

Tales of Phantasia FAQ/Walkthrough

by TripleJump

Updated to v0.30 on Apr 15, 2008

This walkthrough was originally written for Tales of Phantasia on the GBA, but the walkthrough is still applicable to the PSX version of the game.

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THE AUTHOR OF THIS FAQ DOESN'T BOTHER TO REFRAIN FROM SPOILERS, HE IS A LAZY BUMHOLE. READ AT YOUR OWN RISK.

THE FAQ IS MISSING A TON OF INFORMATION. I AM LOOKING FOR OTHER PEOPLE TO TRY AND HELP FILL IN THE BLANKS. EMAIL ME THE INFO :)

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-----Introduction-----

Welcome to my next walkthrough for Tales of Phantasia! I hope you will enjoy it my good reader. This and other future FAQs to come are made by TripleJump. There are 2 more on the way for two more great games! Let's go over the history of how I got this game.

I picked up my copy of Tales of Phantasia by reward, for having a report card that was great (GPA 3.61/4!) and also by coming in fifth out of 28 students

in a math contest, having my score submitted to the nationals as a team. I then went out shopping on this day, and picked up the game! I have enjoyed the Tales series ever since I played Symphonia in 2005. I couldn't believe it when they had said that Phantasia was going to be remade, so I stalked the Gamefaqs page everyday, getting closer to the fateful time, when I will have played a great classic! (LOL).

I got my copy today, and started playing. It was fun fun fun, but slightly difficult to play. Slow battles were about the only problem I had with Tales of Phantasia. Well, here you go. This is my FAQ for Tales of Phantasia!

Note that this guide is incompleated, feel free to send in ANY information you feel deserves a spot in this FAQ to kraftdinnerlord@hotmail.com. I will gladly take it and place it in the FAQ credited under your name. There are plenty of items and monsters and sections that need information.

-----Controls-----

-Battle Controls-

Direction Pad: Move Left and Right
A: Attack, hold left/right, up, down to do different attacks
B: Use Skills, only after setting them
L: Use a shortcut skill, after setting one. Then press A or B
Start: Change from Semi-Auto to Auto
Select: In-Battle Menu

-World Map/Town Controls-

Direction Pad: Move
A: Talk or Examine
B: Run
L: Nothing
R: Use Sorcerer Ring (When obtained)
Start: Nothing
Select: Access Menu

-----Characters-----

Cress Alvein

Cless is our hero. One day, while out hunting with Chester, Cress heard the bell of his town, which meant that trouble ensued. He went back to his Town and the whole place was slaughtered and ransacked. He found his parents, his mother was still alive and told him to head for his uncle's house. Cress wields Swords, Shields, Axes, Spears and Haldberds. (Haldberds are Lances and Axes combined).

Chester Burklight

Chester is Cless's best friend. Chester is a Gray Haired guy with a bow. He wouldn't be my first choice as a playable character. When you attempt to escape from a battle, Chester can be a life saver, keeping the enemies at bay from attacking you.

Mint Adnade

Mint was in the same Prison Cless was sent to when he was put into custody at his uncle's place. Her mother had a sword in her chest that helped you escape. Gruesomely enough. Mint specializes in Staves, who should stay in the backlines and heal mostly, sometimes using magic attacks when they are learnt.

Claus F. Lester

Claus is a scholar that learned to Summon Spirits without having any elven blood in him. He fights with Books, and can Summon the Spirits you have made pacts with throughout the game. Claus wears a sombrero :D.

Arche Klein

Arche is the spellcaster of the group, there are some big mysteries surrounding her, the will probably be resolved. She rides a broom and has pink hair. You may know her as Rhea.

-The Characters Will Be Added as the FAQ progresses-

-----Game Basics-----

SAVING

There are some things that need to be known before you read the FAQ. To save at a Memory Glyph, stand on it and press "Select" and then select "Save" from the menu. Choose a file and save. Merely standing on a glyph isn't enough. You can also save at any time on the world map.

SKILLS

You learn skills as your character levels grow. There are a maximum of 4 skills set at a time. The directions to have a skill set to are Left + Right, Up, Down and neutral position. You can also have two shortcuts. Which can be set from any character to have them instantly perform that. You can also use these in the middle of the fight, by selecting "Skills" and an AI character.

TITLES

Titles have a different use in this game than the other Tales games. I will tell you what it is when I figure it out. Someone can also email me it. It does NOT raise your status. I have tried that.

HP/TP

HP is hit points, it shows how much health you have before you die. TP is tech points, it shows how many more times you can use a skill.

FORM

Form shows how your characters organize themselves. The person you set at the front is controlled by you. The people behind the person at the front will follow behind you, in order of the Form menu.

COOKING

Cooking is an optional way to gain HP/TP after a fight. You must have the required ingredients, then the optional ingredients. Then you can cook at any time at the menu.

-----Walkthrough-----

The game starts with a scene with some battling. You just have to watch. Some guy gets beaten up, another guy gets pissed and casts a powerful spell. It goes by the name of Indignation. The guy gets sealed in a ball of light. Flies around a bit, then the people seal him away in some pendants. That's where you gain control.

(OH BANG, I STOLE ALEX EAGLESON'S DIVIDERS!)

Cress's House

You begin with Cress's father talking to you about the pendant, Chester comes from his house and asks you to come hunting with him. Turns out that you agreed to go with him. His father says to talk about your pendant at dinner. You leave the building and your mother comes out. She starts whining about Cress going into the forest. Cress says it will be okay, and it is just a hunting trip. She gives you an Apple Gel anyway. You truly gain control now.

Toltus

Diesel

Long Sword	140G
Raiper	180G
Short Bow	50G
Longbow	200G

Goalie

Apple Gel	60G
Magic Lens	10G
Chicken	40G
Beef	64G
Pork	56G
Bread	20G
Rice	32G
Seaweed	16G

You can explore the town for a bit. Head into the room Chester came out of to the south of Cress's. Go up the stairs to the top to talk to Ami, she gives

you a Stuffed Cress. It is a Cress Doll that she made for him. Somebody has a little crush. There is also a scene in the Town Church by talking to the priest and next to Maria's bed in Cress's house upstairs. Neither result in any items.

Head down to the near bottom of the village and enter the item shop (with the picture of a potion outside). Talk to the Shopkeeper to have him give you an Apple, go to Chester's house and give it to her sister to get Chester's Title of "Kind Brother". You can go back to the Item store and get some other stuff now, mostly get the Apple Gels. Exit the village at the south, but you will have a scene with Master Tristan, he is leaving now. You tell him that Chester and yourself are going hunting. He says that it will be good practice, and wishes you luck. Head south on the World Map until you come across the Spirit Forest. Which should be very quickly.

Spirit Forest

When you enter, you and Chester spot a wild boar. Chase it forward, then take the right path. Go to the end of the right path and head up. At the end of the path, head left. There will be a chest, open it to get a Life Bottle. Head back down the normal path by the fork, you will spot the Boar again. Follow it left and take the upper path. Chester will leave and go look for it, you have a scene with a girl appearing in the tree, telling you not to befoul it. Chester returns and wonders what's wrong with you. The boar shows up, now you have to fight it.

BOSS: BOAR

HP: 175

TP: 000

Baby Boar (x3)

HP: 30

TP: 0

EXP: 26

Gal: 63

Just focus your strength on the Boar, the baby ones seem to disappear before the end, either that my Chester killed them. Heal with Apple Gels when your Health dwindles, and keep the Boar from getting to Chester. Hammer on him until he is dead.

You have a scene where Cress and Chester marvel how big it is, when they hear the Village of Toltus's Town Bell ringing. You have to hurry back, your player character automatically goes on run speed, so no need to do it yourself ;).

Toltus

The town is in ruins, Chester leaves you to go to his house, you can examine the dead bodies on the way, but just go to your home. It turns out your mother is still alive, barely. She tells you the people were after your pendant that your father gave you, and that you should Seek Refuge to the north, at your Uncle's home. You now are in Chester's house, after the scene with Chester staying behind to bury everyone, you can leave. On the way out Cress will talk to himself about his Pendant. Now exit from Toltus and head north. Towards the glowing spot on the World Map. Halfway there, and in between the two mountains, you have to stop at a mountain pass.

Mountain Pass

Vendor #1

Apple Gel	60G
Orange Gel	200G
Panacea Bottle	350G

Stop at the Peddler after the scene and restock on your Apple Gels and other cheaper items. The statue at the north can be pulled and pushed. Move it and head down the long winding path. At the end, there is a chest with a Life Bottle and a Bag with an Orange Gel. Take the left path at the end and get to the world map. Head north to the city of Euclid.

Euclid

Mellow Mellow

Long Sword	140G
Rapier	180G
Short Bow	50G
Rod	10G
Leather Armor	120G
Cloak	12G
Wooden Shield	50G
Beret	300G
Magic Lens	10G
Apple Gel	60G
Orange Gel	200G
Chicken	40G
Pork	56G
Cabbage	40G
Apple	40G
Egg	20G
Bread	20G

Marrion

Chicken	40G
Beef	64G
Pork	56G
Egg	20G
Bread	20G
Rice	32G
Seaweed	16G
Cabbage	40G

Tenbu

Apple Gel	60G
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Orange Gel	200G
Panacea Bottle	350G
Life Bottle	300G

Sacred Knight Armor

Leather Armor	120G
Chain Mail	900G
Wooden Shield	50G
Round Shield	300G
Leather Helm	600G
Leather Gloves	150G

Sacred Knight Weapon

Saber	200G
Rapier	180G
Short Bow	50G
Longbow	200G

There are some things we can do before heading over to your Uncle's place. Go north and into the building that has the Food sign outside. You have a scene with the grocer's pet running around doing things. It leaves. Go talk to the man Dressed up as a Chef to get the Recipe for Cabbage Rolls. Leave and go into the Grocery Store. To the south with a lamp as the symbol. There is a short scene with a fumed old lady leaving and the Grocer talking about his pet.

Make SURE you don't buy ANY weapons from the armory. Head north to the castle. Talk to the soldier there, he tells you about the lord who predeceased your father. Go into the building at the top east of the village, the woman in there tells you a story of her husband. These last couple scenes have no effect item wise though. So head to the upper western part of the village, into the big house. You have a scene with your Aunt and Uncle. They say you can stay for as long as you like. When you have finished your town business, talk with your uncle. He asks you if you need a rest. Say yes.

You now have a scene with your traitor uncle turning you over to some knights. They take you to a hidden fortress out of town. A knight in Black Armor takes your Pendant and you get thrown in the dungeon.

Dungeon

Just wait a while until you hear a voice. Examine the mousehole and choose "YES" to "Put hand in hole". You get an earring, and blow up the mousehole, making it wider. Go inside and examine the body. Choose "Yes" to the pull out sword option. Now pry the upper door open. Go down the the cell next door and open it. Then talk to Mint, she will join the party. Now go check out the sewer hole. Open it. Next room you get an explanation of Mint and her powers.

Inside, move forward and take the bottom path. You will get an Apple Gel. Move back to the intersection of paths and head up. Take the Lemon Gel. Head left down the path and up to the Memory Glyph. Save and go up, then take a left. Get the Wooden Shield. Take the right path at the next intersection and get the Apple Gel. Now use the doorway. There is a Savory plant (Add 5% to your TP). Head forward and to the next intersection. The top path leads to a Rapier. The left path to a Memory Glyph. Use the Memory Glyph and head north to the

wall walk. Use it and go to the chest with 1000 Gald. Go to the Memory Glyph, save and examine the boss to have the fight.

Boss: Spined Devil

HP: 220

TP: 000

Giant Leech x2

HP: 55

TP: 00

EXP: 72

Gal: 512

Ignore the Leeches until the end, they wont be a problem. Use some jump attacks and bring down the flying boss. Then hit him as much as possible. Keep him away from Mint, who should be healing like your life depends on it... oh... wait it does. After you have killed the Spined Devil, take out the Leechs. Who will just be pushovers. Demon Fang works well on the Leechs.

After the fight, take the guarded path the boss was on outside. Cress will defend Mint from an appearing Leech and get hurt. She carries you away. You awake in a bed with a guy named Morrison looking over you. He gives you some Quiche, you like it so much you ask for the recipe. Now he says you should get some fresh air.

Morrison's House

Vendor #2

Saber	200G
Rapier	180G
Longbow	200G
Rod	10G
Chain Mail	900G
Ring Mail	1200G
Cloak	12G
Round Shield	300G
Leather Helm	600G
Leather Gloves	150G
Beret	300G
Cape	20G
Magic Lens	10G
Apple Gel	60G
Orange Gel	200G
Melange Gel	1000G
Panacea Bottle	350G
Life Bottle	300G
Chicken	40G
Pork	56G
Egg	20G
Bread	20G
Rice	32G
Seaweed	16G
Cabbage	40G
Apple	40G

Go out the door and downstairs, then outside. Walk over to the exit at the bottom to have an arrow shot at you. Chester is in the house. Well, outside. Morrison and Mint come out. He asks you about the pendant, Cress says it was stolen. Morrison gets upset, and says they should stay put. He leaves. You have a scene inside with the group arguing. Master Tristan comes in, then says you can go after him. Cress finally snaps out of his phase and you get control back. Go downstairs and talk to the Peddler to buy some stuff from his shop. When you are done, leave onto the world map, and head east to the Catacombs.

Catacombs

When you enter, go across the bridge and fight the Zombie and the Ghost for the Melange Gel behind it. After the fight, go right and talk to Master Tristan. He will teach Cress the "Demonic Swallow Kick". Cress also gains the title of "Swordsman". Leave through the upper door. Move through the couple of screens to get to a long hall. There are a bunch of single doors, and one big door, but you can't open that yet. Go into every one of the single doors and fight the Zombies inside the sarcophagus. Each one will help level up your characters, and give you some nice items in the process. From left to right, the items are: Protect Ring, Spectacles, Hourglass, Chain Mail, Rune Bottle. I suggest using the Rune Bottle on the Melange Gel, then it gives you 60% of everything. The Chainmail can go to Cress, hopefully you didn't purchase one.

Go into the door at the end of the hallway. Then the next couple. Then in the next room go up and get the chest containing the Saber. Go down and into the part in the wall that backs up a little too much. Go into the other door to the right and get a Chain Mail. Take the bottom door and go to the chest to the east and open it to get the Fresh Milk. Go up and examine the giant ogre (SAVE) statue. You have to fight it. This isn't a boss battle, and it shouldn't be too hard. Just try to have it back into an edge of the field, then beat the stuff out of him. Jump attacks and Demon Fang will knock him back.

After the battle, move the Golem statue to the bottom left hand side and onto the switch thing, go into the door and open the chest to get the Raise Ruby. Exit and go to the far right for Cheese, Panacea Bottle and an Orange Gel. Go all the way back up the stairs and to the double doors. Go inside. Get on the orange circle thing, then onto the platform at the top left, pull the lever, then take the next one to get to some chests with a Rabbits Foot and Fresh Milk. Go back to the circle, go around it and take the platform to the right. Cress drops the jewel. Go down the stairs on the other side. You knock it down even further. Stand on the circle thing above you, then DASH to the platform and go to the magic circle that teleported you, take the long stairwell below it and pick up the Raise Ruby, if you are still in the air, DASH to the chest and open it for the Lavendar.

Go all the way back to the flying circle and open the door above it. Enter and MAKE SURE TO SAVE. Go forward to encounter two Golems.

Boss: Golem (x2)

HP: 400

TP: 0

EXP: 402

Gal: 820

At the start of the battle, DASH to the closest golem and IMMEDIATELY start hammering him against the way, have Mint use Pow Hammer on the other golem

if he is getting too close, or have Chester peg him away, but just take out the closest one first. If you get stuck between them, you are dead. So take it out while you are still alive. After the first one is gone, do as you wish.

After the battle, head north. You meet with Morrison and Mars is using the pendants to unlock Dhaos. Oh no! Watch the scene where Dhaos slaughters Mars and Morrison sends you away with magic, Chester doesn't make it. In the other place, watch the scene. You get the Broken Bow now. Head out of the mountain place and into the village nearby.

Belladem

Double K.O.

Saber	200G
Rapier	180G
Verdun	700G
Colichemarde	1400G
Battle Ax	700G
Rod	10G
Gem Rod	600G
Leather Armor	120G
Chain Mail	900G
Ring Mail	1200G
Cloak	12G
Amber Cloak	620G
Wooden Shield	50G
Round Shield	300G
Leather Helm	600G
Iron Helm	840G
Beret	300G
Leather Gloves	150G

Draw

Apple Gel	60G
Orange Gel	200G
Melange Gel	1000G
Panacea Bottle	350G
Life Bottle	300G
Flare Bottle	150G
Syrup Bottle	60G
Elven Boots	4000G
Cape	20G
Leather Cape	100G
Magic Lens	10G

You may want to replenish the stock of items you have at the shops. Head to the upper part of the village and watch the scene with the people at the top. You go back to the Cheif's house. Cress recognizes the village as Toltus, and you go on with a tale of how you are from the future. It turns out that the cheif will found Toltus later on. He tells you that you must learn magic to hurt Dhaos. That you should seek a man named Claus in Euclid. He invites you to stay the night with them. Only problem is that there is only one bed for Mint and Cress. After an awkward moment, Cress decides he will sleep on the floor. He dozes off, and Mint puts a blanket on him. Awwwww. Afterwards, the Elder

gives you the World Map. Talk to his wife to learn the recipe for Cheese Burgers.

In the Weapon Shop, if you go inside and walk right after you are as close as possible to the counter, you can walk offscreen. Go around to the front and talk to the Shop Owner to get the Secret Skill of Demonic Tiger Blade. Head south to the forest at the beginning of the game. Go to the tree thing Cress had the vision about, there is a reverse doll in a chest around there. Pick it up and head all the way through the mountain pass to Euclid.

Euclid (Past)

Bishop

Rapier	180G
Verdun	700G
Colichemarde	1400G
Fine Saber	700G
Battle Ax	700G
Rod	10G
Gem Rod	600G
Chain Mail	900G
Ring Mail	1200G
Cloak	12G
Amber Cloak	620G
Round Shield	300G
Kite Shield	600G
Leather Helm	600G
Iron Helm	840G
Beret	300G
Leather Gloves	150G
Kitchen Mittens	300G

Cat's Eye

Apple Gel	60G
Orange Gel	200G
Melange Gel	1000G
Panacea Bottle	350G
Life Bottle	300G
Flare Bottle	150G
Syrup Bottle	60G
Elven Boots	4000G
Cape	20G
Leather Cape	100G
Magic Lens	10G
Talisman	2000G
Rabbit's Foot	200G

Veggito's

Carrot	150G
Cabbage	40G
Cucumber	90G
Potato	250G

Tomato	190G
Onion	210G
Apple	40G
Strawberry	220G
Banana	190G
Fresh Milk	30G
Cheese	40G

Move over to the Chef in Vegito's to learn the recipe for Sandwiches. Exit and go to the south part of the map. Talk to the lady behind the rock and walk away. Mint will tell you she is lovesick. Go talk to her to learn about the man at the weapon shop. There are a couple chests to the right with some items. Pick them up. Go to the weapon shop and talk to the guy at the top with grey hair. Go back and talk to the girl, go back to the boy and back to the girl. They both leave town. Now go to the top right building for a scene where you find Claus. Some lady gets mad at him. He joins the group and asks you to take him to Sylph. Go north and across the dock. Don't enter the valley yet, go north even farther and enter the town.

Hamel

Crystal Rod

Verdun	700G
Colichemarde	1400G
Fine Saber	700G
Walloon Sword	1600G
Battle Ax	700G
Crescent Ax	1800G
Rod	10G
Gem Rod	600G

Endurance

Chain Mail	900G
Ring Mail	1200G
Cloak	12G
Amber Cloak	620G
Round Shield	300G
Kite Shield	600G
Leather Helm	600G
Iron Helm	840G
Beret	300G
Cleric's Hat	800G
Leather Gloves	150G
Kitchen Mittens	300G

RAM

Apple Gel	60G
Orange Gel	200G
Melange Gel	1000G
Panacea Bottle	350G
Life Bottle	300G
Flare Bottle	150G

Syrup Bottle	60G
Holy Bottle	80G
Dark Bottle	20G
Cape	20G
Leather Cape	100G
Magic Lens	10G
Pickaxe	150G
Rope	100G
Talisman	2000G
Rabbit's Foot	200G

Before buying anything else, get a rope and a pickaxe. Then feel free to get what you want. Talk to the chef by the bridge to get the recipe for French Toast. Go back to the Valley.

Lone Valley

Enter the house and talk to the man there to get the Pact ring for Sylph, it is called "Opal". Equip it to one of Claus's slots. Go to the right above the house to get a Thief's Cape. Head up the path until you get to the Rock. Check it out to crack it apart with the Pickaxe. Go north and to the right. Fight the Sylphs.

Boss Battle: Sylph (x2), Sylph 2 (x2)

HP: 100
TP: 200

HP: 150
TP: 6000

EXP: 200
Gal: 368

Use a lot of Techs such as Lightning Tiger Blade and Swallow Dance. The Sylphs fly, so you have to jump. Claus is almost useless because of his lack of skills right now, so pretty much rely on yourself. Going for the Sylph 2's first are a good idea, as they have bad magic that can hurt you.

After the fight, the Sylph Wind is gone. There is a L. Blue Ribbon you can pick up from the chest. The Miasma is causing the Sylph's to go insane, so you have to put a stop to it. Go up to the next screen. There will be some tornados in the way, we have to dodge those and save. Go right, up and right from here to get an Apple Gel from the chest.

There is a couple cave entrances, take the one to the right. Inside, go over to the knob next to the pit and press A to drop a rope down. Climb to the bottom. This next area has a Magic Lens in the chest, and some walls that have to be picked down. On the other side is another rope. Climb up and go out the door. The Sylph's are there. Defeat them as before. Get the Amber Cloak and the Kite Shield now that they are gone. Go back into the cave place and go right, then up. Go right, then find the wall that can be brought down. Drag the boulder up and left to drop it onto a bubbling mud hole. This stops some of the Miasma. Go right and down, then go into this next hole with the rope.

Beware of the Hell Masters in this level, if you don't escape right away, he can devastate with a spell. So leave ASAP. Walk down as far as you can, then head right and up. Pull the giant rock when you come across it onto the other

bubbling hole. The Miasma doesn't disappear. Go back to the area you found the boulder in and go down and right. There is another one. Drag this one up and slide it through the path. Bust the wall and push it up. Get the Emerald Ring from the chest, then move the boulder to the miasma hole to clog it up. Go all the way back up and outside the cave. To the right of the openings is a path, take it and go up the bridges to the tree.

Sylph is there. After a chat with them, you agree on a pact, but only if you go and see the tree Yggdrasill. So now you have Sylph, you can get a Charm Bottle from the chest the Sylph was guarding when it was berserk. On the way out of the place, you talk to Bart. You tell him you didn't see Arche anywhere, but you will keep a lookout. Now head all the way back to the Forest of Spirits by Belladem.

Forest of Spirits

Make your way all the way to the place where you had the cutscene before at the beginning of the game. Martel, the tree's protector comes and tells you that the tree is withering. That it must be saved or the world dies. Claus says that you should make a pact with Luna, who is the most powerful spirit he knows of. Go to Venezia now. All the way north past Hamel.

Hamel

Suprise! Hamel is in Ruins. Run to the center of town to find a girl named Rhea Scarlet. She tells you about Demitel destroying the town. She comes with you as an NPC, so she is in the Menu, but doesn't fight. Then Cress wants revenge on him. So now you have to get a boat there. Continue North to Venezia.

Venezia

Aqua Blade

Verdun	200G
Colichemarde	1400G
Fine Saber	700G
Walloon Sword	1600G
Battle Ax	700G
Crescent Ax	1800G
Ranseur	2400G
Rod	10G
Gem Rod	600G

Translucent

Ring Mail	1200G
Splint Mail	1900G
Cloak	12G
Amber Cloak	620G
Kite Shield	600G
Light Shield	1150G
Iron Helm	840G

Armet Helm	1320G
Beret	300G
Cleric's Hat	800G
Leather Gloves	150G
Iron Gloves	600G
Kitchen Mittens	300G

Malaga Ocean

Apple Gel	60G
Orange Gel	200G
Melange Gel	1000G
Panacea Bottle	350G
Life Bottle	300G
Flare Bottle	150G
Syrup Bottle	60G
Holy Bottle	80G
Dark Bottle	20G
Iron Boots	1040G
Cape	20G
Leather Cape	100G
Magic Lens	10G
Pickaxe	150G
Rope	100G
Talisman	2000G
Rabbit's Foot	200G
Mist Orb	5000G

Water Front

Tuna	240G
Mackerel	140G
Sardine	100G
Squid	50G
Octopus	60G
Shrimp	160G
Chicken	40G
Beef	64G
Pork	56G
Egg	20G
Bread	20G
Rice	32G
Seaweed	16G

Right. This is an oddly laid out town. You can find a boatman to take you to different parts of town for a small fee. Go to the Armor Shop and buy the Lightning Tiger Thrust for 3000G from the Swordswoman. Now go into the main part of town with the Fountain. Talk to Nancy there, then go to the Company to the left. Talk to Elwin inside and set up a meeting with them. Now go to the Water Front food shop. Talk to the Chef to get the recipe of Sushi. Now go to the Mayor's House and talk until the person tells you where Demitel lives. Go outside and into the Trading Company. Go upstairs and to the president's office to have a scene with Nancy and Elwin. They are arguing with Elwin's dad, and Nancy runs out. Follow them, and talk. Cress says they should elope. Go to the Mayor's house. Talk to the woman that is talking to the guy at the top right. Now we are set to go.

Head right to the upper dock area and talk to the captain on the boat. He gives

you passage to Demitel's Castle for 1600 gald. Pay it, and be on your way.

Isolated Island of the West

Start by going up the path and right, then down the other side. The bottom has a Melange Gel. To the right and down is a ? Book. Go back up and to the swampy screen. Go up the path and get the chest on the left to get a Magic Lens. Go through the gates and watch the cutscene. Enter the house. Examine the giant prism to get an explanation. Go through the door to the right, and the right door in this room. Jackpot! Get the Apple Gels, plants, elixir and gald in the chests. Go back to the main room and go left. Enter the door you can see and save. Exit and down now. The first door is his study. Get the Savory in the Chest, then examine the cabinet near the chest on the far left to get a key.

Go back to the prism room and across to the right side. Go up this time and open the locked door with the key. You are in a Courtyard. Now examine the lone tree several times. Get ready to fight! This fight won't be as hard if Claus casts Sylph CONSTANTLY. Mint should be healing you as you man the frontlines. Once the trees are finished, you can head back into the prism room. The tree was blocking the sunlight, but not anymore! Pull the shades of the window at the front of the room to have light flood the room. Rotate the centre block to shine light on both of the prisms. Now rotate the one on the right so it is ONLY pointing the light upwards. Rotate the one of the left to make it downwards only. This makes a staircase appear. Go downstairs. Head down as far as you can, then turn left and go up to get a reverse doll. It might be good to equip this for the upcoming fight. Head right and south to reach chests with an Armet Helm and a Ranseur. Equip these, unless you bought better gear already. Go back to the fork and take the top path. Save at the Memory Glyph and go up through the door. In you will find Demitel!

Boss Battle: Demitel, Lilite, Golem

HP: 2700

TP: 1200

HP: 600

TP: 20

HP: 316

TP: 0

EXP: 1963

Gal: 6020

This battle can be somewhat tricky. The secret is to take out the Golem and the Lilite. Claus can do this with a Sylph on each of them. Maybe two on the Lilite. Then beat the crap out of Demitel. Without his support, he really isn't very hard to bring down.

After the battle, we see Rhea leaving the body. Of, who turns out to be.. ARCHE! Wow, it's Bart's daughter from the Lone Valley. The scene is slightly funny back at the Valley. But also "touching". Anyway, you get a couple of pact rings and a new party mate.

-----Skills-----

These are the skills you will have in the Walkthrough.

[CRESS.....]
+-----+
Name: Demon Fang.....
TP Usage: 2.....
Learned At: Lv 2.....
Description: Fire a shockwave of blue energy at your opponent, travels.....
straight along the ground until it hits an enemy.....
+-----+
Name: Swallow Dance.....
TP Usage: 4.....
Learned At: Lv 5.....
Description: Jump in the air, bringing an enemy up with you. Kicking them...
three times.....
+-----+
Name: Demonic Swallow Kick.....
TP Usage: 10.....
Learned At: The Catacombs, by Master Tristan.....
Description: Blast enemys with a shockwave of blue energy, then send them in.
the air, striking them three times with your foot.....
+-----+
Name: Lightning Tiger Blade.....
TP Usage: 8.....
Learned At: Lv 7? Lv 8?.....
Description: Strike Surrounding Enemies with lightning.....
+-----+
Name: Sword Rain.....
TP Usage: 12.....
Learned At: Lv 10?.....
Description: Cut enemy units to death with endless thrusts (10 actually).....
+-----+
Name: Demonic Tiger Blade.....
TP Usage: 15.....
Learned At: Belladem Weapon Shop, go around back and talk to the guy (See...
walkthrough).....
Description: Attack with a Shock Wave, then two upward slashes.....
+-----+
Name: Demonic Sword Rain.....
TP Usage: 18.....
Learned At: Alvanista Adventurer's Guild, pay the man.....
Description: Attack with a Shockwave, then multiple thrusts at the enemy.....
+-----+
Name: Demon Spear.....
TP Usage: 16.....
Learned At: ?.....
Description: Light Spear and Demon Fang.....
+-----+
Name: Phoenix Sword Rain.....
TP Usage: 21.....
Learned At:.....
Description: Rising Phoenix combined with Sword Rain.....
+-----+
[MINT.....]
+-----+

```

|Name: First Aid.....|
|TP Usage: 5.....|
|Learned At: She starts with this.....|
|Description: Heals a small amount of Ally HP.....|
+-----+
|Name: Pow Hammer.....|
|TP Usage: 4.....|
|Learned At: Lv 5.....|
|Description: Throw a Hammer at the foe, hurting and stunning him.....|
+-----+
|Name: Charge.....|
|TP Usage: 7.....|
|Learned At:.....|
|Description: Give one ally some TP.....|
+-----+
|Name: Dark Mist.....|
|TP Usage: 2.....|
|Learned At:.....|
|Description: Create a mist that lowers enemy accuracy.....|
+-----+
|Name: Heal.....|
|TP Usage: 7.....|
|Learned At:.....|
|Description: Heal a Single character a lot more than First Aid.....|
+-----+
|Name: Acid Rain.....|
|TP Usage: 8.....|
|Learned At:.....|
|Description: Acid Rain Lowers the enemy Defense.....|
+-----+
|Name: Antidote.....|
|TP Usage: 5.....|
|Learned At:.....|
|Description: Heal an Ally's poison status.....|
+-----+
|Name: Silence.....|
|TP Usage: 4.....|
|Learned At:.....|
|Description: Stops enemies from casting spells.....|
+-----+
|Name: Nurse.....|
|TP Usage: 13.....|
|Learned At:.....|
|Description: Heals All Allies' health.....|
+-----+
[CHESTER.....]
+-----+
|Name: Hell Pyre.....|
|TP Usage: 4.....|
|Learned At: Lv 3.....|
|Description: Shoot a flaming arrow.....|
+-----+
[CLAUS.....]
+-----+
|Name: Sylph.....|
|TP Usage: 8.....|
|Learned At: When you defeat the specific summon.....|
|Description: Summons the Wind Spirit Sylph, makes a tornado and lands about 5|
|hits to a single enemy.....|
+-----+

```

```

|Name: Undine.....|
|TP Usage: 12.....|
|Learned At: When you defeat the specific summon.....|
|Description: Summons Undine to attack twice.....|
+-----+
|Name: Gnome.....|
|TP Usage: 16.....|
|Learned At: When you defeat the specific summon.....|
|Description: Summons Gnome, to dump Earthly debris on an enemy.....|
+-----+
|Name: Efreet.....|
|TP Usage: 20.....|
|Learned At: When you defeat the specific summon.....|
|Description: Summons Efreet to shoot fireballs at one enemy at a time.....|
+-----+
|Name: Maxwell.....|
|TP Usage: 20.....|
|Learned At: When you defeat the specific summon.....|
|Description: Summons Maxwell to shoot balls of matter at enemies.....|
+-----+
|Name: Luna.....|
|TP Usage: 24.....|
|Learned At: When you defeat the specific summon.....|
|Description: Summons Luna to shoot lasers at opponents.....|
+-----+
[ARCHE.....]
+-----+
|Name: Fireball.....|
|TP Usage: 3.....|
|Learned At:.....|
|Description: Shoots a Ball of Fire at enemies.....|
+-----+
|Name: Ice Arrows.....|
|TP Usage: 3.....|
|Learned At:.....|
|Description: Shoots arrows of ice at enemies.....|
+-----+
|Name: Stone Blast.....|
|TP Usage: 3.....|
|Learned At:.....|
|Description: An Earth attack that makes a hail of stones fall on enemies.....|
+-----+
|Name: Lightning.....|
|TP Usage: 5.....|
|Learned At:.....|
|Description: A Lightning bolt zaps enemies.....|
+-----+
|Name: Glaive.....|
|TP Usage: 10.....|
|Learned At: .....
```

```

|Description: Causes lava drops to fall upon enemies.....|
+-----+
|Name: Tractor Beam.....|
|TP Usage: 12.....|
|Learned At:.....|
|Description: Raises enemies into the air, then plummets them downwards.....|
+-----+
|Name: Thunder Blade.....|
|TP Usage: 16.....|
|Learned At: .....|
|Description: Causes lightning strikes on enemies.....|
+-----+
|Name: Cyclone.....|
|TP Usage: 10.....|
|Learned At: .....|
|Description: A wind cyclone attacks enemies.....|
+-----+
|Name: Ray.....|
|TP Usage: 18.....|
|Learned At: .....|
|Description: Many light strikes burn enemies.....|
+-----+
|Name: Debris Fall.....|
|TP Usage: 17.....|
|Learned At: .....|
|Description: Boulders from the 'bove fall upon enemies.....|
+-----+

```

-----Recipes-----

```

=====
=RECIPE #1 Hamburger=====
=Required Ingredients: Bread + One Type of Meat (Chicken, Beef, Pork)=====
=Learned: You start with it=====
=====
=RECIPE #2 Rice Ball=====
=Required Ingredients: Rice + Seaweed=====
=Learned: You start with it=====
=====
=RECIPE #3 Cabbage Rolls=====
=Required Ingredients: Cabbage + Pork=====
=Learned: Chef in Euclid=====
=====
=RECIPE #4 Quiche=====
=Required Ingredients: Chicken + Egg=====
=Learned: From Morrison in his house=====
=====
=RECIPE #6 Cheese Burger=====
=Required Ingredients: Bread + Cheese + Chicken OR Beef OR Pork=====
=Learned From: Belladem Mayor's Wife=====
=====
=RECIPE #7 French Toast=====
=Required Ingredients: Fresh Milk + Egg + Bread=====
=Learned From: Hamel Chef=====
=====
=RECIPE #8 Sandwich=====
=Required Ingredients: Bread + (Two of the four:) Lettuce, Cucumber, Potato,===
=Required Ingredients (Cont.) Egg=====
=====

```

```

=Learned From: Euclid (Past) Chef=====
=====
=RECIPE #9 Spaghetti=====
=Required Ingredients: Tomato + Pasta + Pork=====
=Learned From: Altavanista Chef=====
=====
=RECIPE #10 Tenderloin=====
=Required Ingredients: Beef + Cheese + Bread=====
=Learned From: Olive Village Chef=====
=====
=RECIPE #11 Fresh Juice=====
=Required Ingredients: Apple + Banana + Strawberry=====
=Learned From: Oasis Village Chef?=====
=====

```

```

-----
-----Items-----
-----

```

```

+-----+
|Name: Apple Gel.....|
|Description: A gelatin-based medication. Restores 30% of Max HP.....|
|Price: 60G.....|
|Selling Price: 30G.....|
+-----+
|Name: Orange Gel.....|
|Description: A gelatin-based medication. Restores 30% of Max TP.....|
|Price: 200G.....|
|Selling Price: 100G.....|
+-----+
|Name: Lemon Gel.....|
|Description: A gelatin-based medication. Restores 60% of Max TP.....|
|Price: ???.....|
|Selling Price: ???.....|
+-----+
|Name: Magic Lens.....|
|Description: Mysterious lens that can scan an enemy's HP, TP and attributes..|
|Price: 10G.....|
|Selling Price: 5G.....|
+-----+
|Name: Panacea Bottle.....|
|Description: A Panacea. Cures Poison, Paralysis.....|
|Price: 350G.....|
|Selling Price: 175G.....|
+-----+
|Name: Life Bottle.....|
|Description: Water of life. Revives a KO'd ally.....|
|Price: 300G.....|
|Selling Price: 150G.....|
+-----+
|Name: Melange Gel.....|
|Description: A gelatin-based medication. Restores 30% of Max HP and TP.....|
|Price: 500G.....|
|Selling Price: 250G.....|
+-----+
|Name: Cheese.....|
|Description: Made from fermented milk. Not everyone likes its smell.....|
|Price: ??.....|
|Selling Price: ??.....|
+-----+

```

Name: Seaweed.....	
Description: Dried Seaweed that's been cut into rectangles.....	
Price: 16G.....	
Selling Price: 8G.....	
+-----+	
Name: Rice.....	
Description: Cooked Rice. Steaming it to perfection can be difficult.....	
Price: 32G.....	
Selling Price: 16G.....	
+-----+	
Name: Monster List.....	
Description: A collection of information about enemies. Know thy enemy!.....	
Price: None.....	
Selling Price: None.....	
+-----+	
Name: Long Sword.....	
Description: A sword made with 3 feet of iron.....	
Price: 140G.....	
Selling Price: 70G.....	
+-----+	
Name: Saber.....	
Description: A sword designed specifically for slash attacks.....	
Price: 200G.....	
Selling Price: 100G.....	
+-----+	
Name: Rapier.....	
Description: A sword designed specifically for thrust attacks.....	
Price: 180G.....	
Selling Price: 90G.....	
+-----+	
Name: Short Bow.....	
Description: A small bow consisting of a single piece of wood.....	
Price: 50G.....	
Selling Price: 25G.....	
+-----+	
Name: Longbow.....	
Description: A large bow consisting of a piece of wood.....	
Price: 200G.....	
Selling Price: 100G.....	
+-----+	
Name: Rod.....	
Description: A simple rod made of Oak.....	
Price: 10G.....	
Selling Price: 5G.....	
+-----+	
Name: Cloak.....	
Description: A cloak made of durable cloth.....	
Price: 12G.....	
Selling Price: 6G.....	
+-----+	
Name: Wooden Shield.....	
Description: A shield made of durable wood.....	
Price: 50G.....	
Selling Price: 25G.....	
+-----+	
Name: Round Shield.....	
Description: A round shield made of metal.....	
Price: 300G.....	
Selling Price: 150G.....	
+-----+	

Name: Ring Mail.....	
Description: ???.....	
Price: 1200G.....	
Selling Price: 600G.....	
+-----+	
Name: Chain Mail.....	
Description: ???.....	
Price: 900G.....	
Selling Price: 450G.....	
+-----+	
Name: Beret.....	
Description: A fashionable hat, also protects from enemies.....	
Price: 300G.....	
Selling Price: 150G.....	
+-----+	
Name: Cape.....	
Description: A generic cape made of cloth. A standard accessory for rookies..	
Price: 20G.....	
Selling Price: 10G.....	
+-----+	
Name: Leather Helm.....	
Description: ???.....	
Price: 600G.....	
Selling Price: 300G.....	
+-----+	
Name: Leather Gloves.....	
Description: ???.....	
Price: 150G.....	
Selling Price: 75G.....	
+-----+	
Name: Chicken.....	
Description: All natural meat from health chickens. No additives or.....	
preservatives.....	
Price: 40G.....	
Selling Price: 20G.....	
+-----+	
Name: Cabbage.....	
Description: A very versatile vegetable. It's very delicious raw or steamed..	
Price: 40G.....	
Selling Price: 20G.....	
+-----+	
Name: Bread.....	
Description: It's aroma is excellent when baked well.....	
Price: 20G.....	
Selling Price: 10G.....	
+-----+	
Name: Egg.....	
Description: An ingredient in various dishes. Also a good source of protein..	
Price: 20G.....	
Selling Price: 10G.....	
+-----+	
Name: Pork.....	
Description: The secret to good pork is to have just the right balance of fat	
and meat.....	
Price: 56G.....	
Selling Price: 28G.....	
+-----+	
Name: Savory.....	
Description: A special herb that increases Max TP by 5%.....	
Price: N/A.....	

|Selling Price: ???.....|
+-----+

-----Titles-----

CLESS
Apprentice Swordsman - Start with it
Swordsman - Get after learning Demonic Swallow Kick

CHESTER
Hunter - Start with it
Kind Brother - After giving the Apple to Ami (see walkthrough, first part)

MINT
Healer - Start with it

-----FAQ-----

Got a question? Send it in.

Q. Why can't I save?
A. Read the "Game Basics" section.

Q. How do I view my gald?
A. Go to a shop. Or bring up the menu...

Q. Why can't I use secret skills?
A. You have to use both involved skills 100 times each.

Q. How can you control someone other than Cress?
A. Move the slots on the bottom of the Form menu. The #1 spot goes to your character.

Q. Cless? Cress? Wtf?
A. Cless was what the Japanese version called him. They decided to change it to Cress for the english version.

Q. What is "linear" battle system?
A. Linear is when the characters all fight on one line.

-----Monsters-----

Monster List gets updated when I come across new foes.

|
| MONSTER #4 Owl |
| Battle Rank: Level 1 |
| Hit Points - 50 |
| Technique Points - 00 |
|
| Experience Points - 5 |
| Gal: 16 |
|
| Attack Power - 20 |

| Defence Power - 08
| Agility - 80
|
| Weak Against: Earth, Fire
| Strong Against: Wind
| Attack Type: Wind
| Items Dropped: None

| MONSTER #5 Agumi
| Battle Rank: Level 1
| Hit Points - 860
| Technique Points - 0
|
| Experience Points - 230
| Gal: 61
|
| Attack Power - 138
| Defence Power - 61
| Agility - 40
|
| Weak Against: Fire
| Strong Against: None
| Attack Type: None
| Items Dropped: Beef

| MONSTER #6 Aza
| Battle Rank: Level 1
| Hit Points - 1350
| Technique Points - 450
|
| Experience Points - 365
| Gal: 150
|
| Attack Power - 110
| Defence Power - 42
| Agility - 55
|
| Weak Against: Water
| Strong Against: Fire, Earth
| Attack Type: Fire
| Items Dropped: ???, ???

| MONSTER #11 Ares
| Battle Rank: Level 1
| Hit Points - 2000
| Technique Points - 0
|
| Experience Points - 450
| Gal: 500
|
| Attack Power - 120
| Defence Power - 38
| Agility - 60

| Weak Against: None
| Strong Against: None
| Attack Type: None
| Items Dropped: ???, Verbena

| MONSTER #15 Efreet
| Battle Rank: Level 1
| Hit Points - 5500
| Technique Points - 2000
|
| Experience Points - 4000
| Gal: 8000

| Attack Power - 200
| Defence Power - 75
| Agility - 60

| Weak Against: Water
| Strong Against: Fire, Wind
| Attack Type: Fire
| Items Dropped: Flare Cape

| MONSTER #16 Water Lily
| Battle Rank: Level 1
| Hit Points - 820
| Technique Points - 0

| Experience Points - 200
| Gal: 181

| Attack Power - 160
| Defence Power - 95
| Agility - 45

| Weak Against: Fire, Wind
| Strong Against: Earth, Water
| Attack Type: Earth
| Items Dropped: Life Bottle

| MONSTER #19 Wolf
| Battle Rank: Level 1
| Hit Points - 110
| Technique Points - 0

| Experience Points - 6
| Gal: 12

| Attack Power - ??
| Defence Power - ??
| Agility - ??

| Weak Against: ???
| Strong Against: ???
| Attack Type: ???

| Items Dropped: ???, Apple Gel

| MONSTER #20 Undine

| Battle Rank: Level 1

| Hit Points - 6850

| Technique Points - 3000

| Experience Points - 9800

| Gal: 8600

| Attack Power - 220

| Defence Power - 90

| Agility - 35

| Weak Against: Fire, Lightning

| Strong Against: Water

| Attack Type: Water

| Items Dropped: ? Book

| MONSTER #22 Ogre

| Battle Rank: Level 1

| Hit Points - 1480

| Technique Points - 0

| Experience Points - 200

| Gal: 251

| Attack Power - 190

| Defence Power - 53

| Agility - 40

| Weak Against: Wind, Light

| Strong Against: Dark, Earth

| Attack Type: Earth

| Items Dropped: None

| MONSTER #23 O.Jelly

| Battle Rank: Level 1

| Hit Points - 80

| Technique Points - 00

| Experience Points - 9

| Gal: 10

| Attack Power - ??

| Defence Power - ??

| Agility - ??

| Weak Against: ???

| Strong Against: ???

| Attack Type: ???

| Items Dropped: ???

| MONSTER #24 Orcrot
| Battle Rank: Level 1
| Hit Points - 2050
| Technique Points - 0
|
| Experience Points - 200
| Gal: 620
|
| Attack Power - 128
| Defence Power - 18
| Agility - 10
|
| Weak Against: Fire, Wind
| Strong Against: Water, Earth
| Attack Type: Earth
| Items Dropped: Apple

| MONSTER #27 Gargoyle
| Battle Rank: Level 1
| Hit Points - 1250
| Technique Points - 0
|
| Experience Points - 180
| Gal: 81
|
| Attack Power - 175
| Defence Power - 42
| Agility - 102
|
| Weak Against: Light
| Strong Against: Dark
| Attack Type: Dark
| Items Dropped: None

| MONSTER #28 Ghast
| Battle Rank: Level 1
| Hit Points - 260
| Technique Points - 0
|
| Experience Points - 85
| Gal: 106
|
| Attack Power - 68
| Defence Power - 22
| Agility - 50
|
| Weak Against: Light
| Strong Against: Dark
| Attack Type: Dark
| Items Dropped: ???

| MONSTER #33 Killer Wolf
| Battle Rank: Level 1

| Hit Points - 270
| Technique Points - 0
|
| Experience Points - 90
| Gal: 112
|
| Attack Power - 68
| Defence Power - 11
| Agility - 65
|
| Weak Against: Fire
| Strong Against: None
| Attack Type: None
| Items Dropped: Beef

| MONSTER #34 Ghoul
| Battle Rank: Level 1
| Hit Points - 165
| Technique Points - 00
|
| Experience Points - 13
| Gal: 23
|
| Attack Power - 50
| Defence Power - 10
| Agility - 50
|
| Weak Against: Light
| Strong Against: Dark
| Attack Type: Dark
| Items Dropped: Panacea Bottle

| MONSTER #38 Clay Idol
| Battle Rank: Level 1
| Hit Points - 1
| Technique Points - 1
|
| Experience Points - 1
| Gal: 1
|
| Attack Power - 95
| Defence Power - 50
| Agility - 30
|
| Weak Against: None
| Strong Against: All (Nullify)
| Attack Type: Earth
| Items Dropped: None

| MONSTER #40 Clay Golem
| Battle Rank: Level 1
| Hit Points - 2270
| Technique Points - 0
|

| Experience Points - 420
| Gal: 405
|
| Attack Power - 227
| Defence Power - 80
| Agility - 15
|
| Weak Against: Water, Wind, Lightning
| Strong Against: Earth
| Attack Type: Earth
| Items Dropped: None

| MONSTER #44 Caveman
| Battle Rank: Level 1
| Hit Points - 750
| Technique Points - 0
|
| Experience Points - 80
| Gal: 81
|
| Attack Power - 114
| Defence Power - 50
| Agility - 30
|
| Weak Against: None
| Strong Against: None
| Attack Type: Earth
| Items Dropped: Apple

| MONSTER #47 Corpse
| Battle Rank: Level 1
| Hit Points - 1720
| Technique Points - 100
|
| Experience Points - 280
| Gal: 340
|
| Attack Power - 90
| Defence Power - 80
| Agility - 75
|
| Weak Against: Light
| Strong Against: Dark
| Attack Type: Dark
| Items Dropped: Rune Bottle

| MONSTER #49 Golem
| Battle Rank: Level 1
| Hit Points - 400
| Technique Points - 0
|
| Experience Points - 201
| Gal: 410

| Attack Power - ???
| Defence Power - ???
| Agility - ???
|
| Weak Against: ???
| Strong Against: ???
| Attack Type: ???
| Items Dropped: Holy Bottle

| MONSTER #51 Coyote
| Battle Rank: Level 1
| Hit Points - 1000
| Technique Points - 0
|
| Experience Points - 320
| Gal: 51
|
| Attack Power - ???
| Defence Power - ??
| Agility - ??
|
| Weak Against: ???
| Strong Against: ???
| Attack Type: ???
| Items Dropped: Beef

| MONSTER #52 Brigand
| Battle Rank: Level 1
| Hit Points - 1800
| Technique Points - 0
|
| Experience Points - 300
| Gal: 200
|
| Attack Power - 192
| Defence Power - 95
| Agility - 70
|
| Weak Against: Light
| Strong Against: Dark
| Attack Type: Dark
| Items Dropped: ? Sword, ???

| MONSTER #60 Jahmir
| Battle Rank: Level 1
| Hit Points - 3400
| Technique Points - 1500
|
| Experience Points - 2408
| Gal: 9528
|
| Attack Power - 150
| Defence Power - 65

| Agility - 60
|
| Weak Against: Light
| Strong Against: Dark
| Attack Type: Dark
| Items Dropped: Black Onyx

| MONSTER #64 Sylph
| Battle Rank: Level 1
| Hit Points - 100
| Technique Points - 20
|
| Experience Points - 40
| Gal: 184
|
| Attack Power - ??
| Defence Power - ??
| Agility - ??
|
| Weak Against: ??
| Strong Against: Wind
| Attack Type: Wind
| Items Dropped: None

| MONSTER #65 Sylph 2
| Battle Rank: Level 1
| Hit Points - 150
| Technique Points - 6000
|
| Experience Points - 60
| Gal: 120
|
| Attack Power - ??
| Defence Power - ??
| Agility - ??
|
| Weak Against: ??
| Strong Against: Wind
| Attack Type: Wind
| Items Dropped: Rune Bottle

| MONSTER #67 Squid
| Battle Rank: Level 1
| Hit Points - 2500
| Technique Points - 0
|
| Experience Points - 350
| Gal: 200
|
| Attack Power - 200
| Defence Power - 50
| Agility - 30
|
| Weak Against: Fire, Lightning

| Strong Against: Water
| Attack Type: Water
| Items Dropped: Squid

| MONSTER #68 Skeleton
| Battle Rank: Level 1
| Hit Points - 100
| Technique Points - 00
|
| Experience Points - 12
| Gal: 50
|
| Attack Power - 80
| Defence Power - 15
| Agility - 45

| Weak Against: Light
| Strong Against: Dark
| Attack Type: Dark
| Items Dropped: Long Sword, Apple Gel

| MONSTER #72 Spined Devil
| Battle Rank: Level 1
| Hit Points - 220
| Technique Points - 000
|
| Experience Points - 60
| Gal: 500
|
| Attack Power - ??
| Defence Power - ??
| Agility - ??

| Weak Against: ??
| Strong Against: ??
| Attack Type: ??
| Items Dropped: None

| MONSTER #76 Dark Mage
| Battle Rank: Level 1
| Hit Points - 1100
| Technique Points - 250
|
| Experience Points - 280
| Gal: 234
|
| Attack Power - 107
| Defence Power - 60
| Agility - 50

| Weak Against: None
| Strong Against: All Nullify
| Attack Type: None
| Items Dropped: Gravity Stone, ????

| MONSTER #78 Deela
| Battle Rank: Level 1
| Hit Points - 600
| Technique Points - 0

| Experience Points - 150
| Gal: 5

| Attack Power - 140
| Defence Power - 62
| Agility - 70

| Weak Against: Earth
| Strong Against: Wind
| Attack Type: Wind
| Items Dropped: None

| MONSTER #79 Desert Fly
| Battle Rank: Level 1
| Hit Points - 900
| Technique Points - 00

| Experience Points - 225
| Gal: 141

| Attack Power - 146
| Defence Power - 49
| Agility - 80

| Weak Against: Fire
| Strong Against: Wind
| Attack Type: None
| Items Dropped: Flare Bottle

| MONSTER #83 Demitel
| Battle Rank: Level 1
| Hit Points - 2700
| Technique Points - 1200

| Experience Points - 1512
| Gal: 5600

| Attack Power - 137
| Defence Power - 40
| Agility - 55

| Weak Against: None
| Strong Against: All Nullify
| Attack Type: None
| Items Dropped: ? Book

| MONSTER #92 Drake
| Battle Rank: Level 1
| Hit Points - 1500
| Technique Points - 0
|
| Experience Points - 600
| Gal: 201
|
| Attack Power - ??
| Defence Power - ??
| Agility - ??
|
| Weak Against: ???
| Strong Against: ???
| Attack Type: ???
| Items Dropped: None

| MONSTER #93 Treant
| Battle Rank: Level 1
| Hit Points - 250
| Technique Points - 00
|
| Experience Points - 50
| Gal: 1
|
| Attack Power - 8
| Defence Power - 2
| Agility - 15
|
| Weak Against: Fire, Wind
| Strong Against: Earth, Water
| Attack Type: Earth
| Items Dropped: Apple

| MONSTER #94 Nereid
| Battle Rank: Level 1
| Hit Points - 1000
| Technique Points - 6000
|
| Experience Points - 350
| Gal: 180
|
| Attack Power - 160
| Defence Power - 48
| Agility - 57
|
| Weak Against: Earth
| Strong Against: Wind
| Attack Type: Wind
| Items Dropped: None

| MONSTER #99 Gnome
| Battle Rank: Level 1
| Hit Points - 3400

| Technique Points - 00
|
| Experience Points - 9200
| Gal: 13003
|
| Attack Power - 120
| Defence Power - 70
| Agility - 30
|
| Weak Against: Wind
| Strong Against: Earth
| Attack Type: Earth
| Items Dropped: ? Book

| MONSTER #102 Harpy
| Battle Rank: Level 1
| Hit Points - 200
| Technique Points - 0
|
| Experience Points - 66
| Gal: 155
|
| Attack Power - 77
| Defence Power - 22
| Agility - 70
|
| Weak Against: Earth
| Strong Against: Wind
| Attack Type: Wind
| Items Dropped: Panacea Bottle

| MONSTER #103 Bugbear
| Battle Rank: Level 1
| Hit Points - 65
| Technique Points - 00
|
| Experience Points - 6
| Gal: 8
|
| Attack Power - 22
| Defence Power - 8
| Agility - 20
|
| Weak Against: Fire
| Strong Against: None
| Attack Type: None
| Items Dropped: Cheese

| MONSTER #105 Basilisk
| Battle Rank: Level 1
| Hit Points - 4850
| Technique Points - 00
|
| Experience Points - 2150

| Gal: 520
|
| Attack Power - 245
| Defence Power - 75
| Agility - 65
|
| Weak Against: Wind, Water
| Strong Against: Earth, Fire
| Attack Type: Earth
| Items Dropped: ???, Basilisk Scale
|

| MONSTER #112 Hill Giant
| Battle Rank: Level 1
| Hit Points - 1050
| Technique Points - 00
|
| Experience Points - 150
| Gal: 161
|
| Attack Power - 180
| Defence Power - 63
| Agility - 40
|
| Weak Against: Wind, Light
| Strong Against: Dark, Earth
| Attack Type: Earth
| Items Dropped: None
|

| MONSTER #116 Falcon
| Battle Rank: Level 1
| Hit Points - 80
| Technique Points - 0
|
| Experience Points - 25
| Gal: 37
|
| Attack Power - 53
| Defence Power - 19
| Agility - 90
|
| Weak Against: Earth, Fire
| Strong Against: Wind
| Attack Type: Wind
| Items Dropped: Chicken
|

| MONSTER #120 Black Bat
| Battle Rank: Level 1
| Hit Points - 320
| Technique Points - 00
|
| Experience Points - 100
| Gal: 71
|
| Attack Power - 127
|

| Defence Power - 39
| Agility - 90
|
| Weak Against: Light
| Strong Against: Dark Nullify
| Attack Type: Dark
| Items Dropped: None

| MONSTER #132 Hell Master
| Battle Rank: Level 1
| Hit Points - 4700
| Technique Points - 2500
|
| Experience Points - 12
| Gal: 6
|
| Attack Power - ??
| Defence Power - ??
| Agility - ??
|
| Weak Against: ??
| Strong Against: ??
| Attack Type: ??
| Items Dropped: None

| MONSTER #133 Boar
| Battle Rank: Level 1
| Hit Points - 175
| Technique Points - 000
|
| Experience Points - 20
| Gal: 60
|
| Attack Power - ??
| Defence Power - ??
| Agility - ??
|
| Weak Against: ???
| Strong Against: ???
| Attack Type: ???
| Items Dropped: None

| MONSTER #134 Baby Boar
| Battle Rank: Level 1
| Hit Points - 30
| Technique Points - 00
|
| Experience Points - 2
| Gal: 1
|
| Attack Power - ??
| Defence Power - ??
| Agility - ??

| Weak Against: ???
| Strong Against: ???
| Attack Type: ???
| Items Dropped: ????

| MONSTER #136 Deadly Toad \

| Battle Rank: Level 1
| Hit Points - 820
| Technique Points - 00

| Experience Points - 100
| Gal: 120

| Attack Power - 138
| Defence Power - 67
| Agility - 50

| Weak Against: Fire, Light
| Strong Against: Dark, Water
| Attack Type: Water
| Items Dropped: None

| MONSTER #137 Boggle \

| Battle Rank: Level 1
| Hit Points - 160
| Technique Points - 0

| Experience Points - 30
| Gal: 72

| Attack Power - 55
| Defence Power - 19
| Agility - 30

| Weak Against: Fire
| Strong Against: None
| Attack Type: None
| Items Dropped: M| AGIc Lens

| MONSTER #138 Hornet \

| Battle Rank: Level 1
| Hit Points - 120
| Technique Points - 0

| Experience Points - 66
| Gal: 5

| Attack Power - 55
| Defence Power - 17
| Agility - 110

| Weak Against: Fire
| Strong Against: None

| Attack Type: None
| Items Dropped: None

| MONSTER #139 Skeleton Knight

| Battle Rank: Level 1
| Hit Points - 450
| Technique Points - 0

| Experience Points - 120
| Gal: 212

| Attack Power - 83
| Defence Power - 23
| Agility - 40

| Weak Against: Light
| Strong Against: Dark
| Attack Type: Dark
| Items Dropped: None

| MONSTER #141 Maxwell

| Battle Rank: Level 1
| Hit Points - 7500
| Technique Points - 400

| Experience Points - 12000
| Gal: 25005

| Attack Power - 250
| Defence Power - 100
| Agility - 10

| Weak Against: None
| Strong Against: All Nullify
| Attack Type: None
| Items Dropped: Gravity Stone

| MONSTER #145 Meia

| Battle Rank: Level 1
| Hit Points - 2400
| Technique Points - 0

| Experience Points - 450
| Gal: 4000

| Attack Power - 130
| Defence Power - 60
| Agility - 55

| Weak Against: None
| Strong Against: None
| Attack Type: None
| Items Dropped: ? Sword

| MONSTER #149 Raptor King \

| Battle Rank: Level 1

| Hit Points - 620

| Technique Points - 0

| Experience Points - 180

| Gal: 150

| Attack Power - 113

| Defence Power - 24

| Agility - 70

| Weak Against: Earth, Fire

| Strong Against: Wind

| Attack Type: Wind

| Items Dropped: Chicken

| MONSTER #152 Lizard Fly \

| Battle Rank: Level 1

| Hit Points - 870

| Technique Points - 00

| Experience Points - 250

| Gal: 115

| Attack Power - 190

| Defence Power - 37

| Agility - 65

| Weak Against: None

| Strong Against: Fire, Wind

| Attack Type: None

| Items Dropped: None

| MONSTER #153 Lizardman \

| Battle Rank: Level 1

| Hit Points - 1270

| Technique Points - 00

| Experience Points - 220

| Gal: 182

| Attack Power - 220

| Defence Power - 53

| Agility - 35

| Weak Against: Lightning

| Strong Against: Dark, Water, Fire

| Attack Type: None

| Items Dropped: ? Sword, ???

| MONSTER #154 Zombie \

| Battle Rank: Level 1
| Hit Points - 100
| Technique Points - 0
|
| Experience Points - 24
| Gal: 20
|
| Attack Power - ??
| Defence Power - ??
| Agility - ??
|
| Weak Against: Light
| Strong Against: Dark
| Attack Type: Dark
| Items Dropped: Life Bottle, Syrup Bottle

| MONSTER #156 Lilite
| Battle Rank: Level 1
| Hit Points - 600
| Technique Points - 20
|
| Experience Points - 250
| Gal: 10
|
| Attack Power - 28
| Defence Power - 32
| Agility - 25
|
| Weak Against: Wind
| Strong Against: None
| Attack Type: Earth
| Items Dropped: Melange Gel

| MONSTER # 166 Giant Slug
| Battle Rank: Level 1
| Hit Points - 100
| Technique Points - 000
|
| Experience Points - 11
| Gal: 33
|
| Attack Power - ??
| Defence Power - ??
| Agility - ??
|
| Weak Against: ???
| Strong Against: ???
| Attack Type: ????
| Items Dropped: None

| MONSTER #167 Giant Toad
| Battle Rank: Level 1
| Hit Points - 780
| Technique Points - 00

|
| Experience Points - 120
| Gal: 141

|
| Attack Power - 90
| Defence Power - 38
| Agility - 40

|
| Weak Against: Fire, Lightning
| Strong Against: Dark, Water
| Attack Type: Water
| Items Dropped: None

|
| MONSTER #168 Giant Bat
| Battle Rank: Level 1
| Hit Points - 420
| Technique Points - 00

|
| Experience Points - 100
| Gal: 71

|
| Attack Power - 160
| Defence Power - 18
| Agility - 120

|
| Weak Against: Light
| Strong Against: Dark Nullify
| Attack Type: Dark
| Items Dropped: None

|
| MONSTER #169 Giant Bee
| Battle Rank: Level 1
| Hit Points - 50
| Technique Points - 00

|
| Experience Points - 3
| Gal: 2

|
| Attack Power - 15
| Defence Power - 7
| Agility - 100

|
| Weak Against: Fire
| Strong Against: None
| Attack Type: None
| Items Dropped: Apple Gel

|
| MONSTER #171 Giant Leech
| Battle Rank: Level 1
| Hit Points - 55
| Technique Points - 00

|
| Experience Points - 6
| Gal: 6

|
| Attack Power - ??
| Defence Power - ??
| Agility - ??
|
| Weak Against: ???
| Strong Against: ???
| Attack Type: ???
| Items Dropped: None
|

|
| MONSTER #172 Red Slug
| Battle Rank: Level 1
| Hit Points - 650
| Technique Points - 00
|
| Experience Points - 320
| Gal: 85
|
| Attack Power - 135
| Defence Power - 40
| Agility - 15
|
| Weak Against: Fire, Lightning
| Strong Against: Dark, Water
| Attack Type: Water
| Items Dropped: Panacea Bottle
|

-----Credits-----

- My mom, for buying me this
- Me, I typed it
- Namco, for a great game
- GameFAQs for hosting this file
- GBFreak for making the monsters look nice

-----Version History-----

Date: April 15th, 2008
Size: 107KBs
Data Added:

Small email change.

Date: April 17th, 2007
Size: 107KBs
Data Added:

I added more crap to the items. Woo.

Date: April 16th, 2007
Size: 83KBs
Data Added:

I did some more walkthrough. A fellow guide writer made the monsters look nice and I changed the items up a little bit.

Date: December 08th, 2006
Size: 66KBs
Data Added:

I did some more walkthrough. Not much, but still a bit.

Date: November 30th, 2006
Size: 65.8KBs
Data Added:

I added a bunch of Monsters, Techs and a recipe.

Date: March 30th, 2006
Size: 51.7KBs
Data Added:

Walkthrough is up to the start of Demitel's Castle. Added some techs and other information.

Date: March 28th, 2006
Size: 45.5KBs
Data Added:

Some Monsters, some Walkthrough and an Item or two added.

Date: March 17th, 2006
Size: 30KBs
Data Added:

I converted the walkthrough up to the Catacombs. Filled in the Items section, Monster Section, all the shops along the way, Skills, Recipes, FAQs, Titles and the Credits/Closing.

Date: March 16th, 200g
Size: 9.37KBs
Data Added:

I started the introduction, Table of Contents and began the basic walkthrough.

-----Closing-----

This is my FAQ for Tales of Phantasia. I hope it was helpful to you and your quest. This file is under construction, so look back every once and a while to find new information posted in the guide. Feel free to submit your own feedback or content to triplejumpfaqs[at]gmail[dot]com. Until next time, adios.

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