

Summon Night Craft Sword Monogatari: Hajimari no Ishi (Import) Walkthrough Final

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-Summon Night Craft Sword Monogatari: Hajimari no Ishi-
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=Intro=

Ok, so this is my first guide. Go easy on me if I got something wrong or I'm not accurate with the translations: I know a limited amount of Japanese, so I'm mostly using the translations of Summon Night Swordcraft Story 2. This is a straight forward guide, since I don't know much about the story line. In this game you forge weapons from ores and use them to save the world, as far as I'm concerned.

=Controls=

On the field, you can use different weapons you have to get you items from the environment. Use L & R to toggle between them. All of them can break crates, but some things can only be moved/broken by a certain type of weapon. Hammers activate the teleporters (purple circle); swords cut down tall grass; axes break stumps; spears get you fruits on the trees; knuckles move boulders; drills break rocks; and bows you use to shoot targets. To use them just toggle to the one you want to use and then press A. Hold B to run or walk depending on your settings. The direction pad moves your character, Start goes to the menu, and Select lets you talk to your Guardian Beast (GB).

In battle, you use A to attack, B to use ability/use spells/use items. You have 5 boxes under the battle screen along with a small yellow bar, a red bar, and a green bar. The boxes are your B abilities. Use R to go to one and B to activate it. By default the first one (left) is defend, but it can be a special ability if your equipped weapon have one. The spells and items must first be equipped on your GB to be used in battle. Use L to toggle between your weapons (3 max). The red bar is your health, the green bar your weapon's durability (DUR), and the short yellow one is your TEC. The 6 diamonds on the right are the number of times your GB can cast spells. The direction pad moves your character; Up=jump, Right=right, Left=left, and Down is to stop. Double tap right or left to run, and double tap Down to jump back. Start is to pause and Select to put your character on auto-pilot.

In the menu you get this list:

Equipment - Your weapons
Assist Equipment - GB's equipment
Inventory
Spells
Weapons - Weapons you have and their stats
Status
-> (More options)

Key items
Craft rank - Crafting ranks for each weapon
Weapon secrets
-sword
-axe
-spear
-knuckle
-Drill
-Bow
Special attacks
Effects
Bestiary
Options

=Tips=

Here're some personal recommendations on the game:

Only disassemble your weapon if it has full (255) TEC.
Always train
Don't buy items, create them whenever possible
Always break the boss's weapon(s)
Don't sell ores unless you have 6+

=Walkthrough=

You start by choosing boy or girl (Hero) and your Guardian Beast (GB).
This game is divided into days, so this walkthrough will be too.

-DAY 0

You will start with a red haired person in front of you. She's your master, V.E. After the initial dialogue, you fight her with just your hammer.

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V.E.
HP - 60
DUR - Infinite

She only uses a hammer like you, so pound away; there's no way you can lose.

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After you beat her a scene occurs and your former master dies and gave you a triangular pendant. Also V.E. will give you your first sword shape stone. You need those to forge swords and you will find others for other weapons. Now go southwest to another screen with a mine guarded by a villager and then down to another screen. From there you go south and east to get stopped by the Village Chief who gives you a Iron Ore. Go east to the next

screen find guys with blue-greenish spikes, Seige (the one with un-shadowed eyes) and a spikehead. You talk and a kid chases him off; that's Lemmy. The brown-haired boy is Zakk. Now go right and find V.E. waiting for you outside a house: that's your's. Go in and up into the back room. That's your workshop and inside you find a bed that you can rest in, a save point (glowing sword), and a forge. Go forge yourself a sword, do whatever you want, then and go back out.

You will find a summon beast that looks like your GB and it will hit-and-run V.E.! Go outside and north to Canyon #1. You don't get to do much yet, so just go up and get attacked by a Slime, the most basic enemy of the series. Now go up and find a kid hiding behind trees. A scene will start and reveal that the kid is a girl. She will run away but drops a summon gem wrapped in cloth. Head back down to your house and towards town to find the girl surrounded by the spikeheads. Her hat gets knocked off to reveal blond hair. Approach to fight one of them.

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Man (Spikehead)

HP - 100

DUR - 20

He uses the same sword as you do, so breaking his weapon is not a necessity. All you get is an Iron Ore, a common monster drop. Just rush in and use your sword's A combo or the Down+A stab.

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After the battle you get beat up and you summon your GB. You will learn from your GB that the blond girl is called Murno. Then it fight one of the spikeheads for you.

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Man (Spikehead)

HP - 100

DUR - 40

His axe is made of an Iron Ore, so breaking his weapon is useless, unless you want to waste time on him. Hit him till he dies.

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After the battle the spikeheads leave and V.E. will then arrive. You all go back to your house and talk. After more dialogue you must battle your GB. You can now go up to the Canyon and train, or just go straight to the duel.

=====

GB

HP - Varies

This might be hard, considering the GB is stronger than you are. Mainly just attack, because there is not much strategy anyway.

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After this the real opening will start, which introduces all the characters. After the scene is more talking and then a night stroll. A night stroll officially ends a day, and you talk to the character you chose about the day's events. Note that the last one on Day 10 affects your ending.

You wake up in your workshop with your GB beside your bed. V.E. tells you to go disassemble your sword and have you make a new one.

Notice the EXP bar when you disassemble your sword? That goes to your crafting rank. Each type of weapon have a bar of it's own, and each time you forge, disassemble, imbue etc, you gain exp. The higher your rank, the more you can do with that type of weapon and the higher chance you're going to make a shinny weapon (a better version) for lower ranked weapons. Note that only working with ores and weapons of your rank or higher will give you EXP. You can check the weapon's rank at the screen that shows it's stats before forging it or at the weapons stats menu option.

After forging your new sword V.E. will inspect it and say it's fine. She'll then leave. Save, rest, do whatever you need, then go upstairs to the top floor of the house. Go into the top room (Murno's room) and a scene occurs. Murno have a fever and V.E. must tend to her. She tells you to go and introduce your GB to the Village Chief.

Before that, talk to the man below your house to get an order. He will give you a Spear Soapstone and if you forge a spear with it along with an Iron Ore, give the spear to him to get a Blue Ore. There will be other weapon orders like this in every town. Simply do them to get your prize, but there are certain requirements, so you need to pay close attention.

The woman right of the house Lemmy came out of (in the fence) will tell you about how her cat got lost. You'll find it later in the day, and you'll get a prize if you return her cat. Note that you must talk to her for the cat to appear later. This goes for all the other cat-hunts in other towns; you talk to him/her (it can be either), the cat appears, and then go back to the next dungeon to find the cat.

Go to the biggest house in the middle of town to find the item shop. The woman with the yellow bandana will sell you a Aqua Shard for 100b. You will see these women in yellow bandanas in every town, and each of them sells you items used to imbue in weapons to give them special effects and abilities.

If you're interested, you can talk to the person behind the counter to open the shop option. The top is to buy, middle to sell, and bottom to create (create items from others items you picked up along with a price)

Now go up stairs and talk to the old man in green who gave you your first Iron Ore. A dialogue starts, and after that you get a spell that allows you to switch out for your GB in battle for a limited amount of time, so remember to equip it. Go out of the shop to have a scene with Zakk. Go left to the mine cart station. There, a dialogue with Lemmy and Zakk will ensue, in which you'll find out that a berry at the end of Canyon #1 will cure fevers. Now go to Canyon #1.

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Canyon #1
Enemies      - 1, 2, 3, 4
Treasure     - 300b, Axe Shape stone
Crates       - Soft Leather, Premium Paper, 1b
Grass        - Zasso Leaf, Tree Branch
Drill Rocks  - Iron Ore, Small Worm, Flat Stone
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From where you are, go left and use your sword to cut down the grass patch, get the 300b, and break the 4 crates. now go over and you'll see 2 bridges. Your GB will say that one is not safe (the one the screen moved to), so walk the other

way. Once over at the other side, your GB will talk to you when all of a sudden a ghost appears behind you and attacks.

=====
Ghost Mage

HP - 300

Drops - Fishing Rod, Drill Shape stone

Your GB couldn't hurt it, so use the spell to switch. After the switch, just kill it; you'll definitely get the 2 items. It only has one attack: shocking you with its staff. It's easy to dodge, just get away from it. But beware that it'll sometimes disappear in smoke and then reappear seconds later at a different place. If you keep throwing sword combos at its face it wouldn't be able to disappear or hit you at all.

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After the battle you hear someone fall down the other bridge's hole. Either go down via the cave entrance or just fall down the hole, they lead to the same place. I just fell down the hole and a dialogue with Zakk who fell down the hole. He then returns to the surface via the cave entrance. Do the same, then go back to your house and forge a drill.

Go back to Canyon #1 with your new drill. Break everything as usual and go down to the cave again, this time, break everything there too. A patch of grass in the right, and 2 groups of crates in the left side. Go back up and this time go up using the path left of the cave. Break the 2 initial groups of crates and use your drill for the 3 rocks. Go right to find Zakk, and a dialogue occurs. Zakk will walk to the bottom bridge and fall through yet again. You will then be ambushed by a ghost before you get to walk over to the other side.

=====
Ghost Knight

HP - 300

Drops - Rubstone, Sword Shape stone

This time, it's reversed: you can't hurt it, but your GB can. It'll mostly do a spin attack with its axe, which can be easily dodged by dashing away from it. With your GB, either use a long-range attack if you have it or simply hit-and-run. You'll always get the 2 items.

=====
After the battle Zakk will come back up from the cave and talk to you, then he'll cross the other bridge. Now go drop down the broken bridge. You'll appear in the upper portion of the cave. To your right is a Axe Shape stone and 2 rocks. Get them and then go left. You'll find a patch a grass, 4 rocks at the top, and a kitten if you talked to the lady at town about the lost cat. Press A on the cat to protect it so when you're done, you can get your prize. Slide down the mudslide below you to get back to the cave. Go back to the second set of bridges and go over to the other side.

You see the target on the way across the bridge? You hit those with a bow to get a item (once only). Unfortunately, you won't get a bow until DAY 3. Also, remember this target's location.

Once over the bridge, go to the bottom right corner of the screen to cut down the patch of grass. Go up to find a recovery triangle. To use one just go to it and press A. It can be used once per visit. To reset it, go back to a village.

Use the triangle if you will, then go up. In the next screen, go up the ladder to find Zakk and a ghost thing. Prepare yourself, then approach the two to

start the fight.

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Ghost Guard

HP - 450

Drops - Band-aid, Spear Shape stone

Ok, so this is the last boss of this place. It start off blue, with a close range blue wall attack. This attack deals continuous damage if you're caught in its range. Simply dash away from it after landing a combo to dodge the counter attack. But when you got its life down by half, it turns red. Once it does that dash away and switch out your GB, because your weapons will not work anymore. Once switched, its attack will change. Now it swings it's flail around in a circle at middle range and will hurt anything in its range. Use either long ranged attacks or you'll have to try hit-and-run, which in this case is hard. Once it's down to about 40 Hp, go right out of it's range then use any attack magic and close in, since you can move a little while using attack magic. After the magic is done quickly land a combo and it should die. If these wouldn't work, then just go in and hit it continuously until it dies. It risky, but luckily it's life is half down, so you wouldn't be that hurt by the time it's over.

=====

After the battle, you'll regain control so go up to the large tree to the north and grab the Kicker Berry. Zakk will then thank you and said he'll give you some of the potion that he's going to make at the item shop with the berry. You'll give him the berry and he'll leave. If you have the Escape spell (icon: arrow pointing northeast), use it to return to the start; if not, just walk back out.

If you broke everything breakable in Canyon #1, your character will jump and do the victory hand sign before you exit. The same goes for all the other dungeons. If you broke everything in a dungeon, go to any of the towns and find a old man. Talk to him and he will give you a ore for doing so. In the case of hometown, it's the old man left of the item shop; he'll give you a Blue Ore. Also return the cat to get your Small Worm, a fish bait for the fishing mini game.

If you have Flat Stones, the old women right of the item shop will exchange a Premium Paper for one. The Village Chief will exchange a Wind Shard (imbue wind element) for one, too. These item trades are common in towns, so pay close attention.

When you're done, walk to the mine cart station to get a dialogue with Zakk. Lemmy will come along and challenge you to a duel. Prepare and whatnot, then talk to him to start the battle.

=====

Lemmy

HP - 178

DUR - 70

His sword is made of a Blue Ore, so breaking his weapon can be helpful. Breaking his weapon can be tough, because he have a fairy long DUR. Be sure to have equipped 2-3 weapons and have a good amount of life for this. Just defend and let him hit you to lower his DUR. All he does when you defend is the sword combo. If one weapon's DUR get low, besure to switch to another one.

If your HP or your last weapon's DUR gets critical, switch to your GB and defend so he breaks his weapon. If you accidentally get KOed, your GB will

save you. But if your GB's time or HP runs out, you lose. If you win, you will leave the battle with 1HP on your person.

If you just want to kill him, it is easier since he have considerably lower life than previous bosses like the Ghost Mage/Knight/Guard. Beware of his stab combos and jump slashes, he is very quick. Because of his range, try not to use your drill against him. To dodge just dash across the screen and wait. When he comes, go in and land a sword combo on him, 2 if you feel lucky, then dash away and repeat the process.

=====

After the battle Zakk will give you the Kicker Potion. Now go back to your house, rest and whatnot, then go up stairs and talk to V.E. After the scene is a night stroll.

-DAY 2

*If you're playing a New Game+, you can now go pick up your stored weapons from the guy at the fishing pond.

*Also at the fishing pond, the guy facing the trees will buy your Zasso Leaves for 20b each.

You start the day off in your workshop. Go out to the main room to see V.E. and Murno coming down stairs with her famous black and white dress. Go outside then to hear Zakk roll down the stairs outside your house. After the chatter, go to the boy right outside your house. He'll trade a Yam (a fishing bait) for a Premium Paper.

Go to the main part of town. The woman with the yellow bandana on the short bridge will sell you a Battery.

Go to the mine cart station and talk to the girl to make a cat appear later in the day.

Now go north to the previously blocked mine. It is now open and you can go explore.

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Mineral Mines

- Enemies - 5, 6, 7, 8, 9, 10, 11, 12
- Treasure - 400b, Knuckle Shape stone
- Crates - Soft Leather, Premium Paper, 3b, Yam
- Grass - Zasso Leaf, Tree Branch
- Drill Rocks - Mineral Ore, Small Worm, Flat Stone

=====

When you're in, go up near the door and smash those crates, then go back down and left to smash the crates. Now go through the nearby path. In this screen, go up and left to cut the grass, then down the smash crates. Go down the nearby ladder and go half way down. Drill the rocks to the right, then continue down. In the next screen, go down and right to drill rocks, then down more to drill more rocks. Remember the location of this target you see above you. Go right and up, but before you go up the ladder, heal. Go up the platform to face a boss.

=====

Mechanical Hound

HP - 500

Drops - Rubstone, Kicker Potion

This hound is pretty easy. It has several attacks: it can fire shoulder missiles, scratch you, or fire its head missile. The most dangerous is the head missile, but that is easily avoidable by jumping or dashing away. It's shoulder missiles and scratches are more common, due to the fact that the head missile takes a few seconds to prepare and fire.

It has the habit of jumping and dashing all the time, so equips some agility boosting equipment or simply just use your drill and do the Down+A combo, though catching it in the first place is hard.

=====

After the battle, go get the Knuckle Shape stone from the chest and go up. Don't worry, you're not supposed to do the hand sign yet. Once up, a dialogue occurs and you will stop hiding. Now go to the right and you'll meet, Jade, a guy with blue hair and wears a blue-feathered coat. After the dialogue you'll end up in front of the item shop. Go inside and talk to the old man. He'll give you a weapon order and a Drill Shape stone. Go forge a drill with a Mineral Ore and return it to get a Water Tank.

Up stairs in the Village Chief's room talk to the women there. She'll trade a Lighter for a Mineral Ore.

Now go the your house's screen, you'll bump into the spikeheads again. Now continue to find Murno and her pendent. Go inside the house to overhear a conversation between Jade and V.E. and suddenly Murno screamed outside. Go outside to find Murno and the spikehead again. After chatting they will go away.

Now go to the item shop screen, your GB will say that they saw someone. Go back one screen and enter the house with the golden hammer sign on it. You will spot a spikehead and Lemmy inside, but then chased out by the counter guy. Outside, you'll chat with Zakk about Lemmy, then you regain control.

Go to the town entrance, where you can go left to the exit of the mine (where you fought the Mechanical Hound). From there, go backwards and break every thing in your path just like last time. Once you reach the starting room, be sure to break the crates at the bottom. Then go north and into the previously locked door. Go left to break the crates and get the kitten. Now go right, to discover that Jade is here too. After he leaves, go and cut down the nearby grass and get the 400b. The next screen you'll find Siege and 2 other spikeheads. After the chatter you are attacked by a boss.

=====

Mechanical Dump truck

HP - 700

Drops - Medium bomb

This boss is large and slow. It have 3 attacks: pinch you with it's arms, hit you with it's lifter, or the drill across the half the field. The drill is the most devastating attack, but it takes a long time to use it. Once it lifts up its lift for a period of time, jump behind it to avoid the attack. If you can't, then dash to the other side of the field and hope that it doesn't reach you.

It's attack is fairly high, so this will hurt. The best time to attack is when it readying for the drill attack. Use a drill combo on it, then dash away quickly. And try to push it back toward one of the corners, or else it can reach you with it's drill attack easily. A axe is recommended for this battle for more damage, DUR, and extra defense. If you're using a axe, stand in

front of it and defend instead of dashing away; you'll take the least damage that way.

If your weapons are doing low damage, switch to your GB, it'll probably do more damage than you will.

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After the battle Lemmy, Zakk, and Jade will run in and Siege will make you a deal: if you beat him in a duel, he will return the pendent he took from Murno earlier. Now, you can go out back to your house to heal and repair your weapons or use items you have. Your choice. If you decide to go back, use Escape, but be sure to get the jump and victory hand sign. Back in town, return the kitten to the girl at the station to get a Small Bomb and talk to the old man left of the item shop to get a Green Ore. When your done, head back into the mine the short way (northern entrance & northern door) and head back to the area where you fought the Mechanical Dump truck. Talk to Seige to start the battle.

=====
Seige
HP - 280
DUR - 80

His spear is made of a Green Ore, yet if you break his weapon you get a Mineral Ore, so decide for yourself.

His attacks can be dangerous if not handled properly. His Waterstream attack is slow, so block it when ever you can. He rarely jabs you with his spear, but he likes to twirl it a lot, and it hits you for about 3-5 times. It is very hard to dodge it, so defending it is the only way.

Breaking his weapon can be a pain, because his DUR is sort of long and he never defends, so you can't use the drill's Down+A combo to break it. Also he will not attack you even if you defend or just stand there. If you want to break his weapon, attack him then quickly defend, since most of the time he only counter attacks. Also his spear is imbued with Waterstream, which cost him 3 DUR for each use, and he uses it often.

To break his weapon, just either bait and block or wait for him to use a lot of Waterstream and then hit him, which takes a long time. It is recommended to use a axe or knuckles. A axe has a high defense so you wouldn't be so hurt if he hits you. Knuckles are to be used with caution, because you are weak in attack & defense and all you have is agility. If you use knuckles, run, DO NOT jump in this battle because you will get knocked out of the air very quickly and painfully.

If you just want to kill him, it is easier than breaking his weapon, but never the less hard. You'll have to go in with a knuckle and hit him with a 5-hit combo then dash out as quick as possible. Or else, just go in with a sword and do the 3-hit combo.

=====
After that, you'll get back Murno's pendent. Go back to your workshop for a dialogue. After that Jade challenges you to a duel. Rest, repair and do whatever you want before starting it. Be sure to get your side quest items if you didn't do so yet. When you're ready, talk to Jade to start the duel.

=====
Jade
HP - 350
DUR - 80 (knuckle)

This is the first battle you'll have that your opponent has 2 weapons. You'll have to break both his weapons to get both of his ores. Be sure to have 3 good weapons before starting. His weapons are made of Green Ores, so it's a good idea to break them both.

He starts off using his knuckle, but beware that he can change his weapons like you can. His knuckle can do a fast 5-hit combo, and it hurts. Defend through that, because you can't outrun his knuckle's agility boost. Mostly he'll run around and jump hit you, so try not to jump, or you'll get knocked down quickly. His drill is a different story. It can drain your DUR really quick if you defend, to instead dash away. If you get caught in his Down+A combo, it will hurt. He'll use quick drill jabs to get you to defend, then use the Down+A combo, so don't fall for it. Use a axe to push him back so he can't reach you. Don't put too much distance between you two though, he'll either switch back to his knuckles and dash towards you or heal himself.

Here's what you do if you want to break his weapon: when he's using his knuckles, just defend. But if he switches into his drill, use your drill to do quick drill jabs to have him defend. When he's defending, use your Down+A combo to drain his DUR. In case his HP gets too low, dash away and wait, he'll eventually heal himself.

To just kill him is faster than breaking his 2 weapons. When he's using his knuckles, use a axe to defend his dash in attack, then counter and push him back. Or you can use a sword to combo him so that he couldn't dash away easily. When he's using his drill, force him to defend and use the Down+A attack for your axe, which deals decent damage even if he's blocking.

In case things get nasty or you're running low on HP/DUR, switch out your GB and defend/attack, depending on your method of winning.

=====

After the battle is the night stroll.

-DAY 3

Wake up the next morning in your workshop. Rest, repair, save, and then go out to fight V.E.

=====

V.E.
HP - 480
DUR - 86 (Axe)
- 80 (Spear)

Her weapons are made of Red Ores, so break them.

Her attacks aren't new to you. Her axe can do a combo that is fairly strong, but it's slow. Her axe upper cut is strong, but it isn't a combo. Both can be easily avoided by dashing away. Her spear, though, is annoying. As you've learned from the battle with Siege, spears can do a twirl that hurts. V.E. doesn't jump very often, but still, don't jump. Most of the time she only uses the twirl.

To break her weapons, defend or make her defend then drill her axe, and it'll go down fast. Her spear is more of counter attack, so try to bait and

block; but her twirl is fast, so it will hit you most of the time. Another choice is to have your GB out then bait and defend when she uses her spear to make life easier.

To just kill her, it'll be easier. Most of the time she won't be able to use her spear, since she rarely switches her weapon, unlike Jade. Her axe is slow, so use a sword or drill to combo her. It might take a while because of her HP and extra defense from her axe, but it'll not be hard. If things go wrong, there's always your GB.

=====
After that go back and heal, repair etc. Now go to town and you will stop by the blue sword for a while. That's a special device that is in every town. It's used with an item that is now sold by the shop. That item is a green stone, and I call it the "Return Shard". It allows you to teleport out of a dungeon back to the last town you visited. The sword in the town will turn green, and if you press A to it and pick the first option, you get to return to the exact same spot where you used the shard and left. All the crates, rocks, grass etc that you got rid of for the clear dungeon will stay broken/drilled/cut, like you never left. That is very important for future dungeons, so when you're near death or low on DUR/magic, you can go heal, then return.

Now the old women up the stairs left of your house will give you a Klotzen Potion for a Yam.

Go to the shop and buy a Kicker Potion (red one). Give it to the old women near the town entrance to get Red Ore.

Now talk to V.E. and Murno, they will join you and you'll start at the woods outside the village.

=====
Woods south of hometown
Enemies - 10, 11, 12, 13, 14, 15
Treasure - Bow Shape stone, Vicious Boots, Battery
Crates - Soft Leather, Premium Paper, Yam
Grass - Zasso Leaf, Tree Branch
Stumps - Tree Branch, Soft Leather, Small Worm
Trees - Ripe Berry, Sticky Tree Sap, Kicker Berry
Drill Rocks - Large Mineral Ore, Small Worm, Flat Stone
=====

Now that the guard is gone, you can go south. The purple circle below you is your first teleporter. Use your hammer to activate it, it'll come in handy. Right below you are a few stumps you can break with your axe. Then right below you are a patch of grass. Go left and down the ladder to cut down another patch of grass and a few trees for your spear to get fruits from. Go right to find more stumps then down more ladder. Go left and V.E. will point out that the ladder is broken. Go left to get more fruits and a patch of grass, then up into a cave.

Inside you'll see Tier, a girl with yellow hair and a bow. Pick the first option and pay her 200b. She'll show you the way out of the cave. She'll then run southeast and jump down a hole. Now break the crates you see north of you, then down to the bottom to drill rocks. Beware not to fall down holes, though. Go right to drill more rocks, then up the middle path to reach a entrance.

Go down the entrance and break the crates near you. Now go down the ladder and drill the rocks there. Go right and a little up to cut some grass. Go

back up.

Go down, right then up the other path get a Bow Shape stone. Then fall down the first hole underneath you.

From there, you'll Tier go up the entrance. Go right, but then go down the ladder to drill rocks and get you Vicious Boots. Go back up and proceed into the entrance above you.

Here you'll see Tier a long way southeast of you. Go right to break the crates, then down the ladder. Go to the bottom left of the screen to get a Battery and then up and right a little to drill rocks. Now go right and down the first hole you see. Go south here and down the ladder. Simply then walk up the entrance to your right to go back out to the woods.

Go left to find Tier, V.E., and Murno. Approach and you'll eventually fight the lizard.

=====

Fire Lizard
HP - 550
Drops - Fire Crystal

This boss is small and weak. Its HP compared to the Mechanical Dump truck is very low.

It has 3 attacks: it can scratch, breath short-range fire, or swell up then breath fire that spans half the field for a few seconds. All of then are not as powerful as Mechanical Dump truck, but the lasting fire still hurts. When it swells up and floats for a while, dash away or jump behind it to avoid it. The others are easily blockable and also easy to avoid because they are so short in range.

This is a easy enough battle. All you got to do is hit it with any combo to stop it from attacking. It wouldn't be able to hit you at all during this battle. If you're worried, then simply hit-and -run. Its attacks are all easily avoidable.

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After the dialogue, talk to Tier, and she'll challenge you to a duel. Before that, cut down the grass near you, then go right to cut down grass, break stumps, and get fruits. Remember this target near the trees. When you're ready, go talk to Tier to start the battle.

=====

Tier
HP - 450
DUR - 80 (Bow)
- 80 (Sword)

Her weapons are made of Wing Fossils, so break them.

Her bow and sword are fairly strong, but the sword's attacks you should be familiar with. The one that's new is the bow. A bow shoots across about 3/4 of the screen, but their DUR drains because for each arrow they shoot they always lose 1 DUR. Most of the time she will just plainly shoot an arrow at you, but if you get close, she'll shoot a arrow into the sky, which will then fall back down and hurt. Other than that, she's easy.

To break her weapon, simply defend and wait. Her bow will not last too long, and her sword is not too strong. Just heal and switch weapons when needed.

To kill her is much easier. Dash in with a sword or drill and land a combo on her. She'll most likely shoot a arrow up into the air. You can easily dodge that by dashing away, or even just walk away. The arrow only aim for the spot where you are when it's released, so just move away and it'll miss.

=====
After the battle is dialogue. Now go down, break the stumps, and keep going. At the branch, go right and up to cut down some grass. Now go back and south to Tier's town (Be sure to get the hand sign!)

*The guy under the big house buys your Sticky Tree Saps for 50b each. To reach him, go to the un-enterable house, then go right obscured by the trees.

Go to the middle house, the shop. You'll find Tier's mom (woman with yellow hair), and later Jade. Jade also prepared you a workshop, so go to the room in the upper-right hand corner. Rest, repair etc, but be sure to forge a bow for yourself. Now go back out to the main room and talk to the man in the bottom-right hand corner to let cat appear later. Be sure to buy at least 1 Return Shard before you leave.

Out in town, go all the way left to find a mine cart station. Talk to the old man there to get your clear dungeon prize: a Red Ore. The woman there will place a weapon order and give you a Bow Shape stone. Go and forge it with a Large Mineral Ore, then return it to get another Red Ore. On the way to the mine cart station you'll see a woman in a yellow bandana. You can buy a Speed Winder for 200b.

Once you're done, go east to a new area.

=====
Woods east of Tier's town
Enemies - 16, 17, 18, 19, 20, 21, 22, 23
Treasure - Thunder Shard, Lighter, Green Notepad
Crates - Soft Leather, Premium Paper, Yam
Grass - Zasso Leaf, Tree Branch
Stumps - Tree Branch, Soft Leather, Small Worm
Trees - Ripe Berry, Sticky Tree Sap, Kicker Berry
Drill Rocks - Large Mineral Ore, Small Worm, Flat Stone
Targets - Wing Fossil
=====

Go the southern path to break a stump and cut down grasses. Now go back and north to break stumps, shoot the target, and get fruits. A chest is hidden behind trees to the right. Walk between the 2 large trees and follow the obscured path to get your Thunder Shard. Now go back out and right to cut down a patch of grass then up to the cave.

Go south to the bottom and drill the rocks. Then go right to break crates and enter the nearby door. There's a recovery triangle, but I suggest using it when you exit this room. Go south, right, then up to reach a giant green robot guarding 2 chests and a kitten. Approach to fight it.

=====
Green Giant
HP - 880
Drops - Small Bomb, Rust Powder

This boss is slow but powerful. It has high HP and its attacks hurt. It only

have 2 attacks: 2 missiles from its fingers and punching the ground. If you are far away, it will fire the missiles at you, and they span the entire field, so you can only defend through it. Punching the ground will cause a shockwave around it at a short range. It is easily avoidable by jumping when it raises its fist.

Despite its HP, this battle is easy. Grab a sword and dash in front of it and combo it. If it raises its fist, jump. If not just keep hitting it, because it wouldn't be able to use the missiles against you if you continue to combo it over and over again. OR there is another way. Use your bow and shoot is over and over again, so it couldn't use the missiles and the shockwave couldn't reach you.

=====

Now grab the chests and the kitten. Walk back and use the triangle if you wish. See why I told you not to use it just now?

Head back out to the main cave and go right. Cut the grass as you go up, then go left. Drill the rocks and break the crates. From the crates head all the way right and up the exit. But before you start going up the ladder, use your Return Shard. Back in Tier's town, heal, repair, and return the cat to get a Bow Shape stone. Now go back using the sword.

Simply go up the ladder until you see Tier and 2 other men. Approach and you will fight those two people.

=====

Man A & Man B

HP - 450

DUR - 75 (Bow) & 75 (Spear)

Their weapons are made of Large Mineral Ores, so not much point breaking them.

Their weapons' attacks you should be familiar with. But 2 people together can be annoying. The one with the spear wouldn't attack you often if you don't attack them. The one with the bow will keep shooting at you the entire time. Again, watch out foot the spear twirl.

To break their weapon, start with the bow first. His bow will not last long, so wait for his DUR to run out by defending. The spear guy should not trouble you much, but breaking his weapon, like all spears and their users are, annoying. Once you got rid of the bow guy, use your drill and force him to defend. Seriously, it's not worth it.

To kill them is much, much easier. Take the bow guy out by using your GB's attacks. Magic will also work, since they are always close together when you attack the bow guy. Without the bow guy to annoy you, use your bow to shoot the spear guy so he can't reach you. If he managed to close in, use your axe to push him back, then start shooting again.

=====

After the battle, the two men will leave, and you can now return to Tier's village. Be sure to get the all clear hand sign! Back in town, you'll meet Lemmy and Zakk and you talk. After that they enter a house where you couldn't enter. Now go to the mine cart station and talk to the old man to get your clear dungeon prize: a Wing Fossil.

Go back to the item shop and enter. You'll meet Tier's Dad (mushroom head guy) and everybody will chat. After the long conversation is the night

stroll.

-DAY 4

*You can now fight the Green Giant as much as you want, but after each time you battle it you must walk back to town to respawn it. (Return Shards does NOT work in this case)

*Talk to the guy juggling wood to play a mini-game. Use one of your equipped weapons to break the wood he's throwing at you. You'll receive a rank and some rewards such as money and items based on your performance. Don't get hit by hammers, though, they decrease the time counter.

You wake up the usual way. Rest, repair etc, then go out to see a scene and then go down to the woods south of the shop.

```
=====
Woods south of Tier's town
Enemies      - 24, 25, 26, 27, 28
Crates       - Soft Leather, Premium Paper, Yam
Grass        - Zasso Leaf, Tree Branch
Stumps       - Tree Branch, Soft Leather, Small Worm
Trees        - Ripe Berry, Sticky Tree Sap, Kicker Berry
Targets      - Heavy Gold Ore
=====
```

First activate the teleporter. Now you can use this teleporter to reach the one south of your hometown.

Using this teleporter, go back to your hometown. Go back to the Canyon #1, Mineral Mines, and Woods south of your hometown to shoot the targets and get an ore. You'll get a Green Ore from both the Canyon #1 and the Mineral Mines target, along with a Red Ore from the target at the Woods south of your hometown. After collecting those, come back here.

Break the stump and cut the grass nearby. Shoot the target from the right side of the lake. Go southeast to break stumps and cut grass, then go left and a little back up to get the fruits. Go south and exit the woods. You'll reach the canyon section.

```
=====
Woods south of Tier's town (Canyon)
Enemies      - 29, 30, 31
Treasure     - Lucky Ticket, Destruction Button, Knuckle Shape stone
Crates       - Tough Leather, Premium Paper, Lucky Ticket, Dried Shrimp
Grass        - Zasso Leaf, Tree Branch, Fluff Grass
Stump        - Tree Branch, Soft Leather, Small Worm
Trees        - Ripe Berry, Sticky Tree Sap, Kicker Berry
Drill Rocks  - Steel Ore, Small Worm, Flat Stone, Polish Stone
=====
```

*This canyon is still part of the woods, just that you get different items and enemies etc, so I broke it down to this canyon section.

Go down to drill rocks, then right and up to cut some grass. Continue to go right. Here, go to the boulder at the bottom and move it all the way right using your knuckles (Hold direction+A). Go up the opened path and push the next boulder all the way up. Push the next one all the way to the right and

the last one down. Grab the chest, then go right. To the right is a red giant guarding 2 chests. Approach to fight.

=====

Dullahan

HP - 1100

Drops - Poison Powder, Paralyze Powder

This boss is very similar to the Green Giant. It has high HP, high attack, but slow. It has 2 attacks: sending his hand forward to hit you and swinging his sword. If you are far away, it will send its hand to hit you, which spans half the field. You can easily dodge it by dashing away. If you got hit by its sword, it will hurt, but its range is poor. Just stay away far enough and you wouldn't be hurt.

Again, same as the Green Giant, this boss is not hard. Just get a bow and start shooting it. You'll stay far away enough to not get hit.

*This guy respawns the same way as the Green Giant does.

=====

After the battle, go grab the 2 chests then go back a screen. Back at the previous screen, go south down the ladder and break the crates. Then go south to the next screen.

Go down and break the crates, then right and up to drill the rocks. Continue right to find V.E., Tier, and Jade. You'll chat, then Tier will come with you. Cut down the nearby grass, then down the ladder and south to the next screen.

Go down to get dialogue, then a group boss fight.

=====

Head Ghost & Ghost x2

HP - 950 & 800

Drops - Rubstone, 500b

These guys are annoying. Not only there are three of them, they always minimize themselves and float around so you can't hit them. They have 2 attacks: they either minimize then resize and spin like a saw, or it just slices you. Both of these are not exactly easy to dodge because they keep minimizing and then suddenly reappear.

The best way to deal with them is to use a combo on them so they don't have time to minimize when you attack them. First, kill off the head ghost, because it can deal more damage. The other 2 can be left for later and taken out one by one.

=====

After the battle and you're back in control, go south to the last screen, which is now the woods again. Just exit to the south (Hand sign~~)

This is the first large city you'll come across. It has a workshop, item shop, weapon shop, lottery, and a lot of side quests to do.

*The guy at the mine cart station (go west from northern entrance) will buy your Tough Leathers for 100b each.

Go down to reach a star shape on the ground, where you'll have a dialogue. Go down one more screen then left one screen to reach a partially golden mansion. You'll meet Jenna (Lemmy's mom) and Velvoren (the man, he's a summoner). You'll

chat, and then Jade will bring you to the workshop of his master, Benson dark-skinned guy). Try to leave and Eliez (the girl) will join you. She'll lead you to your next place.

Before you explore the town, talk to Jade and receive a weapon order.

Go down from your workshop go down and Eliez will point the way to the mines. Ignore her and go left to the shop with the sword sign in front of it. That's the weapon shop. Buy an Axe Shape stone and a Knuckle Shape stone (1500b each). In front of the middle house is a woman with a yellow bandana on. She'll sell you a Destruction Button for 800b. Now go into house to find the lottery.

You play it with your Lucky Tickets and get items depending on the marble you get. You can get 1 Gold, 2 Silver, 3 Purple, 4 Blue, and 10 Red marbles per day.

-Gold Heavy Gold Ore
-Silver Destruction Button
-Purple Rust Powder
-Blue Klotzen Potion
-Red Ripe Berry

Try to get the grand prize (hard, even with VBA), because it's a really good ore. Lastly, go to the right most house; it's the item shop. Go and buy a Repellant Pendent. Now leave and go back to your workshop. Forge both Shape stones with Steel Ores then give the axe to Jade. He'll give you a Proof of Strength.

Now go down from the workshop and this time continue down the stairs. Left of the stairs is a house. Inside, the man will trade you Destruction Button for the Repellant Pendent I told you to buy. The woman will give you a weapon order for knuckles forged with a Steel Ore. Talk to her again to give her the knuckle I told you to forge; she'll give you a Switch Lever.

From the house, go left down the stairs. Go all the way past the lamp posts to find a old man in green. Talk to him to get your clear dungeon prize: a 4-Leaf Clover.

Go back up a little bit and up the stairs to the red-roofed house. Inside, talk to the old woman to have a kitten appear at where the Dullahan is. Go back, beat Dullahan again, and bring back the kitten for a Drain Needle.

Go back to where you came down the stairs to reach the red house and the old man. This time go down the southern stairs. Keep going until you reach a park area. Walk past the statue and the southern gate (you can't go out that way yet) and keep walking until you hit the corner with the little girl; she'll trade you a Tough Leather for a Sticky Tree Sap.

Now, to proceed, go back to where Eliez first pointed you the way (south of workshop). From there go right and she'll point you to the right. Go right to find the City Mine's entrance.

=====

City Mine

Enemies - 32, 33, 34, 35, 36, 37, 38
Treasure - Axe Shape stone, Small Bomb, Attack Ring, Speed Winder,
Drain Needle
Crates - Tough Leather, Premium Paper, Lucky Ticket, Dried Shrimp
Grass - Zasso Leaf, Tree Branch, Fluff Grass
Stump - Tree Branch, Soft Leather, Small Worm

Trees - Ripe Berry, Sticky Tree Sap, Kicker Berry
Drill Rocks - Steel Ore, Small Worm, Flat Stone, Polish Stone
Target - Heavy Gold Ore

=====

Once in, go up the first staircase you see. Out in the sun, go right to break crates and get a Axe Shape stone. Go down the ladder to the left and drill those rocks. Go right to cut some grass, then down the ladder. Down there your GB will tell you something, but after that cross the bridge to your right, break those crates, and get the Small Bomb. Go back over, down, cut the grass, then left. Go over the bridge and as you go up, 2 spikeheads will stop and battle you.

=====

Man A & B
HP - 560 & 580
DUR - 70 (knuckle) & 80 (spear)

Their weapons are made of Large Iron Ores, so break them.

The knuckle guy will rush you and keep hitting you with 5-hit combos and quick punches, so nothing new. The spear guy will stay at max spear range and attack you, sometimes throwing a bomb at you, but not so much the twirl. But once the knuckle guy is out, he'll stop the bombs, start twirling and wouldn't attack if you defend.

To break their weapon, defend. The knuckle guy will rush you, so just defend and he'll break his weapon on you. The spear guy will also attack you, so it's the same thing. But once the knuckle guy is out, bait and block instead of just defending. There is a riskier method, though. You can try to use drill jabs to have him defend then drill him, but that's very hard, since he rarely defends. Remember to watch your HP & DUR so you don't die or break your weapon.

To kill them is harder for once. The knuckle guy will hit you over and over again while the spear guy will jab at you and throw bombs at you, which hurts. The best way to beat them is to defend until the knuckle guy breaks his weapon, then combo the spear guy so he can't throw bombs at you.

Besides that, they have no new surprises for you.

=====

After that, Lemmy will come and chase them away. Now go up and shoot the target, then go into the cave.

Go south to break crates then right to get a Attack Ring and drill the rocks. Go down the ladder and follow the path to the next screen. Go down to find a man running away, telling you about some strong stray summon ahead. Pike will come along and then go to beat those stray summons. Then Tier will come and escort Eliez back to town. Cut the grass left of you and then drill the discolored part of the wall to open up a room. Take the Speed Winder and the Drain Needle inside. Go back out and down to break crates, and then right to drill rocks. From there go up to another screen, but you'll hear a man's voice.

In the next room you'll face Pike in battle.

=====

Pike
HP - 700
DUR - 95 (Axe) & 80 (Sword)

His weapons are made of Heavy Gold Ores, so break them.

He will constantly change his weapon, so be careful. All he does is attack, so it should be easy enough to block/dodge. But he will use Paralyze Bombs which disables all your magic for a good 10 seconds or so.

To break his weapon, defend. He will also defend, so if you have a drill, use it. Make sure you watch your HP & DUR, because his attacks can deal some good damage.

Use the Astral Guard spell to shave off some damage. Constantly heal and switch weapons.

If you want to kill him, just rush in and attack, then block. His weapons are slow, so you will be able to block in time. Also, the Astral Guard spell help because you will not pause and wince when you get hit.

=====

After the battle you'll meet Pike's companions. Bostaph, the guy with black mustache, Gillan, the woman who's really a guy (obviously), and Anise, the girl with purple hair. After the dialogue, just leave and go back to town. (GET THE HANDSIGN!)

Go back to the workshop and you'll see V.E. and Jade waiting for you, and then it's a night stroll.

-DAY 5

You wake up as usual. Rest, repair etc. When you go out, Jade will give you a package to deliver to the item shop. Also your GB gets yelled at.

The women outside the workshop will sell you a Legendary Spike for 1000b.

Go back to the old man to get your reward for breaking everything in the City Mine: Healthy Sandals. Also talk to the old woman in the red house to make a cat appear in the next place.

Go to the Golden Mansion and talk to Jenna on the left. DO NOT TALK TO THE GUY AT THE COUNTER BEFORE YOU TALKED TO HER!! Talk to her twice and she'll tell you to go and kill a stray summon (Monster #46). It's a random encounter at the next place.

The Lottery today is different, so play if you want to:

- Gold Friend Ring
- Silver Proof of Strength
- Purple Proof of Solitude
- Blue Proof of Expertise
- Red Tree Branch

Now go to the item shop to deliver it, then you'll get a item. Go out to hear a ringing noise. Go back to the workshop and V.E. will run off. Then go back to the shops to find Velvoren. After that, go to the south entrance, where you'll find V.E. Now go through the southern exit.

=====

Woods south of City

Enemies - 39, 40, 41, 42, 43, 44, 45, 46

Treasure - Med Kit, Poison Bomb, 500b

Crates - Tough Leather, Premium Paper, Lucky Ticket, Dried Shrimp,

Lobster, Sweet Water, Parchment
Grass - Zasso Leaf, Tree Branch, Fluff Grass, Stinky Garlic
Stump - Tree Branch, Soft Leather, Small Worm, Stinky Garlic
Trees - Ripe Berry, Sticky Tree Sap, Kicker Berry, Sweet Nectar
Target - Purple Ore

=====
Once in, activate the teleporter. Use it to go back to your hometown and fish there. Get 250 fishing points and exchange the Light bulb prize. Trade it with the person in green at the City item shop to get a Red Ore.

Back at the dungeon, go down and break the crates, then right to clear the grass. Go south to the next screen.

Go straight down and cut the grass, and go right. You'll fight the 3 trolls at the clearing.

=====
Blue Troll, Yellow Troll, Red Troll
HP - 700, 800 & 900
Drops - Destruction Button, Paralyze Bomb, Rust Powder

These guys are fairly strong. They each have a job: the Blue one heals, the Yellow one casts support spells on them, and the Red one just attacks you all the time. Besides their individual jobs, they all have 2 attacks; they wither swing their clubs at you, or spike you with their hair. The club is more common, but they're not that strong individually. However, when all 3 of the attacking you at the same time, it hurts.

They'll crowd you and hit you over and over again until you die, so you have to jump around all the time so you can heal. Try to take them out in this order: Blue, Yellow, then Red. But doing so is hard, because they always crowd you and you can't exactly attack a specific one. This is a very messy battle. Fortunately, they will stand at the same spot as the other 2 when they attack you, so use a drill combo to hit them all for a fair amount of damage. Heal when necessary.

=====
After the battle, your GB will compliment you. Now go up to break stumps and then right to break crates. Go right to the next screen. Get the fruits, then go down to see V.E., Jade, Lemmy, and 2 hurt spikeheads. They say that a trio hurt the spikeheads. Go right and break the stumps. Follow the obscured path to get a Med Kit. Go out, then south to the next screen. Go down and follow a partially obscured path. Break the crates there, then go southwest into the wooded path. You'll find the kitten, Poison Bomb, and 500b. Go back and this time go through the wooded path leading south. In the next screen you'll immediately notice V.E., Jade, and an injured Tier. Tier says she's also hurt by a trio, then she'll go back to town with V.E. Go cut the grass beneath you to the right. Now left and when you reach the ladder, use your bow to shoot the target while staying on the ladder. Go down, and break/get everything there. Here is also where you find #46 for Jenna's job for you, and be sure to get it to drop a Nature Ore (Looks like Green Ore) for a side quest. Go back to town if you want to finish & start side quests. (CLEAR DUNGEON~~~)

Go back to Jenna in the Golden Mansion and get your reward: a Thunder Crystal. Now you can talk to the guy at the counter for another job: kill 10 #51 stray summons at the upcoming cave.

Return the kitten to the old woman to get a Workout Guide.

Talk to the old man for your clear dungeon prize: Martial Arts Guide.

Go to the statue left of the shops, and take the weapon order of the man. Go buy and forge him a sword with a Nature Ore. He'll give you a Legendary Coil

Take the weapon order of Zakk, who's in front of the workshop next to your's. Go buy and forge him a drill using a Heavy Gold Ore. He'll give you a Flame Charm in return.

*Now you can create a Large Iron Ore with 5 Iron Ores & create a Purple Ore with a Heavy Gold Ore + a Nature Ore in the weapon shop.

When you're done, go back and go into the cave at the end of the woods.

=====

Death's Cave

Enemies - 46, 47, 48, 49, 50, 51, 52, 53, 54

Treasure - Lucky Ticket, 300b, Thunder Crystal, Hard Boiled Egg, Thunder Charm

Crates - Tough Leather, Premium Paper, Lucky Ticket, Dried Shrimp, Lobster, Sweet Water, Parchment

Grass - Zasso Leaf, Tree Branch, Fluff Grass, Stinky Garlic

Stump - Tree Branch, Soft Leather, Small Worm, Stinky Garlic

Drill Rocks - Nature Ore, Small Worm, Flat Stone, Polish Stone

Target - Purple Ore

=====

First, go in and cut the grass, then break the crates. Go down the ladder and drill those rocks. Take the right path.

From there, follow the path and find a patch of grass. Cut it, then drill the discolored wall. Get the Lucky Ticket, and use the triangle if you want. Head back out and follow the path, drilling the rocks on the way. Now the next screen the path splits again. Before going on, cut the grass and drill the discolored wall. Go in to find a target, 500b, a Thunder Crystal, and a empty chest. Go back out, then take the left path. Drill the rocks and break the crates as you go along. At the split, go south and follow it to find the source of this cave's name, a mini boss named Death. Approach to fight.

=====

Death

HP - 2000

Drops - Sleeping Powder

This is the strongest boss so far, despite it's optional. Just its HP is way higher than others. And to make it worst, you can only hit it with your GB and magic!

It have 3 attacks: it'll either swing its scythe/axe thing, create a black hole thing after a slash, or spit some fire at you. The swing is common, it dashes a little, then slash. You can't dodge this; he'll always dash toward you, so defend. His black hole slash is similar, but it doesn't dash toward you. It'll create a stationary black hole thing after it slashed, but you can just walk away from it. If you're caught in it, it'll deal continuous damage. His spit fire is easy to notice. When he prepares for it, his eyes and mouth turn blue. The fire spans about half the field, so just dash away from it.

OK, so this how you beat it. First use attack magic until you have 2 diamonds left. Now summon your GB and start attacking. Be sure to keep your GB alive, though. If it runs out of HP, you can't summon it any more. If you can't

kill it with your GB at the first summon then summon it again.

I was lv. 23 when I killed it. It took 1 attack magic and 1 summon, and the summon timer still has 30 seconds left. It's easy as long as you know what you're doing.

=====
Go and grab the chests behind it to get a Hard Boiled Egg and a Thunder Charm. Go back to the spite in front of the discolored wall you drilled. Go south this time.

You'll find Murno surrounded by Gillan, Pike, and Anise. Murno will escape while you talk, and Pike & Anise went after her. Gillan will stay and fight you.

=====
Gillan
HP - 900
DUR - 75 (Knuckle)
70 (Bow)

His's/her's/man dressing as women weapons are made of Purple Ores, so break them.

Both weapon types are not new to you, and both types have very low DUR. He'll occasionally use Poison Bombs, but they can be dodged by jumping at the last second. Also note that his weapons can poison, though poison wears off after a while.

To break his weapon, defend. That's all you got to do. Defend. He will just attack you and drain his own DUR while you defend. Bait and block to make sure that he attacks, or else just heal and switch weapons occasionally. If you defend, you won't get poisoned by his weapons.

To kill him is easier, though catching him might be hard. His knuckles gives him a nice AGL boost, so as soon as you catch him, combo him to death. Just bait and block to get him close, then combo him. His Poison Bombs are really your only worries, beside the knuckle's 5-hit combo.

=====
After the battle, Lemmy will come. Gillan will runaway and Lemmy goes after them.

Now you go back to town and heal. Collect your reward from the counter guy at The Golden Mansion for killing 10 #51 stray summons: a Thunder Charm.

Also be sure to get clear dungeon and talk to the old man (again) to get Insight Glasses.

Go and buy/create some items, you're going to need them later.

Now return to where you left and go take the bottom-left path. Walk down to find the trio, Lemmy, and Murno. Jade will come along and fight Pike while Lemmy fights Gillan. Now it's you and Anise.

=====
Anise
HP - 950
DUR - 90 (Spear)
85 (Sword)

Her weapons are made of Red Gems, so break them.

Again, nothing new, though her weapons are fairly strong. You should be familiar with the attacks by now. The only new attack is her Flame Dragon. She'll summon it now and then to burn you to a crisp, which you will be if you don't dodge it. When she uses a spell, run/jump underneath the dragon head and you'll be fine.

To break her weapon, bait and defend. She will just attack when she's using her sword. When she's using her spear, she'll sometimes use the Flame ability, which will cost her 3 DUR. Either defend or use a drill to make her defend, then drill combo her spear. Use Astral Guard, heal and switch occasionally.

To kill her is easier, but watch out for the Flame Dragon attack. Dodge it, then you can wait behind her until it's over then immediately start attacking. Try to use a drill combo so she can't attack you that often. She'll constantly change her weapon, so act accordingly.

=====

After the battle, Murno will run near the waterfall to avoid Anise. But Anise will close in, and you'll try to grab her. Anise will close in and all of you fall down the waterfall with your GB after you.

You'll wakeup in a jail cell at night. Try and go out and you'll be told that you are under arrest for some reason. Then you'll have a night talk (not stroll, you're in jail!) with either Murno or your GB.

-DAY 6

The next morning, you'll be brought out along with your GB and Murno. Your GB tries to resist so it get shocked and you get hit. You'll then be brought to this village's chief and Tram (guy with small eyes). Anise will come along and you'll find out that you're in Anise's home village and she accused you of intruding the village and being the minion of some evil guy. You'll then tell that you're a craftsman and this village's chef, who used to be a craftsman too, will test your words by giving you a test. He'll bring you to the village workshop and ask you questions, so answer as following.

Q1 - Option 3

Q2 - Option 2

Q3 - Option 3

After the questions he'll have you fix a broken sword. Just go up and press A to the forge and he'll acknowledge you, but you'll still end up in the jail cell. But a mysterious person will come and tell you that you're going to be executed. He/she/it will open the gate and tells you to get your stuff and go to the Water Ruins. Go out to find the jail guard sleeping. Go to the bottom left hand corner and get you bag back. Now go and press A on the left door to open it will your hammer and free you GB. Now go out and find the village guarded. Go right, then up. From there go up more and then you'll see the workshop Go in and up into the actual workshop. Do whatever you need, then get out of there and then up to the Water Ruins. Take the door below.

=====

Water Ruins

Enemies - 55, 56, 57, 58, 59, 60, 61, 62

Treasure - Shell Fossil, Rust Bomb, Sleep Bomb, Black Ore (x2),
Legendary Coil, Hard Boiled Egg, Gourmet Clam, Ice Crystal,

450b, Escape Boots

Crates - Tough Leather, Premium Paper, Gourmet Clam, Flat Stone,
Polish Stone, Shell Fossil

=====
*You don't get a clear dungeon for this place.

Beware of the monsters. Some can inflict rust. It's just like poison, but this damages your DUR.

Once inside, you'll see 3 buttons. Use your hammer to hit the yellow one and platforms will appear to your left. Follow the path, break the crates on the way. On the other side, hit the red button and follow to get the Shell Fossil. Now go back and up through the door. In the room you'll find...Tier?! The first option sends you back to the beginning, so pick the second option to fight her. FYI, it's a illusion.

=====
Tier (Illusion)

HP - 1040

DUR - 85 (Bow)

Her bow is made of Illusion Ores, so break it.

Again, nothing new. You'll be familiar with bow attack by now. All she does plain shooting, except for occasional jump shots and skyward shots. Beware that her arrows can put you to sleep. Don't worry though; sleep wears off soon and it will also heal you if you notice. At the same time, she'll keep firing (which will all miss you because you're on the floor), wasting her DUR.

To break her weapon, bait and defend. She will attack you all the time, but bait and defend makes it faster. But be sure to re-equip your spells before battle; they're all un-equipped.

To kill her is easier, but she's quicker than before. Just rush in and combo her with a drill. Her defense is not too good, so her HP will be down faster than you think.

=====
After that, the illusion will disappear. Go on through the top door. To your left are some crates, and to your right is a healing triangle. Do what you have to, the go up the left path to find the Sliding Ice. First slide to the patch of dry land to the right. There, use to bottom right tile (STAY ON DRY LAND!) and go diagonally up to the northern path. From where you came onto dry land, slide through the ice right of you at the middle. You'll end up able to grab a Rust Bomb. Slide back, then go up to break crates and then slide diagonally from the top left corner to get a Sleep Bomb. Now go back and through the door. You'll find your self in a room similar to the one where you fought Tier. Go up, and you'll hear what sounded like V.E. Go down to find... V.E. and Jade!! Again, pick the second option to battle them both. Again, they're illusions.

=====
V.E. & Jade (Illusion)

HP - 1000 & 1100

DUR - 100 (Axe) & 80 (Knuckle)

Their weapons are made of Illusion Ores, so break them.

Again, nothing new. You'll be familiar with all their attack by now

(you better be!) They will just keep attacking you, so be careful not to get cornered. Try to take out Jade first; his 5-hits can hurt. Just heal as necessary.

To break their weapon, just defend. They'll attack you brainlessly. Their weapons have no special effects, so just bring in high DUR weapons and defend. Switch and heal as necessary.

To kill them is harder, considering that they both have over 1000 HP, plus V.E.'s axe and its defense boost. Take out Jade by throwing combos at him. Be careful though; V.E. might attack you in the mean time. After you manage to kill Jade, hit-and-run V.E. who is very slow due to her axe.

=====
Again, they'll disappear. Go north into the next room to find a healing triangle. Hit the green button and follow the path, breaking everything. Now hit the red button at the next set. Go along the path, picking up a Black Ore. Ignore the next set of buttons and north into the next screen. The next screen is sliding ice. Get close to see the little pond of water. Slide into the ice a little left of that pond to get to a patch of dry land. Slide from the top tile of the patch to the right and follow the path to get 3 chests. Slide back (from the top of the dry land) to the ice-free patch of land. From there 'walk' diagonally to the top path. Once there, slide from your current position to the top, then left to get to some crates surrounding a chest. Get those, then slide back to the patch beneath you. From there, slide to the right, then up and left to get to the door. Again, same type of room where you fought Tier, Jade, and V.E. This time, you'll find...Murno! At the first question, pick the 2nd option as usual. But then you'll question is she real or not, then she'll question you back: Is your GB real? It's supposed to be executed! So now pick again but if you pick the 1st option, you'll fight your GB (illusion). The 2nd option will let you fight...yourself?! Pick:

=====
GB (Illusion)
HP - Varies
Drop - Illusion Ore

This thing acts and attack the same way yours does, so just attack. You'll start the battle off with your GB, so don't get confused. When time/HP runs out, yourcharacter will come in. Just attack and heal accordingly. It shouldn't be too hard.

=====
YOU!! (Illusion)
HP - 1150
DUR - 80 (Sword)
90 (Spear)

Before this battle, equip more defense boosting equipment.

Its weapons are made of Illusion Ores, so break them.

This in my opinion is the better battle because you get more ores. But of course this is also harder. Again, you better be familiar with its attacks, but they are much stronger than you encountered so far You might find your self running low on healing magic and diamonds, so use them sparingly. Equip the Med Kit if you have to.

To break its weapon, just defend. It'll attack you all the time, just like

previous illusions. The spear is a bit harder, so bait and block to speed it up. This amount of DUR shouldn't be anything hard to you. Heal, switch, Astral Guard and you'll be fine. Use an axe, you'll need its defense boost and DUR.

To kill it is easier; you're familiar with its attack. Start the battle of with a good Astral Guard, the combo it to death. Occasionally healing and continue casting Astral Guard to shave off the damage.

=====
Again, they'll disappear and you can proceed. Go up and find yet another healing triangle. Use it, then you'll face the choice of 2 buttons instead of 3. Hit the green one and follow the path. You'll see and few crates, then go right and get the 450b. Go back and this time hit the red button. At first the path looks the same, but now it leads to another set of buttons and a path. Hit the yellow button, then go over 1 platform and go down the skinny path. Keep going then under a ceiling thing to get to some Escape Boots and an empty chest. Now go back and up the northern path to the next screen.

Here you'll find a ice-paved walkway. Go up and slide into the ice, then left to a patch of dry land at the end. Go to the bottom tile and slide back right. You should be stopped by a tiny edge at the middle. Slide up, then left to find another patch of dry land at the edge. Go to the bottom tile and slide left, then up to dry land. There you'll find another puzzle. From where you are go right until you reached the third pond. Slide precisely at the edge and you'll end up with a chest. Grab it and slide back down. Go back left (but don't go beyond the 2nd pond) and you'll see the tiny bottom edge of another small pond on top of you. Slide to it, then right and up to get to another piece of land. Break the crates, then go through the door.

*Here you'll start encountering stray summon #62 (Big Fish). Make sure to get at least 2 Heavy Gold Ore (rare drop) before you proceed, so you can make more Purple Ores to complete your Weapon Database.

You'll find a room same as the ones where you saw the illusions, but this one is larger and the 2 people here are real. Looks like this is the control room, but Anise and Tram is here! Tram will choose to believe Anise and summon his dragon: a Aqua Dragon. Then you'll face a choice: pick either to have your GB transform into its original form! It will start off this battle:

=====
Aqua Dragon
HP - 3000
Drop - Illusion Ore

OK, so this thing has 3000 HP. No biggie if you know what to do.

This dragon has 4 attacks: a water breath, vortex, water and body whip. The water breath is strong, but very rare, it should not be a problem. I fought it multiple times only to see it once or twice. The vortex is the one up. It is a magic, so the screen will darken telling you it's coming. Dash to the edge quickly to at least get less damage; it's almost impossible to dodge. The dragon will then roar at the middle of the screen, then its claws will come out and create a big water ball and suck you in for continuous damage. The water ball is just the dragon creating a swirly water ball in front of it and crash it at you; dash to avoid it. The body whip is the most common. It will go out of screen, then come down at some where near the sides, then it will come back up at the other end. Dash to the edges to avoid this.

To beat this thing, use your GB's new, powered up magic to continuously damage

it. The best time to activate the magic is when it finishes a attack. Because of the spell-casting elapsed time, charge up immediately after the attack at where it appears, and the spell will hit it as soon as it appears. I finished this battle with my GB and it still have 9 seconds left even though I only used the magic (consumes 10 seconds per cast) I was in the mid-20s.

=====

After the battle, your GB transforms back. To bad it won't stay that way... Now Murno, a villager, and the Village Chief will come. Murno and you will tell your story, and Anise will say that the someone knocked out the guards with a Sleep Bomb, but Tram will ask her how did she know that and Anise gets busted. She'll go to jail. Murno will recognize the pillar, and Tram will say something about the Fire Ruins (the one that is on top of the Water Ruin's entrance) and you'll challenge Tram to a duel tomorrow to gain access to the Fire Ruins. Then you'll have a night stroll. The first choice doesn't matter, and the second choice lets you talk to Murno or your GB.

-DAY 7

*The man in front of the broken house south of the cat house will buy your Gourmet Clams for 200b each.

You'll wake up in the workshop of this village, as I call it the Ruins Village. Rest, make new weapons etc, then go out. You'll find Murno, and later the Ruins Village Chief. The house you're in right now is the shop, selling items and weapon shape stones.

Talk to the merchant next to you to trade a Black Ore for a Red Gem.

Go out side and talk to the kid, who'll trade you a Sweet Water for a Tough Leather.

Go right and into the house with the woman in front of it. Talk to the girl, who'll ask you to find her kitten. This time, it's in the village. Go to the bottom-right corner of the village to find a circle of trees and the kitten inside it. Enter the circle by going in from the top, near the broken down house north of you. Return it to get a Red Gem.

Go up and go to the ruins. You'll talk, then Murno, Tram, and the Village Chief will go into the upper entrance; follow. you'll end up in the Fire Ruins.

=====

Fire Ruins

Enemies - 63, 64, 65, 66, 67, 68, 69, 70

Treasure - Melt Ore (x2), Sleep Bomb, Medium Bomb, Hard Boiled Egg (x2), Black Ore, Green Scroll, Ceremonial Ore (x2), Blue Scroll, Fire Crystal, 500b, Red Gem, Friendly Ring

Crates - Tough Leather, Premium Paper, Flat Stone, Polish Stone, Melt Ore

=====

*You don't get a clear dungeon for this place.

Go up and chat, then up more to find buttons. Instead of colors, you'll see Arrows with directions on them. Hit the one pointing right and the platforms on the magma will go right. This goes for all the buttons (up, down, left, right)

Hit the button pointing right, and then go up to find another set of buttons. Hit left and proceed. There you'll find a door that wouldn't open. Hit the panels with sword icons on them at the side of the door to open it. You'll see

these later on, too, but with different weapons. Hit it with the right weapons to open them.

In the next room, follow the path and go right to get some crates. Go back and up to find 4 buttons. Hit the left button and follow the path to get a Melt Ore. Go back, then hit the right button 3 times and the up button once. Hit right 1 more time and follow the path. Here, go to the buttons and hit right 3 times, then left twice. Now the platforms line up. Cross the first platform and right to get crates. Go across the second platform and left to get crates. Cross the third platform to reach buttons and paths. Go right and break the crates, then up the right path to get to a door. Hit the 2 panels with the right weapons and then go in to get a Sleep Bomb and a Medium Bomb. Go back and up the left path. Go through the door, get the crates, and go on to reach more crates, a triangle, and a door. Heal, then up through the door to reach Murno, Tram, and the Village Chief. Go up and you'll chat. After the little conversation, choose your 1 best weapon, then talk to the Chief to start the battle.

=====

Tram
HP - 1200
DUR - 100 (Spear)

Before this battle, heal completely and recover your DUR of your best weapon; you can only use 1. Having over 1100 HP and defense boosting equipment helps.

His spear is made of Ceremonial Ore, so break it.

So this can be a tough battle. Not only his spear is strong (and annoying); this battle is you only, your GB can't cast spells, sub in, or do anything. It's completely 1 vs. 1 with only 1 weapon each. That's why you have to heal, recover, and use your best weapon, preferably a drill.

To break his weapon, corner him and drill. In corners he'll usually defend. Don't defend, he'll never attack you and it's a waste of time. Use quick drill jabs to get him to defend.

To kill him is more annoying, but not by too much. Cornering him is the best way. Corner him, then drill him. Have him try and attack you, then immediately drill him. It'll be hard to do so, because his twirls are always consecutive. Watch your HP very closely, you can't heal.

=====

After the battle, you'll learn that the ruins are the resting places for the dragons that helped build the village. The Village Chief will leave while Murno and Tram goes deeper into the ruins. Heal up, then follow up and into the door. A little to your right and down is a strip of disconnected land with barrels on it. Use your spear to get them. Then go down the right path all the way to get to 2 chests. Go back and take the left path to get a Hard Boiled Egg. Now take the middle path. Down there you'll be with Tram and Murno, and you'll hear the Flame Dragon's roar. A little sad story of Tram, then proceed down.

Here, you'll find another platform puzzle. Hit the right button 3 times and follow the path to get a Green Scroll. Go back and hit the left button twice and proceed to the other side. On the other side, hit the left button twice and follow the path to get another Hard Boiled Egg. Go back and hit the left button 2 last times and follow it to get a Ceremonial Ore. Now go back and south to proceed.

In this room go left and down to find all 4 direction buttons. Hit left once, up 3 times, and right once. Go and walk the path to find another direction pad. Hit right 4 times, then down twice to reach the crates and the chest. Go back to the direction pad and hit right 4 times. Walk down from where you are and take the path. There, ignore the pad and go south to another screen.

Here, hit right twice and go get the Fire Crystal. Go back and hit left twice and go on. At the next set of buttons, hit left 5 times and go on the path. At the end, go and open the door with the right weapons. Go in to find 3 chests. Go back out, then hit the left button 5 times. Go get the Ceremonial Ore, then hit right twice and go back down. Continue down pass the 2 buttons and go in any of the 3 right-most branches: they lead to the same place. Break those crates down there, then go and take the left-most path. Go through the door to go to a room similar to the Water Ruins' control room. This is the Fire Ruins control room. You, Murno, and Tram will chat, and you'll see the Flame Dragon. Tram will explain that the Flame Dragon is tame because it doesn't have Anise's command to attack. After the conversation, go up to find Tram and Murno surrounding a Magic Pillar (those crystal things). Murno's pendent will give off a flash which aggravated the Flame Dragon. You'll be transported out and you'll chat with the Village Chief. Choose the second option and every one will leave: Tram gone to summon the Aqua Dragon, Murno and Village Chief going to evacuate the village. You have to go and release Anise from the prison, since she summons and controls the Flame Dragon.

Now go, rest and do what you need to do in the workshop, then go through the evacuated village to reach the prison. Press A on the door to release her. She'll slap you, but she'll still come with you. Go back to the entrance of the ruins, and the Flame Dragon will bust out of the Fire Ruins. Anise will try but fail to control it. Tram saves Anise but gets hit by a fire ball. You'll then summon Aqua Dragon and the 2 dragons will fight.

=====

Flame Dragon
HP - 32000

OK, so this thing has 32000 HP. But don't forget, you're controlling a dragon with 25000 HP for this battle.

Your dragon, the Aqua Dragon, have a special attack and a normal attack. The special attack is a full screen water stream. The normal attack is just scratching, but it deals more damage than the Flame Dragon's scratch. The controls are the same, except this dragon can't jump.

Flame Dragon has a few attacks: it can scratch, dash, or use flame breath. Scratch is weak and common while the dash is just body slam, not strong. The flame breath, is the deadliest. It is continuous and can hit for some damage. It's a spell, so if this happens, dash away.

To beat this thing, use Aqua Dragon's special attack. You can only use it twice, but time you use it, it'll take off 4500 HP, so it's a combined 9000 HP. After those, just scratch it to death. Dodge as necessary.

=====

After that, Anise will escape with the Summon Gem of the Flame Dragon and the Flame Dragon will disappear. After that, you'll meet up with the Village Chief and Murno. They've decided that since you saved the village, you can now go back. But before you go to the village entrance, go back. Talk to the guy near the tree circle to get a weapon order. Forge him a axe with a Melt Ore and return it to get another Red Gem.

Now go to the village entrance. Tram will give you a Aqua Dragon Scale so you can pass through without being attacked. Then you'll bad back a Death's Cave below where you jumped off. Walk back out (Escape doesn't work here) and then up the ladder to have V.E. hug AND hit you. Jade, Tier and Lemmy will come along and you'll explain, but Lemmy doesn't believe you and attacks you!

=====

Lemmy
HP - 1200
DUR - 100 (Sword)
80 (Bow)

His weapons are made of Reinforced Ores, so break them.

This is not too hard beside the fact that his weapons are strong. His attacks are not new.

To break his weapon, defend; he has a pretty aggressive AI. His sword might take some time, but he'll always attack you with it. The bow goes down the drain fairly quick. When his DUR gets low, you'll have to bait and block to get it over with.

To kill him is easier. When he uses his sword, use a bow. Just keep shooting so he can't get close. When he changes into his bow, close in and combo. It's not overly hard, just don't let him heal.

=====

After that, everybody will leave. Again, escape doesn't work, so walk back to the city. At the entrance, Jade, Zakk, Eliez, and Tier will be waiting for you. You'll all go back to the city and you'll have a night stroll.

-DAY 8

You'll wake up the usual way. Go outside for a conversation, then you'll go to the Golden Mansion. There you'll have a chat with Velvoren and Bostaph. After the conversation you'll end up outside the Mansion. Go back to the workshop and drop off Murno, then go outside to chat with Zakk and Tier. Now you can start side quests. Go down into the cat-house and talk to the old woman to have the kitten appear at the next place.

Go to the Golden Mansion and you have a choice of 2 jobs: talk to Velvoren twice and kill a stray summon #78 for a Green Scroll or talk to the guy at the counter to kill 20 stray summon #72 for a Blue Scroll.

Go to the weapon shop and trade one of your Drain Needles for a Reinforced Ore. Now at the weapons shop you can also create a Soft Ore by combining a Steel Ore + a Shell Fossil + a Edge Ore.

The kid to the left of the weapons shop will trade a Vicious Ring for a Sweet Water.

Today the lottery has new prizes:

- Gold Legendary Coil
- Silver Light & Dark Glasses
- Purple Green Scroll
- Blue Blue Scroll
- Red Premium Paper

Go back to your hometown and go to the Fishing Pond. Use 1000 fishing points to

get a Member Pass. Go to where you go to the City Mines, but go beneath the bridge thing and follow the previously blocked off path behind the building. You'll get to the secret lottery house. You can only get 1 of each marble per day:

- Gold Friendly Ring
- Silver Thunder Charm
- Purple Thunder Crystal
- Blue Flare Charm
- Red Fire Crystal

Be aware that you need 5 Lucky Tickets to go once in this secret lottery.

Now go through Death's Cave again, but this time go through the doorway and you'll reappear at the Ruins Village. There you can hit the teleporter near you, then go to the ruins' entrance and talk to the woman there to buy a Bandana and a Proof of Expertise for 1200b. Go back to the city.

Back in the city, you can finally go to the next dungeon. Go through the previously blocked city entrance beneath the Golden Mansion.

=====

Western Cave

- Enemies - 71, 72, 73, 74, 75, 76, 77, 78
- Treasure - Egg Rice, Friend-Defend Bracelet, Cooking Ore, Torrent Charm, Lucky Ticket, Soft Ore
- Crates - Premium Leather, Premium Paper, Lucky Ticket, 50b, Gourmet Clam, Sweet Water, Parchment
- Grass - Zasso Leaf, Tree Branch, Fluff Grass, Klotzen Berry, Mystery Egg
- Drill Rocks - Edge Ore, Small Worm, Flat Stone, Polish Stone
- Target - Cooking Ore

=====

Once in, you'll see Lemmy. He'll run away, but you'll keep going. Go up into the cave.

Inside you'll have 2 paths. Go right to drill rocks. To the left is a locked door. Return up to the surface. Go down, across the bridge to your left, then up to find a target and a entrance. Shoot the target from the side, then enter the cave.

Go down to break crates and diagonally (from entrance) to drill rocks. Now take the upper-right hand path and break the crates you come across. At the exit, cut the grass, then go left, not up the door. You'll come across another door. Go through it to find 4 chests and a kitten. Now go back and up the previous exit.

You'll now be on the left side of the target instead of the right. Go down to find a boulder maze. Go down until you find a break the rocks for you to enter. Punch the rock in front of you to the left, up, left, then down into the space. Go back a little and go up then right and push the boulder there right. Follow the path to a caved in entrance. Drill it to re-open it. Go inside and break everything there and get the chest. Go back out and push the boulder to your left. Go up the path to another screen.

Go left and you'll see a stray summon (caveman thing) and a man who dresses like the ones who attacked Tier in the woods east of Tier's town. Apparently that man is waiting for someone. Now go right, break the crates, cut the grass, and then up to drill an entrance. (the other path will lead you to the same place, but without items). At the next screen, go and cut the grass, grab the

chest, and push the boulder so you can pass through. As you go up, break the crates, and a little up your GB will notice something.

Now is the time to go back to town and finish those side quests up. The clear dungeon old man will give you a Distribution Device for clearing the Western Cave.

Go down to the blue house near the cat-house (red-roofed) and the clear dungeon old man. Inside the man will place a weapon order. Forge him a sword with a Edge Ore and get a Reinforced Ore.

Return the kitten for a Reinforced Ore.

Get your reward for the Mansion job, then do the other one. Remember to do it and return to collect your reward before you beat the next boss.

Return to the spot where you left off. From there go up to find Anise, Gillan, Pike, that man, and the stray summon.

=====
Man C & Stray Summon

HP - 1400 & 2100

DUR - 80 (Bow)

100 (Spear)

Drop - 800b

His weapons are made of Soft Ores, so break them.

This is not hard to handle if you know what you're doing. First priority is to take out the stray summon. Start the battle off with a Astral Guard so you can take less damage. From there keep attacking the caveman, healing, and re-cast Astral Guard. The caveman should go down fairly quick. Once the caveman is dead, concentrate on the man; he should go down in no time too.

The stray summon have 4 attacks: it can electicute you with its tail, bite you, scratch you, or shoot a beam from its mouth. The eel tail electrocutes you by being covered in lighting, then send lighting down on you. Whenever you see the tail in front of the caveman, run around. The lighting only hits where you were. The bite is close-range and poisonous, but nothing you can't handle. The scratch is the weakest. The beam is the deadliest, but easily avoidable. Just run away from it when you see it's mouth open and goes blue.

The man is easier. He starts off with his bow and annoys you while the caveman attacks you. Just keep moving so he can't aim. You'll get hit, but not too often. When you kill the caveman, he'll start using his spear. His spear has a special attack that sends you flying and knocks you out for a while, but it'll cost him 5 DUR. Act accordingly, and watch out for his Rust Bombs.

You'll have to do multiple things to break his weapon. First kill the caveman, then give you and him some distance. Maintain the distance so he keeps shooting, it'll wear down his bow without letting him use his spear. When he uses his spear, bait and defend. It's the same as every spear battle. His bow will go down quick, then his spear will too. Cast Astral Guard or Weapon Guard if you're worried. It shouldn't take *too* long. If you can't do it there's always your GB.

To kill him is easier. When he use his bow, just rush in and combo him to death. He shouldn't be able to shoot you a lot of times. When he use his spear, try to shoot him with a bow. When he's close, use a sword or axe to deal some damage. He doesn't jump often when he uses his spear.

=====
After the battle, you'll get 'hugged' by Gillan (disgusting!!), you'll say she/he's ugly and she/he will hit you and you faint. When you wake up you're cuffed and you'll get hit by Gillan again. A strong stray summon is blocked by the thing Gillan points to. Anise will say how she's going to kill you because your former master killed her master. She'll point her spear at you, and she'll tell you her plans before you die. She plans to free all summon beasts. When she's about to kill you, her spear gets zapped out of her hand by Lemmy. The block thing gets destroyed, Gillan, Pike, and Anise escapes. Lemmy frees you and give you back your stuff, while he goes up to fight the stray summon. Go right into the next room to find and free your GB. Now go back and you'll feel a tremor and a few flashes. Pick the second option, then heal, re-equip your spells, then go up to where Lemmy went. Prepare for a boss battle.

=====
Giant Bat
HP - 5000
Drop - Soft Ore

OK, this thing used to have about 10000 HP, but Lemmy got it down to 5000. Now you finish the job.

This bat has 4 attacks: a scratch, a horizontal tornado, a sleep sound wave, and a vertical tornado. The scratch is the weakest, which is still strong. Have a little distance to avoid this. The horizontal tornado is the most common, and it hurts. It deals continuous damage along with a large range. You can't really avoid this, so defend. The sleep sound wave makes you fall asleep, so dash away. Although you regain some HP, it'll wake you up with a horizontal tornado most of the time. The vertical tornado is rare. It'll do the tornado, then stay up at the ceiling. Then it'll come back down at you with another tornado. Just move away to avoid. When it's on the ceiling, you can jump up and attack it if you want.

It'll be hard to beat this thing. Its attacks hurt, so start with an Astral Guard. Then start to combo it and dodge its attacks. It'll hard; this thing is quick. Using a axe will help, with its high attack and defense. And because of the previous boss battle, you won't have as much spells as you'd like. Just remember to conserve a diamond; when you die your GB can at least take over. It can do exceptional damage against this bat.

=====
After the battle, V.E., Jade, Tier, and Zakk will come along. Now you'll have a night stroll.

-DAY 9

You'll wake up the usual way. Heal, repair etc, then attempt to go out and you'll hear the city alarm. Go out for a dialogue, then outside for another one.

Today's lottery:

-Gold Flash Tag
-Silver Tools Set
-Purple Bandana
-Blue Martial Arts Guide
-Red Stinky Garlic

Secret lottery:

- Gold Ability Ring
- Silver Torrent Charm
- Purple Water Crystal
- Blue Gale Charm
- Red Wind Crystal

The guy left of the lottery trades you a Soft Ore for your Vicious Ring.

Talk to the old woman at the cat-house to make the next kitten appear.

At the mansion, you have 2 jobs: talk to Volvoren and kill a stray summon #84 for a Death Note OR talk to the counter guy and kill 30 stray summon #83 for a Legendary Spike.

Go back to the Ruins Village. Beside the workshop/shop, the woman with the yellow bandana will sell you a Legendary Bamboo for 1500b.

Now go to the City Mines. You'll find V.E. and Tier. You'll see a Man go into the locked door. V.E. will follow and Tier guard the door. Go inside the door to find your next dungeon.

=====

Wind Cavern (Part 1)

- Enemies - 79, 80, 81, 82, 83, 84, 85
- Treasure - Skill Ore, Large Bomb
- Crates - Premium Leather, Premium Paper, Lucky Ticket, Gourmet Clam, Parchment, Sweet Water, Mystery Crops
- Grass - Zasso Leaf, Tree Branch, Fluff Grass, Klotzen Berry, Golden Egg
- Drill Rocks - Skill Ore, Small Worm, Flat Stone, Polish Stone
- Target - Cooking Ore

=====

Once in, go up and you'll be spotted. The man will run away, with V.E. at his tail. Just keep going up and you'll reach another screen. Break the crates in sight, then go left to drill rocks and cut some grass. Ignore the ladder and go back to where the crates used to be. There should be a beam of white/blue thing. Those are wind vents that carry you to another section. The small ones go up and the big ones go down. Use this one to go up, then head up, right, up, then left and push the boulder down the large vent so it blocks the wind. Once these are blocked, they stay blocked even if you leave, so you don't have to do so the next time you're here. Go back down and left over the previously windy path to get a chest., then go left more to reach the next screen. Go left to find V.E. surrounded by 2 red robots.

=====

Red Ball Robot

- HP - 5000
- Drop - Large Bombs (x2)

OK, this thing has 5000 HP, but that's not too bad. There is a very simple way of beating it. To easily beat it you must have a good bow and another strong weapon.

It has 3 attacks: it can shoot a slow plasma ball, use its machine gun, or land you. The plasma ball is its common ranged attack. It'll shoot a slow plasma ball at you that spans the entire field. But you can avoid it by jumping before it reaches you. The machine gun is close ranged, so keep a distance to avoid it. Its last attack is to sit on you. A little steam will come out of its head, then it'll jump then land on you. Avoid by running away from its shadow.

This is going to be easy if you can do it right. First get a distance from it, then start shooting it with your bow. The only attack it'll do is the plasma ball. Jump when it's close, then just keeps on shooting. After it is left with about 1000HP, it'll have a 10 seconds counter. From then on he wouldn't attack, but if the counter reaches 0, it'll self-destruct and you'll go down with it. So when the counter appear, change into your strongest weapon and hack it to death before it goes .boom'.

=====

After the battle, Tier and Eliez will come along, then they'll leave with V.E. Go up from where you are and shoot the target. Go back down at the cross and head left to another screen. Go a little up to find a chest, then down to find the kitten. Go right and down the vent. Break the crates there, then get out of here; you can't proceed any more because of the vent.

Back at town, return the cat for a Cooking Ore.

The woman at the blue house above the cat-house gives you a weapon order. Forge her a spear with a Skill Ore to get a Cooking Ore.

Collect your reward for the mansion job, then do the other one.

You can now create a Twin-snake Ore at the weapon shop by combining a Soft Ore and a Skill Ore.

Now go to the western exit. You'll meet Tier, who'll tell you to go to the Western Cave. Once in, go up to find Tier and a injured Zakk. No go up into the cave and this time go left to where the locked door is. Inform of the door you'll find Pike, who you'll fight.

=====

Pike
HP - 1700
DUR - 120 (Axe)
100 (Sword)

His weapons are made of Twin-Snake Ores, so break them.

Here comes Pike again. You faced him before. He have the same weapon types, so you know the deal. You know his weapons, but they can absorb some damage he deals randomly, so be aware. Don't get cornered so stay in the middle of the field. Watch out for his Paralyze Bombs, but he rarely uses them.

Breaking his weapon is easy. All you have to do is defend with a good weapon, preferably a axe. His aggressive AI will do the rest. When he get down to his last weapon, bait and block to speed it up. Heal and recover as needed, and again don't get cornered.

To kill him is easier. His axe and sword can deal some damage if you don't look out, but nothing too serious. Cast Astral Guard to shave off some damage, then start hacking him. Take advantage of his axe's slow speed and hit and run with a knuckle combo. Or you can take the easy way out and just shoot him.

=====

After the battle, Pike will try and hit you but V.E. comes and gives Pike a few kicks. Pike will escape with V.E. on his tail. Now go up into the previously locked door to find yourself in another portion of the Wind Cavern.

=====

Wind Cavern (Part 2)

- Enemies - 79, 80, 81, 82, 83, 84, 85, 86
- Treasure - Skill Ore, Large Bomb, 500b, Twin-Snake Ore, Wind Crystal, Flare Charm, Gale Charm
- Crates - Premium Leather, Premium Paper, Lucky Ticket, Gourmet Clam, Parchment, Sweet Water, Mystery Crops
- Grass - Zasso Leaf, Tree Branch, Fluff Grass, Klotzen Berry, Golden Egg
- Drill Rocks - Skill Ore, Small Worm, Flat Stone, Polish Stone

=====

Go up, break the crates, then left to get a chest. Go up the nearby ladder and left to reach rocks for you to drill. After that go back to the center and go up to another screen. At this screen, go left to break crates, then go up to find an intersection. Go down to the first path to the left to get to some grass, then go down the far left for 2 chests. Back at the intersection, go right to reach some rocks. Then go right to reach another screen.

Go up and push the boulder so you can block the vent. Go down the ladder to cut some grass, then go back up the ladder then right. Go up to block another vent, then go down the previously windy path to get 2 chests and some rocks. Go back up, right, then up again to yet again push another boulder to block another vent. This time, you'll go back to where you can't proceed in Part 1. Now go back and break all the stuff in Part 1 so you can get the clear dungeon later.

Go back to the intersection. At the right side of the intersection, you have 3 paths. Take the middle one and push the boulder up. Go back and take the upper path and push the boulder so it blocks the vent. Now go right past the previously windy path to get to another screen.

In here, take the air vent above you, then go up to find an injured V.E., Pike, and Gillan. Seems like V.E. was defeated. You'll confront them, and Jade will come along. You'll handle Gillan while Jade handles Pike.

=====

Gillan
HP - 1680
DUR - 95 (Knuckle)
90 (Bow)

His weapons are made of Twin-Snake Ores, so break them.

This is the same battle as last time you faced this guy. Same as Pike, his weapons randomly drain a little HP though not much. He has his poison bombs from last time and his knuckles have the Toss ability. The rest should be familiar. If not, something is seriously wrong with you.

Breaking his weapon is easy. When he's using his knuckles, he'll constantly Toss you if you defend. It'll cost him 13 DUR each time he does it, so it's a good thing. After his knuckles' DUR falls below 20, bait and block. Just remember to heal after a few tosses. His bow is easy, just bait and block his rather slow arrows. He won't attack you if his weapon has about 1~5 DUR, so attack to have him defend and break it. The rest will come along smoothly.

To kill him is harder due to his knuckles' speed and bow's range. When he uses his knuckles, use your axe or sword to stop him and keep him on the ground. When he uses his bow, close in and combo him with your weapon. It's nothing new.

=====

After the battle, V.E. will kick Gillan in the soft spot to officially reveal

that he's a man (I've been telling you all along...). Now go up to reach another screen.

Go right to reach some rocks, then left for some crates. Go up to cut some grass, then right to find a boulder. Push it up then right to block the vent. Go over to get 2 chests. Now go all the way back left and onto the next screen. Here, follow the path, up the vent and up to the last screen. Before you proceed onto the final screen of the Wind Cavern, use Escape to do things first. Go back, heal, and repair, etc. Go to the clear dungeon old man and get your prize: a Lucky Charm. Also prepare some items and forge at least 1 weapon with a Twin-Snake Ore, preferably a axe.

Now go back. From there go up to find Gillan, 2 Men, Murno, her dad, V.E., Jade, and Anise. You'll try and talk, but Anise will hit you, the Man will hit Murno's dad, and Anise is going to kill you when Lemmy came along with a arrow next to him. The arrow stopped Anise killing you while Lemmy freed Murno's dad. But Murno's dad faints and Murno comes to his side. Tier will come along and take care of Murno and her dad, V.E. and Jade runs away because Lemmy told them to. Anise will then summon the Flame Dragon. You'll have to fight her.

=====

Anise
HP - 1780
DUR - 110 (Spear)
100 (Sword)

Her weapons are made of Rare Ores, so break them.

This is the same battle as last time you faced her. She still has her Flame Dragon attack, so be careful. Her weapons you should be familiar with.

Breaking her weapons can be easy and hard at the same time. Her spear is easier than before because of its ability which will cost her 10 DUR per use. Use your drill for the spear or just bait and block with an axe. Her sword is plain easy, just defend. Bait and block once her DUR get below 20. Drill her last 10 DUR for both. If her HP gets low. Get some distance so she heals her self. The rest is the same: heal, recover etc.

To kill her is harder, due to the fact that she uses a spear. Shoot her with a bow to keep distance. If she gets close then combo her as much as you can and push her back, then start shooting again. When her HP gets low, don't let her have the chance to heal.

=====

After the battle V.E. comes back with the permission to arrest Anise, but the Flame Dragon blasts V.E.! Now you're pissed and you fight the Flame Dragon.

=====

Flame Dragon
HP - 6000
Drop - Twin-Snake Ore

This thing has 4 attacks: the fire ball, the claw, the flame breath, and the tail flail. First it have the fire ball; common and not too powerful. It'll raise its head a little up and fire a fire ball. Just run directly below it or across to the other side. The claw is not overly powerful either. Its head will withdraw half way then send its claw forward for half the screen. Run to the other side to avoid. The flame breath is powerful and rare. Its head will withdraw then the screen will darken and it'll breath fire that spans half the

screen. Run to the other side to avoid. The last attack it has is the tail swipe. Uncommon, but easy to avoid. Its head will withdraw, then its tail will land on the other side of the screen. Run below where its head was to avoid it.

To beat this thing is actually not too hard, despite its HP count. Use an axe, preferably forged with a Twin-Snake Ore; the random drain ability helps. Take advantage of where it'll appear after each attack. After each attack, go to where it is and start attacking. You'll be able to dodge the slow attacks. After the fire ball, claw, and fire breath attack its head stays at the same side. After the tail flail attack, its head will be at side where the tail ended. So as soon as you dodged the attack, dash in and start hitting it.

=====
After the battle, Anise gets arrested and you get a hug from Tier. And so ended the day. You get a night stroll. Be warned, this night stroll decides who you watch the ending with, also deciding which bonus battle you fight tomorrow.

-DAY 10

Today you'll fight a battle with the one you talked to last night (and who you'll watch the ending with). Here's a list in order of the night stroll menu:

Murno -

You'll wake up and your GB will head out. You'll start teaching Murno how to make because she wanted to. You'll automatically forge a sword with her, then she'll want to learn how to use it. Heal, repair, save, then go and talk to Murno outside the workshop. Before you start, she'll slip and drop the sword. You'll pick it up and return it to her. But your GB comes along and thought you want to attack her. You'll fight your GB.

=====
GB
HP - Varies
Drop - Pro Ore

Varies, can't help you. I'm not going to play through the game 4 times to find out! Just have a weapon forged out of a Twin-Snake Ore for its random drain effect, your GB is not with you (your fighting it, duh!)

=====
After the battle you'll explain and you'll head back.

GB -

You'll wake up and your GB will challenge you to fight its super form with your best weapon so you can improve. Rest, repair, save, then go out and talk to your GB outside the workshop. You'll go to the screen north of the northern city entrance in the Woods south of Tier's Town. Your GB will transform and you'll fight it:

=====
GB (Super form)
HP - Varies
Drop - Pro Ore

Varies, can't help you. I'm not going to play through the game 4 times to find out! Just have a weapon forged out of a Twin-Snake Ore for its random drain

effect, your GB is not with you (your fighting it, duh!)

=====

After the battle it'll compliment on how well your weapon is and how well you fought. You'll head back.

V.E. -

You'll wake up and your GB will leave. V.E. will come in and she'll give you her broken axe and told you to fix it. Go to the forge and fix it. She'll say its fine but she wants to test it out. She'll fight you 1 vs. 1 with only 1 weapon. Rest, repair, save, then equip only 1 weapon and talk to V.E. out side the workshop. You'll go to the screen north of the northern city entrance in the Woods south of Tier's Town. Now you fight:

=====

V.E.

HP - 1800

DUR - 120 (Axe)

Her axe is made of Pro Ore, so break it.

This is not hard. She is just going to attack you, nothing else. Her axe has nothing special. Your GB isn't with you, so your HP is now limited. If your weapon is forged with a Twin-Snake Ore, life is much easier; you'll gain some HP just by attacking.

Breaking her weapons can be easy if you have high HP. If you do, equip a axe and then sit back and defend. She'll wear her self out before you do. However, if you don't, you'll have to risk. Her attacks can hurt, so out-speed her. Drill combo her so she defends and drain her DUR.

To kill her is easier. Just use a knuckle to hit and run. Her axe slows her down tremendously.

=====

After the battle she'll compliment you and you'll head back.

Lemmy -

You'll wake up and your GB heads out. Heal, repair etc, and then go out to find Lemmy and his mom arguing. He'll challenge you to a duel in his anger. Go to the northern entrance to find him. You'll go to the screen north of the northern city entrance in the Woods south of Tier's Town. Now you'll fight:

=====

Lemmy

HP - 1750

DUR - 105 (Sword)

95 (Bow)

His weapons are made of Pro Ores, so break them.

This is the same battle as last time you faced him. Nothing new is here, so just be sure to have a Twin-Snake Ore weapon.

Breaking his weapons can be hard. His sword is easier, but he's cautious with his bow. Defend through his sword and then bait-and-block his bow. Try not to

get hit by his bow to wear its DUR down without risking your limited HP; your GB is not with you.

To kill him is easier, due to the fact that his defense is low. Shoot him when he uses his sword and combo him when he uses his bow. Just watch your HP.

=====
After that you'll head back.

Jade -

You'll wake up and your GB will head out. Jade will come along and challenge you to a man to man battle. Heal, repair etc, and then make sure you only equipped 1 weapon. Go out and talk to Jade outside the workshop to fight him. You'll go to the screen north of the northern city entrance in the Woods south of Tier's Town. Now fight:

=====
Jade
HP - 1700
DUR - 100 (Knuckle)

His knuckles are made of Pro Ores, so break them.

This is the same battle as last time you faced him. No difference, so you'll be used to this. Again, watch your HP. Twin-Snake Ore weapon is nice.

Breaking his knuckles is easy. Defend with a axe and he'll wear down his knuckles before you die.

To kill him is also easy. Simply combo him with a axe/sword and push him back. A knuckle also works, but not bows. Watch your HP.

=====
You'll then head back.

Tier -

You'll wake up and your GB will head out. Tier will come along and you have 2 choices. Pick the first to have her lead you to her parents' shop in her village. The second option allows you to heal and repair in your room. Talk to her again and pick the first option to go. Once there, go through the conversation, then out and right to find Tier and her dad. Talk to Tier and fight her:

=====
Tier
HP - 1780
DUR - 95 (Bow)
105 (Sword)

Her weapons are made of Pro Ores, so break them.

This is the same battle as last time you faced her. Her attacks are not new. Again, the HP watch and Twin-Snake Ore weapon recommendation applies here.

Breaking her weapons is easy. She's just like Lemmy, just a tad more aggressive. Defend for the most part, bait-and-block when her DUR gets low.

An axe is recommended.

To kill her is easier. Just combo her when she uses her bow and shoot her when she uses her sword.

=====

After the battle you'll head back.

After the battle (which ever one you fought) and you head back, you'll end the day (no night stroll)

-DAY 11

You'll wake up and V.E. will come in and ask you did you see Murno, who's apparently missing. Now heal, repair etc, and then go out. You'll find out that Murno and her dad are both not in the workshop. Now go out and Velvoren will come along, telling you that Anise's gang escaped into the Wind Cavern. Jade and V.E. will go and help while Tier will stay behind.

Today's lottery:

-Gold Legendary Spike
-Silver Old Rubstone
-Purple Healthy Sandals
-Blue Poison Powder
-Red Dried Shrimp

Secret lottery:

-Gold Magical Bracelet
-Silver Death Note
-Purple Speeding Device
-Blue Paralyze Powder
-Red Sleep Powder

Talk to the old woman in the cat house to have the next kitten appear at the next dungeon.

The man outside the Mansion will trade you a Switch Lever for a Soft Ore.

Go down 1 flight of stairs from the Mansion then right to find a woman with a yellow bandana. She'll sell you a Workout Guide for 2000b.

In the Mansion you can take 2 jobs (1 at a time):

Talk to Lemmy's mom, Jenna to kill a stray summon #86 for a Old Rubstone.
Talk to the guy at the counter to kill 50 stray summon #82 for a Tools Set.
You can find both stray summons in the Wind Cavern.

When you're ready, head back to where you fought the Flame Dragon on DAY 9. You'll find Anise's group and they've captured Murno and her dad. Jade and V.E. will come along and speak to you about stuff. Go up the stairs there to reach your next dungeon.

=====

Village Ruins

Enemies - 87, 88, 89, 90, 91, 92, 93, 94
Treasure - Thunder Charm, Flash Charm, Wood Fossil, 500b,
 Light & Dark Glasses

Crates - Premium Leather, Premium Paper, Parchment, Sweet Water,
Mystery Crops, 100b
Grass - Zasso Leaf, Tree Branch, Fluff Grass, Golden Egg
Stump - Tree Branch, Soft Leather, Small Worm, Stinky Garlic
Trees - Ripe Berry, Burgunberry, Sticky Tree Sap
Target - Break Ore

=====
*This time, your only source of new ores is by drops, so be sure to train and get the new ore; the Wood Fossil.

Use the triangle you see if you want, then go up to start a scene. You'll be sent to the next screen. Warn you, these teleporters are 1 way. Now go up to find Anise, Murno and her dad. 2 Men (now labeled Warriors) will come after you while Anise, Murno and her dad go deeper into the Village Ruins.

=====
Warrior A & Warrior B
HP - 1500 & 1520
DUR - 110 (Sword) & 120 (Spear)

Their weapons are made of Wood Fossils, so break them if you want to.

This is another battle with these guys. They're not hard, but annoying. The sword guy will constantly attack you and the spear guy attack occasionally as backup. Their weapons are not new, so you'll be fine.

To break their weapons is easy. Just block and wear out the sword guy first, then bait and block its last 10 DUR. Once the sword guy is down, bait and block or drill the spear guy. The rest is easy. DO NOT DRILL THEM WHEN THEY'RE TOGETHER, YOU'LL GET KILLED!

To kill them might be easier. Although you'll have to take them both on at the same time, they stick very close together. Take advantage of that and use a bow with Pierce so you can hit them both at a safe distance. It doesn't matter if they defend: they'll still get hit sometimes. It'll be enough. The rest comes into play; heal, recover, Astral Guard if you want/have to.

=====
After the battle, they'll escape. Go up, cut the grass and get the fruits. Go right, break the stumps, then right onto the teleporter. Go up, cut the grass, break the crates, and go on the teleporter. Here you'll find the kitten smack dead in front you. Get it, then go down to another teleporter. Break the crates, then go down to take the teleporter back to the beginning.

Go back up, and this time take the upper teleporter. Go up, break the only stump, and take the teleporter. Break the stump, get the fruits, and cut the grass to the right. Now take the left teleporter (the one right near the grass). From where you appear go right. Get the fruits, shoot the target, break the crates, and break the stumps. Take the teleporter near you.

Go up and break the stump, then go down to find a Magic Pillar along with some grass and a chest. Go back up to where the stump was then go right to get 2 chests. Go up to reach another Magic Pillar. Go up then right to find 2 more chests. Go up from where you are to find a yellow robot. Approach to fight:

=====
Yellow Gunner
HP - 6500

Drop - Large Bomb

This thing is easy, despite its HP count. It have very few attacks and very slow too.

It has 4 attacks: cannon head, cannon arm, arm hit, and full burst. Cannon head is for mid-range. It'll lower its head and fire cannon balls at you. Dash away to avoid. The cannon arm is when it shoot short-range cannon balls on the ground in front of it. Dash away to avoid. The arm hit is the same, except it'll now hit you with its arm. The full burst is its best and rarest move, but its not powerful. It'll fire cannon balls from all its cannons, but dash away to the edge of the field to escape from it.

To kill this thing, just go in with a sword and combo it to death. I killed it without it attacking once; its too slow.

=====

After the battle go and take the path left of you. Now go up and your GB will tell you that you're actually in Murno's village. Go up and activate the purple teleporter (DON'T USE IT!). Now go up onto the next screen. You'll find the town square. The house your GB points to is the workshop, which still works. Go in and do whatever you need, then go up from the square to have Gillan and Pike come along. They'll say V.E. and Jade are most likely dead because they fell down a hole in the Wind Cavern. Now you fight them both:

=====

Pike & Gillan
HP - 1900 & 1520
DUR - 126 (Axe) & 101 (Bow)

Their weapons are made of Break Ores, so break them.

They're the same as usual. But this time, their weapons re a little bit special. Weapons made by Break Ores deal more DUR damage, so be ware of that.

To break their weapons is easy despite Break Ore's ability. Just defend to wear out Pike's weapon and his overly aggressive AI. For Gillan, bait-and-block or just drill his bow.

To kill them might be harder compared to breaking their weapons. But that's not hard either. Use a bow with Pierce and start shooting to keep Pike busy. When Gillan returns fire, defend. Do this until you got rid of Pike, then go in and combo Gillan to death, If your bow ran out of DUR, then use a spear and jump so you're in-between them. Keep twirling your spear and you'll be fine. Then start to combo Gillan after Pike died. It's not too hard compared to what you've faced before.

=====

After the battle, Pike will try to kill your GB, but a arrow will stop in front of both Gillan and Pike. V.E., Jade, Tier, Lemmy, and Velvoren will come along. V.E. and Jade explains that the wind vents pushed them back up the hole. Now V.E. will give Pike a jump kick and Jade hits Gillan. Now V.E., Jade and Lemmy will drag Gillan and Pike to prison. Tier and Velvoren will stay here and wait for you. Go to the town square workshop and do whatever you need to do. Go back up to proceed.

Go up and take the teleporter. Go up, break the stumps, get the fruits, and cut the grass. Now go up and take the teleporter. Break the crates in your way, then take the teleporter. At this screen take the teleporter in front of you. Now at this screen you'll find 2 magic Pillars and a cave entrance. But don't

go into the entrance yet. Instead take the left teleporter. Break the crates, then get the fruits. Use the teleporter to get back to the screen after the Gillan & Pike battle. Use Escape to go back to the Village Ruins Town Square. Use the teleporter a screen below that I told you not to use before. Go back to the city to finish your side quests.

Return the kitten for a Pro Ore.

The clear dungeon old man will give you a Rare Ore for clearing the Village Ruins.

The woman outside the blue house near the cat house will trade you a Pro Ore for a Burgunberry.

The man left of the weapon shop will place a weapon order. Forge him a drill with a Break Ore to get a Rare Ore.

When you're done, head back to the cave entrance. Go in to find a ruin like the Water Ruins and the Fire Ruins. Use the triangle if you want, then go up to find the control room along with Anise, Murno, and her dad. You'll talk, then Murno's summon gem flashes and the big circle on the floor starts to glow. Anise said that it's a portal to somewhere, then summons her Flame Dragon. V.E, Jade, and Lemmy will come along. They'll say that Anise is controlling Murno's dad, which is true. Now you'll fight Anise and her Flame Dragon (again):

```
=====
Anise
HP - 1880
DUR - 122 (Spear)
      112 (Sword)
```

Her weapons are made of Elegant Ores, so break them.

Not a hard battle; you know all her moves. Spear, sword, dragon breath. The only new stuff are her weapons' abilities. Her sword have the ability Flamethrower while her spear has HP Redistribution. Watch out for those, but nothing else is new.

To break her weapons are easy. Bait and block so she uses Flamethrower and attack you. A good axe can last for a very long time, so use one. For her spear, try and drill her. If her HP is low, she'll either heal or use HP Redistribution, so don't worry. She'll heal with HP Distribution whenever possible, so it'll cost her some DUR. Don't depend on it though.

To kill her is harder. She has 2 moves to heal and her spear is just downright annoying. To kill her, use a bow to keep her away and keep shooting until she dies. If you run low on DUR, switch out for your GB's super form and attack. To summon your GB's super form, equip and cast the spell with the person icon with sparkles with it; you got it a long time ago at the Water Ruins.

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=====
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After this Bostaph will come along. It's revealed that he's Lemmy's master, and a great craftsman. When Jade and V.E. goes to greet him, they both get hit by Bostaph! They'll appear dead, and then Bostaph will come and hit you and your GB. You'll both be injured and he'll then knock out Murno. Anise, Bostaph, Murno, and her controlled dad will then use the big circle to teleport onto somewhere else. Velvoren and Tier will come along to find V.E. and Jade survived. They'll leave while you take the teleporter.

Press A while you're on the square box in the circle to teleport back. Go back up and out. Use Escape, down, then take the teleporter to go back to the city. Now you'll finish up your last side quests of the main game.

Today's lottery (Part 2):

- Gold Legendary Bamboo
- Silver Speeding Device
- Purple Lucky Charm
- Blue Curry Rice
- Red Lobster

Secret lottery (Part 2):

- Gold Friendship Ring
- Silver Rare Ore
- Purple Pro Ore
- Blue Ceremonial Ore
- Red Reinforced Ore

The woman with the bandana right of the southern entrance will sell you 3 Old Rubstones for 4500b.

In the Mansion you can take 2 jobs (1 at a time):

Talk to Lemmy's mom, Jenna to kill a stray summon #94 for a Rare Ore.
Talk to the guy at the counter to kill 99 stray summon #88 for an Elegant Ore.
You can find both stray summons in the Village Ruins.

Go back to the teleporter when you're done and teleport back. From where you are, go down and take the door. You'll now officially be in the last dungeon: the Castle Ruins.

=====
Castle Ruins
Enemies - 95, 86, 97, 98, 99, 100, 101, 102
Treasure - Shine Gem, Wind Crystal, Water Crystal, Thunder Crystal, Pro Ore,
 Curry Rice, Flare Charm, Thunder Charm, Torrent Charm, Gale Charm,
 Shine Gem, 500b, Flash Charm, Legendary Coil, Flame Crystal,
 Curry Rice, 500b, Wise Ore,
Crates - Mystery Crops, Hot Curry Spices, Shine Gem
=====

First, go to the batch of direction buttons on your left, where you'll hit the Right pad 3 times with your hammer. Go up through the aligned platform to another batch. Ignore it and open the door ahead by hitting the panels with the correct type of weapon. Go through the door and go left to break some barrels. Go right to find an opening to the nasty purple snow/sludge. From the opening, slide up, left, down, right, up, right, down, left, down, right, and then finally up. Go left for a Shine Gem, then back right for the door.

Go right and up to find a direction pad. Hit up twice and then right twice, lining it up in front of you. Go up to get the crates etc. But instead of going through the door, go back down to the direction pad. Hit right 3 times then down once. This will line up a path to your right. Follow to get 3 chests with Wind, Water, and Thunder Crystals. Go through the door above you. At the mini-split go right for barrels and crates, then go left for a door and a healing triangle right near it. Heal and whatnot, then go through the door.

Go right and up, then take the right path for a Pro Ore. Go back and left then

up to find a direction pad. Hit down once, left 4 times, up once, right 5 times, down once, and left 4 times to create a path. Follow it to another pad. Ignore it and go all the way left, past the door, for a Curry Rice. Go back and hit the weapon panels accordingly to enter the door.

You'll come to a room with a lot of water and a single way. Go up to find Bostaph, Anise, Murno, and her dad. While talking, Bostaph hits Anise and severely wounded her. He and the other two will run off while the Flame Dragon goes berserk because Anise is wounded. It will attack you, but the Aqua Dragon will be summoned, so yes, this is another dragon battle.

=====
Flame Dragon
HP - 32000

Seriously, if you don't know what to do by now, go slam your head against the wall. Use Aqua Dragon's special attack then scratch it to death while defending from its attacks. Its special attacks are really not that dangerous.

=====
After the battle, Anise turned out to be alright, and knowing that she was used, she leaves with the calmed down Flame Dragon.

After all the jibber-jabber, go up and through the door. You'll find yet another direction pad. Hit up 5 times and right once to proceed; you'll find a second pad. Hit left twice, up once, and left again. Head left and down for some crates. Get them, then go back to the pad. Hit right twice, down once, and right 7 times. Go to the right and then down for a Flame and a Thunder Charm. Go back to the pad again. This time, hit down once and right once. Go right and this time go up for barrels and crates. Once again, go back and hit left 3 times, up once, left 5 times, down once, and left once. Go left and up to find a Water and a Gale Charm. AGAIN, go back to the buttons and for a final time, hit right twice, up once, and right 3 times to reach the door. Hit the panels accordingly to open the door, and of course, enter it. In this room you'll find the purple sludge again. Go all the way right to the end and stand in the bottom right corner of the smudge. Walk diagonally left up to find a Shine Gem and a empty chest. Slide right and down, then position yourself so that you stand on the middle of the second tile from the right wall. Slide up to find 500b. Slide back down and walk to the left side. Position yourself on the tile that looks like a "T" and slide up. Go through the door.

Here, go down to the direction pad. Hit left twice and down 3 times, then go left for a Flash Charm and a Legendary Coil, as well as some crates. Follow the bottom right path to a pad and some crates beneath you. Get the crates, then go back to the pad. Hit right 5 times, up once, then right once more. Go up and open the door with the panels, then go through it.

Here there are 5 sludge-covered paths, which I numbered 1-5 from right to left. Go take path 5 and get the Flame Crystal and Curry Rice. Path 4 leads to an empty chest, but open it anyway for the clear dungeon. Follow path 1 for 500b and a Wise Ore. Finally take path 3 to get to the door. Proceed.

Here, heal at the triangle and save at the sword as necessary. Go left and follow the left path to the door. Go through it and you'll arrive at the alter. Last check, recover your HP and DUR, equip your best weapons and whatnot. When you're ready, walk up. There'll be talk, Lemmy comes by, and it's revealed that Bostaph actually want power so he can surpass your old master who died. Bostaph hits Lemmy and you'll get mad, and more talk, then you'll fight Bostaph.

=====
Bostaph
HP - 2000
DUR - 136 (Drill)
131 (Axe)

His weapons are made of Wild Ores, so break them.

You think it's going to be difficult, it's not. His attacks are nothing new to you, except his weapons gives him a HP regen of 10.

To break his weapons is hard. Despite his HP, his defense is pathetic. If you want the ores, make him block with both his drill and his axe, so get a good drill for this. Use a normal attack on him, and then drill him; he'll always defend with that normal attack (at least for me). He'll occasional attack you when he defends, so watch his HP and don't kill him.

To kill him is much easier. Get a sword or drill, then just hack away. His occasional attacks while blocking is enough to make him vulnerable. But watch out for his drill's special attack, Tornado. It'll suck you in, hit you and send you flying, damaging you in the air.

=====
After that Lemmy will confront Bostaph when suddenly your GB starts attacking people.

It sees that using Murno to activate the ruins enable Bostaph to control all summoned beasts...or can it. Your GB will attack you, then Bostaph as well, while Murno's dad also is controlled. Anise comes along and explains that activating the ruins made all summoned beasts aggressive and feel only hatred towards all humans, thus in a sense freeing them all. Your GB will change into Super form, while you hear Murno's voice saying that you can wake your GB up by battling it with weapons both of you made. Well, here goes:

=====
GB Super Form
HP - Varies

Ok, so this is not that hard. Because you'll have no way to cure, they made this fight easier than most. Just attack and hope you can make it through. Your strategy will differ because of your GB.

=====
Immediately after the battle you'll get back your GB and given 2 choices. Chose the top choice to go to the menu to prepare for the next boss battle. Be sure to heal and re-equip the spells.

After that, exit the menu and you actually see your GB come back to you. Then Tier will come and hold off Anise while you go and destroy the chained sword.

=====
Sword (Master Sword?)
HP - 4000
Drop - Med Kit

Monster battle, so just hack away. This thing shouldn't take you long if you can survive Bostaph and your GB super form consecutively. Anyway, this thing has a few tricks up its sleeves. (Notes FEW)

It has several attacks. One is shooting two blue beams from the ends of the

chain, which really doesn't hurt. Another is sending two small crystals up in the air and shooting small beams from it. Nothing big. If you get close to it, it's different. It can swipe at you with the sword itself, or the sword will blow blue for a while, then two blue beams shoot out of the ground next to it. Watch out for those, those hurt a bit more.

All in all, not a hard battle. Use a good axe or sword and just hack away.

=====
After that, the sword returns to normal and so does Murno. The ruins will completely stop, but Bostaph and Anise will try to make it work. You, your GB, and Murno will fall, but it's fine. Go up the stairs they showed you, and walk up back to the altar. Go up and you'll find everybody, including Murno's dad and Velvoren. They'll explain that Murno's ancestors built the ruins and the sword, but the sword is now cursed because of angry souls of summoned beasts. They'll tell Velvoren to seal it, but instead he takes it and Murno's pendant to summon a hand thingy from a portal. Now you have to kill it.

=====
Hand
HP - 10000

Monster battle, but this one is special. You only have 1 minute and 30 seconds to kill this thing, and it has 10000 HP. Hard right? - NO!!

It doesn't attack you at all, so just hack away. Use a drill and use it's Down-A combo and keep at it. Damage it enough to make it start to retreat. When it does that, DASH AWAY. It'll splash down on you and cause a lot of damage. And it'll also stay in puddle form too. Dash to its new eyes and attack it with your drill combo. Damage it enough and it'll open it's mouth. Run as fast as you can or at least block. It'll cause huge damage, roughly 1700 damage. After that, it'll return to its hand form. Then just repeat and kill it. With that you'll probably have 27 seconds to spare.

=====
After the battle, Velvoren will try and use the sword again, but instead the sword takes over his body. It'll create another dimension, and you along with your GB will be sucked in. There, you'll have your final battle.

=====
Demon Swordsman
HP - 3200
DUR - 300

You think 3200 HP is easy, think again! This is the final battle you know! To Kill this final boss you'll have to make his DUR 0!!! So guess what: you'll be stuck in this battle for quite some time. Hope you're prepared.

This guy moves amazingly fast, and has few (but powerful) attacks. Most common is creating a ball that deals small, continuous damage, then when he splits it, it deals unblockable, moderate damage. But it costs him 10 DUR peruse, and he uses it often. Another attack is normal, scratch with his hand or slash with the sword. A especially rare move is using his sword to make a beam which hits for quite some damage. Up close, he can make his cape snap at you for moderate damage.

Well, most attacks are unblockable, so guess what: DODGE! Jump like you never did before! Dash like you're crazy! Using a sword and a drill is the best idea. Attack him with your sword and combo as best as you can, cause he can still move while being attacked. When you deplete his HP, he'll leave the sword

vulnerable for a while. Change into your drill and combo it so drain its DUR. But after that he'll restore back to full and you'll have to start this over. Repeat until you kill him.

=====

Well, after that, Velvoren along with the sword is destroyed. A gate opens for you to return, but one has to stay to stabilize the gate, so you're given a choice. The top choice is to go first, while the second one lets your GB go first. The ending slightly changes depending on this.

You go: You will return to the altar, but your GB..... You will try to summon it back, but you can't. Murno and you will hold it together and try again and..... it worked! You'll have your GB back then credits roll.

GB goes: You'll push your GB towards the gate and you'll be left behind. You'll try to find a way out, but there is none. Suddenly you hear Murno, who told you to use the summoning gem you have. Using it along with memory of every one you know, you a small gate appeared and you returned. Credits roll.

After the credits roll, you and the gang will appear at the Village Ruins. Every one will talk, with Jade revealing that Lemmy has a GB as well, and you two are going to fight to see who's better. Everyone then leaves and returns to town.

The screen says that now Lemmy and Jenna now lead the Gold Guild and it cooperates with the city vigilantes. And after a few days in town you see a few scenes with Murno and main character. You'll then start a new day.

=After Main Game=

Now there are still loads you can do with this game, so don't bury this game yet. First thing though...SAVE! DUH~~

Anyway, a new, fresh day for you. Forge new weapons and whatever you want, then head back out to find it's your home town. Go outside to find V.E. at the door. Talk to her and chose the first option to fight her. (This is optional)

=====

V.E.

HP - 4500

DUR - 300 (Axe)

235 (Spear)

Her weapons are made of Plant Ores, so guess what.

Okay, so her weapons are nothing new. But they have new abilities. Her axe have a special ability where she can create a small aqua tornado for 15 DUR. If you don't watch it, you'll get your behind handed to you. That aqua tornado can easily kill you, dealing more than 1500 damage if it all hits. Her normal axe swing hurts more too. Her spear is not as special, but it still hits fast and hard. Rarely, she'll throw a Large Bomb at you, causing about 1300 of unblockable damage.

To break her weapons, you've to be really careful. To get her axe, use a drill and combo it; she'll defend. If she gets pushed out of combo range, hit her once with your drill, then start combo-ing again. Watch out for her axe swings though, sometimes it'll get you. To break her spear, bait and block; it's too fast to combo. If you feel lucky, you can try. Sometimes the twirl will get you too, so be prepared. If she's low on HP, leave her alone for her to heal 1000HP.

To kill her is to a certain extend, harder. First, she can heal 1000 HP if she get the chance. Second, she is equipped with a Med Kit. Once you kill her, she'll come back with 2250 HP (half of original). However, this can be easy if know how to. Using a combination of a good bow and a good knuckle, you can beat her in no time. I used a bow and knuckle made of Shine Gem with max TEC, and I won easily. First off, use your bow and just keep shooting at her none stop. She'll try to move away, so move closer once in a while. Once your bow runs low on DUR, switch to your knuckle. Dash in, combo, dash/jump out. Keep repeating this. Occasionally you'll get caught by her spear, but that's why you have your GB with its healing spell. (And a Med Kit, if possible)

THIS FIGHT IS REPEATABLE! Best source of Plant Ores!

=====

As said, you can re-challenge V.E. whenever you want. That's actually good, for V.E. will probably be your only source of Plant Ores. Also, if you have 100,000,000b, talk to V.E. and chose the first option. You'll give her the money, and in return you'll get a Craftlord Ring. Now go to the Gold Guild and walk behind it and talk Seige, who will fight you.

=====

Seige
HP - 3200
DUR - 250 (Axe)
200 (Knuckle)

His weapons are made of Mecha Ores, so get them. (Electro-Saw Blade!!!)

This guy Compared to V.E. is nothing! His axe and knuckle are nothing new really. His axe has a multi-hit combo attack, but it's not as powerful as V.E. and it costs him 15 DUR. His knuckle, well.... it has a special ability where it lowers its ATK and raises its DEF for a period of time (you'll see a blue bit floating around him) It'll cost him 15DUR. He also has Large Bombs, but besides that, he's cake.

To break his weapon, use a drill and combo him over and over again. His axe will fall fairly quick. His knuckle is much hard though. By the time he gets to his knuckle, he'll be short on HP. Let him stand around and heal, but don't count on it. If you really can't do it, kill him and start another battle; that's always a choice.

To kill him is so much easier. Just get 2 weapons of choice and hack away. He has no Med Kit, and he rarely heal. Just heal when it's needed. It'll be over very soon.

THIS FIGHT IS REPEATABLE! Best source of Mecha Ores!

=====

Now, there are again new side quests. First go to old women outside the shop and trade a Switch Lever for a Break Ore. Nice deal.

Now go to the fishing place. Talk to the girl with the cat, and depending on if you did all the cat find side quests, you'll get a Paw Fossil.

Now if you go all the way left to the mining truck place, you'll find Lemmy. Talk to him to fight him.

=====

Lemmy

HP - 3800
DUR - 250 (Bow)
300 (Sword)

His weapons are made of Solid Ores, so get them if you can.

This is going to be hard. He having a GB made it worst. His sword is very powerful, but he rarely uses his bow. I'm not sure if they have special abilities though. On the other hand, his GB is quite powerful. He can summon it to heal or to electrocute you. It also has a very powerful attack, but its very rare.

To break his weapons = hell. His defense is not good, and his weapons are hard to break. You'll have to use a lot of DUR Break (an ability) to break them. For his sword, use DUR Breaker. It'll be a good idea to have 2 weapons with that ability. His bow is not that much easier either. Also use DUR Break for it, it'll go down after you spend some time on it.

To kill him is, well, easier. Use a drill to combo him while he defends. With a good drill, you can deal some kind of damage to him, but don't expect a lot. You'll have a tough time to get through his sword. When you kill him though, his GB will come out, like it is for you. Switch to your GB as well, then go crazy with its special attack. Beware though, his GB is fast.

THIS FIGHT IS REPEATABLE! Best source of Solid Ores!

To get to the next battle, go to Tier's town (first option at teleporter from your home town)

Once there, go up to the wood chopping minigame, then left to Tier's flower bed. Talk to her to fight.

=====

Tier
HP - 3500
DUR - 300 (Bow)
250 (Sword)

His weapons are made of Gem of Light, so GET THEM!!!

This will get ugly alright. She has weapons of the strongest ore plus Large Bombs at her disposal. Her bow is powerful, and her sword hurts. Her weapons has mediocre abilities. Her bow has Multi-Shot and her sword has a stat up ability (either ATK or DEF)

To break her weapons you'll need time. Use a drill and patiently combo her. Use the hit and combo method for both her weapons. Her bow's ability will help you break it, but don't rely on it. It'll be hard, but at least you won't have to deal with her Large Bombs. If she gets low on HP, be sure to let her heal (1000HP).

To kill her is much easier. Sure, she has a Med Kit, but it's really not that hard. Get a good drill or sword and keep up the combos. She'll quickly switch to her sword, so keep it in mind that she might get a swing or 2 on you. Besides that, you'll be fine.

THIS FIGHT IS REPEATABLE! Best source of Gem of Light!

After the battle, go to Ruins Village via the teleporter (3rd choice). Go to the town itself, then right until you see Tram. Talk to him once to explain about the last dragon battle at the Castle Ruins. Then talk to him again to fight him.

=====
Tram

HP - 3000

DUR - 250 (Spear)

100 (Spear)

His weapons are made of Ninja Ore and Curse Ore, so get them.

To break his weapons will be easier than the other battles. They have low DUR, but note that he doesn't have a lot of HP wither. Use DUR Breaker or bait & block. It'll be over soon.

To kill him is even easier. He has no healing nor Med Kit. Just pound away using your weapon of choice. Because he uses a spear, close range abilities work fine. *coughtDrillTornadocought*

THIS FIGHT IS REPEATABLE! Best source of Ninja Ores!

=====
After this, go to the city (3rd option from Ruins Village) Go back to the Silver Guild house where you stayed. You'll find Jade, whom you can fight.

=====
Jade

HP - 4000

DUR - 300 (Knuckle)

250 (Drill)

His weapons are made of Curse Ores, so get them.

Nothing new, just note that his weapons have a very high attack. In contras, it has low defense. His knuckle has a ability with a long multi-hit combo that hurts, so keep it in mind. Otherwise, nothing new.

To break his weapons is going to be hard. He is way faster than you are at this point unless you trained a lot. You'll have to bait and block and occasionally DUR Break his weapons if possible. It's going to be a long and hard fight.

To kill him is much, much easier. Just use a bow or a knuckle and keep up on attacking. Just if, if you have a drill with the ability Drill Tornado, this will be quick. Just keep using it whenever you have the chance and you'll win. Note that he has a Med Kit.

THIS FIGHT IS REPEATABLE! Best source of Curse Ores!

=====
There's new lottery items as well.

Today's lottery:

-Gold Death Note

-Silver Legendary Bamboo

-Purple Tools Set

-Blue Med Kit

-Red Gourmet Clam

Secret lottery:

-Gold Ultimate Motor

-Silver Solid Ore

-Purple Wild Ore

-Blue Elegant Ore

-Red Break Ore

Also at the weapon shop you can now make these ores:

Large Iron Ore - 5x Iron Ores

Purple Ore - 1x Heavy Gold Ore + 1x Nature Ore

Soft Ore - 1x Steel Ore + 1x Shell Fossil + 1x Edge Ore

Twin-Snake Ore - 1x Soft Ore + 1x Skill Ore

Wise Ore - 1x Shine Gem + 1x Insight Glasses (1600 fishing points)

If you go down to the cat women's house, below you will be the bell tower and a red house. Position yourself as far right as possible on top of the red house, then walk down and through. You'll find yourself on the bell tower with a girl. If you shot all targets in the dungeons, talk to her to get a Bandana, Proof of Strength, Green Scroll, Blue Scroll, and Insight Glasses.

Now, at this point you'll be wondering about bonus dungeons which is almost a tradition in Summon Night Swordcraft Story games. To start, first do the following:

Save, then restart your game. When you're at screen with the 4 options (after the "Press start" screen, before you load the game), go to the 4th option on the screen select it. Load your Clear file and you'll be in extra mode. Press R, Left, L, Right, Down, B, Up, Select, B, B, B, Start. You'll then hear a female voice say something. This will unlock the Omake Mode at the 4th option. In it you can fight bosses and EX battles. Beneath the Boss Rush option, you'll have another one. In here you can fight using the Gunvald, Borgrim, and Gunvald Custom (SNSS 2).

Go to Ruins Village via the teleporter (3rd choice). Talk to the old man beneath you and if you did all the clear dungeons, you'll unlock Flame and Aqua Dragon in the super battle mode with the Gunvald etc.

If you've managed to get to Rank 9 for a weapon, go back to your home town. Talk to the woman by the counter in the shop. She'll unlock characters for Boss battle mode in Omake for every weapon you get to rank 9.

- Swords: Lemmy
- Axes: V.E.
- Spears: Anise
- Knuckles: Jade
- Drills: Bostaph
- Bows: Tier
- All: Tram
- Complete all formulas: BGM Collection

Now to fully start the Bonus, go to the Village Ruins (last option in teleporter) There you'll see Murno and her Dad. Talk to Murno to fight her.

=====
Murno

HP - 3200
DUR - 300 (Sword)
250 (Bow)

Her weapons are made of Paw Fossils, so get them.

Nothing new on her weapons, except the sword has the ability AGL Up.

To break her weapons, take advantage of her aggressive AI. Either bait & block or use DUR Break. Her sword goes down fairly quick, and the bow just goes without saying.

If you want to kill her, know that she has a Med Kit on her, so you'll have to kill her again once she revives with half life (1600 HP). Other than that, Drill Tornado or just keep up your attacks. Any weapon will do fine.

THIS FIGHT IS REPEATABLE! Best source of Paw Fossils!

After that, it's a long trek all the way into the Village Ruins, then the Castle Ruins. You'll have to go all the way back to where you fell to when you beat The Sword (Master Sword).

Well, here we go:

I'm going to start at the Castle Ruins. Go to the first direction pad. Hit right 3 times and proceed.

In here, go on the sludge. Slide up, left, down, right, up, right, down, left, down, right, and finally up. Proceed.

Here, head up to the pad and hit up twice and then right twice. Proceed.

In the next room, follow and slide up the path. Heal at the triangle if necessary. Proceed.

Follow the path to the pad. Hit down once, left 4 times, up once, right 5 times, down once, and left 4 times. Proceed through as usual.

Go past the dragon battle room and up.

For the first pad, hit up 5 times and hit right once. Go up to the next pad and hit left once. Proceed.

In this room, slide up the left sludge starting at the T-shaped tile. Proceed.

Go down to the pad and hit left twice and down 3 times. Follow to the bottom right for another pad. Hit right 5 times, up once, and right once. Proceed.

Remember the 5 sludge paths here? Slide up the middle/3rd path and proceed.

Save and heal if needed, then proceed through left path.

Finally, back to the altar room! Go right at first chance and go down the stairs at the end to the room where you landed. Go south and you'll find a new room. Activate the teleporter and say goodbye to the Castle Ruins! Now you can teleport here whenever you want. Now you probably noticed the green teleporter. These are the bonus dungeon teleporters, but only one is active. Guess what! Use it to reach your first bonus dungeon.....Water Ruins!?

=====
Water Ruins Part 2

Enemies - 103, 104, 105, 106, 107, 108, 109, 110
Treasure - Tools Set, 800b, Cooking Ore, Wild Ore, Curry Rice,
Water Crystal, Torrent Charm
Crates - Gourmet Clam, Tree Branch
=====

Surprise. Never thought will come to this place, huh? Well, let's go.
First, the thing you start off next to is a teleporter. Use it to go back.
Moving on. Go up to find the familiar color switches. Hit the yellow one,
then go left and up to find the 2nd set of buttons. Hit the red one and go up
for a Tools Set. Go back to the 2nd set of buttons and but this time hit the
yellow one. Go down and right for the lone chest, then go back up and this
time go right. Follow for 3rd set of buttons. Hit the yellow one and follow.
Break the crates, but don't go through the door yet. Hit the green button
beneath the door for a chest containing a Cooking Ore. Now go through the
door.

Here, get the crates right next to you. After that, slide down the ice path
below you. Follow and keep sliding to find more crates. Slide back up to the
top, then go right to find another opening. Slide all the way down to find the
door, but don't go through yet. Go right under the door, then slide right. Keep
walking to go through the wall and reach another, separate ice path. Slide up
for a Wild Ore. Go back and through the door.

In here, go left and hit the yellow button. Get the Curry Rice, then go back
and hit the green button. Follow the path for more buttons. Hit the yellow one,
then go back and follow for a Elegant Ore. Back at the buttons, hit the red
one, then follow the path to yet more button. Hit the green one to proceed. Up
on top, hit the yellow one, the go down the path right beneath you and go right
for a Water Crystal. Now back on top, hit the red button. Go left and slide
down the iced path, then all the way right to get a Torrent Charm. Now go back
via the iced path and go through the door. You'll find yourself at a summon
room. Heal, repair, prepare, and then walk up to find a yellow thing. It will
attack you:

=====
Jell-O Golem
HP - 12000
Drop - Plant Ore

This thing has about 4~5 attacks it can perform. It can form a fist with both
hands and then slam down to create small, grounded spikes in short distance in
front of it. It can be easily dodged. If you stand in front of it, it will slam
its fists together for some damage. Sometimes, he'll fly up a little, then fly
towards you, ending with sitting on you (literally); another easy attack to
dodge. Last attack: it can spit out wind which will drop little icicles where
it was. Rare and easy move to dodge.

Okay, this fight is ridiculously easy. Sure, it has 12000 HP, BIG DEAL! All
you need is a good bow. Fire away, occasionally jumping over him to the other
side. You'll be done in not time.

THIS FIGHT IS REPEATABLE!

=====
You're now done with this bonus dungeon. so get out! Use the Exit spell and use
the teleporter statue to go back. Use the teleporter to heal and whatnot. When
you're ready, come back. We'll be tackling the next teleporter and the next

bonus dungeon.

=====
Fire Ruins Part 2

Enemies - 111, 112, 113, 114, 115, 116, 117, 118

Treasure - Death Note, Fire Crystal, Sleeping Bomb, Med Kit, Elegant Ore,
1500b, Wild Ore, Flash Charm

Crates - Melt Ore, Tree Branch
=====

Now, same thing as Water Ruins Part2, you start with the teleporter right next to you. Proceed up.

Here, first go left and get the crates, then go up and hit the weapon panel for the door. Go down, then go up the path next to you. Hit the panel, then go back down. Go right to the other path. At the split, go right and up for a Death Note. Go down, then right for crates. From the crates go left and up the first path for the door. Proceed.

In here, follow the path for a simple platform pad. Hit right 3 times and go on for another pad. Ignore it for now and go up all the way and through the door.

Here go straight up for crates, the up some more for a Fire Crystal. Go back down and left through the wall to get a Sleeping Bomb. Backtrack to the previous room.

Here, hit left once and up once, then go across to a enclosed area. Go up for a Med Kit, Elegant Ore, and 1500b. Now go all the way down through the bottom door. Go left and go through the door.

Follow the path to proceed.

Go up to find a simple pad. Hit right 4 times, then proceed for a Wild Ore. Go back to the buttons and hit left twice. Go up to another pad. Hit left twice and go through for a Flash Charm. Go back up, get the crates, and then hit the weapon panels. Go through the door to find yourself in a summon room. Prepare, then go up to find a monkey thing guarding a chest. Approach to fight:

=====
Shrine Monkey

HP - 15000

Drop - Ninja Ore

Paw Fossil (rare)

This thing has 3 attacks it can perform. The most common is swinging its beads at you. Another is scratching you. Last is summon about 4 will-o-wisps to attack you at a long range.

Okay, this fight can be easy. Again, use a good bow and fire away. Occasionally jump over him to the other side. You'll be done in not time.

THIS FIGHT IS REPEATABLE!

=====
After you beat him, get the chest it was guarding for a Invitation Ticket (key item). It'll unlock EX1 Monster Battle mode in Omake mode. Use Exit and get out of here. Head back to repair, heal etc, and then come back for the 3rd bonus dungeon.
=====

Wind Cavern Part 3

- Enemies - 119, 120, 121, 122, 123, 124, 125, 126
- Treasure - Old Rubstone, Wind Crystal, Gale Charm, Legendary Bamboo
- Crates - Sweet Water, Parchment, Gourmet Clam, Premium Paper
- Grass - Zasso Leaf, Tree Branch, Fluff Grass, Klotzen Berry, Golden Egg
- Drill Rocks - Skill Ore, Small Worm, Flat Stone, Polish Stone

=====
Again, you start with a teleporter next to you. Go up.

Here, go right and up for some grass. Now go all the way up and left to push the boulder down so you can enter the column of wind. Let it blow you down, then go down and left for some crates. Continue left and then up for an Old Rubstone. Now go back to the right. This time go up to the boulder via the right stair and push it all the way up. Now go right and around up, then left and push the boulder until you block out the wind column. Continue left and drill some rocks. Proceed up.

This room might look confusing, but it's really not. Simply follow the wind columns up and down until you reach the top. First, go up the vertical column followed by another one. Go get blown off by the column near you, then head down the stairs. Get blown off, then down another stair. Go up the column next to you and up the next one as well. Proceed.

Here, go all the way right for some crates. Go up the stairs above you for a little grass and a wind column. Cut the grass, then go into the column of wind to get blown to a set of stairs. Push the boulder left to block the column, then go around to continue left. Drill the rocks you see, then go up the stairs to your left. Directly above you are a Wind Crystal and a Gale Charm. Go right, then walk on the bottom thin ledge for a Legendary Bamboo. Go back and up to proceed.

You'll find yourself in a small room with a floating green thing above you. You know what that means.....

- =====
Mechanical Flyer
HP - 20000
Drop - Mecha Ore

This thing has only 2 attacks. It'll dash and body slam you, or sting you with its tail. Both are very quick so be aware.

EASY~~ Just get a good spear, get beneath it, and twirl it like you're crazy. It'll fall in no time.

THIS FIGHT IS REPEATABLE!

=====
When you're done, use Exit and go back. Heal, repair etc in town, then go back to the teleport room. Time for 4th bonus dungeon.

=====
Village Ruins Part 2

- Enemies - 127, 128, 129, 130, 131, 132, 133, 134
- Treasure - Wild Ore, Light & Dark Glasses, Ultimate Motor, Speeding Device
- Crates - Sweet Water, Parchment, Gourmet Clam, Premium Paper, 100b
- Grass - Zasso Leaf, Tree Branch, Fluff Grass, Klotzen Berry, Golden Egg
- Stump - Tree Branch, Soft Leather, Small Worm, Stinky Garlic
- Trees - Ripe Berry, Burgunberry, Sticky Tree Sap

=====
As usual, so just go up.

Here you have a lot of choices. First go right, break the crates, and continue all the way right. Take the teleporter above you.

Go up for another teleporter. Now go left for some trees, stumps, crates, and a Wild Ore. Head down for more trees and a teleporter in the middle. Take it.

You'll be back at the first screen's middle path. Go down, then all the way right and take that teleporter again.

This time, don't take the next teleporter. Take the left path instead.

Here, go up and ignore the teleporter. Go left for a Light & Dark Glasses, then down for a teleporter. Take it.

Go up and right for a Ultimate Motor and a Speeding Device. Go and take the teleporter you ignored.

Here, head up to be in another summon room. Go up to find 3 Skeleton Knights. Approach to fight.

=====
Red Skeleton Knight & Skeleton Knight x2
HP - 10000 & 7000 (x2)
Drop - Flame Ore

These things only have 1 notable attack: the cartwheel. They'll spin with their swords outward, causing unblockable damage.

This might get ugly, but it's not THAT hard. You'll start off with one on your left and 2 on your right. Get all of them on one side of you, then keep firing your bow. They might be able to get you, but you shouldn't really be in deep trouble.

THIS FIGHT IS REPEATABLE!

=====
After the fight, get the chest previously guarded (Invitation Ticket 2), then get out of here using Exit. Go back, heal, repair etc. When you are absolutely ready, go back to the teleport room. Finally, the middle teleporter is active. I wonder where that leads.....

=====
Castle Ruins Part 2
=====

Wondering why there no info? Because there is none. This entire place is a boss rush. You'll fight some of the early bosses you killed. They're stronger than before, but they're still basically the same. You get breaks between bosses. For strategies, I'm just going to copy & paste, so it's the same. (Too lazy to type)

THIS ENTIRE PLACE AND THE BOSSES ARE ALL REPEATABLE

In the next room, you'll find.....
=====

Ghost Knight & Ghost Mage
HP - 13000 & 11000
Drop - 1000b

These things have no new attack. The knight can grab you or slash at you while the mage can attack you. Big Deal.

Kill the mage first with normal attacks. After that, switch to your GB and use its special attack until it dies.

=====
Heal, then move on to find.....

=====
Ghost Guard
HP - 25000

This thing has 2 attacks: one is throwing its flail at you, another is creating a wall in front of it.

Just use your bow until it turns red. When it does, switch to your GB and use its special attack.

=====
Heal, move on.

=====
Mechanical Dump truck
HP - 25000

This boss is large and slow. It has 3 attacks: pinch you with its arms, hit you with its lifter, or the drill across the half the field. The drill is the most devastating attack, but it takes a long time to use it. Once it lifts up its lift for a period of time, jump behind it to avoid the attack. If you can't, then dash to the other side of the field and hope that it doesn't reach you.

Just use your bow.

=====
Heal, move on.

=====
Fire Lizard
HP - 35000

Same attacks: bite, fireball, or swell up then breath fire that spans half the field for a few seconds. The flamethrower hurts, but that's it. This is actually starting to get hard.....

Use a drill and combo. After each combo immediately jump behind and combo again. Repeat this to win.

=====
Heal, move on.

=====
Head Ghost & Ghost x2
HP - 16000 & 10000 x2

All the same..... They can minimize themselves and float around so you can't hit them. They have 2 attacks: they either minimize then resize and spin like a saw, or it just slices you. Both of these aren't exactly easy to dodge because they keep minimizing and then suddenly reappear.

Either combo with a drill to keep them busy or use a bow and shoot them to death.

=====
Heal, move on.

=====
Blue Troll, Yellow Troll, Red Troll
HP - 10000, 12000 & 15000
Drops - 5000b

These guys are fairly strong. They each have a job: the Blue one heals, the Yellow one casts support spells on them, and the Red one just attacks you all the time. Besides their individual jobs, they all have 2 attacks; they wither swing their clubs at you, or spike you with their hair. The club is more common, but they're not that strong individually. However, when all 3 of the attacking you at the same time, it hurts.

They'll crowd you and hit you over and over again until you die, so you have to jump around all the time so you can heal. Try to take them out in this order: Blue, Yellow, then Red. But doing so is hard, because they always crowd you and you can't exactly attack a specific one. This is a very messy battle. Fortunately, they will stand at the same spot as the other 2 when they attack you, so use a drill combo to hit them all for a fair amount of damage. Heal when necessary.

=====
Heal, move on.

=====
Giant Bat
HP - 38000

This bat has 4 attacks: a scratch, a horizontal tornado, a sleep sound wave, and a vertical tornado. The scratch is the weakest, which is still strong. Have a little distance to avoid this. The horizontal tornado is the most common, and it hurts. It deals continuous damage along with a large range. You can't really avoid this, so defend. The sleep sound wave makes you fall asleep, so dash away. Although you regain some HP, it'll wake you up with a horizontal tornado most of the time. The vertical tornado is rare. It'll do the tornado, then stay up at the ceiling. Then it'll come back down at you with another tornado. Just move away to avoid. When it's on the ceiling, you can jump up and attack it if you want.

Easier than before. Use a knuckle to combo it, occasionally dashing away to heal. If it goes to the ceiling, you can easily knock it down with your knuckle's AGI.

=====
Heal, move on.

=====
Red Ball Robot
HP - 40000
Drop - 10000b

Same 3 attacks: it can shoot a slow plasma ball, use its machine gun, or land on you. The plasma ball is its common ranged attack. It'll shoot a slow plasma ball at you that spans the entire field. But you can avoid it by jumping before it reaches you. The machine gun is close ranged, so keep a distance to avoid it. Its last attack is to sit on you. A little steam will come out of its head, then it'll jump then land on you. Avoid by running away from its shadow.

Same as before, it'll start a 10-second timer when it's left with about less than 10000 HP. From then on he wouldn't attack, but if the counter reaches 0, it'll self-destruct and you'll go down with it. So when the counter appear, use your best weapon abilities.

=====

Heal, move on.

=====

Dark Flame Dragon
HP - 45000
Drop - Curse Ore

Finally, something new!

Dark Flame Dragon has 4 attacks. The most common is breathing a fireball. The other is reaching and scratching with its claws. The 3rd is when it raises its head, then land its tail at the opposite side of the screen. Its head will also switch sides. The last attack only appears when it has less than 10000 HP. It'll breath fire for a lot of unblockable damage. Dash away as soon as it withdraws its entire head.

To beat this thing, use a good sword and hack away, staying under its chin. You'll be able to dodge most attacks.

=====

Heal and move on. Immediately you'll notice the Aqua Dragon. It's darker in color though, so.....

=====

Dark Aqua Dragon
HP - 55000
Drop - Gem of Light

This is really going to take some time. Dark Aqua Dragon has 4 attacks. The most common is breathing a water ball. The other is come up with its body, then dive down at you again. The 3rd one is when it swipes its tail at you. It only uses its last attack when it has less than 15000 HP. It'll uses its hands/claws to create a water ball that sucks you in for a lot of damage.

To beat this thing, use a good sword and hack away, staying under its chin. When it is preparing to attack, KEEP MOVING!!!!!! When he uses his whirl ball attack, dash away to the edge of the screen and KEEP DASHING! You won't escape, so don't worry.

=====

Use Exit to get out, and well.....Congratulations! You can now do whatever you want!

A note on the final boss in the Boss Rush mode, if you ever want to challenge it, submitted by Antonio Bartolome:

"You also might want to point out that there's a special enemy in Boss Rush mode (final boss of Boss Rush mode). He appears to use something similar to the sword of the Demon Swordsman, while having this powerful special attack that did several thousands of damage (total)... and he's immune to magic and GB attacks. He uses a full-healing ability a lot, and with his HP total (5000), he might be a handful. Barely beat him with a Gem of Light-based sword."

I never attempted the Boss Rush mode, but anyway, thanks for the info!

And here we are, the game finally completed. I hope you have had a good time playing this game. Thank you again for using my guide. Well, bye!

=New Game+=

You can start a New Game+ with your:

Money

Bestiary

Weapon Levels/Ranks

Special Attacks

6 weapons you stored in your home village with that guy

Weapon Effects

Weapon Secrets

Mini Game Data

Fishing Points

=Forging=

-CREATING

This is the first and most basic function of the crafting menu. Here you create weapons using a shape stone and a ore.

There are 6 types of weapons:

Sword

Axe

Spear

Knuckles

Drill

Bow

Each has their specialties:

Sword - Balance

Axe - High ATK, DEF & DUR, low AGL

Spear - Mid-range, low AGL

Knuckles - High AGL, low ATK, DEF & DUR

Drill - DUR breaker, high ATK & DUR, low AGL

Bow - Long range, low DEF & DUR

Each type has a different shape stone, so you must first get the right ones. You can buy them in the city's weapon shop.

When you create, you first select your shape stone, select your ore, then a stats screen that show its stats if you created that weapon with that ore

before. It also shows the stats bonus of the shape stone.

Occasionally, you'll get a shiny weapon. Those weapons are better than the normal ones, like how they're DUR decreases by a slower rate, higher stats etc.

-IMBUE

You'll find different items throughout the game. You can imbue them into your weapon(s) for stats boost, effects, or abilities. I listed them below:

*I only list the stats boost that ores and accessories give. The other items' stat boosts are minor and useless, not worth a imbue slot.

STATS BOOSTS:

ORES

Iron Ore - ATK +5
Blue Ore - DEF +5
Mineral Ore - ATK +3 & DUR +2
Green Ore - ATK, DEF, AGL +1 & DUR +3
Large Mineral Ore - DEF, DUR +5
Red Ore - ATK, DEF +5
Wing Fossil - AGL +5 & DUR -5
Steel Ore - ATK +7
Large Iron Ore - DEF +7
Heavy Gold Ore - ATK +7, DEF +2 & AGL -7
Nature Ore - ATK +6 & DEF +3
Purple Ore - ATK +3 & DEF 6
Red Gem - ATK, DEF +4 & DUR +8
Shell Fossil - DEF +10
Black Ore - ATK +10
Illusion Ore - DUR +20
Melt Ore - ATK, DEF, AGL +3 & DUR -6
Ceremonial Ore - ATK, AGL +6
Adjustment Ore - ATK, DEF +10
Edge Ore - ATK +8 & DEF +2
Cooking Ore - ATK, DEF, DUR +10 & AGL +2
Soft Ore - ATK, DEF +7, AGL -5 & DUR +15
Skill Ore - ATK, AGL +7 & DEF -5 & DUR +15
Twin-Snake Ore - ATK +8, DEF +5 & AGL -5
Rare Ore - ATK +15 & DEF +10
Pro Ore - ATK, DEF, DUR +15 & AGL +5
Wood Fossil - ATK +13, DEF +12, AGL -3 & DUR +5
Break Ore - ATK, DEF +15 & AGL -10
Elegant Ore - ATK +20 & DEF, AGL, DUR +5
Shine Gem - ATK +20 & AGL -5
Wild Ore - ATK +50 & DEF -50
Wise Ore - ATK +16 & AGL +5
Solid Ore - ATK, DEF +20, AGL +5 & DUR +5
Plant Ore - ATK, DEF +15, AGL -5 & DUR +30
Ninja Ore - ATK, DEF, DUR -5 & AGL +15
Paw Fossil - ATK, DEF, DUR -10 & AGL +20
Mecha Ore - DEF +50 & AGL -15
Flame Ore - ATK +30, DEF, DUR +20 & AGL +10
Curse Ore - ATK +50, DEF -30
Gem of Light - ATK +45, DEF, DUR +30 & AGL +10

ACCESSORIES

Ring - ATK +1 & DUR +5
Travel Ring - ATK +2 & DEF +1
Iron Ring - ATK +3 & DEF +2
Sharp Ring - ATK +3 & DUR +5
Explore Ring - ATK +3, DEF +2 & AGL +1
Shell Ring - ATK, DEF +5
Melt Ring - ATK +7, DUR +10
Edge Ring - ATK, DEF +8
Skill Ring - ATK +10, DEF -5 & AGL +2
Fossil Ring - ATK +12 & DUR +15
Ring - ATK +15 & DUR +20
Bracelet - ATK +1 & DUR +5
Travel Bracelet - ATK +1 & DEF +2
Iron Bracelet - ATK +1 & DEF +3
Sharp Bracelet - ATK, DEF +2 & DUR +5
Explore Bracelet - ATK, AGL +1 & DEF +3
Shell Bracelet - ATK +3 & DEF +5
Melt Bracelet - DEF +7 & DUR +10
Edge Bracelet - ATK +4 & DEF +8
Skill Bracelet - ATK -5, DEF +10 & AGL +2
Fossil Bracelet - DEF +12 & DUR +15
Bracelet - DEF +15 & DUR +20
Boots - AGL +1 & DUR +5
Travel Boots - DEF, AGL +1
Iron Boots - DEF +2 & AGL +1
Sharp Boots - ATK +3, AGL +1 & DUR +5
Explore Boots - ATK, DEF +1 & AGL +2
Shell Boots - DEF, AGL +2
Melt Boost - AGL +3 & DUR +10
Edge Boots - ATK, AGL +2 & DEF +3
Skill Boots - ATK -2, DEF -5 & AGL +3
Fossil Boots - AGL +5 & DUR +15
Boots - AGL +7 & DUR +20
Vicious Boots - ATK +10
Escape Boots - ATK, DEF -10 & AGL +5
Friend Ring - DEF -10
Friendly Ring - DEF -20
Friendship Ring - DEF -30
Speed Ring - AGL -10
Defend Ring - DEF -10
Attack Ring - ATK -10
Ability Ring - DEF -5
Magical Bracelet - ATK -5
Energy Ring - ATK -5
Wake Ring - DEF -5
Antidote Ring - AGL -5
Preserve Ring - DUR -5
Craftlord Ring - ATK, DEF, DUR +100

EFFECTS:

ITEMS & COMBINATIONS

Thunder Shard = Thunder Element
Thunder Crystal = Spark

Thunder Crystal x2 = Bolt
Fire Shard = Fire Element
Fire Crystal = Flame
Flame Crystal x2 = Scorch
Water Shard = Water Element
Water Crystal = Aqua
Water Crystal x2 = Current
Wind Shard = Wind Element
Wind Crystal = Wind
Wind Crystal x2 = Gust
Drain Needle = Drain
Light & Dark Glasses = Medium Drain
Light & Dark Glasses x2 = Strong Drain
Lucky Charm = Luck
Healthy Sandals = Regan
Legendary Bamboo = Medium Regan
Legendary Bamboo x2 = Large Regan
Old Rubstone = Repair
Old Rubstone x3 = Medium Repair
Old Rubstone x2 + Tools Set = Large Repair
Proof of Solitude + Tools Set = Cost Down
Proof of Solitude x2 + Tools Set = Medium Cost Down
Tools Set x3 = Large Cost Down
Lucky Charm = Luck
Lucky Charm x2 = Good Luck
Lucky Charm x3 = Great Luck
Workout Guide + Proof of Strength = Brute Strength
Proof of Expertise x3 = TEC Up
Proof of Expertise + Legendary Coil = Landing Strike
Legendary Spike = Pierce
Martial Arts Guide x2 = Quick
Insight Glasses x2 = ?
4-Leaf Clover + Proof of Expertise = Focus
Death Note = Near Death Attack & Near Death Defend
Paralyze Powder = Paralyze
Poison Powder = Poison
Sleep Powder = Sleep
Rust Powder = Rust

EFFECTS

Thunder Element: Small electricity is released randomly each hit
Spark: Medium electricity is released randomly each hit
Bolt: Large bolts are released randomly each hit
Fire Element: Small flames are released randomly each hit
Flame: Medium flames are released randomly each hit
Scorch: Large flames are released randomly each hit
Water Element: A little water is released randomly each hit
Aqua: Some water is released randomly each hit
Current: Lots of water is released randomly each hit
Wind Elemental: Small gusts is released randomly each hit
Wind: Medium gusts is released randomly each hit
Gust: Large gusts are released randomly each hit
Drain: Drain a little amount of HP every hit
Medium Drain: Randomly drain a medium amount of HP
Strong Drain: Randomly drain a large amount of HP
Regan: Recover 1 HP every 4 seconds
Medium Regan: Recover 5 HP every 4 seconds
Large Regan: Recover 10 HP every 4 seconds

Repair: Recover 1 DUR every 8 seconds
Medium Repair: Recover 1 DUR every 4 seconds
Large Repair: Recover 1 DUR every 2 seconds
Cost Down: Reduce the DUR cost of abilities by a bit
Medium Cost Down: Reduce the DUR cost of abilities by some
Large Cost Down: Reduce the DUR cost of abilities by a lot
Luck: Increase drop rate by 5%
Good Luck: Increase drop rate by 10%
Great Luck: Increase drop rate by 15%
Brute Strength: Push back enemy after each hit
TEC Up: Increase TEC gain rate
Landing Strike: Press Down + A to strike when landing from a jump
Pierce: Weapons can hit multiple enemies at a time
Quick: Attack speed is increased
J Guard Up: Allows easier execution of perfect GUARD
(Parry w/ no damage)
Focus: Increase critical hit rate
Near Death Attack: Increase ATK when near death
Near Death Defend: Increase DEF when near death
Paralyze: Each hit might cause paralyze
Poison: Each hit might cause poison
Sleep: Each hit might cause sleep
Rust: Each hit might cause rust

ABILITIES:

ITEMS & COMBINATIONS

Battery = Zap
Thunder Charm = Shock
Thunder Charm x2 = Lighting
Lighter = Ember
Flare Charm = Fire Ball
Flare Charm x2 = Flamethrower
Water Tank = Aqua Ball
Torrent Charm = Aqua Bomb
Torrent Charm x2 = Torrent
Windy Fan = Gale
Gale Charm = Storm
Gale Charm x2 = Tornado
Light Bulb = Flash
Flash Charm = Flash Cannon
Flash Charm x2 = Shine
Speed Winder = Double Strike
Speeding Device = Triple Strike
Speed Winder + Speeding Device = Quadra Strike & Triple Move Strike
Speeding Device x2 + Insight Glasses = 5 Strikes & 5 Move Strike
Green Scroll = Vacuum Slash, Chain Twirl, Hundred Fists
Blue Scroll = Seismic Wave, Toss, Range Arrow
Ultimate Motor = Drill Tornado
Bandana + Green Scroll + Insight Glasses = Multi-Shot
Bandana + Blue Scroll + Insight Glasses = Aerial Arrows
Destruction Button = DUR Break
Proof of Expertise x2 + Insight Glasses = Change Attack
Workout Guide + Legendary Coil = Jump Attack
Workout Guide + Martial Arts Guide = Push Back
Workout Guide x2 = Uppercut
Proof of Strength x2 + Insight Glasses = Charge

Speeding Device x3 = High Speed
Switch Lever + Proof of Solitude = DEF Up
Switch Lever + Proof of Strength = ATK Up
Switch Lever + Legendary Coil = AGL Up
4-leaf Clover + Proof of Strength = Attack DUR Protect
4-leaf Clover + Proof of Solitude = Defend DUR Protect
Distribution Device = DUR Distribution
Distribution Device x2 = HP Redistribution

ABILITIES

Zap: - 3 DUR, shoot a ball of electric (All except Bow)
Shock: -10 DUR, shoot a large ball of electric (All except Bow)
Lighting: -DUR 25, shoot a bolt of lighting (All except Bow)
Ember: -3 DUR, shoot a ball of fire (All except Bow)
Fire Ball: -10 DUR, shoot a large all of fire (All except Bow)
Flamethrower: -25 DUR, wrap enemy in fire (All except Bow)
Aqua Ball: - 3 DUR, shoot a ball of water (All except Bow)
Aqua Bomb: -10 DUR, shoot a large ball of water (All except Bow)
Torrent: -25 DUR, shoot a steady flow of water (All except Bow)
Gale: -3 DUR, shoot a ball of wind (All except Bow)
Storm: -10 DUR, shoot a large ball of wind (All except Bow)
Tornado: -25 DUR, create a tornado (All except Bow)
Flash: -4 DUR, shoot a ball of light (All except Bow)
Flash Cannon: -12 DUR, shoot a large ball of light (All except Bow)
Shine: -27 DUR, emit a strong light in front of you
(All except Bow)
Double Strike: -5 DUR, perform a strong 2-hit combo
(Swords, Spears, Axes only)
Triple Strike: -10 DUR, perform a strong 3-hit combo
(Swords, Spears, Axes only)
Quadra Strike: -15 DUR, perform a strong 4-hit combo
(Swords, Spears, Axes only)
5 Strikes: -20 DUR, perform a strong 5-hit combo
(Swords, Spears, Axes only)
Triple Move Strike: -10 DUR, do a 3-hit combo on your opponent,
rotating 1 hit on each side
(Knuckles & Drills only)
5 Move Strike: -20 DUR, do a 5-hit combo on your opponent, rotating
1 hit on each side (Knuckles & Drills only)
Vacuum Slash: -13 DUR, slash in front of you with a blade of air
(Swords only)
Seismic Wave: -13 DUR, create a shock wave around you (Axes only)
Chain Twirl: -13 DUR, twirl you spear for multiple times in a row
(Spears only)
Toss: -13 DUR, toss your opponent (Knuckles only)
Hundred Fists: -20 DUR, unleash a chain of attacks in front of you
(Knuckles only)
Drill Tornado: -13 DUR, create a tornado then damage and suck enemies
closer (Drills only)
Range Arrow: -10 DUR, shoot a arrow with extra distance (Bows only)
Multi-Shot: -10 DUR, fire multiple arrows in front of you (Bows only)
Aerial Arrows: -13 DUR, release multiple arrows in the air at a area
(Bows only)
DUR Break: -5 DUR, damage your enemy's weapon's DUR (All except Bow)
Change Attack: -10 DUR, perform a attack with all your equipped weapons
at once (All except Bow)
Jump Attack: -10 DUR, do a jump attack (All except Bow)
Push Back: -15 DUR, hit the enemy and push it far back (All except Bow)

Uppercut: -5 DUR, send the enemy flying up with a uppercut
(All except Bow)

Charge: -3 DUR, charge energy, then release a strong attack at the next
strike

High Speed: -3 DUR, dash in front of you at a high speed and distance

DEF Up: -15 DUR, decrease your ATK and increase your DEF for a set
period of time

ATK Up: -15 DUR, decrease your DEF and increase your ATK for a set
period of time

AGL Up: -15 DUR, increase your AGL for a set period of time

Attack DUR Protect: -15 DUR, your weapon will not suffer DUR lost from
attacking for a set period of time

Defend DUR Protect: -15 DUR, your weapon will not suffer DUR lost from
defending for a set period of time

DUR Distribution: Even out DUR among your equipped weapons

HP Redistribution: -20 DUR, recover the amount of HP equal to the DUR your
current weapon lost

If your Crafting Rank for that weapon type is 6, you can remove imbued items
from that weapon type with the cost of 255 TEC per item.

-STRENGTHEN

By giving up 255 TEC, you can add either 1 (Rank 3), 2 (Rank 7), 3 (Rank 8),
or 4 (Rank 9) points to one of your weapon's stats. You can do this over and
over again as long as you have 255 TEC and the specific stat is not maxed.

-DISASSEMBLE

You can take apart weapons here. You get your shape stone back, but not your
ore. When you disassemble weapons, the shape stone gets stats bonuses depending
on your Crafting Rank and TEC. When you forge a new weapon with that shape
stone, the weapons get the stats boost. Below is a percentage view of stats
boosts if the weapon has 255 TEC: (Credit to Mastersord)

Rank 1 = 10% all stats

Rank 2 = 15% all stats

Rank 3 = 20% all stats

Rank 4 = 25% all stats

Rank 5 = 30% all stats Specials preserved

Rank 6 = 35% all stats Specials Preserved

Rank 7 = 40% all stats Specials Preserved

Rank 8 = 45% all stats Specials Preserved

Rank 9 = 50% all stats Specials Preserved

If your Crafting Rank for that weapons is 5 and you have 255 TEC, you can keep
the weapon's abilities and effects then transfer them on to the next weapon
you forge with that shape stone.

-REPAIR

Self-explanatory. It repairs your weapons' DUR for free.

=Credits=

Atlus - For making the game

Game FAQs - Letting me post this

Mastersord - His guide helped me play my first run & I took some stuff from it

You - For reading my guide and withstood it for so long.

Antonio Bartolome - E-mailed me about the post game Tier battle and final enemy
in Boss Rush mode.

Harold Menne - He e-mailed me for info about the effect #33 J Guard Up. Thanks!

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