoyed. Anyways, after a while, the real fight against Luchist will insue.

You might wonder why the pendulum hooks are here. Well, from time to time, Luchist will snap his fingers, wind will start to blow, Cifer will escape, and as he's the "ground" you're standing on, you'll lose foothold. So, before that happens, you attach yourself onto one of the hooks. Now, for the attacks. Luchist has a simple attack in which he takes off his cape, and three knives rush toward you from his cape. Ooo, what a brilliant idea. Ugh... Just jump over them to avoid. A more dangerous variation of this is when he throws three boomerangs, which hone in on your current position. Evade as skillfully as possible. :D

Also, when his body starts to burn with flames, take cover because he's going to use an attack very similar to a maximally charged Oni Fire Tama. Just duck to avoid... Also, he may summon Cifer's mace to act as Michael's sword acted in the fight against Marco. Easily avoided. Also, when his HP falls below 1/2, he will summon those thingys that tried to shoot you while you were running from Cifer. After you defeat him, a scene insues. How sweet, Luchist admitted your worthiness as Zeke's brother, fell unconcious and then Yoh stole Cifer from him. Like I said, how sweet... you get another Tome of the Shaman and Cifer.

=====
STAR SANCTUARY - Level I |
=====

IT: Magatama Bead
Spirit #42, Miguel

Yet another Red Oracle Barrier. They're really starting to anger me (would use a dirty word, but since it's a public thing, I can't). Anyway, get rid of it and move forward. When you get a choice of either higher or lower grounds, choose higher and enter the next area, getting another Magatama Bead. Heading further through the level, you'll find another mexican guy. Defeat him to get Miguel.

After him, there's nothing else interesting, so just pass through, exit and enter the light. Then, enter the red light to go to the final world map.

=====
KING OF SPIRITS - Level A |
=====

IT: Spirit #54, Matamune

And here we meet up with Matamune, the strongest spirit we can use in the game. Yay! It's the shortest, non-boss level in the game, so just exit.

=====
KING OF SPIRITS - Level B |
=====

IT: Spirit #12, Pascal Avaf (Required: Blocks)

Now, here you'll notice a spirit on a high, unreachable platform. Return here after you attain the Blocks spirit and jump up to Pascal Avaf. Other than him, there's nothing else interesting in the level. It is quite challenging, as you need to make some smart maneuvers to pass it completely.

=====
KING OF SPIRITS - Level C |
=====

IT: Spirit #77, Gundari

Firstly, go all the way left, defeat the skelesaur, climb up using Chloe, get the key, Triangle Jump back up carefully and go back to where the skelesaur was. Now go a little right and Triangle Jump up the narrow pathway, head right, maneuver up with Chloe and continue through to the second part of the level.

Here, climb the slope halfway and then jump right to another slope. Climb that one, dash left with Mic and jump to a platform, then head further left to pick up Gundari and head left. Keep going left, through the next parts, until you get to the exit. Well, what are you waiting for? Exit! :P

=====
KING OF SPIRITS - Level D |-> BOSS LEVEL: Spirit of Fire
=====

IT: Spirit #79, Spirit of Fire

Uh-oh. Here's our beloved burner. However, don't get your hopes up, the Spirit of Fire's function is to heal, like it was in MoS. So just concentrate on beating him.

The fact here is: never get very far away from Spirit of Fire because you'll get incinerated by a wall of burning flames. :P You're stuck. Anyway, you have to follow Spirit of Fire through a stage filled with tricks and traps, for which you'll mostly need Mic equipped. Now, his attacks. He has a basic attack in which he releases a fireball which floats for a while before bursting into many little fireballs. It's not that hard to evade, so do your best.

When he turns golden-orange and swings his right hand, prepare to get a fire-pillar wave attack. He sends a wave of fire pillars emanating from the ground towards you. You can't jump over them because they're too tall. You COULD jump over if you're standing on a barrel or if Spirit of Fire is below you in some way... but in a normal way, your best bet is to use Zenki and Kohki's combo, Force Field.

Also, when he turns golden-orange and makes an attack like Golem's function

(which won't hurt you), prepare to get a few giant fire pillars come out of the lava. You can see where the pillars are gonna come out by looking at the lava. The places where the pillars are going to come out of have air pockets of sorts on them. Avoid at all costs.

When he turns golden-orange and puts his hands in an I'm-holding-something shape, he'll throw a few fireballs at you. Easy to evade, don't worry. And his final and strongest attack: when he turns golden-orange and just stands still, you'll see him make a little fireball in front of him, which will then turn into a huge fireball and rush forward. There's absolutely no way to block this as far as I know. If anybody does, please notify me. You can, however, avoid it by making a correctly-timed Daodando (Pai-Long's move) to slide below the giant fireball. Also, you can use one of those combos which freeze the screen for a couple of moments... like Blizzard, Ray of Light, Final Beam, etc. Anyway, good luck in beating him... you're gonna need it. After you deplete his HP, he's going to "die" in a very, very cool (or should I say, HOT) way... You'll also acquire him. He heals you for every enemy you kill. Now enter the light again to be transported to a near area...

=====
KING OF SPIRITS - Level E |
=====

IT: Magatama Bead

Head through the straight-forward level until you come to a white floor, which you can use to drop down to a lower level. Do so and then head back right to find our last Magatama Bead, which should give you your last HP upgrade, if you collected all the other ones. After collecting that, go back left and zoom through to the level's exit.

=====
KING OF SPIRITS - Level F |
=====

IT: Spirit #13, Blocks

And here's our most-beloved spirit. Blocks. Most people miss him because his whereabouts are very secret. So, let's get going. Pass the first part of the level to get to the second (duh). Then pass the second to get to the third. Here defeat the Golem and go into the fourth area. This one is like the second. Here, climb the first slope, go a bit right and climb the second slope. On top of it, jump left to see a hook. Now, how to get to it. Simple. Go a bit right from the slope's peak, equip Mic and Chloe, use Mic to dash left and jump to the hook then use Chloe to grab hold of it.

Now maneuver up the various hooks, and when you get to the end, you may wonder: "WTF?!! All this for nothing?!!" Well, look up, my friend. Traingle Jump the wall above you to enter a secret area where you can find a Lego dinosaur shining with a blue aura... whoo-hoo!! After the dino kicks the bucket, a little Lego figurine will appear and try to run from you. Kill him before he succeeds and you'll get Blocks. Wheee... Now go back down and continue right, through the level, jiggling happily (unless you want to return and get Pascal Avaf). Next is the final battle, so get ready.

=====
KING OF SPIRITS - Level G |-> BOSS LEVEL: Zeke Asakura
=====

IT: triumph over the game's creators, mwahahaha...

OK, Zeke is very complicated as a boss. There's an obstacle that annoys you during the entire battle: Opacho. He turns into a sheep (like Mama) and goes

around the field, dealing damage if he touches you. Hmph, as if that isn't enough.

Anyway, Zeke constantly has five flames circling around him, which, of course, hurt you if they touch you. He can do lots of stuff with those flames. He can either merge them into one flame that tracks your position and shoots fireballs at you... OR he can make the flames "cough up" many little fireballs around the stage that will just stay there for a while.

When he raises his hand, often saying "Say good night!", he'll create a big bulb of dark power which will bounce around the stage, hurting you on touch. I think that the creators did a stupid move by making this attack. I mean, come on, Zeke has mastery over all five elements, but he doesn't control dark powers... meh... Anyway, his most dangerous attack is a kind of a tornado. His cape starts flapping around him as he stands in a check-my-body pose, often saying "I'll burn everything to ashes!" alongside. When you see this happen, run from him as far as possible, cause he's going to send two power pillars spinning around him in a tornado-like manner, pulling you towards the eye of the storm. It deals lots of damage if fully taken, so evade as possible. You may think that he has very little HP... but after you deplete it, the REAL battle begins.

He'll take off his cape, the stage will become firey-colored, as Zeke jumps towards you, grabs you by the head and takes each and every spirit out of your possession. Only Amidamaru stays. Zeke becomes enveloped in flames for the rest of the battle, which (surprise, surprise) takes part in space. You, like Zeke, can freely move around. He will now use all of your spirits. Bason, Corey, Lee Pai-Long, Mic, Chloe and, from time to time, Totem Attack. He also has an attack in which he summons meteors to hit you. They're hard to avoid, but do your best. After you deplete half of his HP, he'll summon two burning stars on the top and bottom of the screen, which will produce flames from time to time. Avoid them, as they burn hard. Also, in this phase, he may use the Spirit of Fire Sword, which is an attack similar to Into the Antiquity and Matamune's function. After a while, you'll manage to beat him and bring peace to the world, blah, blah...

:P But he'll be back when the Tournament starts again. Remember? He can reincarnate whenever he wishes. He reincarnated every 500 years because the Tournament started every 500 years... but now, he might come back earlier, cuz the Tournament is only a bit postponed. Yay! Zeke lives again! *evil laugh*

When Yoh and the others
came back to the inn,
they acted like nothing
happened.

But what ever happened
to Zeke?

Yoh never says a word
about it,
and Anny never asks...

The Grand Shaman
Tournament is
still on hold.
I kinda prefer it like
this - everyone hanging
out, having fun.
No fighting.

Grand Halo Blade: Fast, repeated Halo Bump.

*3, 110 SP, L/R, active-type

Into the Antiquity: Press L or R Button and +Control Pad up.

02.

Tokageroh *1. When you get him after beating Mikihisa Asakura.

*2. When you find the HolyWood Sword EX-Item.

*1, 8 SP, L/R, active-type

Big Thumb: Push wooden boxes before you.

*2, 8 SP, L/R, active-type

Can be used to push giant wooden chests.

03.

Corey *1. When you get him after beating Trey.

*2. When you find the Ikupasui EX-Item.

*1, 30 SP, L/R, active-type

Nipopo Punch: Freeze enemies and burning objects.

*2, 30 SP, L/R, active-type

Can melt the Wall of Green Flames.

04.

Mic *1. When you get him after beating Joco.

*2. When you find the Jaguars EX-Item.

*1, 15 SP, L/R, active-type

Jaguar Swipe: Sprint faster and leap further.

*2, 15 SP, L/R, active-type

Rolling Attack: Press L or R Button and +Control Pad down.

05.

Lee Pai-Long *1. When you get him after beating him.

*2. When you find the Talisman EX-Item.

*1, 4 SP, L/R, active-type

Daodando: Use a fast special move & get under low places.

*2, 4 SP, L/R, active-type

Triangle Jumps: Press L or R Button near a wall after Jumping.

06.

Chloe *1. When you get her after beating Lyserg.

*2. When you find the Crystal Pendulum EX-Item.

*1, 1 SP, L/R, active-type

Homing Pendulum: Attach to a hook.

*2, 1 SP, L/R, active-type

Extends the length of the wire.

07.

Eliza *1. When you get her after beating Faust VIII.

*2. When you find the Elixir EX-Item.

*1, passive-type

Avoid the effects of poison.

*2, passive-type

Protects from Sleeping Gas.

08.

Bason *1. When you get him after beating Len.

*2. When you find the Sword of Thunder EX-Item.

*1, 60 SP, L/R, active-type

Rapid Tempo Assault: Attack with Bason power.

*2, 50 SP, L/R, active-type

Golden Thunder Impalement: Press L or R Button and +Control Pad down.

09.

GrandTaoDragon *1. When you get him after beating Tao En.

*1, 12 SP, L/R, active-type

Grand Spiral: Warp to the exit if you've passed it.

10.

Triglav *1. When you get him after beating Magister.

*1, 140 SP, L/R, active-type

Return to Dobie Village.

11.

Magnescape *1. When you get him at Dobie Division - Level 3.

*1, 1 SP, L/R, passive-type

Look around.

12.

Pascal Avaf *1. When you get him at King of Spirits - Level B.

*1, 3 SP, L/R, passive-type

Olmeca: Pause in mid-air.

13.

Blocks *1. When you get him at King of Spirits - Level F.

*1, 75 SP, L/R, active-type

Produce blocks which you can step onto.

14.

Mama *1. When you get her at Star Sanctuary - Level G.

*1, 4 SP, L/R, passive-type

Turn into a small sheep and move at high speed.

15.

Zenki *1. When you get him after beating Zenki & Kohki.

*1, 2 SP, L/R, passive-type
Block attacks from the front.

16.

Kohki *1. When you get him after beating Zenki & Kohki.

*1, 2 SP, L/R, passive-type
Block attacks from behind.

17.

Michael *1. When you get him after beating Marco.

*1, 62 SP, L/R, active-type
Unleash an angel attack on the enemy.

18.

Kanta *1. When you get him at Dobie Division - Level 4.

*1, 12 SP, L/R, active-type
Attack with a shower of white paint.

19.

Gussy Kenji *1. When you get him at False Factory - Level 2.

*1, 15 SP, L/R, active-type
Use a short-range punch attack.

20.

Ponchi *1. When you get him after meeting Tamara.

*1, 6 SP, L/R, passive-type
Angel's Shield: Block front attacks.

21.

Konchi *1. When you get him after meeting Tamara.

*1, 30 SP, L/R, active-type
Cupid's Arrow: Fire an arrow to stop.

22.

Shaolin *1. When you get him at The Silvermine - Level 1.

*1, 36 SP, L/R, active-type
Ethereal Punch: Attack with shockwave.

23.

Tao the Great *1. When you get him at Forbidden Forest - Level 2.

*1, 50 SP, L/R, active-type
Tao the Great descends to do massive damage.

24.

Gororo *1. When you get him at Forbidden Forest - Level 4.

*1, 30 SP, L/R, active-type

More powerful version of Nipopo Punch.

25.

Golem *1. When you get him at College Campus - Level X2.

*1, 38 SP, L/R, active-type

Fire beams that can pierce anything.

26.

Orona *1. When you get him at Forgotten Lands - Level 5.

*1, 60 SP, L/R, active-type

Wind of Laughter: Stop an enemy's movement.

27.

Yamagami *1. When you get him after beating Mikihisa Asakura.

*1, 3 SP, L/R, passive-type

4 balls of fire spin around the player.

28.

Mash *1. When you get him after beating Iron Maiden Jeanne.

*1, 110 SP, L/R, active-type

Decides if an enemy is guilty or innocent.

29.

Blaumro *1. When you get him at Snow Haven - Level 2.

*1, 12 SP, L/R, passive-type

Reduce the enemy's health with a whip.

30.

Footballer *1. When you get him at False Factory - Level 6.

*1, 19 SP, L/R, active-type

Blitzkrieg Blitz: Body slam to damage the enemy.

31.

Shion-Shion *1. When you get him at The Swamps - Level 1.

*1, 4 SP, L/R, passive-type

Brandish a disc attached to a chain.

32.

Ashcroft *1. When you get him at Star Sanctuary - Level E.

*1, 20 SP, L/R, active-type

Joust Attack: Attack by throwing spears.

33.

Jack *1. When you get him at The Badlands - Level 1.

*1, 4 SP, L/R, active-type

Trick or Treat: Attack with throwing knives.

34.

Chuck *1. When you get him at Volcano Avenue - Level 6.

*1, 20 SP, L/R, active-type

Rattle Time: Attack with a ring laser.

35.

Carlos & Joao *1. When you get him at Dreamland - Level 3.

*1, 30 SP, L/R, active-type

Cactus materializes. Its thorns burst on impact.

36.

Shikigami *1. When you get him after beating Yohmei Asakura.

*1, 6 SP, L/R, active-type

Throw a Shikigami at the enemy. Uses up leaves.

37.

Chimi-Moryo *1. When you get him at False Factory - Level 2.

*1, 4 SP, L/R, active-type

Creeping ghosts slow the enemy. Uses up pebbles.

38.

Antonio *1. When you get him at Forgotten Lands - Level 1.

*1, 2 SP, L/R, passive-type

Sets a small doll on the rampage. Uses up dolls.

39.

Jose *1. When you get him at College Campus - Level 3.

*1, 2 SP, L/R, passive-type

Sets a small doll on the rampage. Uses up dolls.

40.

Pancho *1. When you get him at The Silvermine - Level 2.

*1, 2 SP, L/R, passive-type

Sets a small doll on the rampage. Uses up dolls.

41.

Zapata *1. When you get him at Star Sanctuary - Level D.

*1, 2 SP, L/R, passive-type

Sets a small doll on the rampage. Uses up dolls.

42.

Miguel *1. When you get him at Star Sanctuary - Level I.

*1, 2 SP, L/R, passive-type

Sets a small doll on the rampage. Uses up dolls.

43.

Great Ogre *1. When you get him after beating him.

*1, 20 SP, L/R, active-type

Imps chase down the enemy. Uses up devil's horns.

44.

Skelesaur *1. When you get him at The Silvermine - Level 5.

*1, 12 SP, L/R, active-type

An inferno burns the enemy.

45.

Gledhill *1. When you get him at The Badlands - Level X.

*1, 20 SP, L/R, active-type

Shooting Nails: Throw nails. In some cases, it causes a great damage.

46.

Spirit of All *1. When you get him at Volcano Avenue - Level 2.

*1, 3 SP, L/R, passive-type

Less damage as a mummy.

47.

Skunk *1. When you get him at The Swamps - Level 3.

*1, 5 SP, L/R, active-type

Stinks out enemies behind.

48.

Kamaitachi *1. When you get him at Snow Haven - Level X.

*1, 15 SP, L/R, passive-type

Uses flailing arm attacks.

49.

Korogashi *1. When you get him at Dreamland - Level 4.

*1, 50 SP, L/R, active-type

Attacks with a big mallet.

50.

Enra-Enra *1. When you get him at College Campus - Level 1.

*1, 3 SP, L/R, passive-type

Use alter egos in battle.

51.

Oni Fire Tama *1. When you get him at Forbidden Forest - Level 1.

*1, 15 SP, L/R, passive type

Unleashes huge fireballs.

52.

Jangalian *1. When you get him at The Badlands - Level 4.

*1, 100 SP, L/R, active-type

Hamsters unearth items.

53.

Cifer *1. When you get him after beating Luchist.

*1, 60 SP, L/R, active-type

Stop the enemy moving with a hammer attack.

54.

Matamune *1. When you get him by meeting up with him.

*1, 160 SP, L/R, active-type

Carve up the enemy with a huge sword.

55.

Ian *1. When you get him at False Factory - Level 4.

*1, passive-type

Increase attack power 1 level.

56.

Nizba *1. When you get her at Snow Haven - Level 1.

*1, passive-type

Increase defense power 1 level.

57.

Dreisa *1. When you get her at Forgotten Lands - Level 5.

*1, passive-type

Increase max health 1 level.

58.

Yophia *1. When you get her at The Badlands - Level 2.

*1, passive-type

Increase furyoku recovery speed 1 level.

59.

Frankensteiny *1. When you get him at Forgotten Lands - Level 3.

*1, passive-type

Increase movement speed 1 level.

60.

Silver Horn *1. When you get him at The Silvermine - Level 1.

*1, passive-type

Increase attack power 2 levels.

61.

Silver Shield *1. When you get him at The Silvermine - Level 4.

*1, passive-type

Increase defense power 2 levels.

62.

Silver Rod *1. When you get him at Volcano Avenue - Level 6.

*1, passive-type

Increase max health 2 levels.

63.

Silver Wing *1. When you get him at Dreamland - Level 3.

*1, passive-type

Increase furyoku recovery speed 2 levels.

64.

Silver Tail *1. When you get him at Volcano Avenue - Level 2.

*1, passive-type

Increase movement speed 2 levels.

65.

Mosuke *1. When you get him after meeting up with him.

*1, passive-type

Increase attack power 1 level.

66.

Black Raven *1. When you get him at Forbidden Forest - Level 5.

*1, passive-type
Increase furyoku recovery speed 3 levels.

67.

Badbh *1. When you get her at Volcano Avenue - Level 1.

*1, passive-type
Druid Magic: Thaw out.

68.

Vodianoi *1. When you get him at Snow Haven - Level 6.

*1, passive-type
Reduces water resistance.

69.

Deht the Viking *1. When you get him at Snow Haven - Level 3.

*1, passive-type
Stop slipping on icy surfaces.

70.

Raphael *1. When you get him at The Swamps - Level 4.

*1, passive-type
Lengthen the time footholds take to fall.

71.

Gabriel *1. When you get him at The Badlands - Level X.

*1, passive-type
Make light in the darkness.

72.

Uriel *1. When you get him at False Factory - Level X.

*1, passive-type
Reduce damage done when falling in a pit.

73.

Metatoron *1. When you get him at The Badlands - Level 3.

*1, passive-type
Reduce damage from needle piles.

74.

Sariel *1. When you get him at Dreamland - Level 1.

*1, passive-type
Reduce damage from fire.

75.

Remiel *1. When you get him at Forgotten Lands - Level X.

*1, passive-type

Reduce damage from electricity.

76.

Tamegoroh *1. When you get him at Volcano Avenue - Level 5.

*1, passive-type

Recover health slowly by staying still.

77.

Gundari *1. When you get him at King of Spirits - Level C.

*1, passive-type

Occasionally stops effects of enemy attacks.

78.

Jen *1. When you get him at Star Sanctuary - Level B.

*1, passive-type

Defeat 50 enemies to make a wish come true.

79.

Spirit of Fire *1. When you get him after defeating him.

*1, passive-type

Recover health each time you defeat an enemy.

80. SPIRIT COMBO

Totem Attack *1. Align Silver Rod, Shield, Wing, Horn and Tail.

*2. When you find the Red Dobie Ring EX-Item.

*1, 160 SP, L/R, active-type

Totem Attack: Shots even damage Oracle Barrier.

*2, 160 SP, L/R, active-type

Can destroy the Red Oracle Barrier.

81. SPIRIT COMBO

Ray of Light *1. Align Michael and any four of the other archspirits.

*1, 150 SP, L/R, active-type

Ray of Light: Summon 7 angels against enemys.

82. SPIRIT COMBO

Mega Memorial *1. Align Ian, Nizba, Dreisa and Yophia.

*1, passive-type

4 dolls carry you away when health runs out.

83. SPIRIT COMBO

Jaguarman *1. Align Mic and Pascal Avaf.

*1, 4 SP, L/R, passive-type
Jaguarman: Use when Jumping to glide.

84. SPIRIT COMBO
UltraCavalryChg *1. Align Bason and Black Raven.

*1, 100 SP, L/R, active-type
Ultra Cavalry Charge: An expanded R.T.Assault.

85. SPIRIT COMBO
GrandePhantasma *1 Align Miguel, Zapata, Jose, Pancho and Antonio.

*1, 80 SP, L/R, active-type
Grande Phantasma: Slash with a gigantic sword.

86. SPIRIT COMBO
Force Field *1. Align Zenki and Kohki.

*1, 3 SP, L/R, passive-type
Wraps body in a barrier.

87. SPIRIT COMBO
Exploder Kick *1. Align Shaolin and Lee Pai-Long.

*1, 45 SP, L/R, active-type
Kicks away weak enemies.

88. SPIRIT COMBO
Final Beam *1. Align Kamaitachi, Korogashi, Enra-Enra, Oni Fire Tama and Jangalian.

*1, 70 SP, L/R, active-type
Emits a laser all around.

89. SPIRIT COMBO
Blizzard *1. Align Gororo and Corey.

*1, 60 SP, L/R, active-type
Freezes multiple enemies.

90. SPIRIT COMBO
Viking Ship *1. Align Deht the Viking, Badbh and Vodianoï.

*1, 12 SP, L/R, active-type
For crossing water.

91. SPIRIT COMBO
Javelin Tear *1. Align Ashcroft, Jack and Chuck.

*1, 70 SP, L/R, active-type
Spears rain down on all.

