

Tales of the World: Narikiri Dungeon 3 (Import) FAQ/Walkthrough

by yangxu

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TALES OF THE WORLD: NARIKIRI DUNGEON 3
FAQ/WALKTHROUGH
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1. Introduction and Updates

Tales of the World: Narikiri Dungeon series is more like a spinoff from the "official" Tales series, it does not have many stories involved with the real Tales games, however, it does have all the characters from these games (even hidden characters), and inherits different systems from the mainstream (eg. battle system, cooking system, etc). But what makes the Narikiri series unique is its costume change innovation, the two protagonists from the game can change costumes during the course of the game which not only give them new looks, but also different skills and abilities. It is reasonable to say that Tales of the World: Narikiri Dungeon series is very similar to Final Fantasy X-2 where costume change is applied as well.

Tales of the World: Narikiri Dungeon 3 is the newest addition to the Narikiri Dungeon series, like Tales of the World: Narikiri Dungeon 2, both games are on the Game Boy Advanced system. What makes 3 different from 2 is its new strategy factor, the game is now played like turn based game (eg. Fire Emblem) with battles that still have the Tales series' touches. Many people prefer 2's system (which is like an RPG) but 3's new elements are also accepted. Personally I would give 3 a 9/10 because of the new system, tons of new and cool costumes being added into the game, as well as hilarious dialogues among the Tales characters from different series.

Note: The first game in the Narikiri Dungeon series is actually called Tales of Phantasia: Narikiri Dungeon, NOT Tales of the World: Narikiri Dungeon. The game is on the Game Boy Color

system, it has different protagonists, uses semi-turn based Linear Motion Battle system during battles and does not have th cooking system incorporated. Thanks AresInvincible for providing information on this.

version 0.1

January 4, 2005

-introduction, town map, menu, walkthrough for the first 2 missions added

version 0.2

January 5, 2005

-fixed some grammatical errors in the walkthrough, added walkthrough for missions 3 to 9, completed the FAQ section, fixed the mistake in the introduction section (thanks to Kajitani Eizan)

version 0.3

January 6, 2005

-fixed the mistake in calling "Rengadan" as "Triple Blossom" (thanks Chuc for this correction), corrected the major error in Mission 9 of the Walkthrough (thanks a000a, mastersord, Hell jirachi and Zero Hiei for the correction, confirmation and explanation), fixed some errors in text format, added walkthrough for missions 10 - 14, added a section regarding Judas/Leon in the FAQ, completed the Costume List (a big thanks to mastersord, all credits go to mastersord, he created the list as well as the hacking guide)

version 0.4

January 10, 2005

-fixed a lot of spelling errors (both Japanese and English), changed Barbatos' skill name (thanks to Maxi for the correction), changed Dhaos' skill name (thanks to a000a for this correction), added some side notes, corrected mistakes in the introduction (thanks AresInvincible and Niu for providing the correct information), added walkthrough for missions 15 to 20

version 0.5

January 21, 2005

-corrected mistake in walkthrough for mission 19, Chelsea and Johnny are the couple that join the battle if Ice Carven was the mission preceeding it (thanks to Cindy for this correction), corrected the information in mission 18a, apparently Valkyrie's costume can be

- Add
 - Everyone
 - Males
 - Females
 - Direct Attack
 - Indirect Attack
 - Magic Proficient
 - Map Specials

- Remove
- Clear
- Battle Position
- Status
- Skill
- Tactic

2. Information

- Narikiri Catalogue
- Monster Encyclopedia
- Character Encyclopedia
- Stone Tablets
- Hero's Legend
- Cooking

3. Skill

4. Status

5. Tactic

6. Item

- New
- All
- Recovery/Utility Item
- Food
- Loot Costume
- Accessory
- Remove Equipments

7. Costume

- Change
- View Available

8. Custom

9. Save

You can press left or right button on the direction pad anytime to look at your parties

Each option in the menu has submenu with a list of options, I'll be completing it later

Preparation Menu

This is the menu that appears when you have confirmed to go to a certain map for battle

1. Start Mission
2. Mini Map
3. Winning/Losing Condition
4. Enemy List
5. Party

- Add
 - Everyone
 - Males
 - Females
 - Direct Attack
 - Indirect Attack
 - Magic Proficient
 - Map Specials

- Remove
- Clear
- Battle Position
- Status
- Skill
- Tactic

6. Costume

- Change
- View Available

Battle Menu

This is the menu that comes up when you select a character on the battle map using "A" Button:

1. Move
2. Skill
3. Item
 - New
 - All
 - Recovery/Utility Item
 - Food
 - Loot Costume
 - Accessory
 - Remove Equipments
4. Cooking
5. Status
6. Battle Position

7. Tactic

8. Costume

-Change

-View Available

Command Menu

This is the menu that comes up when you press "B" Button on the battle map:

1. End Turn

2. Mini Map

3. Winning Condition

4. Enemy List

5. Retreat

6. Custom

7. End Game

Shop Menu

1. Narikiri Shop:

-Make Costume

-Enhance Status

-Buy

-Sell

2. Maho's Grocery:

-Buy

-Recovery/Utility Item

-Food

-Accessory

-Loot Costume

-Sell

-Recovery/Utility Item

-Food

-Accessory

-Loot Costume

3. Catman's Shop

-Buy

-Recovery/Utility Item

-Food

-Accessory

-Loot Costume

-Sell

-Recovery/Utility Item

-Food

-Accessory

-Loot Costume

4. Character Information

coming soon...

5. Walkthrough

Introduction:

coming soon...

Mission 1 - First Encounter in the Ruins

Winning Condition: Defeat Elrane

Losing Condition: Party with Narikiri Characters (main characters)
is defeated

Well, well, well, looks like troubles come to find our protagonists. Anyway, head to the Research Facility after the scene with Dr. Brown and another scene will take place, another professor, Dr. White, who apparently comes from the future (100 days later), appears before you and introduces characters from Tales of Destiny, Tales of Eternia, and Tales of Symphonia to you. You'll be taken to the first mission automatically after the conversation. You should recognize this place right away, if you've played Tales of Destiny 2 (not the US version), this is the ruin where Roni and Kyle first meet Reala.

On the field map, you'll see four characters, each of them represents a party, the character sprite changes depends on who you set as the leader of the party. After the winning and losing conditions scroll by, Refill will fill you with the basic commands on the map, just select a character and a menu should appear on the left side of the screen, select the first one, which is "Move", and Refill will talk some more; move your selected character to the spot you like within his/her movement range (this is shown by dots as you move your character across the screen, Red means unreachable destination, Yellow means there are obstacles that might block your pathway, and Grey means the character can move freely without any concern).

After you moved all your parties, press "B" on your GBA to call out the command menu, select the first option "End Turn" to finish your turn. If you feel like you need to correct the character's position on the map, just select that character and choose "Move" again to assign new designation.

Sooner or later, you'll run into enemy, which is represented by the black evil thing on the field map, battle will commence and you'll have to defeat all of them to win. You shouldn't have any problem at all killing those weaklings with Reid or Stahn, if you prefer leveling up your main characters, make sure you change their default costumes to something else (refer to Battle Menu for more information), for me, I changed Frio (male protagonist) into a swordsman and Kyaro (female protagonist), into a scholar. With Refill in your party, the battles should not be very devastating as she knows when to heal you to keep you alive.

There are locked doors with treasure chests behind them on the field map, if you want to obtain those items, you can unlock these doors by putting Frio into a thief costume and put him right next to the door so an exclamation mark appear. When you end the turn, a dialogue with "yes/no" option will appear, simply select yes (the green bubble) and Frio will use his thief skill to open the door.

Once you've reached a "Y" shaped platform with a staircase connecting the bottom part of the map, move your main characters' party to the platform (where an exclamation mark appears) and end the turn. If you have already assigned the scholar costume to your protagonist, a second set of staircase should appear to get you to the boss.

Choose whichever party you like to engage in a boss fight

BOSS FIGHT: Elrane

Name: Elrane
HP: 2000
Elemental: Holy/Light
Strong Against: n/a
Weak Against: n/a

Strategy:

Not much to say, I just used my leveled up party (main characters party) with Frio as the swordsman to continuously strike her, she hardly casts spells so it should be a very easy boss fight.

After the battle, watch the scenes that take place (primarily Tales of Destiny 2's plot) and you'll be taken back to the Research Facility. The protagonists will rest for a night and will be waken up by Dr. Brown, who bursts into the room the next morning telling you something terrible happened and asking you to come to the Research Facility right away.

Before you do so, make sure you talk to everyone you see in town to increase their affections for you so you can obtain their costumes later on. Also, buy some recovery items such as apple gels or orange gels, they will come in handy when you run out of hp or mp in battles. Oh by the way, Refill will give you some costumes when you come out from your house, you probably don't have the money to make those right now, but you will be able to in the near future.

When you are ready, head for the Research Facility and start the next mission.

Mission 2 - Lemi Ruin Dungeon 1F

Winning Condition: Rescue Dr. White

Losing Condition: Party with Narikiri Characters (main characters) is defeated

When you arrive at the Research Facility, Dr. Brown will immediately take you to the next mission, so say "yes" to go there.

There is not much to say in this map, Make sure you move your party to the stone tablet in the first room, so Refill can get worked up and get into her ancient artifact mania mode... you can also move your party to those statues in the first corridor to get Refill in her maniac mode again... -_-

Kyle's (blonde guy) party is extremely strong, Kyle himself is very fast, so he can slash enemies more often than the other people; Roni, who accompanies Kyle, is a powerful fighter who also knows healing spells. So if you plan to use those two to clear the map, go right ahead. As for the protagonists' team, with Refill's healing spell, you'll manage to beat all the enemies on the field map without any problem, it might take a bit longer than Kyle's party that's all.

Most treasure chests that can be accessed on this map are empty, so don't waste your time opening those, the ones behind a wall require special key that you will obtain later in the game to break its seal, so don't bother with them either.

The mission is over when you defeat the enemies hamburgering Dr. White in front of the blue gate, and you will be taken back to town. After some conversation and a goodnight sleep, Dr. Brown will burst into your room like last time to announce the urgent situation.

When you are out of your home, Refill will tell you that you can now arrange your party as you like, this is done in the preparation screen before each mission, you can refer to the Preparation Menu section to see how to assign members to different parties.

When you are ready, head for the Research Facility and start the next mission.

Mission 3 - Temple of God's Eye

Winning Condition: Defeat Barbatos

Losing Condition: Party with Narikiri Characters (main characters) is defeated

After the conversation with the two professors, you are taken to the preparation screen, in here, you can add/remove party members as you prefer, I highly suggest that you stick with your default party to make the game easier to handle.

Choose "yes" when you select "Start Mission" from the Preparation Menu to launch your next assault.

Several things require your attention in this mission:

First, the grey gates (gates with two doors) can only be opened when you have your two parties in front of them (both stand at the place where the exclamation mark appears)

Second, individual doors with treasure boxes behind them can be opened with a thief in your party, so make either Frio or Kyaro your thief to gain access to those treasure chests. They contain some equipments that you can utilize to boost your defense.

When you open the final gate, a short scene will take place, Philia and Mary will then join as a separate party to help you out. Choose the party you prefer and walk up to Barbatos to trigger a boss fight.

BOSS FIGHT: Barbatos

Name: Barbatos Goetia
HP: 3000
Elemental: Dark
Strong Against: n/a
Weak Against: Light/Holy

If you played Tales of Destiny 2, you probably had a taste of how cheap this guy can get, fortunately, this battle is not as crazy as the one in the original story; however, this is still no walk in the park.

Barbatos has two particular spells he casts often, one is called "Negative Gate", which creates a dark energy aura around your character and damages them multiple times; the other one is called "Bomb Strike", where several fireballs are summoned to strike those in range. The one you really need to watch for is the first spell, because Barbatos can cast it even if you strike him during his chanting, and if you heal yourself at any time using healing spells, he is more likely to counter this with his "Negative Gate" and reduce your hp to a even lower number. But do heal yourself when necessary, use items such as apple gels and orange gels to replenish your hp and mp (don't tell me you didn't stock up before you came here...).

In terms of physical combat, Barbatos does quite a lot of damage using his huge axe, but a downfall to his attack is his speed, so use this as an advantage and go nuts with your normal attacks and skills. If you have Farah's costume available, let Kyaro wear it, it'll reduce the battle time for you before your finger gets soar.

A scene will take place after you defeated Barbatos, and you will be taken back to town again.

Dr. Brown will burst into your room the next morning yelling the terrible things that he discovered, so let's get going. When you are on the town map, make sure you visit every house and talk to everyone you see. If you go to the Town Library, Refill should be there giving you some information on her discovery, and you should receive "unicorn" from her, an item that will transform

your female scholar to Refill!

Be sure to stock up enough healing items, when you are ready, head for the Research Facility.

Mission 4 - Sacred Palace Blessed by God

Winning Condition: Defeat demons infesting this palace
Losing Condition: Party with Narikiri Characters (main characters)
is defeated

Dr. Brown will brief you on your mission and you'll be taken into the preparation screen. Make sure to add Mary to Kyle's party, it will come in handy when you battle enemies in this stage. If you prefer Philia over Refill, you can add her to your main party.

Take a look at the map when the mission starts, what do you see? TREASURE CHESTS!! And they are not locked behind those annoying doors/seals (dance around if you want to celebrate)... BUT, wait a minute, how do you reach the two on the platform with no connection to the outer land? Sorry to disappoint you, but at the current state, you cannot reach these two, so ignore them and grab the ones you can open.

About half way through the map, a short scene will take place, you'll see Collet and Lloyd head into the room where the boss is located, worry about them later. Clear the ordinary enemies on the map to gain some exp. One thing worth mentioning is, you will face silver hooded enemies from now on, they are stronger than the black hooded ones, so fight them with more caution.

When you are done with your treasure hunting and clean sweeping, heal up and head for the room where the boss sits. You will see Collet and Lloyd blocking your path, apparently they are being controlled by Thanatos, so you'll need to give them a good knock on the head to get them back to normal.

BOSS FIGHT: Lloyd and Collet

Name: Lloyd Irving
HP: 2200
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

Name: Collet Brunel
HP: 1900
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

This battle is quite hard if your characters' levels are low, Lloyd is fast with his blades and Collet is annoying with her constant long range attacks. I suggest you take your time with Lloyd before moving onto Collet, as he is the one doing most damage to your party. I have

a swordsman and a fighter in my party, with Refill casting healing spell to restore hp. Try NOT to use healing items such as apple gels or orange gels, because there is another boss fight coming up, and you need those to keep you alive in the next battle.

For the swordsman, I use "Majinken" from far away to interrupt Lloyd, giving my fighter a chance to deal some damage to him, from time to time, I rush to the frontline with my fighter for a good physical combat. With enough patience and proper healing, Lloyd should go down eventually.

With the main threat gone, Collet should be a piece of cake, just pummel her with normal attacks and she should fall soon after.

Another short scene follows, and you'll have to face the second boss, Thanatos.

BOSS FIGHT: Thanatos

Name: Thanatos
HP: 4000
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

Oh no, another boss fight right after the first one, they don't even allow you to heal before the battle begins... well, that's Namco for you. Anyway, Thanatos can be quite cheap at times, if you are hit with his spikey hair, it might render your character fainting for a short while, and if he happens to connect that with "Freeze Lancer" or some other spell, you can say good-bye to your party.

And did I mention he can teleport? If you hit him enough times, he'll teleport away from you and start to chant his spell, so keep an eye on that and hit him as soon as possible to break his chanting. Sometimes he uses his "Dragon Tail" attack right after his teleportation, this is one devastating attack and is very hard to evade, multiple spikes emerge from ground and strike you, causing severe damage; use your healing items would be a good idea. My friend Maxi also points out that "do not use moves that have a long recovery time (eg. Kyle's "Chirihakareha")" against this boss, because you will be wide open to his attacks.

I have yet to find a good strategy against Thanatos, I used normal attacks combined with skills to pawn him down, and it works out okay. If you have any effective strategy against this boss, feel free to mail me and I will credit your contribution here.

After the battle, Thanatos disappears with the return of Lloyd and Collet, who have regained their senses. You'll be taken back to town for a goodnight sleep. THE END. No, no that's not what I mean. As you might have expected, Dr. Brown rushes into your room AGAIN to bug you about the upcoming mission, so dress up and get going.

Talk to everyone in town to raise their affections, then stock up your inventory with healing items and go to the Research Facility.

Mission 5 - Castle's Underground Prison

Winning Condition: Defeat Dhaos to rescue Klarth

Losing Condition: Party with Narikiri Characters (main characters)
is defeated or Arche is defeated

After Dr. Brown's babbling, make another party of three in the preparation screen, I put Lloyd, Collet and Philia together. Start the mission when you are ready to go.

On the field map, you should see many switches near the folded bridges, you must position the characters in front of these switches to make the bridges appear. This is a very easy puzzle, so I will not go in details on which switch you should hit exactly, just hit them all once if you want.

The prison doors in this stage can be unlocked by your thief or the normal keyset, if you have any. To be more economic, simply set one of your protagonists to dress in a thief costume to obtain your treasures. When you reach a prison with a pink haired girl (Arche) inside, you MUST unlock the door with your thief, otherwise she'll just stay there forever. As soon as you set Arche free, you can use her to travel across the river on her broom to hit the switch near the boss. The bridge should then fall, choose your best party to engage in the next boss fight.

BOSS FIGHT: Dhaos

Name: Dhaos

HP: 4500

Elemental: n/a

Strong Against: Natural, Dark, Light/Holy, Earth, Water, Wind, Fire

Weak Against: Thunder/Lightning

The infamous boss from Tales of Phantasia returns, but his power is reduced significantly.

Rest assured for those who played Narikiri Dungeon 2, the Dhaos in this particular battle does not use Dhaos Laser. From what I've seen, his only skill is "Tetra Assault", which doesn't do much damage and can be stopped if you hit him from behind.

I used Kyle's party to fight Dhaos, the reason being that Roni and Mary (if you followed my advice to put her in) both have lightning elemental skills, which do two times the damage to Dhaos, together with Kyle, who swings his sword faster than the others, the trio can finish Dhaos in two to three minutes.

Dhaos will fade after you win, and Klarth, who's locked up in the prison behind Dhaos will come out to thank you, he'll then join your force along with Arche.

You'll return to town to rest, in the morning, Dr. Brown wakes you up with his passionate screaming about the terrible discovery he made. As always, talk to everyone and stock up your items before you visit the Research Facility.

Mission 6 - Lemi Ruin Dungeon 2F

Winning Condition: Reach the deepest region on the field map

Losing Condition: Party with Narikiri Characters (main characters)
is defeated

You are asked to pay another visit to Lemi Ruin Dungeon, except this time, you can go a floor deeper than your last visit. The mission starts you off on 1F, so make your way to 2F by moving one of your parties to the staircase located at the top right corner of the map.

Again, the treasure chests on 1F and 2F behind those walls require special keys to unseal them, so ignore those for now. Your ultimate goal is to reach the room where Dhaos and Elrane stand. Battle your way through and you'll be greeted by these two.

BOSS FIGHT: Dhaos and Elrane

Name: Dhaos

HP: 3500

Elemental: n/a

Strong Against: Natural, Dark, Light/Holy, Earth, Water, Wind, Fire

Weak Against: Thunder/Lightning

Name: Elrane

HP: 3200

Elemental: Light/Holy

Strong Against: Natural, Light/Holy

Weak Against: n/a

Tough battle. You are now facing two powered up bosses in one fight, so don't attack so openly like the last battle with Dhaos.

Elrane becomes quite powerful in this battle, her normal attack does 80 to 100 damage to your character while her "Prism Sword" does 350 damage to anyone it strikes. But she's not the one you need to worry the most, the person that could eliminate your entire party is no other than Dhaos.

Dhaos is no joke in this fight, aside from his "Tetra Assault" skill, he has some powerful moves that can instantly cut your hp by half, one is his "Dhaos Corridor" skill, which he punches the ground to create an impact that damages everyone around it; another one is a spell move called "Tetra Spell", which he casts four elemental spells consecutively, dealing damage to those in range. I have not seen the infamous "Dhaos Laser", but DHAOSLASAH has confirmed its existence: "In the second battle with Dhaos I have confermed he DOES use Dhaos Laser... though it took me 45 minuets to get him to use it.. he obviously uses it as a last resort when his health is REALLY low. I had him at aproximently 20[hp] maybe..." So watch out for that if Dhaos' hp approaches critical, and give DHAOSLASAH a round of applause for his hard work :)

Since Elrane and Dhaos tend to stay close together, I recommand moving

your male/female behind and attack their backs, if you can pincer the two bosses between your party, the battle becomes fairly easy. I used my main characters' party in this fight, like I said, I used my male swordsman to sneak behind the two bosses and strike from their backs, while my female fighter keeps them busy with her fists. Be warned that Dhaos is still capable of doing his "Dhaos Corridor" if he finds his chance, so prepare to heal when necessary.

If you succeed in beating them, the two bosses will leave and will never return again. So pat yourself on the back for winning a tough battle. You'll be transported back to town to rest, and before you know it, Dr. Brown will be in your room again with his angry face saying something that has to do with your next mission.

Do your daily routine (eg. talk to people, buy items, etc) and prepare to go to the next mission. Note that Narikiri Shop and Maho's Grocery are selling new root costumes, buy two of each type for your two protagonists if you have the money.

Mission 7 - Blown Away in Time 1

Winning Condition: Save the two heroes within 30 turns
Losing Condition: Party with Narikiri Characters (main characters)
is defeated or 30 turns run out

After the briefing from the two professors, make sure you have Kyle and Mary in your active parties and off you go.

The goal in this mission is to let Mary have a chat with Rutee and let Kyle have a chat with Reala. If you use characters other than the correct ones to contact with the two heroes, you'll engage battles with them, it's not a big deal, if they are defeated, they'll just appear in a new location. Note that the maze has no border, meaning that it is repeated when you scroll left to right or up to down; note also that there is turn limit, if you cannot convince the two heroes with the corresponding characters in your party within 30 turns, your mission fails. But don't panic because 30 turns is more than enough to get your treasures, pawn the enemies and rescue the heroes.

Once the mission is over, you are back in town. One night of sleep might not be sufficient to restore your tired bodies, but that's not what Dr. Brown thinks, bursting into your room to wake you up with his stylish yelling is certainly something for a morning call. In any case, talk to everyone in town and stock up your items. If you talk with Roni, you should receive his costume. Also, if you pay a visit to Maho's Grocery, there are several new healing items available for sale, these include: lemon gel, pine gel, life bottle, and so on. Buy a few of each if you got extra cash (remember, you don't have to head on with the next mission, you can always revisit places you've been to for exp and gald.)

Mission 8 - The Palace of Despair

Winning Condition: Rescue Farah and Keele

Losing Condition: Party with Narikiri Characters (main characters)
is defeated

In the preparation screen before the mission, you can rearrange your parties with new characters available, namely Reala and Rutee. I recommend putting Rutee, Klarth and Reala together, and replace Philia with Arche if you have her in any of your teams. Reala is a powerful magic caster who has higher class healing spells as well as offensive spells, Rutee is a fast sword user, she also knows healing and ice elemental spells, and Arche is a half-elf who is undoubtedly the strongest spell caster in this game, she knows most of the high class offensive magics that deal more than 4000 damage to enemies on screen, so train her up if you want easier boss fights later ;)

Ah... the musics, the backgrounds, the demons' faces... doesn't this place look familiar to those who have played Tales of Eternia? Yes, you guessed it right, it's Shizel's Castle, but Namco decides to give it a new name. Anyway...

In this mission, your goal is to defeat enemies that hold Farah and Keele as hostages. However, if you come in contact with them, Farah and Keele are forced to attack you along with the enemies, so make sure you heal up before you approach them. The enemies move around on those moving platforms, you might want to predict where they are going before chasing them, it'll save your time.

When you finished battling those demons that held our heroes as hostages, Farah and Keele magically appear before the sealed gate, and if you approach them, they attack you! What kind of friends are they!? An eye for an eye, let's kick some butt.

BOSS FIGHT: Farah and Keele

Name: Farah Oersted
HP: 3300
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

Name: Keele Zeibel
HP: 2300
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

This battle is not exactly hard, but you can die easily if you aren't careful.

Let me start with Keele, since he's the weaker of the two, 2300 hp should not be a problem (An hp less than a normal enemy? Common...), so have your swordsman attack him first in order to stop those annoying spells like "Aqua Edge", "Wind Cutter", and "Fire Ball" from damaging you. Keele can cast those low level magics very quickly, be sure to constantly strike him to interrupt his chanting.

Farah is probably going to be the one that causes most problems, she uses skills such as "Shouteiha" ("Palm Strike" if you want the official translation from the US version) and "Rengadan" ("Sonic Fist"

in US) constantly, which deal at most, 400 damage to your characters. Try your best to defend against these attacks (the "L" Button), if you are low on hp, don't wait for spell casters to replenish it for you, use an item, it's much much faster.

For this battle, I used Kyle's party (Kyle, Roni and Mary). Because all three are swordsmen (axemen for Roni and Mary), I don't have to worry about them being attacked, they can defend themselves reasonably well. My Roni can cast "Heal" extremely fast, so the healing is not a problem for me. I control Kyle myself, and I go nuts on Keele first to take him down. Farah is kept busy by Mary and Roni, when I finished Keele, I backtrack her and give her some good slashes to end the fight.

Our Tales of Eternia "heroes" decide to run away after the battle, chase them! And when you reach the top, something interesting happens, we have clones of Farah and Keele. Isn't this amazing? The two villains who stole the time machine laughed at your stupidity because the ones you fought were merely people dressed in Farah and Keele's costumes, the ones on the ground are the true heroes need to be rescued. The four villains run away leaving our injured friends behind, let's give them a hand and go home.

Sleep, waken up by Dr. Brown, daily routine, yes, yes... you know what to do after each mission now. Head for the Research Facility when you are ready, and you'll be given a choice to choose which side of the gate to assault.

Mission 9 - Gate of Rebirth

Winning Condition: Rescue the three heroes

Losing Condition:

- if you choose to assault east gate: Party with Narikiri Characters
(main characters) is defeated
or Judas is defeated
- if you choose to assault west gate: Party with Narikiri Characters
(main characters) is defeated
or Leon is defeated

As you can see from the losing conditions, the choice given to you has something to do with which side of the gate you want to attack, the only difference between the two is the character that'll come to your aid during this stage. If you want Leon (from Tales of Destiny), pick the lower choice (assaulting west gate), if you want Judas (from Tales of Destiny 2), select the upper choice. One thing you need to keep in mind is, whoever you choose to help you in this mission will leave once the mission's over, and you'll get the one locked in the cage instead. For example, if you choose Leon to help you during this stage, Judas will join your force later and vice versa. If you have troubles understanding what I wrote, please refer to the FAQ section, Hell jirachi and ZeroHiei both provided simpler and easier explanation regarding this issue.

I guess you're probably thinking "who's the better of the two, Judas or Leon?". Personally, I prefer Judas, he has more powerful moves than Leon (including a secret desperation move, but it's only executable when his hp is red). This doesn't mean Leon isn't strong, his "Marian"

does insane damage at level 65. I guess it's just personal preference, choose the one that looks cooler in your opinion :)

Watch the scene when mission starts, then assign your four parties to attack enemies at the four corners on the map (don't forget to grab your treasures along the way), some NPCs are being held as hostages, too. When you defeat the enemies before them, they'll thank you and leave.

See those round panels on each of the four corners? If you move your parties near them, exclamation marks appear indicating they are interactive, so let your characters step on them to turn off the electric barrier that's locking the three heroes at the centre of the screen. Note that when the panel is triggered, an enemy will appear near you, if you can't step on all four panels in one turn, enemies that appear will attack you from behind, leaving you in a pincer position. If you move around after stepping on the panel, you'll need to reactivate it again, which causes another enemy to appear.

After you released the three heroes from the cage, an enemy will ambush you, Leon and Judas will jump out to take care of it, and a battle ensues. There's a message before the battle starts saying that you must not let any of the two characters die in this fight, so watch their healths when you attack, it should be a very quick battle. As a side note, do you notice the change in BGM? That's right, it's the BGM played during the last battle against Leon in Tales of Destiny, it's called "Leon - Victim of Fate". Some scenes follow when the battle's over, Leon/Judas, Dymlos and Atwight will then leave, and Leon/Judas will join your force. Mission complete!

Mission 10 - Lemi Ruin Dungeon 3F

Winning Condition: Reach the deepest region on the field map and capture Honey and Klait

Losing Condition: Party with Narikiri Characters (main characters) is defeated

Do your daily routine after the babbling from Dr. Brown, then head to the Research Facility for your next mission. Be sure to put Judas into one of your parties, he is arguably one of the strongest swordsmen in this game.

Here we are again, in the Lemi Ruin Dungeon. Nothing much to say, make your way to the third floor, and ignore those treasure chests on the way.

A scene takes place when you reach the third floor, Honey and Klait used some trick to make ordinary enemies to look like their clones, Since we nailed so many of them on our way, who cares if they look like Honey and Klait or not, let's roll! Some of the enemies are fairly strong, try to use parties with characters capable of healing when you engage in battles with them. There are treasure chests lying on this floor, but one of them is a Pandora's Box, so attack with your skills and magics to destroy it. When you defeated all the fake "copies" of the two villains, the real couple will appear, and a short scene will follow soon after. Honey and Klait then retreat to the room behind the gate and leave a whole bunch of traps in front of them.

I haven't found a way to dispose these traps safely, so I just make one party the white mouse to clear them from blocking the way and move the other party toward these two cowards for revenge.

BOSS FIGHT: Honey and Klait

Name: Honey
HP: 2000
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

Name: Klait
HP: 3000
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

This boss fight is pathetic, I don't know how to describe these two, not exactly bosses if you ask me. The battle is probably here for comic relief or something because it ended before I even had the chance to take down all of their skills.

Honey seems to have a move called the "Sexy Dynamite", which causes massive explosion around her if enough time is given, this may be the only attack that's considered devastating to your party, as it deals 1000 or more damage. But that's only if you stand there and refuse to attack, she has absolutely no chance of successfully performing this skill if you constantly strike her with your characters. Another skill she uses is the "Poison Kiss". As the name suggests, her noxious kiss poisons one of your party members (I guess it's not hard to imagine that -__-b)

Klait appears to be even weaker than his teammate, he has a skill known as "Lion Kick", which hardly does any damage, and a move that never succeeds: "Skunk Finger", which he attacks and poisons you at the same time. Sounds like Hercule from Dragon Ball Z...

I don't think you need a strategy to beat this couple, just follow the attack pattern you normally use on ordinary enemies and they should go down quickly. You should receive Klait's costume for your victory.

Once the battle's over, the couple will be sent to jail in the security department in town, be sure to pay them a visit and laugh at their faces. ^_^

Do your daily routine the next morning, there are some new costumes offered at the two shops in town, buy them if you have the cash. If you happened to make trickster and dancer's costumes in the Narikiri Shop, you should be able to further upgrade them to Genius and Collet's costumes. Let's go to the Research Facility for our next mission.

Mission 11 - Mayor's Mansion

Winning Condition: Disable the two copy machines

Losing Condition: Party with Narikiri Characters (main characters)
is defeated or Harold is defeated

There are three new missions given by Dr. Brown, it doesn't matter which one you choose to play first, you'll have to finish all three anyway. This walkthrough will cover each mission in order, from the bottom mission to the top one.

As soon as the mission starts, you'll see a scene with a girl chasing her malfunctioning robot around, after a few laps, the robot decides to attack her, so she hides behind you for protection, a battle will then take place. Just hack this metal junk a few times and it'll collapse. It feels good to be the hero that saves the girl, right? What do you think you'll get in return? A kiss? A present? One night together in a hotel? Na... you get a punch, that's right, a punch from the very girl you saved. Want a reason? Because you destroyed her precious machine, it looks like she loves her machine more than she loves you. Anyway, the girl introduces herself as Harold, the genius who invented a whack load of bizarre stuff.

She tells you that in this mansion, the two copy machines have gone havoc and she needs to stop them with her smart brain (more like oversized... pfff), but there are enemies around, so you need to accompany her as her bodyguards to get rid of anyone in her way. You got your objective, let's move.

There are six rooms with the copy machines, only two contain the real ones, the other four have duplicated copies only. Here are the locations for the two real machines:

1. Located in the room at the top left corner of the map, it should be the second machine (cylindrical thing with electricity) from the left you need to disable.
2. Located in the room at the bottom right corner of the map, it should be the one on the right in the first row (top)

WARNING: When you put Harold in front of the machine for deactivation, as soon as you end your turn, two enemies will pop up near the entrance of that room, make sure one of your parties is guarding that position; furthermore, it takes two to three turns to completely disable the machine, don't move Harold during these turns, there will be two more enemies appearing near the entrance during the the second and third turn of deactivation, make sure your party is still there protecting Harold.

Have you noticed the distinctive figure standing at the centre of the map? That's the boss of this stage, let's fight her.

BOSS FIGHT: Shizel

Name: Shizel
HP: 5200
Elemental: Dark
Strong Against: Dark

Weak Against: Light/Holy

Shizel is not a particularly strong boss, but she has some annoying moves. For one, she forms this ball-like object in her hand and pushes it towards you, and it doesn't disappear when it hits, meaning that it will go across the screen damaging your entire party. The damage ranges from 150 to 180, and may it hit multiple times. If that's not enough for you, She also has a move similar to the first one, except this time, she casts lightning (doesn't require chanting) and pushes that towards you, it doesn't go across the entire screen, but it does hit you multiple times. This causes around 160 to 180 damage to the characters that it hits.

For the spell portion of this boss battle, Shizel can cast "Fire Ball" relatively fast, but it doesn't do much damage. The spell you need to watch for is her "Indignation", which is a high class lightning attack that can probably kill your characters if you are within its range, so make sure you strike her as soon as you see her doing her chanting.

This battle shouldn't last too long, I already have Kyle's costume made by now, together with my female fighter and Keele, I finished her off with normal and skill attacks in less than three minutes, so I don't think you'll have any trouble pawning her, either.

If you defeated Shizel and disabled the two machines, a scene offering Meredy will take place, she'll join your force along with Harold! Time to go home and rest.

Do your daily routine and head to the Research Facility for your next assignment.

Mission 12 - Catmen Village

Winning Condition: Defeat all enemies

Losing Condition: Party with Narikiri Characters (main characters)
is defeated or enemies have reached elder's house

Remember Tales of Eternia's Catmen Village? It is in this game, too. Before the protagonists can have a good look at the village, the village chief appears and tells you that enemies are coming to take over the village. As heroes, it's your duty to protect the helpless village from disaster. To help you end the battles faster, the elder provides some traps for you so you can lay them on or near the village paths where the enemies might walk on. There are two types of traps, the animal trap and the bomb, it doesn't matter which one you choose. I recommend putting them on the four staircases outside the village, this way, it's certain that enemies will step on them before they fight you. When you are done with that, let the show begin!

The first wave of enemies will appear on the bottom left corner, just wait till they enter the village then send your parties to fight them. When you finished the first wave of attack, the second wave immediately starts, four enemies on the bottom right corner and... four beside the elder's house to the left!!! Looks like the enemies know how to ambush to surprise you. But worry no more, because Max (Fog in Japanese) is here, with a blast of energy from his cannon, Max finished two enemies alone, amazing! Two catmen will join Max's party,

and you can continue with your game. Go ahead and fight the enemies near the elder's house with Max if you want, I prefer using some other party because you don't want the two NPCs in his party to get exp, do you?

When the second wave of attack is over, a scene will follow, and another surprise is waiting for you, Max will then join your force. Be sure to train him up sometime, as his "Elemental Master" can pawn any boss with ease.

Stock up your healing items in town and go to the Research Facility for the next mission.

Mission 13 - Elven Village

Winning Condition: Defeat all enemies

Losing Condition: Party with Narikiri Characters (main characters) is defeated

If you played Tales of Phantasia or Tales of Symphonia, you'd know that half-elves are banned from Elven Village, therefore, Genius, Refill and Arche will be removed automatically at the preparation screen if you have them in any of your parties. Stick Meredy, Keele or Max in if you have a party of two because of this.

At the start of this mission, Cless, Stahn, Nanaly, and Mint will join your force, but only the first three will fight as a party, Mint will stay behind to treat injured villagers or teammates. Note if you place your party beside Mint, she'll cast "Nurse" and it'll restore your party's hp.

This mission is extremely simple, simply defeat the enemies you see, save the two hostages and you're done with the task.

The two hostages and the village chief will thank you for your kind help and they offer you items in their treasure storage room... four in total! However, the last item obtained from the treasure chest is a bit..... see for yourself -__-b

There is now a catman sales person in the Forest Meeting Area in town that sells rare items and costumes, be sure to buy them. Finally, head to the Research Facility for the next mission.

Mission 14 - Human Ranch

Winning Condition: Disable all copy machines

Losing Condition: Party with Narikiri Characters (main characters) is defeated or Zelos and Sheena are defeated

Remember the good ol'times in Tales of Symphonia when you faced the nasty bosses that take advantages of the people with EX spheres in those Human Ranches? Well, the ranch made its return to Narikiri Dungeon 3, but the machineries that turn people into EX spheres are gone, they are replaced by those copy machines you saw Mission 11

instead. And this time, they are not making copies of themselves, rather, they make copies of Zelos and Sheena! If 90% of world's populations consists of only Zelos and Sheena, that would be quite boring, so let's disable those evil copy machines once and for all.

When the mission starts, the "real" Zelos and Sheena will join your force as an extra party, they are quite strong, so go ahead and use them in battles if you want.

The treasure chests' doors can be unlocked by thieves or normal keysets, but be ware of Pandora's Box.

Four more enemies will appear at random turns, you can deal with them first to level up your characters or you can head directly into those rooms to fight the cloned Zelos and Sheena. Because enemies seem to pop up indefinitely, If you think you have enough healing items, repeatedly fighting cloned enemies is a good way to level your characters up (they give 30 to 40 exp per battle).

BOSS FIGHT: Zelos and Sheena

Name: Zelos Wilder
HP: 3500
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

Name: Sheena
HP: 3200
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

Not exactly a boss fight, but you'll be facing clones of these two over and over again in this stage, so I think it's better to give you some information about them.

If you think your Zelos is strong, wait till you see the clone. The cloned version can do practically anything your Zelos can perform, he can cast spells like "Air Thrust", he can use skills such as "Raijinken" ("Lightning Blade" from Tales of Symphonia's English version), "Majiken Souga" ("Double Demon Fang"), and "Fuuraijinken" ("Super Lightning Blade"), and he can heal. Zelos can connect his normal attacks with a skill, they should do about 300 to 400 damage.

Similarly, Sheena's clone can do pretty much everything the "real" Sheena does, besides her normal "Sanrikifu" ("Power Seal") and "Sakurikifu" ("Pyre Seal"), she can also summon Corrine to deal heavy damage to your characters.

You should have at least one Tales character's costume by now, if you have Kyle or Stahn's costume made, put it on Frio and use skills like "Shishisenkou" ("Beast"), "Renkuuzen" ("Tempest") or "Koushouken" constantly. If you have Farah or Mary's costume, put it on Kyaro and make her use "Rengadan" ("Sonic Fist") or "Shishisenkou" ("Beast") repeatedly. This way, you can keep the two opponents busy and deal some damage at the same time; this method will also give your magic caster enough time to cast whatever spell she/he has. Use items to

heal if your healing spell doesn't arrive in time, if you wait for your spell caster to finish chanting, you are probably in heaven already as Zelos is a fast swordplayer.

An easier way to deal with these two is sending the "real" Zelos and Sheena to fight them, make Zelos use "Majiken Souga" ("Double Demon Fang") continuously and make Sheena summon "Undine" or "Corrine" one after another will grant you quick victory.

When you disabled all the copy machines except for the last one, a conversation between the "real" and cloned Zelos will occur and you'll need to make a choice to decide which one is real. Regardless of what you choose, you'll engage in a battle with Zelos and Sheena, use the same strategy above to defeat them.

A scene happens after you defeat the last pair of clone, the "real" Zelos and Sheena then leave, Frio disables the copy machine and... another Zelos and Sheena appear!? And they claim that THEY are the REAL Zelos and Sheena... errr, if the ones standing before you are the originals, then who are the people that helped you just now? The question is for you to figure out :P

Go home, rest, stock up, talk to people in town and get ready for your upcoming mission.

Mission 15 - Traitor's Fortress

Winning Condition: Defeat all heroes that become your enemies

Losing Condition: Party with Narikiri Characters (main characters)
is defeated or 30 turns run out

The mission title should tell you something about your party members, yes, some of them become your enemies in this stage. For what reason? We'll soon find out.

Make sure you replace any character that's missing in your party with other members in the preparation screen, also, take out any spell casters in your party, because they won't be able to cast anything in the next stage, head out when you're ready.

It looks like Klarth, Harold, Philia, Refill, Genius, Kratos and Keele are being tricked into thinking that your parties are enemies disguised as humans. So much for trust and friendship -_- (an unknown voice: "Trust only in your cards... you can do it, Yug-....!"). Okay, whatever. Unlike the "Blown Away in Time" mission, this map has its borders, so you should create a plan to divide your parties in order to take on each hero individually.

I've broken the character battles into sections, depending on the hero you face, you can look at the corresponding section for strategies against him/her.

SECTION 1: Battle Against Spell Casters

This section refers to heroes that are mainly spell casters, namely

Klarth, Harold, Refill, Genius, and Keele.

Name: Klarth F. Lester/Harold

HP: 3300

Elemental: n/a

Strong Against: n/a

Weak Against: n/a

Name: Keele Zeibel

HP: 3200

Elemental: n/a

Strong Against: n/a

Weak Against: n/a

Name: Genius Sage/Refill Sage

HP: 3400

Elemental: n/a

Strong Against: n/a

Weak Against: n/a

Name: Narikiri Girl/Narikiri Boy (Swordsman)

HP: 3600

Elemental: n/a

Strong Against: n/a

Weak Against: n/a

The female Narikiri bodyguards are a pain in the butt, not only are they strong and fast, they are also very proficient at using their skills to make combos that leave you unable to counterattack. From what I've seen, their skills include "Majinken" ("Sonic Blade"), "Aksazame" ("Swarm"), "Kourenken" ("Burning Sword"), "Shinkuuhazan" and "Senkuureppa". The last two are extremely powerful attacks, and can be life threatening if the heroes cast spells in between. The male swordsmen are somewhat less pushy than the females, they seem to stick with just one skill - "Raijinken" ("Lightning Blade"), so it shouldn't be hard to deal with them.

Speaking of heroes, they are not as active and fast as the swordsmen accompanying them. If there is a spell casting hero you need to watch for, it's Klarth (not exactly a spell caster, he's a summoner). Klarth may not appear to be that strong when he's in your team, but when he becomes your enemy, one single summon could potentially eliminate your party members that have hp below 800. Therefore, when you encounter Klarth's party, use the character you control to destroy him first, be it normal attacks or skill, as long as you attack him, he won't have a chance to summon the spirits.

Keele, Genius and Harold are magic users that hardly do anything devastating, Keele has "Fire Ball", "Aqua Edge" and "Freeze Lancer" which he uses often; these don't do much damage, but as I said, if he casts anything when his swordsman attacks, it can be deadly. Genius usually chants "Aqua Edge", "Fire Ball", and sometimes "Aqua Laser"; Harold doesn't seem to use magic much, because her primary skills are lightning elemental combat skills, but she does cast "Cure". When you encounter any one of these heroes, focus on the swordsman first, if you can pull some combo on him/her and take him/her out, the major threat is gone. Magic caster is nothing but a piece of dead meat when no one is fighting in the frontline.

Refill is probably the easiest hero you'll face primarily because she

is a healer. Although her swordsman constantly pulls of "Raijinken" ("Lightning Blade"), with the three swordsmen in my party, we pawn them like there's no tomorrow.

SECTION 2: Battle Against Swordsmen

This section refers to heroes that are mainly swordsmen, namely Kratos and Philia.

Name: Kratos Aurion
HP: 3800
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

Name: Philia Philis
HP: 3500
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

Name: Narikiri Boy (Swordsman)
HP: 3600
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

Name: Narikiri Girl (Witch)
HP: 3100
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

These two battles are relatively harder compare to the battles in Section 1. What makes the fights difficult is the fact that both heroes know sword skills as well as spells, and when they are combined with the two nameless Narikiri guys, they can harm your party members severely within a short period of time.

Kratos and his witch make a deadly combo. He can keep you far away from his witch to allow her spells to be casted. The witch knows "Fire Ball", "Wind Cutter" and "Aqua Edge", they are simple spells, but they inflict heavy damage (around 180 to 200 per hit). Kratos himself has skills like "Fuuraijinken" ("Sonic Lightning Blade") and "Majinken Souga" ("Double Demon Fang"), he also knows "First Aid" and "Healing Wind", if he uses any of his offensive skills while you are recovering from the witch's spells, you are toast.

Philia and her swordsman are not as devastating as Kratos' party. She hardly uses any skill other than her "Philia Bomb". The swordsman accompanying her, however, attacks with many types of swordplays, including "Majinken" ("Sonic Blade"), "Akisazame" ("Swarm") and so on.

My strategy against these two heroes is blitzkrieg. Rush them, don't give them any chance to fight back, if you have three swordsmen in your party, let the computer handle the heroes while you take on their apprentices. The witch has low hp, and you can run pass Kratos to directly assault her, so focus everything you have on her, then come

back to attack Kratos. For Philia, just keep using your skills to push her back into her swordsman, if the other two people in your party connect their attacks well, you should be able to damage Phila and her swordsman at the same time.

When you've defeated every hero on this map, watch the conversation with the two Narikiri heroes from the future, and you are done with this stage. Whew...

Stock up and head on with the next assignment after a goodnight sleep.

Mission 16 - Lemi Ruin Dungeon Bottom Floor

Winning Condition: Reach the deepest region on the field map

Losing Condition: Frio and Kyaro are defeated

You'll notice that as soon as the preparation screen shows up, some message will appear on the bottom saying that you must have only Frio and Kyaro in the main party and no one else. You'll also notice that it's mandatory to dismiss any other active parties available... Sounds like a special mission. Excited? Then let's get going.

Yeah yeah yeah, I know you are getting bored visiting the same crappy dungeon over and over again, so am I. But this time, we are on a special mission, so rub your eyes and get ready to see what event will happen on the last floor.

Your only party in this stage is Frio's party, but you'll have to face an enormous amount of enemies... I know what you are thinking, "That is so NOT fair!!" Well let me tell you something lads, life is never fair... just kidding. It's true that you'll be encountering endless enemies throughout the dungeon, but they are simple battles (at least for the first three floors). How simple? Have you ever gone back to the location where Mission 1 takes place? If you go there when you are level 20 or higher, the enemies will seem like a bunch of losers to you, because they are too weak; one or two slashes and they are down. That's what you'll be facing in this stage, so if there's someone that needs to cry out how the game is unfair and all, it's the enemy in this mission.

So make your way to the last floor and look around: treasure chests enclosed by those stupid sealed walls again. Interestingly, I got the keys to unseal these walls for some reason (probably off the enemies I fought), if you stand near the seal and a "yes/no" option pops up, congratulations, you got the special keys as well. But don't rush and unseal whatever you see, because the keys are quite rare at this time. Instead, from the staircase, move left to the third treasure chest on the bottom row (or, the second treasure counting from the LEFT), unseal the wall blocking your path and open the treasure chest, what do you get? KOS-MOS' costume!! Cheer for five seconds and make your way to where the blue and pink screws are standing (Oh, my bad, they are humans wearing the futuristic hats...). Anyway, watch the model show these two have prepared for you and you are done with this mission.

Get some rest, buy whatever you need, and head for the Research Facility.

Mission 17 - Magic Technology Research Centre

Winning Condition: Obtain the Key of Light

Losing Condition: Party with Narikiri Characters (main characters)
is defeated

Your next mission aims to obtain the Key of Light from the enemies in the MagiTech research Centre (reminds me of Final Fantasy 6 somehow), so "Take Up The Cross" and move out! Oh, be sure to put all your characters back in your active parties, if you don't, you'll be fighting tough enemies with Frio and Kyaro alone, and that's not fun.

At the start of the mission, we see an automated magic cannon firing at our heroes, Frio dodged it in time because Kyaro yelled at him to watch out, but the beam struck our cute Suzu (boo for Namco, bullying an eleven-year-old girl). Fortunately, she's okay (amazing defense!). I'm sure you want to get revenge at those jerks that control the cannons. Apparently, they are laughing on the platforms. So charge at them!

Move your cursor to the top of the field map, then scroll it from left to right, you should see four magic cannons. Right now, these cannons are grey in color, one turn later, the cannons' colors will change to yellow, after that turn, red, and in the next turn, the cannons fire their beams that damage anything in their paths, and the cycle repeats until you finish the mission. You can move freely when the cannons are charging (grey and yellow colors), but don't put yourself in the line of fire when the cannons are ready to shoot after you end your turn (red color). It may take some turns before you are out of the cannons' firing ranges, if your parties are in the middle of the corridor and you see the colors turn red, check your sides to see if there are dents, if the dents are available, move your parties there to avoid being hit, if they aren't available, don't panic, let the beams strike you, they'll probably reduce your hp, but they certainly won't kill you (the maximum damage for these cannons is reduce your current hp to 1), if you have a healer in your party, just let him/her cast "Nurse" or something to restore your lost hp.

The wooden doors can be unlocked by thieves or normal keysets, so grab the treasures if you have time.

When you reach the end of the second corridor, a scene will take place, one of the people guarding the Key of Light reveals himself as Frio from the future and turns on some switch that makes the cannons go out of control, the people around him run away, but Frio decides to stay and watch the fun. Due to the triggering of that forbidden switch, the cannons firing rate has been altered, they now take only two turns to release their beams. At the current location (where you are standing), this shouldn't affect you because a wall's stopping the beams for you, but you do need to take caution as you approach closer to their range of fire.

From time to time, enemy parties may be eliminated if they cannot avoid the beams in time; however, enemy reinforcements also appear randomly in those chambers. Take this chance to level up your parties, as each battle gives around 50 to 60 exp, it's a great place to train.

Make your way up to the staircase leading up to the platform where Frio's future version is standing. As you lay your feet on the stairs, Frio (future) grabs the Key of Light from the treasure chest besides him and escapes. Great, all these works for nothing, it's the enemy that gets the last laugh..... or is it? Suzu shows up and stops Frio (future), she's quite determined to retrieve the key, and it seems like Suzu will stake her life on that item. Frio (future) is somewhat shocked by this, so he hands her the key and leaves. Suzu then joins your force! Yay! Another mission well done.

Be sure to stock up enough healing items for the next mission, you will be given a choice to choose your next destination, however, both missions' maps are not something you'd want to stay and enjoy.

Mission 18a - Ice Carven

Winning Condition: Find the exit

Losing Condition: Party with Narikiri Characters (main characters)
is defeated

When you reach the Research Facility, Dr. White gives you some additional information regarding the objective of the next mission, and you are given a choice to choose between the two areas: Ice Carven or Burning Maze. You can probably tell the obvious difference between the two stages: one relates to ice, one relates to fire. Note that if you choose one route, the other will disappear once you complete the mission, I don't have a particular preference for any of them, so pick the one you like.

On the preparation screen, be sure to put someone that has spell capable of healing the entire team (eg. Keele, Harold, Mint, etc) in each of your party. The reason is because when you walk a certain distance in Burning Maze or when you end your turn in Ice Carven, you will be harmed from the intense heat or ice storm unless you have water mants (for Burning Maze) or fire mants (for Ice Carven) equipped on all of your party members. I don't suggest equipping those because they are a waste of accessory slot.

If you choose Ice Carven to play, follow this section of the walkthrough, if you choose Burning Maze instead, follow Mission 18b for explanation.

Ice Carven is just a map with connected pathways, those leading to treasure chests are often blocked by huge boulders, if you wish to break them down, make one of your protagonists a fighter and place him/her in front of the boulder to activate the special skill that breaks it. I highly suggest that you ignore this, as most treasures are nothing but items that you can buy from town shops, getting all the treasures on this map is highly inefficient and time consuming. Plus some boulders explode, you can hurt yourself if you break them, it's very likely that your hp will reduce to 1 after this. Despite all that, there is Valkyrie's costume located on the bottom right hand corner of this map (you can buy her costume in the town shops after you complete the game), thanks to Alfred who provided this important piece of information.

Take a minute and look at the map, trace the route that'll lead you

to the next screen. It's not complicated so I won't draw the map here. When you reach the next screen, you find Woodrow lying on the ground, he doesn't seem like he's hurt, but before you could have a proper conversation with him, Celsius appears and you are forced to battle her.

BOSS FIGHT: Celsius

Name: Celsius
HP: 4500
Elemental: Water
Strong Against: Water
Weak Against: Fire

It's nice to have "Battle of the Spirit" back as this boss' BGM. Anyway, Celsius is accompanied by two ice birds, but they shouldn't be much of a problem. This battle is nothing like the battle from Narikiri Dungeon 2 (I remembered using two "Elemental Masters" to bring her down in that game...), Celsius is weak and her defense is low, she'll make a good punching bag for you.

Celsius uses "Shishisenkou" ("Beast") A LOT, and it does do heavy damage to those it strikes, so strike her constantly to make sure she doesn't throw this skill at you. If you have some one that can use "Fire Ball", "Eruption" and "Fire Storm", cast them by all means, they will bring Celsius down faster than melee combat.

After the battle, Celsius goes back to sleep and Woodrow leaves to look for Chelsea, you'll be taken to Mission 19 automatically with the same parties in this mission (that's right, you don't return to town, that's why I tell you to stock up your healing items). Scroll down to Mission 19 for details.

Mission 18b - Burning Maze

Winning Condition: Find the exit
Losing Condition: Party with Narikiri Characters (main characters)
is defeated

When you reach the Research Facility, Dr. White gives you some additional information regarding the objective of the next mission, and you are given a choice to choose between the two areas: Ice Carven or Burning Maze. You can probably tell the obvious difference between the two stages: one relates to ice, one relates to fire. Note that if you choose one route, the other will disappear once you complete the mission, I don't have a particular preference for any of them, so pick the one you like.

On the preparation screen, be sure to put someone that has spell capable of healing the entire team (eg. Keele, Harold, Mint, etc) in each of your party. The reason is because when you walk a certain distance in Burning Maze or when you end your turn in Ice Carven, you will be harmed from the intense heat or ice storm unless you have water mants (for Burning Maze) or fire mants (for Ice Carven) equipped on all of your party members. I don't suggest equipping

those because they are a waste of accessory slot.

If you want to grab extra treasures in Burning Maze, be sure to put your female protagonist in a witch costume and put either her or Arche as a party's leader, that way, you can fly over hot lava surrounding the pathways. Be ware that one of the treasure chests is a Pandora's Box.

The Burning Maze has no challenge in terms of map design, despite the fact that they call it a maze, it's extremely straight forward. Make your way to the chamber where a girl's lying on the floor unconscious to trigger the next event.

One thing to note is that directly down from where that girl is lying is another chamber with two treasure chests, the one on the left encloses Celsius' costume, be sure to grab that if you want it right now (you can buy it from town shops after you beat the game).

When you are near the pink haired girl, she wakes up and wonders where she is, Kyaro recognizes that she's Chelsea, but Valkyrie interrupts before you open your mouth for the next phrase, and she attacks you!

BOSS FIGHT: Valkyrie

Name: Valkyrie
HP: 4600
Elemental: Light/Holy
Strong Against: Light/Holy
Weak Against: Dark

If you wish to steal Valkyrie's costume in this battle, be sure to put someone with the "Item Steal" (eg. Collet) in your party. Thanks to a000a and Alfred who confirmed this.

Too easy a battle. I have Reid, Nanaly and Keele in my party and I take her down before she could even use a single skill. This is disappointing because back in Narikiri Dungeon 2, I was struggling to survive from her "Valkyrie Strike" and "Ray".

If you have Reid in your party, use his "Senkousouhazan"; if you have Kyle in your party, use his "Chirihakareha"; if you have Stahn or a fighter in your party, use "Shishisenkou" ("Beast"); if you use characters other than these people, use whatever skills you think are the strongest and aid them with magics from your spell caster (Fire, Ice, Wind and Rock elemental spells all do good damage to her).

This battle should take less than a minute to finish.

Once the fight is over, Valkyrie apologizes and leaves, Chelsea thanks you and runs off to look for Woodrow. This mission is finished, but you cannot go back to town, yet. Since the mission is fairly short, Namco decides to throw you into the next mission to lengthen the play time, so scroll down and get ready for Mission 19!

Mission 19 - Arena Challenge

Primary Winning Condition: Defeat Kongman

Primary Losing Condition: Party with Narikiri Characters (main characters) is defeated

Since you are taken to this stage right after Mission 18, there is no time to change your party members, but rest assured, the battles in this stage are not hard. What you do need to watch for are the objectives of this mission, they change as you progress through the stage.

Kongman wants to challenge you with some fights, if you can defeat him fair and square, he will hand over the Tabidachi Key to you along with some other treasures as prizes. You know you are strong, so fight to claim your prizes!

You start on either the bottom left (if you picked Burning Tower) or bottom right (if you picked Ice Carven) corner of the map; regardless of what position you begin with, move two of your parties to the opposite direction of your starting location and initiate your attacks at the enemies on this map.

There are two Pandora's Boxes in this stage, and you cannot access to those treasures in the four rooms at the top, so don't bother drooling over those :P

Move your one of your parties in the central corridor to the throne and challenge the baldy.

BOSS FIGHT: Kongman

Name: Kongman
HP: 6000
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

This guy looks bulky and all, but he is just a rabbit compare to you, so chew him alive! Just kidding. Kongman punches hard and uses skills such as "Ronbu Shoulder", "Great Upper" and "Heruzuhariken", but a downside to all of that is, he is SLOW. Use that as your advantage and slash him as much as you can, then end your attacks with a skill that can temporarily leave him open for the next chain of attacks. If you listened to me before the last mission, you should have a healer that's capable of chanting magics that cure the entire party, so your healing problems in this battle should be solved. It might take you a while to bring him down, but since it's a 3 on 1 fight, winning it shouldn't be a piece of cake, right?

When the battle concludes, some events involving Frio (future) happen again. Apparently he recruits some thieves and bandits to help him obtain the Tabidachi Key, along with the treasures in the rooms. But since these are your prizes, you better protect them till you defeat all of Frio's (future) henchmen.

Secondary Winning Condition: Obtain the Tabidachi Key

Secondary Losing Condition: Enemies steal the key or party with Narikiri Characters is defeated

Before you continue with the second part of this mission, you are asked to lay traps on enemies' pathways again, so lay them wherever you feel it's necessary. I recommend you putting two on the fourth staircase on each side of the central corridor. Since the enemies are aiming for the rooms where your prizes are located, they must pass that fourth staircase before they go any further.

Your four parties are all placed near the throne, because you need to protect these treasures inside the rooms, you have to divide your parties into two groups, one that protects the left section and one that protects the right. Try to move your parties as far as possible, since your enemies proceed relatively quickly, if you cannot defeat them before they open the treasures, you lose the mission.

At the end of the second turn, more enemies appear on the bottom left corner. Kyaro complains that it's unfair to face so many enemies at the same time. Fortunately Woodrow and his faithful follower come to your aid (Woodrow's subordinate varies depending on the previous mission you played, if you choose Ice Carven, Chelsea will be his helper, if you choose Burning Maze, Johnny will accompany Woodrow). All that's left now is to clean up the enemies on this map, so fight your best.

The treasures will be opened one by one when you finished your task, and you'll obtain the Tabidachi Key. Frio (future) then comes and challenges you for another competition and leaves.

Kongman will join your force along with Woodrow/Chelsea/Johnny, mission complete!

When you return to town, try to make some of the special costumes you received from the Tales characters, then stock up your items and move to the Research Facility.

Mission 20 - Blown Away in Time 2

Winning Condition: Obtain the Key of Future within 30 turns

Losing Condition: Enemies obtain the Key of Future before you or 30 turns run out

Well, your next mission requires going back to that repetitive maze with heroes to convince again. Except this time, your main objective is to grab the Key of Future rather than to convince the heroes. But with 30 turns on your hand, you should have enough time to complete both tasks simultaneously.

Begin by putting Woodrow or Chelsea (whoever you have) and Genius in your active parties at the preparation screen. Frio (future) will then explain the rules when you reach your destination. You should hear two short melodies played during his speech, the first one represents your success rate in obtaining the key while the second one represents his. Obviously you don't want to hear the second melody, so when the competition begins, move the parties with Woodrow/Chelsea and Genius to look for heroes on this map while split your other parties to grab treasures and fight enemies (one of them should have the key). You should act fast, I finished this stage on the 25th turn, I've seen

people failing this mission because they cannot find the key before Frio (future).

Now, to recruit the lost heroes on this map, if you have Chelsea in your party, use her to convince Woodrow; if you have Woodrow instead, use him to convince Chelsea. Presea can be convinced with Genius. If for some reason, you obtained the key before you could have a chat with these heroes, don't throw your precious console on the floor and start trashing it, you can always revisit this stage and convince them again.

When you win the competition, Frio (future) comes over and complains that he runs out of energy when searching for the key, he says you are quite strong and should be able to defeat the evil Jababa. Who is this Jababa? Is it something similar to Mojojojo in The Power Puff Girls? That will be revealed when the seal is broken on the 100th day.

Anyway, Suzu visits you the next morning and says that she wants to be in your party in the next mission, the reason? You'll find out soon enough.

Mission 21 - Advanced Ancient City

Winning Condition: Explore the deepest area of this map
Losing Condition: Frio's team is defeated

Make sure you have healing items stocked up to full, then head for the Research Facility. Your next two missions involve two divisions each led by Frio and Kyaro, the reason Suzu requests to join Frio's team is because Kyaro needs to lead her division, leaving an empty spot in Frio's team. Go ahead and put her in, if you don't want Suzu to be your female partner, you can choose someone else. But be sure that you don't add your strongest characters to only Frio's division, you'll need to save some of them for Kyaro's division as well.

When you are ready, launch for your next destination: The Advanced Ancient City (also known as Abyss of Thor from Tales of Phantasia).

Observe the field map, see those round portals with green lights where some of the enemies are standing on? As you advance deeper into the map, more enemies will pop up randomly on those things as a result of the first defense mechanism in this city. Well, if there's a first defense mechanism, there must be a second one as well. What is it you ask? Electric barriers. When you reach the middle portion of the map, electric barriers will be activated, blocking certain pathways. When that happens, look for another route to proceed. Namco likes trio, it appears everywhere, your team is made up of three characters, Tales of Rebirth's Black Wing/Claw/Teeth/etc is made up of three members, so the creators decide to stick the third defense mechanism to make this a trio, too. This is activated when you are just about to reach the deepest area on this map. It's nothing surprising, just a few more enemies that pop up and some extra electric barriers that prevent you from going over certain routes. Your destination is that blonde guy standing on the top left corner of the map, so just trace the correct path that leads you there after you've triggered all three defense systems.

I don't think this blonde guy is unfamiliar to you, unless you've never played Tales of Symphonia. Yes, he's the weakest final boss of all Tales series, Yggdrasil; and today, you will be pawning him again to get back the pride you had back when you defeated him in Tales of Symphonia.

BOSS FIGHT: Yggdrasill

Name: Yggdrasill
HP: 12000
Elemental: Light/Holy
Strong Against: Light/Holy
Weak Against: n/a

Don't hesitate because of his 12000 hp, compare to his original version in Tales of Symphonia, Yggdrasil appears to be even weaker. He has "Holy Lance", which is a magic that strikes a party member multiple times; "Auto Burst", which is pretty much like "Dhaos Corridor", except this time it's Yggdrasil hitting the ground to create an impact damaging those around him; and "Des Nel" (need confirmation for this skill's proper name), which is an improved version of "Auto Burst" where several beams are created after Yggdrasil punches the ground. "Des Nel" is probably the only attack you should be ware of, because this skill does not require chanting, does not stop when hit, it strikes multiple times and has a wide attack range.

Having said all that, Yggdrasill is hardly devastating. As always, keep attacking him so he doesn't use his skills as often, this will give your spell casters a good chance to chant the necessary magics.

For me, I have Reid, Keele and Meredy in my party. I use Reid's "Mokourengekiha" ("Omega Demon Hammer") to keep Yggdrasil busy, while I manually command Meredy to cast "Rock Grave" ("Stalagmite") and Keele to cast "Freeze Lancer", about two minutes into the battle, Yggdrasill is taken care of.

Congratulations! You just finished the first part of this double mission quest, now you'll need to control Kyaro and her parties to complete the second part.

Mission 22 - Floating Fortress of Death

Winning Condition: Explore the deepest area of this map
Losing Condition: Kyaro's team is defeated

Make sure to restock your healing items in town, and head for the Research Facility to begin your mission. Assemble your teams at the preparation screen, it's best to put a character that can heal in each of your teams so you can always replenish your hp before, during or after the battle. (I highly suggest you assemble a team with Zelos, Kratos and Woodrow in it, you will see why later)

Note: the following mission requires a team that has a witch as the

leader, if you didn't make a witch's costume for Kyaro, be sure to put Arche as one of your team's leader.

Floating Fortress of Death is somewhat similar to the Magic Technology Research Centre, it has those magic cannons ready to fire at you, but aside from that, it also has panels you must activate to open bridges and turn off electric barriers.

Take a look at the map before you start moving your characters, the red square panels are what you must activate. You'll need to fly over the river with your witch's broom to trigger the first set. When you do so, the second defense mechanism starts (the first one has already begun at the beginning of the mission), it basically alters the firing rate of the cannons and make them shoot faster. Some enemies will pop up from time to time, but they are not much threat to you. Move your witch's team to activate the switch behind the second river, it will build a bridge for you but at the same time, trigger the third defense mechanism, which causes the cannons to fire on every other turn.

Take the left path when you cross the bridge (the other two are blocked by electric barriers) and step on the red panel near the top of the map to disable one of the electric barriers. Step on the next panel will remove the final electric barrier and clear the path that leads to the boss for you. Choose your best team and move close to the blue haired guy for a boss fight.

BOSS FIGHT: Barbatos

Name: Barbatos Goetia
HP: 12000
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

The cheap version of Barbatos has returned, along with his cheap skills such as "Negative Gate", "Bloody Cross", "Execution", "Bomb Strike" and "Genocide Braver". The first four are often casted to counter your spells, but they are not as devastating as "Genocide Braver", the reason is that "Genocide Braver" requires no chanting process and cannot be interrupted no matter how hard you pound him, and it does quite the damage to eliminate your party. If you are not lucky, he may connect "Genocide Braver" right after he casted "Bloody Cross", which really get on people's nerves.

Despite all that, winning this battle is not impossible, but it is a test for your patience and skill. My strategy for fighting Barbatos is to use long range quick attacks. If you followed my suggestion at the beginning of this mission, you should have the same party as mine: Zelos, Woodrow and Kratos. This combination should grant you quick victory.

While Woodrow and Kratos are chasing after Barbatos to deal melee damages, I just stay where I am and use "Majinken Souga" ("Double Demon Fang") continuously. Sounds kind of cheap? Well, when you are facing against a boss that's cheap, you have to be cheaper. I leave Barbatos no chance to cast any magic with Zelos' "Majinken Souga" ("Double Demon Fang") and the battle basically concludes with this skill and normal attacks.

Once you defeated him, you will see a familiar face, some conversations will take place and you will be joined up with Frio's division. Your prize for finishing these two missions is the Key of Hope... (I was hoping for some special costumes along with that, but...) Grab the key and let's head home.

Mission 23 - Lemi Ruin Dungeon Bottom Floor

Primary Winning Condition: Reach the deepest region of the field map
Primary Losing Condition: Any one of the four teams is defeated

Some events happen when you return to town, apparently Frio (future) and Kyaro (future) stole your Key of Hope and they requested that you come to the bottom floor of Lemi Ruin Dungeon for their final challenge alone. Big deal. Talk to the Tales characters in town and listen to their brave declarations before the final mission. Yes, this is the final mission... for now, at least. Stock up your items if you need any, and let's get this mission done with grace, elegance and beauty...

At the preparation screen, you need to assemble three teams with any Tales characters, for your main characters' team, you can only have Frio and Kyaro in it, you cannot stick another Tales character in, you won't be able to start the mission if you do that. If you think your main characters' levels are too low, I suggest you train up in Advanced Ancient City before you move on, otherwise, let the final mission begin!

I don't think I need to tell you what to do, just keep heading down until you reach the bottom floor. At each staircase, you are asked to leave one team behind to guard your back, which means, on the final floor, you will only have Frio's party left. The enemies there are somewhat strong for a two-member party, but if you fight with caution, these battles should be a piece of cake. Note that the objective changes as you enter the last floor.

Secondary Winning Condition: Defeat evil Frio and evil Kyaro
Secondary Losing Condition: Frio and Kyaro are defeated

Make your way to the inner room, after some conversations with the two future versions of the protagonists, the competition begins. You will have to fight them three times, after each fight, you are allowed to heal and change costumes, so utilize that to your advantage.

When you are given the "yes/no" option, choose "yes" to initiate the battle.

BOSS FIGHT: Frio and Kyaro

Name: Frio (future)
HP: 5000
Elemental: n/a
Strong Against: n/a
Weak Against: n/a

Costume: Black Narikiri Fighter

Name: Kyaro (future)

HP: 5000

Elemental: n/a

Strong Against: n/a

Weak Against: n/a

Costume: Black Narikiri Swordsman

Remember the battle against the heroes that betrayed you? This is basically the same thing except you are now facing two apprentices with no hero. Still, the battle can get tedious if you have the wrong costume selected. I highly suggest you use Reid's costume for Frio and Valkyrie's costume for Kyaro. If you don't have any of the two, Stahn or Kyle's costume, Farah or Arche's costume will also do, but the battle will be longer.

Frio (future) loves to use "Houhoutenkou" ("Rising Phoenix"), and Kyaro (future) loves to use "Majinken" ("Sonic Blade"). DO NOT disregard her "Majinken" ("Sonic Blade"), not only does it deal heavy damage if you refuses to defend, it will also leave you vulnerable to Frio's (future) attacks. Never rely on the computer during this situation, manually control the character the computer is responsible for and select whatever necessary to help you out.

Just stick with "Mokourengekiha" ("Omega Demon Hammer") if you use Reid, this move will basically take care of everything in this and the next two battles. With Valkyrie, stick with her "Valkyrie Strike" and accompany that with your male character's strongest skill. For Stahn, his "Shishisenkou" ("Beast") can knock away your enemies to buy your spell caster some time, Kyle's "Chirihakareha" can serve similar purpose. Be sure to equip a mystic symbol on Kyaro if you plan to use Arche's costume, it will shorten the chanting time for spells. Kyaro's level should be high enough to allow her to cast high level magics such as "God Breath", "Indignation", "Fire Storm" and "Black Hole"; any of the above magics work fantastically well against the two.

A "yes/no" option will pop up following a short conversation after this battle, if you want to heal up or change your costumes, choose "no", when you fix up your injuries, just move Frio's party toward the couple and end your turn; another "yes/no" option will appear, choose "yes" to proceed on.

BOSS FIGHT: Frio and Kyaro

Name: Frio (future)

HP: 6000

Elemental: n/a

Strong Against: n/a

Weak Against: n/a

Costume: Leon

Name: Kyaro (future)

HP: 3000

Elemental: n/a

Strong Against: n/a

Weak Against: n/a

Costume: Mint

This is an easy battle. Take out Mint if you can, she has very little hp. Mint often casts "Barrier", "Picochan" and "Acid Rain", she can also cast "Nurse" and "Cure" if you ignore her and focus on Leon, which is not a bad strategy if you can finish him off quickly. Leon can cast "Grave" and "Dark Lance" if give him enough time, he also uses skills such as "Kogahazan" ("Demon Hammer") and "Kuushuuken" ("Air Strike") and "Hienrenkyaku".

Like I said in the last battle, you don't have to worry if you use Reid's "Mokourengekiha" ("Omega Demon Hammer"); Valkyrie's "Valkyrie Strike" and Kyle's "Chirihakareha" have similar effects, except they strike less.

This battle should end in about a minute or so, after that, another short conversation takes place followed by the "yes/no" option; again, choose "no" if you want to heal and change costume, when you are done, move Frio's party toward the bosses and select "yes" to begin the last round.

BOSS FIGHT: Frio and Kyaro

Name: Frio (future)
HP: 10000
Elemental: n/a
Strong Against: n/a
Weak Against: n/a
Costume: Yggdrasill

Name: Kyaro (future)
HP: 10000
Elemental: n/a
Strong Against: n/a
Weak Against: n/a
Costume: Shizel

This is probably the hardest battle of all three (obviously -__-), the reason being that both bosses can cast extremely powerful spells with very little chanting. Yggdrasill can use "Grand Dasher", "Volt Arrow", "Holy Lance" and "Auto Burst"; Shizel can use "Indignation", "Fire Ball", "Prism Sword" and "Spark Wave", she also has that ball or thunder pushing move. All of the above spells have the potential to instantly KO your characters.

So what do you do? "Mokourengekiha" ("Omega Demon Hammer") for Reid, "Valkyrie Strike" for Valkyrie, "Chirihakareha" for Kyle and "Shishisenkou" for Stahn? Probably. But in this battle, I recommend a swordsman, spell caster combination. Namely, any one of the above swordsmen (preferably Reid) plus Arche. The reason? Like I said, if your enemies are cheap, you have to be cheaper. Arche has spells powerful enough to take out the two bosses in two turns provided that you buy her enough time for her chantings. My Kyaro is level 49, and when she's put into Arche's costume, she can cast "Meteor Swarm", which damages all enemies on screen for a good 500+ times 8. If you can pull off two of that, the bosses are toast.

If you manage to overcome this battle, then CONGRATULATIONS, you have beaten the game! Frio (future) and Kyaro (future) will hand over some

items to you and fade away, watch the hilarious dialogue between Jababa and the protagonists, then head back to town.

Talk to all the Tales characters in town and they will disappear one by one. When everyone has left, go to the Research Facility for some final scenes. Watch the staff roll and save your game.

You can now load your saved game and do some optional quests to unlock more Tales characters and costumes. Look into the Optional Quests section for more details.

6. Optional Quests

The optional quests in this game allows you to explore new maps, unlock new characters and costumes, and face the new final boss after you've completed the game once. I will explain them one by one in detail here.

Optional Quest - Blown Away in Time 1 Revisit

Winning Condition: Save the lost hero within 30 turns
Losing Condition: Party with Narikiri Characters (main characters) is defeated or 30 turns run out

When you go to the Research Facility, choose this mission from the list and put Cless or Arche in your active party at the preparation screen, you should see a blue haired archer (Chester) when you enter the dungeon, bring the party with Cless or Arche to him and Chester should join you.

Optional Quest - Blown Away in Time 2 Revisit

Winning Condition: Save the lost heroes within 30 turns
Losing Condition: Party with Narikiri Characters (main characters) is defeated or 30 turns run out

Go to the Research Facility and choose this mission from the list, put Presea, Meredy and Farah in your active party at the preparation screen. When you first enter the dungeon, you should see Chat and Rass on the field map. Bring the party with Meredy to Chat and bring the party with Farah to Rass to convince them. Regal should appear when you convince either Rass or Chat, bring Presea to him will get him to you.

Optional Quest - Battle Spirits of Colloseum

Winning Condition: Defeat all heroes
Losing Condition: Frio and Kyaro are defeated

This is not a field map mission, all you have to do here is to defeat heroes from various Tales games to earn you prize. The people you will be facing are listed in order:

Name: Cless Alvein

HP: 8000

Name: Stahn Aileron

HP: 8500

Name: Reid Hershel

HP: 9000

Name: Kyle Dynamis

HP: 7000

Name: Lloyd Irving

HP: 10000

Name: Lilith Aileron

HP: 12000

All of them have the same stats:

Elemental: n/a

Strong Against: Nature, Dark, Light/Holy, Lightning/Thunder, Earth,
Water, Wind, Fire

Weak Against: n/a

Isn't this cool? You get to battle protagonists from various Tales titles. The fights are fun and challenging, be sure that you are at least level 55 before you enter the tournament.

I have several strategies against these people, you could devise your own, otherwise, read on :)

1. Gil and KOS-MOS combo

Basically the cheapest combo out there. Use this if you want quick victory (less than one minute per battle). Just apply Gil's "Shield Bashou" and KOS-MOS' "R Drill" continuously, and you will be done in no time. KOS-MOS' "R Drill" pauses everything on screen when it initiates, so even if your enemy is attacking, he will be countered by this, which allows the person receiving damage from the enemy to get a chance to recover using healing items.

2. Reid and Arche combo

This combo is cheap, but has some challenge. As long as you can buy Arche enough time to cast "Black Hole" or "Meteor Swarm", no one can stand before you for long. Here comes the challenge, heroes such as Lloyd, Stahn and Reid all know a skill called "Reikuuzan" ("Tempest"), which acts as an anti-air move from afar, knocking down anyone within its range. If Arche's interrupted by this while she's chanting, she will have to start over again. Use Reid's "Mokourengekiha" ("Omega Demon Hammer") to keep your opponents away from her.

3. Reid and Valkyrie

Very effective team, both are swordsmen and both have chain attacks that can render your opponents unable to counterattack. "Valkyrie Strike" and "Mokourengekiha" ("Omega Demon Hammer") are your top

priorities for skill executions, I highly recommend that you choose the skill for the person you are not controlling constantly so that he/she doesn't slack off during these battles.

4. Collet and Fighter/Swordsman (Thanks OverTheRainbow for this easy strategy)

This pair has flexibility, the fighter/swordsman stands for anyone (be it Tales heroes or just your normal costumes) that has high attack powers. Have Collet cast "Holy Song" on your party and start hacking your opponents. My recommendations for fighter/swordsman include: Barbatos, Dhaos and Gil. Barbatos' "Genocide Braver" is quite strong even without the attack/defense boosts from "Holy Song", but when "Holy Song" is casted, "Genocide Braver" can do about 1.5x its normal damage, killing anyone in less than four rounds. One thing to note is that after using "Genocide Braver", Barbatos cannot attack for two seconds, just defend against the incoming attacks from your opponents and you should be fine.

7. Costume List

coming soon...

8. Cheat Code

This section is created for mastersord's cheat codes, who hacked almost everything in this game, and provided the codes, it's absolutely amazing!

A big thanks to mastersord, he's the one that composed the complete Costume List with not only the numbering of each costume, but also the hex codes for those who want to use cheat. If you want to thank someone for this awesome list, thank mastersord, he's the man!

----- Costume List Hack -----

Generally speaking, you only need two generic codes to obtain costumes for the two protagonists.

For Frio: 32003160 00xx
For Kyaro: 32003180 00xx

where xx = 00 to 5F

Which xx suits which costume is listed under the Hex Code column, use it at your own risk, according to mastersord, "changing the gender of Frio or Karo to the opposite (For example, turning Frio into Mary costume), will make it so you cannot change your costume again until you chage the code back to the proper gender". Therefore, don't play with the code too much if you don't want your game to mess up.

Costume #	Costume Name	Hex Code
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1	Narikiri (M)	2C
2	Narikiri (F)	2D
3	Swordsman (M)	2E
4	Swordsman (F)	2F
5	Fighter (M)	30
6	Fighter (F)	31
7	Archer (M)	32
8	Archer (F)	33
9	Priest	34
10	Priestess	35
11	Ninja (M)	36
12	Ninja (F)	37
13	Sorceror (M)	38
14	Witch (F)	39
15	Merchant (M)	3A
16	Merchant (F)	3B
17	Dancer (F)	3D
18	Wonder Chef (M)	3E
19	Wonder Chef (F)	3F
20	Carouser (M)	40
21	Carouser (F)	41
22	Doctor	42
23	Nurse	43
24	Musician (M)	44
25	Musician (F)	45
26	Scholar (M)	46
27	Scholar (F)	47
28	Catman (M)	48
29	Catman (F)	49
30	Magician (M)	4A
31	Model (F)	4B
32	Thief (M)	4E
33	Thief (F)	4F
34	Cless	01
35	Chester	02
36	Mint	03
37	Klarth	04
38	Arche	05
39	Suzu	06
40	Stahn	07
41	Rutee	08
42	Leon	09
43	Philia	0A
44	Woodrow	0B
45	Chelsea	0C
46	Mary	0D
47	Kongman	0E
48	Johnny	0F
49	Reid	10
50	Farah	11
51	Keele	12
52	Meredy	13
53	Max/Fog	14
54	Chat	15
55	Rass	16
56	Kyle	17
57	Roni	18
58	Reala	19
59	Judas	1A

60	Nanaly	1B
61	Harold	1C
62	Lloyd	1D
63	Genius	1E
64	Collet	1F
65	Rain/Refill	20
66	Sheena	21
67	Zelos	22
68	Presea	23
69	Regal	24
70	Kratos	25
71	Dhaos	26
72	Lilith	27
73	Celsius	28
74	Amy	2A
75	Shizel	50
76	Barbatos	51
77	Elrane	52
78	Yggdrasill	53
79	Thanatos	54
80	Honey	55
81	Klait	56
82	Wadakatsu	58
83	Wadadon	59
84	Gil	5A
85	Kai	5B
86	KOS-MOS	5C
87	Duragua	5D
88	Valkyrie	4C
89	Mr. Driller	4D
S1	Mirald	29
S2	Dymlos	2B
S3	Gambler (M)	3C
S4	Jababa	57
S5	Black Narikiri (M)	5E
S6	Black Narikiri (F)	5F

Note S1 to S6 are special costumes, 89 + 6 = 95 costumes in total!

Chanting Time Shortening

Press B after starting spell to cast it

```
74000130 03FD
82010E7C 0000
74000130 03FD
82010FD0 0000
74000130 03FD
82011124 0000
74000130 03FD
82011278 0000
```

It may be missing lines. This should work for any and all characters. It affects enemies as well if any are spell casters. Sorry, but it's unavoidable because the game assigns casting time for each character on screen to the same addresses in memory, almost randomly. My advice is to either balance your team, or button-mash B frantically in hopes of avoiding slaughter.

This code should shorten casting time by a lot >D

9999 TP

start every battle with 9999 TP
42002C86 270F
00000027 0020
82003166 270F
82003186 270F

Note 1: I only included 39 of the addresses because the full slider covers 41 addresses and I'm not sure what the other 2 addresses are for. They could be bosses and we wouldn't want that!

Note 2: You don't need to use this code with the max stats codes. TP and HP are already covered in that code set.

Press B to refill TP to 9999
74000130 03FD
82010EC2 270F
74000130 03FD
82011016 270F
74000130 03FD
8201116A 270F
74000130 03FD
820112BE 270F

Note: This will refill enemy TP as well, but for the most part, you won't be needing to drain their TP anyway

All Items

42002910 FFFF
0000001F 0002

Collection Stats

154/154 Monsters
42002760 FFFF
00000017 0002

95/89 Costumes
42002794 FFFF
00000007 0002

37/37 Cameos
320027A1 00FF
420027A2 FFFF
00000003 0002

All Recipes
8200282E FFFF
82002830 FFFF

All Tablets
82002838 FFFF

All Heroes' Legends
32002720 000F

Combo Counter at 255

Press "L" to set the Combo Counter to 255

74000130 01FF
3200C6FB 00FF

That will give you a pretty high exp bonus after every battle.

Do not hold while results screen is up or after as it may cause the
game to crash!

Item After Battle

Press "L" to set after battle reward item

74000130 01FF
3200C710 00xx

Need english translation to figure out value list. Sorry.

Costumes Lv 99

Sets costumes to lvl 99 so they have all skills

Frio:
3200317D 0063

Kyaro:
3200319D 0063

Please test it, because it doesn't quite make sense to me

Max Stats

For all costumes

Frio:
42003162 270F
00000008 0002
3200317D 0063

Kyaro:
42003182 270F
00000008 0002

3200319D 0063

All Missions Available

32002720 001F

It may need modification

Always 1 Turn

*Credit goes to Phantom Revenge

Always 1° turn (don't use it in the first fight)

8200c720 0001

Money Code

*Credit goes to www.gamefaqs.com

82002758 967f

8200275a 0098

All Working Costumes

*Credits go to mastersord and Dreamers

37/37 cameos & have all cameo characters

320027A1 00FF

420027A2 FFFF

0000000F 0002

Have all Costumes and working. (doesn't freeze when you scrool down)

32002795 00FC

42002796 FFFF

00000006 0002

Max Stats For All Characters

Here are some max stats codes for all the characters, but not level 99 codes.

Cless Max Stats

42002c82 270f

00000008 0002

32002C9D 0063

Chester Max Stats

42002ca2 270f

00000008 0002
32002CBD 0063

Mint Max Stats
42002cc2 270f
00000008 0002
32002CDD 0063

Klarth Max Stats
42002ce2 270f
00000008 0002
32002CFD 0063

Arche Max Stats
42002d02 270f
00000008 0002
32002D1D 0063

Suzu Max Stats
42002d22 270f
00000008 0002
32002D3D 0063

Stahn Max Stats
42002d42 270f
00000008 0002
32002D5D 0063

Rutee Max Stats
42002d62 270f
00000008 0002
32002D7D 0063

Leon Max Stats
42002d82 270f
00000008 0002
32002D9D 0063

Philia Max Stats
42002da2 270f
00000008 0002
32002DBD 0063

Woodrow Max Stats
42002dc2 270f
00000008 0002
32002DDD 0063

Chelsea Max Stats
42002de2 270f
00000008 0002
32002DFD 0063

Mary Max Stats
42002e02 270f
00000008 0002
32002E1D 0063

Kongman Max Stats
42002e22 270f

00000008 0002
32002E3D 0063

Johnny Max Stats
42002e42 270f
00000008 0002
32002E5D 0063

Reid Max Stats
42002e62 270f
00000008 0002
32002E7D 0063

Farah Max Stats
42002e82 270f
00000008 0002
32002E9D 0063

Keele Max Stats
42002ea2 270f
00000008 0002
32002EBD 0063

Meredy Max Stats
42002ec2 270f
00000008 0002
32002EDD 0063

Fog Max Stats
42002ee2 270f
00000008 0002
32002EFD 0063

Chat Max Stats
42002f02 270f
00000008 0002
32002F1D 0063

Rass Max Stats
42002f22 270f
00000008 0002
32002F3D 0063

Kyle Max Stats
42002f42 270f
00000008 0002
32002F5D 0063

Roni Max Stats
42002f62 270f
00000008 0002
32002F7D 0063

Reala Max Stats
42002f82 270f
00000008 0002
32002F9D 0063

Judas Max Stats
42002fa2 270f

00000008 0002
32002FBD 0063

Nanaly Max Stats
42002fc2 270f
00000008 0002
32002FDD 0063

Harold Max Stats
42002fe2 270f
00000008 0002
32002FFD 0063

Lloyd Max Stats
42003002 270f
00000008 0002
3200301D 0063

Genius Max Stats
42003022 270f
00000008 0002
3200303D 0063

Collet Max Stats
42003042 270f
00000008 0002
3200305D 0063

Refill Max Stats
42003062 270f
00000008 0002
3200307D 0063

Sheena Max Stats
42003082 270f
00000008 0002
3200309D 0063

Zelos Max Stats
420030a2 270f
00000008 0002
320030BD 0063

Presea Max Stats
420030c2 270f
00000008 0002
320030DD 0063

Regal Max Stats
420030e2 270f
00000008 0002
320030FD 0063

Kratos Max Stats
42003102 270f
00000008 0002
3200311D 0063

Lv 99 & 999 Exp

*Credits go to Nomia Karen and ForteGSOmega

Works with all characters, as long as the characters fight

Gain 999 exp after every battle

42002C94 03E7

00000029 0020

Lv 99 after one battle

42002C94 270F

00000029 0020

9. FAQ

Please read through the FAQ before you email me or post anything on the forum, we do get tired answering repeated questions over and over again, so try to make our lives easier, okay? ^_^

1. Is this game in English?

No, this game is only available in Japanese, reason being that many Tales games have yet to see their releases in North America, so it's wise for Namco not to spoil characters and partial stories with this game.

2. Is there a fan group translating this game?

Kajitani Eizan has released his awesome English patch for this game and he will update as more translations are done. Here is his website:

http://www.geocities.com/blade_2187/

3. Where can I find the rom for this game?

Roms are illegal unless you own the original copy, and I do not provide instructions on how to obtain the rom for this game.

4. I can't get the treasure chests behind those doors.

There are two types of doors, one can be opened by thief, the other one can only be opened with a special key. If you couldn't open the door with a thief, then you'll probably need the special key, which can be obtained from enemies near the end of the game.

5. How do I obtain _____ costume?

Three methods to obtain costumes:

- buy them in the shops in town
- obtain them from different Tales characters
- beat Jababa or other bosses
- get them from treasure chests
- steal them from enemies

Regarding acquiring costumes for various Tales characters, Alfred has offered his kind and detailed explanation on this issue, please take a minute to look at this if you wish to learn more about obtaining costumes by talking to characters in town or stealing them from bosses:

"It's random [as to when a] characters [will] appear [on] the map. The key to getting [his/her] uniform should be getting [him/her] to appear often. You can try completing short missions but leaving the missions without completing them. This will cause the characters on the map to be the same as what it was before you [attempted] the mission. I seldom get Cless on the map, but after many tries and many dialogues he finally bothered to give me his costume.

I have [two] Philia [costumes], one given by her, another stolen from her in [mission 15]. It's very much random, everyone will come across the process where NPC like Cless, Philia [and] even Kongman who don't [want to] appear (even until the end) because the probability of these NPCs appearing is low. Statistically, the NPCs that [have] given their [costumes] contribute to 37/40 [of the cases]. The final 3/40 chance of appearing will be Cless in most of our games, [or] Philia [and] Kongman in [others people's playthroughs].

Stealing seems to be a good solution even though you need to be levels higher than your enemy to be successful. Get [three] thieves in your party, disable all techniques except ["Steal"], [and] equip half-mp consumption, too. [In] some [occasions] you might even need to use recovery items for HP/MP, [it's] time consuming for hand held GBAs.

It's is no longer effective to use the characters often, they do not affect their appearance in town."

Alfred has also sent a list of items that can be stolen from bosses in various missions, please thank him for everything he has done, because it take A LOT of time to discover and write down all this information. We should be grateful that we have helps from Alfred and others who are constantly contributing important discoveries to this FAQ.

"I would like to add in some stuff, regarding boss steals and drop list:

Mission 1 Elrane:

- Stolen: 1/2 mp Consumption Accessory

Mission 3 Babaratos:

- Stolen: 1/2 mp Consumption Accessory

Mission 4 Thanatos:

- Stolen: Thanatos' costume

Mission 5 Dhaos:

- Stolen: 1/2 mp Consumption Accessory

Mission 6 Dhaos:

- Stolen: Dhaos' Costume
- Dropped: Dhaos' Costume

Mission 6 Elrane: I never got her to drop anything or stole anything from her successfully

Mission 10 Klait:

- Stolen: Klait's Costume

- Dropped: Klait's Costume

Mission 10 Honey:

- Stolen: Honey's Costume
- Dropped: Honey's Costume

Mission 11 Shizel:

- Stolen: Shizel's Costume
- Dropped: Shizel's Costume

Starting from mission 6, items stolen from bosses are the bosses' costumes."

6. How do I reach Elrane in Mission 1?

Have a scholar in your main characters' party and move your party to the platform with the round switch on it, an event should happen and the second set of staircase will appear to lead you to her.

7. What's that stage with repeated maze and some Tales characters?

Your goal here is to convince the Tales characters within 30 turns. To make it clear, here's a list of characters you can use to convince their friends:

Kyle convinces Reala
Mary convinces Rutee
Farah convinces Rass
Genius convinces Presea
Presea convinces Regal
Meredy convinces Chat
Chelsea convinces Woodrow
Woodrow convinces Chelsea
Cless/Arche convinces Chester

8. How do I get Leon or Judas after Mission 9? Can I get both?

Hell jirachi and ZeroHiei offered their simple methods for choosing the correct route to obtain the character you want:

"If you choose the top mission you get Leon. if you choose the bottom mission you get Judas." - Hell jirachi

"East lets you have Leon, West lets you have Judas. Also, in case you need to check which one you're getting (if you can't read Chinese/Kanji), simply click on the mission and then look at the two pictures of Leon and Judas shown to you. The one that is highlighted will be who you USE for that mission, and the other one will be who you GET." - Zero Hiei

I don't think there is a way to get both of them at the same time, but you can obtain the missing character's costume later in the game.

9. How can I contribute to this FAQ?

If you saw a mistake in this FAQ or discovered something new, please email me with the title "Tales games" so I can distinguish your mails from junk mails. I will gladly credit your contribution in this FAQ.

10. Acknowledgements

I sincerely thank the following people who helped me making this FAQ:

- Kajitani Eizan, AresInvincible and Niu who correct many mistakes in the Introduction section.
- Chuc for providing the proper English skill name that corresponds to the Japanese one in the walkthrough section relating to Farah
- a000a who provides proper skill names, and correct information regarding the Leon/Judas issue.
- ZeroHiei and Hell jirachi who confirmed the character that will join with the mission offering either Leon or Judas, as well as giving the short and simple answer to this question in the FAQ section
- mastersord who provides correct information on the Leon/Judas issue, as well as making the awesome Costume List
- Maxi who gives numerous corrections regarding the details in the walkthrough, he also helps with the translation for some of the stage titles
- frio0728 for correcting the mistake of how far apart in time the present and the future are related in this game
- Cindy for correcting the characters that join on mission 19 after mission 18a
- Alfred for providing detailed explanation on how to acquire Tales characters' costumes, items that can be stolen from bosses, as well as locations for obtaining Celsius/Valkyrie costumes
- OverTheRainbow who provides information on how to enter Druaga's Tower as well as strategy against Tales characters in the arena

more coming soon...

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