

# Baten Kaitos FAQ/Walkthrough

by AquaDragon2

Updated on Jan 2, 2005

Baten Kaitos Game Guide

By Aaron Busch

Version B1

Created: Monday, November 29th, 2004

Platform: Gamecube

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Primary Source: GameFAQs.com (<http://www.gamefaqs.com>)

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VH01           Version History

- Started the Game Guide.

Woohoo! It's been accepted to GameFAQs.com! Anyways, this is a fully detailed Game Guide to Baten Kaitos.

Version A2 - {Updated: 9:47 PM 17/12/2004}

- Information added to the Game Guide.

Whew! That was a tough battle. Unfortunately this is where the Game Guide stops in Version A2 of the Baten Kaitos Game Guide

- Fixed the Version Numbers.

It seems I was using Version 1.0 & Version 1.1 for the Version History. These have been replaced to A1 & A2.

Version A3 - {Updated: 9:47 PM 17/12/2004}

- Information added to the Game Guide.

Finished the Game Guide to Version A3. Ended at the Giacomo, Ayme, and Folon Boss Battle.

Version A4 - {Updated: 9:47 PM 17/12/2004}

- Information added to the Game Guide.

Finished the Game Guide to Version A4. Ended at the Le Boss Battle.

Version B1 - {Updated: 4:08 PM 01/01/2005}

- Revisions have been started.

Until today, Baten Kaitos was a rental from Rogers Video. I've added Baten Kaitos to my Christmas Wish List. Hopefully I'll get Baten Kaitos for Christmas. I will then be able to update more information to the Game Guide.

- Fixed the Time / Date in the Version History.

I used a Time and Date stamp next to each update to the Version History. Unfortunately, the information was not correct. The updates were displaying a Time and Date which was not accurate to the updates.

I had to reset the Time and Date stamps to the date as of today, as I'm not sure when the updates were originally done.

- Added a Credits Section

Since this Game Guide is drawing close to a Final Version, I figured I should start on a Credits Section.

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UG01            Using this Guide

Greetings! Welcome to my Baten Kaitos Game Guide. I've created a thorough, step-by-step Game Guide to help you complete this Role-Playing Game.

There may be a few areas of this Game Guide which you may not understand. I will clarify some of this information to the best of my ability.

As you may notice, in the Table of Contents I have added some letters and numbers next to each section of the Game Guide. If you are unable to locate the section which you are looking for, please do the follow.

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INTERNET EXPLORER USERS  
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- Select 'Edit', located on the toolbar at the top of your screen.
- Select 'Find', or simply hold Ctrl, then hit the F Key.
- Input the four digit code that is shown next to the corresponding section into the search bar and select 'Find Next'.

- - - - -  
NETSCAPE USERS  
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- Select 'Edit', located on the toolbar at the top of your screen.
- Select 'Find in This Page', or simply hit Ctrl, then the F Key.
- Input the four digit code that is shown next to the corresponding section into the search bar and select 'Find'.

If for any reason something in this Game Guide does not make sense, please send an E-mail to Undernet01@Shaw.ca. I will be glad to assist you to the best of my knowledge.

- - -

FQ01            Frequently Asked Questions

Question:        What is an Event Boss?  
Response:        An Event Boss is a term which I refer to as a Boss. Following an Event Boss will be a dramatic change of events in Baten Kaitos.

Question:        I need assistance in Baten Kaitos!  
Response:        Send an E-mail to Undernet01@Shaw.ca and I'll answer your questions to the best of my knowledge. Include

the 4-Digit Code as seen in the Game Guide. This is so I can understand exactly you need assistance.

Question: Can I use this Game Guide on my website?

Response: Unless the Game Guide is directly linked to GameFAQs or Game-Guides.Net, I require an E-mail. I will then either accept or decline the request.

Question: I see a mistake, can I send a request to get it fixed?

Response: Absolutely! If you see something in the Game Guide which seems as though it shouldn't belong, send an E-mail to Undernet01@Shaw.ca.

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WT01 Walkthrough

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Role of the Guardian

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You'll begin Baten Kaitos by selecting a name. The selected name is Kalas's Guardian Angel. You are Kalas's Guardian Angel. Think of the Guardian Angel as the voice inside of Kalas which decides most of his moral decisions.

Kalas will ask the Guardian Angel whether you agree or disagree with his decisions. You'll practically be an invisible character in Baten Kaitos.

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THE ANCIENT LAND OF SADAAL SUUD

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AC01 ~ Cebalrai: The Farming Hamlet ~

Kalas eventually awakens in Cebalrai Village, where he is introduced to Dr. Larikush. After being introduced to Dr. Larikush, exit to Cebalrai Village.

West are several villagers of Cebalrai. Speak to Cedr to encounter Meemai. Though there is no importance of this character as of yet, Meemai will accompany Kalas on his travels.

Approach the Mayor's residence directly north of Cedr. Speak to the Mayor, then start to the World Map. Head to Moonguile Forest.

AC02 ~ Moonguile Forest ~

Proceed northwards to the next region of Moonguile Forest. Cross the river, then locate the Bamboo Shot Magnus Card. North, you will encounter Xelha.

- - -

## BOSS BATTLE

### The Sabre Dragon

The Sabre Dragon will deliver multiple attacks on both Kalas and Xelha. Make sure both Kalas and Xelha stay healthy on Hit Points. Crimson Hail can deal a considerable amount of damage.

The developers of Baten Kaitos do not start you off with an easy Boss.

I suppose the outcome of the battles relies on the cards which you obtain from the deck.

- - -

Xelha will then introduce herself to Kalas. After a brief farewell to Leon and Gram, Xelha will join Kalas's party.

Head north, deeper into Moonguile Forest. Note the Orange Flower here in Moonguile Forest. Use these Save Flowers to save progress in Baten Kaitos.

The Lord of the Spring awaits for Kalas and Xelha due north.

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## EVENT BOSS BATTLE

### Lord of the Spring

Deal as many critical blows to the Lord of the Spring. Avoid using Aqua Burst, as Lord of the Spring is typically of the water element. This means damage will not be as effective.

The Lord of the Spring's physical attacks are just as powerful as Kalas's or Xelha's at this stage of the game.

The Lord of the Spring's most effective attack is Thundering Falls. This will deal a massive amount of damage. Another effective attack is Dragon Press. This doesn't do much damage as Thundering Falls, but still packs a punch.

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After defeating Lord of the Spring, Kalas will be seperated when Giacomo makes his appearance. After Giacomo captures Xelha, Kalas will awaken in Cebalrai Village.

AC03 ~ Cebalrai: The Farming Hamlet ~

Speak with Dr. Larikush, then return to the Mayor. Return to Dr. Larikush to learn of a landslide which developed in Nunki Valley. Retrieve the Explosives on the bench, then return to the World Map.

AC04 ~ Nunki Valley ~

There are two separate paths which you may take. Keep in mind the structure and design of Nunki Valley. You'll be returning shortly.

East can be accessed whether the timing is correct, by jumping through the break in the waterfall. West takes Kalas to a Magnus Card.

Use the Explosives obtained in Cebalrai to break apart the landslide which blocks the path.

Continue forward to the Pristine Fountain. Here, scale the cliff the upper ledge, then exit to the World Map behind the Pristine Fountain to Pherkad.

AC05 ~ Pherkad: The Ancient Capital ~

Imperial Soldiers guard the Lord's Mansion. After speaking to the Imperial Soldiers, return to the entrance of Pherkad.

Directly across from the Tavern is Palolo III, Master of Shadows, and bad Voice-Acting.

Speak with Palolo, then return to Nunki Valley. Why? To find the Rainbow Spider's Web. This can then be given to Palolo in exchange for information of the secret entrance to the Lord's Mansion.

AC06 ~ Nunki Valley ~

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Search for the Rainbow Spider  
- - - - -

The Rainbow Spider shifts areas in Nunki Valley. This makes it nearly impossible to give a precise location of the Rainbow Spider.

However, the Nunki Valley is a small area to explore. If you are unable to see the Rainbow Spider, you may have missed an objective in Pherkas, or you just are not looking hard enough.

You will not be able access the Lord's Mansion until the Rainbow Spider's Web has been brought to Pololo.

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BOSS BATTLE  
The Rainbow Spider

The Rainbow Spider uses Hardening as a Defense Boost. Naturally, this increases the Rainbow Spider's Defense.

The Rainbow Spider is quite difficult, as it's Defense and Strength is the Rainbow Spider's



advantage.

- - -

After the Rainbow Spider has been defeated, obtain the Rainbow Spider's Web, then return to Pherkad.

AC07 ~ Pherkad: The Ancient Capital ~

North of the entrance is Pololo's Secret Hideout. Speak to Pololo and use the Save Flower in Pherkad Harbour if necessary. Kalas will eventually enter the Lord's Mansion.

AC08 ~ The Lord's Mansion ~

Your first priority is to stay hidden from the Imperial Soldiers which roam the corridors.

The Imperial Soldiers have extremely quick Agility and Attacks, and will defeat Kalas within moments. Rescue Xelha before attempting to attack an Imperial Soldier.

You have two objectives in the Lord's Mansion. Rescue Xelha, and stop Giacomo.

Head up the western staircase to a Magnus Chain Mail at the end of the corridor. Inside the northern room is a Guestroom Key.

The two rooms downstairs may now be unlocked using the Guestroom Key. There you will find Xelha and Aljeemo.

Examine the statue up the eastern staircase, then head out to the roof. Here, Kalas and Xelha will encounter Giacomo.

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EVENT BOSS BATTLE

Giacomo

You'll be fighting Giacomo several times in Baten Kaitos. There is no way Namco would write off an important plot character at this stage of the game.

One attack you may want to watch out for is End Slasher. It's one of Giacomo's favourable Combo Finishers which will deal critical damage to Kalas or Xelha. It's other effective capability is the fact which it ignores target defense.

Giacomo's attack will become quite repetitive, but eventually Giacomo will cast off Kalas and Xelha. The battle will be finished.

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AC09 ~ Pherkad: The Ancient Capital ~

Kalas and Xelha will return to Pherkas shortly after their encounter with Giacomo. Continue to Pherkad Harbour to board the Diadem Express.

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DIADEM: LAND OF CLOUDS  
- - - - -

BC01 ~ Nashira: The Fishing Village ~

The path is straight-forward. Eventually Kalas & Xelha will encounter Lyude, Ambassador of the Emptire. Speak to Lyuke, then the Fortune Teller. The Fortune Teller is in the building due north.

Listen to the Fortune Teller's story, then speak with Anna the Barkeep in the Tavern to the east. Eventually, Kalas and Xelha will encounter Gibari.

Exit Anna's Tavern to the Harbour. Gibari's Boat is east of Lyude's.

BC01 ~ Lesser Celestial River ~

The Lesser Celestial River currently blocks the path to Sheliak: The Castle Town. You'll eventually discover the cause and effect.

Notice the several small islands in the Lesser Celestial River. These can be used to cross the Lesser Celestial River without getting swept away by the strong currents.

Grab the Chaos Edge Magnus Card, then start crossing the Lesser Celestial River. Approach the blue streak of light to enter the next area.

The water which constantly falls from above can become rather frustrating. Kalas will stumble into the Lesser Celestial River if struck.

Directly ahead is a Save Flowers. Scale up the cliff to see the cause of the overflow.

- - -

BOSS BATTLE  
The Thunderfish

The Thunderfish in name and appearance somewhat contradicts itself. Being of Water and Lightning Elements, the Thunderfish should've been extinct a long time ago.

Anyways, the Thunderfish's advantages are relied on Strength. Most of the Thunderfish's attacks are likely to cause significant damage.

Though the Defense is rather weak, the Thunderfish has an effective chance of inclicing Kalas, Xelha,

and Gibari with Poison. This makes the Boss Battle somewhat complicating.

The Thunderfish is resistant against both Water and Lightning.

- - -

Begin by following the Thunderfish downstream, examining the Thunderfish each time it's caught against the island in the Lesser Celestial River.

The Thunderfish should eventually come to a halt when it catches itself against the rocks below.

Examine the Thunderfish to obtain the Essence. Return to Nashira Village.

BC03 ~ Nashira: The Fishing Village ~

Enter the Tavern and speak to Rebllys. Rebllys will state that Anna has stepped out and has not yet returned. You will need to locate Anna.

Locate Anna at the Diadem Express Station, then return to the Tavern. Speak with Anna.

BC04 ~ The Cloud Passage ~

The Cloud Passage is straight-forward. Keep to the east until the path comes to a sudden halt.

Use a Blank Magnus with the Cloud Machine, then return to the previous area. Head up the western path and use the Cloud Essence to access the Save Flower. Backtrack to a somewhat transparent cloud. Cross to the World Map.

- - -

BOSS BATTLE

The Iron Beetle

The Iron Beetle will begin with an Attack Boost. This will be used at the start of the battle.

Unfortunately, you are facing an extremely tough Boss. The Iron Beetle's Voldocannon can do some significant damage to your characters.

Fortunately, the Iron Beetle may use Nitro Boost. Though it increases the Iron Beetle's Attack, it gives Kalas, Xelha, and Gibari an extra attempt to quickly defeat the Iron Beetle.

- - -

BC05 ~ Sheliak: The Castle Town ~

Ascend the staircase, then enter the chapel directly

east. You'll arrive at the entrance to Castle Elnath.  
Return to Sheliak to encounter an Imperial Boat.

You should eventually arrive in Castle Elnath, where  
a fierce battle rages between the Royal Knights, and  
the Imperial Soldiers.

BC06            ~ Castle Elnath ~

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Assistance of the Royal Knights  
- - - - -

Upon arrival in Castle Elnath, Kalas, Xelha, and  
Gibari discover a fierce battle between the Royal  
Knights, and the Imperial Soldiers.

Among the battle, Kalas, Xelha, and Gibari search  
for King Ladekahn.

You begin with the Diadem Royal Crest. This is the  
the heart of the Royal Knights. Strength, Courage,  
and Honour, and Motivation. This is the symbol of  
the Diadem Royal Crest. Use it as an advantage.

You'll encounter various battles while searching  
for King Ladekahn. When approaching the Imperial  
Knights and Royal Knights, select a Royal Knight  
to dispatch.

The strength of the Royal Knights must pass that  
of the Imperial Knights. If the Imperial Knights  
defeat the Royal Knights, the Imperial Knights  
will attack Kalas, Xelha, and Gibari.

- - -

You'll arrive at Castle Elnath with an objective  
to search for King Ladekahn. Descend the flight  
of stairs, then enter Castle Elnath.

Begin by speaking to the Head Knights to receive  
the Diadem Royal Crest.

Speak to the Unit Commander before descending the  
staircase to learn how to use the Diadem Royal  
Crest.

Descend the staircase to being assisting the Royal  
Knights. Eventually Kalas will arrive in the Castle  
Elnath Foyer.

Ascend the eastern staircase, defeat the Imperial  
Soldiers, then enter the room directly east.

Avoid the Imperial Soldiers. Examine the wounded  
Royal Knight near the western window to ascend  
to the upper landing.

- - -

EVENT BOSS

The Iron Beetle

The Iron Beetle should not be as difficult this time through. Though it might occasionally cast Self-Repair (Full Recovery), you should stand a greater chance of survival this time through.

The Iron Beetle uses two strong attacks, Diving Drill and Plasma Cannon.

Keep your characters healthy and you should be able to defeat the Iron Beetle.

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After the Iron Beetle has been defeated, return to the World Map. Proceed to the Shrine of the Winds

BC07            ~ Shrine of the Winds ~

- - -

EVENT BOSS

Lord of the Winds

Most of the Lord of the Winds' attacks may deal critical physical damage.

The critical damage is dealt mostly through a series of attacks, followed by Miraculous Gale, Poisonous Powder (Poison), and Slashing Winds.

Fortunately, Poisonous Powder does not stack. The Lord of the Winds tends to cast Poisonous regardless of whether the targeted character has already been inflicted with Poison.

This will give your characters another chance to defeat the Lord of the Winds.

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Return to Castle Elnath after the Lord of the Winds has been defeated.

BC08            Castle Elnath

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Time to Cleanup

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The battle between the Imperial Soldiers and the Royal Knights has finished.

Though the Imperial Soldiers may have withdrawn, they certainly left their share of debris, and who better to clean up the debris than Kalas.

Inform the Supervisor directly outside that you would like to assist with cleanup in Castle Elnath.

Use a Blank Magnus on the Debris, then discard the Pebble. After the debris has been cleaned, return upstairs and speak with the Head Knight. You'll receive a Tempest Shield Magnus Card.

West is another Supervisor needing assistance in removing debris.

Push the debris aside until everything is tidy, then return upstairs and speak with the Head Knight. You'll receive a Hydra Magnus Card and a Glass Earrings Magnus Card.

- - -

Ascend to the roof of Castle Elnath, where the Mindeer awaits. Speak with the Knight.

Kalas is informed that Lyude needs to talk for a brief moment. Return to Castle Elnath. Find Lyude in the room directly east of the Balcony which over-looks the King's Throne Room.

Speak to Lyude, then return to the Mindeer and speak with the Knight.

- - - - -  
ANUENUE: THE RAINBOW NATION  
- - - - -

Beautiful city of Komo Mai. Directly below is an Explosive Paddle Magnus Card for Gibari.

CC01 ~ Komo Mai: The City of Flowers ~

You'll arrive in Komo Mai during the Festival of the Celestial Tree. Ahead is the Palace Entrance.

Ascend the staircase directly east of the Palace Entrance to the School of Magic... AKA Hogwarts School of Wizardy and Witchcraft. May I present, Harry Potter! \*Ahem\*,

Welcome to the School of Magic.

CC02 ~ School of Magic ~

Before entrance to Corellia's Palace is allowed, the School of Magic awaits. Kalas will need to go through a series of events involving the School of Magic.

Begin up the western staircase and enter each of the classrooms to start a series of lectures.

Return to the entrance of Corellia's Palace and

ascend the western staircase. Enter through the two classrooms to start a series of lectures. The entrance to Queen Coreellia's Palace should now be accessible

CC03 ~ Coreellia's Palace ~

Ascend the staircase and approach Queen Coreellia's Throne Room. Return to the Palace Entrance after speaking with Queen Coreellia. Everyone will then depart for the Ancient Library of Magic. Return to the World Map.

CC04 ~ Ancient Library of Magic ~

The Ancient Library of Magic is just swimming with Undead, so avoid using Dark Attacks. Ascend the staircaise and enter the Study Hall.

Inside the Study Hall is a Deluxe Shortcake Magnus Card, a Falcon Statue Magnus Card, a Save Flower, and Mimics.

Push the red bookcase aside to obtain the Key. The eastern red bookcase may also be pushed aside. You may now return to the previous corridor. Backtrack to the previous entrance to obtain a Key to the History Section. At the entrance of the Ancient Library of Magic is the History Section.

Inside the History Section is a Taurus Magnus Card, a Fruity Gelatin Magnus Card, a Deluxe Bonbon Magnus Card, and Mimics.

- - - - -  
Obtain the History Book  
- - - - -

The History Book is in the History Section. Examine the bookcase in the south-western corner of the History Section.

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Return to the Main Hall. Behind the Reception Desk should be a Key to the Geography Section. The Geography Section is next to the History Section. Inside the Geography Section is a Sforzando Magnus Card, a Philosophy Section Key, and Mimics.

- - - - -  
Obtain the Geography Book  
- - - - -

Search through the bookcase near the entrance. You will need to push aside a red bookcase to access the Geography Book.

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You'll need to access the Philosophy Section. It is in the Study Hall. Inside the Philosophy Section is a Scarlet Shell Magnus Card, Deluxe Cookies Magnus Card, a Magnum Cornet Magnus Card, and a Literature Section Key.

- - - - -  
Obtain the Philosophy Book  
- - - - -

The Philosophy Book is in the Philosophy Section. Search through the bookcase next to where the Magnum Cornet Magnus Card was found.

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The Literature Section is in the Study Hall. It is next to the Philosophy Section. Inside the Literature Section is a Silver Sword Magnus Card, a Ruby Earrings Magnus Card, and Mimics.

- - - - -  
Obtain the Literature Book  
- - - - -

The Literature Book can be found in the Literature Section. You can obtain the Literature Book from the top of a bookcase. The bookcase is in the back of the Literature Section. Move a few of the red bookcases to gain access to it.

- - -

With all four of the Librarian's Books in possession, return to the Study Hall. There are four bookcases in the Study Hall where the Librarian's Books must be placed.

Approach the sealed door and continue to the next area to encounter Folon.

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EVENT BOSS BATTLE  
Folon

This character is awesome. Good Voice-Acting and an awesome battle stance. Though he is also very tough to defeat.

Folon will attack with immense strength. Attacks such as Chaotic Flames may inflict Paralysis. Folon tends to use Energy Injection (Attack Up) occasionally.

Folon is also extremely quick on his attacks. It won't give you much time to use Defense Cards.

- - -



You've been rescued by a character known as Savyna. Trust me when I say that you didn't stand a chance against Folon.

You'll eventually return to the World Map. Return to Komo Mai, then to the School of Magic.

Speak to the Principal at the School of Magic. The Principal gives Kalas a Landmark Stone. This can be used to navigate through the Holoholo Jungle. Return to the World Map, then head to the Holoholo Jungle.

CC05            ~ Holoholo Jungle ~

The Holoholo Jungle is very dense. There are a lot of people who have lost their way.

You'll arrive in Holoholo Jungle. Head straight to the next area. You'll eventually pass a cliff, but do not stray from the path. Remain on the upper path, as Opu Village is directly ahead.

CC06            ~ Opu: The Waterfall Village ~

Cross the Opu Village Bridge to encounter Mayfee. She'll eventually disappear into her house. Head into Mayfee's House to speak with her once more. Speak to Mayfee's Grandmother to hear the story of the Celestial Tree.

Mayfee eventually takes off to the house next to her own. Speak to Mayfee and the villager inside to learn about the Komo Mai Cookies.

If you remember correctly, the shopkeeper in Komo Mai previously offered cookies to Kalas. Return to Komo Mai to speak to the shopkeeper.

Unfortunately, the shopkeeper has run out of the necessary ingredients to create a batch of Komo Mai Cookies. Enter Corellia's Palace.

Enter Queen Corellia's Room to locate a Celestial Flower Seed. Return to the shopkeeper in Komo Mai with the Celestial Flower Seed. With the Komo Mai Cookies, return to Opu Village. Give the Komo Mai Cookies to Mayfee.

Speak to Mayfee's Grandmother, then return outside to the bottom of Opu Village. You'll meet up with Savyna. Return to the World Map.

CC07            ~ The Celestial Tree~

Begin climbing the Celestial Tree to a Wild Cherry Bud. This can be reached by climbing up the west side of the Celestial Tree. Return to the bottom of the Celestial Tree.

You can reach the top by climbing up the eastern side of the Celestial Tree. Eventually, Kalas will encounter Mayfee.

Continue climbing up the Celestial Tree, use the Save Flower, then descend the Celestial Tree directly east to reach Mayfee.

After Kalas has rescued Mayfee, start back towards the Save Flower. Start up the eastern side of the Celestial Tree to a Gold Beetle Carapace.

Backtrack, then start up the western side of the Celestial Tree, Kalas will eventually reach the top.

- - -

#### EVENT BOSS BATTLE

Tree Guardian

The Tree Guardian is slightly difficult, as the Left and Right Tentacles may become frustrating to deal with.

Though they tend to cast status ailments almost frequently, ignore the Left and Right Tentacles. The reason I say this is because the Event Boss deals immense physical damage.

Defeating the Tree Guardian means defeating the the Left and Right Tentacles will be defeated as well.

- - -

Ah, Namco. It happened in Tales of Symphonia and it was bound to happen in Baten Kaitos as well.

You'll eventually discover Lyude and Savyna are two traitors. Seemingly like Kratos in tales of Symphonia. You'll be given the choice to engage Savyna in combat.

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#### EVENT BOSS BATTLE

Savyna

For starters, everybody has regained their lost HP. You stand a fair chance to defeat Savyna. She's actually not too difficult to defeat.

You should hopefully be well adjusted to most of Savyna's tactics by now. She's gained some incredible amount of Hit Points.

Everything else remains the same. When Savyna runs low on health, she will recover a small amount of health.

- - -

After defeating Savyna, both Lyude and Savyna are back on friendly terms with Kalas through the remainder of the game. Return to Komo Mai.

CC08 ~ Komo Mai: The City of Flowers ~

Return to Corellia's Palace to speak with Corellia. She'll collapse after a vision of Melpercio. This leaves Kalas in Guest Room. Savyna should now explain the story of her past.

Return to Corellia's Quarters. Speak with Corellia, then return to the Mindeer. Speak with Lyude, Xelha, Savyna, then Gibari. Eventually, Giacomo, Ayne, and Folon will appear in the Battleship Goldoba.

Speak with Lyude, Xelha, Savyna, then Gibari once more. Head to the Deck. Watch as the Great Mizuti sails into view. Return to the Bridge to speak to Xelha.

[ ??01 ] [ ~ Portal to an Outer Dimension ~ ]

This is perhaps one of the most pointless objectives of Baten Kaitos. It's can also be extremely frustrating. Follow Mizuti's Ship through the Dimension.

- - -

Boss: Gnosis

The dreaded Gnosis have returned from Xenosaga to seek revenge in Baten Kaitos. As if certain things weren't difficult enough, you now must defeat the Gnosis.

It's partiall vulnerable to Light. It attacks with immense strength. It's most powerful attack is Dark Force, which may cause Paralysis.

- - -

MIRA: CITY OF ILLUSION

[ DD01 ] [ ~ Parnasse: The Confectionary Village ]

Candyland! You'll encounter Lady Melodia soon after Kalas's arrival in Parnasse. Enter the first eastern building to speak with Trill.

Leave Tisocco's Bakery. Ahead is Donella's Bakery, where you may find the Mira Chocolate. Speak with the Baker standing near the Mira Chocolate Mixer. Return to Tisocco's Bakery to the jugs next to the stove. Obtain some Mira Cream, then return to the Baker at Donella's Bakery to obtain some Mira

Chocolate. Return to Trill with the Mira Chocolate.  
Return to the World Map.

[ DD02 ] [ ~ Detourne: The Mysical Garden ]

Speak to the woman before venturing into Detourne.  
There are some confusing puzzles which can be  
easily addressed.

Woohoo! It's Atari! \*Ahem\*, Navigate to the center  
of the 2D Maze. You'll need to defeat the three  
Slimes, one of which cannot be defeated at the  
present time.

Descend the northern staircase in the center of the  
2D Maze. Jump to the eastern platform then return  
to the 2D Maze. Defeat the Slime. Return to the  
Garden.

Jump to the center platform then return to the 2D  
Maze. Head to the Scale Room and use the Pristine  
Water on the Blue Scale. Return to the 2D Maze and  
descend the southern staircase. Jump to the western  
platform and enter the 2D Maze. Use a Blank Magnus  
on the Golden Pick Axe. Return to the Gardens and  
jump to the center platform. Return to the 2D Maze.  
Head to the center of the 2D Maze and use the Golden  
Pick Axe Magnus Card on the Golden Wall.

Ah, the Slimes should have now returned. Return to  
the center of the 2D Maze and descend the northern  
staircase. Examine the chain in the center of the  
room and break it. Return to the Scale Room and use  
Pristine Water on the Red Scale. Return to the 2D  
Maze and descend the southern staircase to obtain  
a Key. Use the Save Flower, then use the Key on the  
locked door in the 2D Maze.

- - -

Event Boss: Magnus Giganticus

Ooh, Magnus Cards!

This is a simple battle which can easily be won.  
The Magnus Giganticus tends to cast status ailments  
such as Chronos Cage (Paralysis), and Dark Surge  
(Confusion). Both which can deal a massive amount  
of damage.

- - -

After Magnus Giaganticus has been defeated, Kalas  
will return to Parnasse. Kalas will eventually  
make the decision to rescue Melodia. Speak with  
Lyude, Xelha, Savyna, then Gibari.

[ DD03 ] [ ~ Reverence: The Picture Book Village ]

Monolith and Tri-Crescendo have left their signature

within a dresser in the building at the top of the hill. I presume Namco's must be somewhere nearby too.

You'll need Mirage Weed. You can obtain some Mirage Weed at the entrance in Detourne. The Mirage Weed can be given to the Robot standing at the edge of the Reverence Bridge.

The path to the Fortune Teller's House will now be accessible. After a disturbing visit, return to the World Map.

[ DD04 ] [ ~ Nekoton: Shrine of Spirits ~ ]

Head down the north-western path for the Wind God Blade. It's an extremely powerful weapon for Kalas. Backtrack, then take the south-western path. North is a Water Blade. This is another extremely powerful Magnus Card for Kalas. Ayme, Folon, Lady Melodia, and Giacomo will be waiting ahead.

- - -

Event Boss: Sikri

The Event Boss is Sikri, not Folon, Giacomo, and Ayme. The Sikri isn't a challenging Event Boss.

It uses Unholy Symbol to cause Paralysis, then attacks the target. In most cases it will attack twice in a row. The attacks are not at all strong. It'll use Golden Symbol to increase defense, and may cast Life Drain to steal HP.

- - -

[ DD05 ] [ ~ Balancoire: Borough of Illusion ~ ]

Head to the Manor of Duke Calbren. Unfortunately the Mira Guardsmen still have reason to believe Lady Melodia has not returned. Return to Balancoire Village. Search for the Old Lady inside the house near the bridge. Listen to her story.

This is perhaps the second best Old Lady Voice-Acting I've heard in Baten Kaitos. Anyways...

Speak to the residents inside the house next to the villager who greeted Kalas when he arrived. Exit, then follow Lady Melodia to Duke Calbren's Manor.

[ DD06 ] [ ~ Duke Calbren's Manor ~ ]

The suspicious arrival of this 'Other Friend' awaits upstairs. Giacomo eventually eavesdrops on the conversation of the next End Magnus. Head downstairs to the eastern room. Descend to the Shrine below.

[ DD07 ] [ ~ Coccolith: Labyrinth of Mirrors ~ ]

What makes the Labyrinth difficult is the fact that barely have a clue where you're headed. The first room is circular. Make your way clockwise to the Moon Symbol.

The second room is much easier and can be navigated without much complication.

The third room is similar to the first room. This time the shape is somewhat twisted. You'll find a Save Flower near the Moon Symbol. Inside will be Giacomo.

- - -

Event Boss: Phantasm

Though it seems as though there are four targets, Phantasm is the only strikable target. Phantasm will tend to cast Eyes of Terror (Sleep) after thoroughly dealing a massive amount of damage to one of your characters.

Phantasm will also use Seal of Steadiness to Paralyze. Sometimes, Phantasm may cast Lightning, which does not inflict any status ailments, but deals massive damage.

- - -

[ DD08 ] [ ~ Duke Calbren's Manor ~ ]

Once you are prepared for departure, speak to Lady Corellia upstairs in the western room.

ALFARD EMPIRE

{ AZ01 } [ ~ Mintaka: The Imperial Capital ~ ]

Your arrival in Mintaka is a short welcome. It seems Geldoblame has disappeared. Begin heading west until you are stopped by a snooty, cockney resident of Mintaka.

Enter the building next to the crowd after listening to a speech of Geldoblame. You'll now be in the Tavern.

Head to the north-western section of the Tavern to overhear a conversation between the Imperial Soldiers.

Return outside and head north. Enter the building directly ahead to speak with the Man. The crowd should now have vacated, allowing you to head north to Lyude's residence.

You'll eventually be forced to escape from Mintaka. The world map is in the south-western section of Mintaka. You'll need to break past the Imperial

Soldiers. Return to the Airship.

Note: Make sure you are prepared, as the next series of events will not give you much time to rest.

- - -

Boss: Imperial Walker (3)

They attack with great physical strength. They may also use Force Ring Alpha to inflict Sleep.

- - -

[ AZ02 ] [ The Battleship Goldoba ]

Defeat the enemies in the first room and record the passwords, as you'll need these later. Ascend the staircase in the next area and input the passwords on the console. Enter the passwords 0819 for an Assassin's Hood and 3291 for a Viking Helmet. Enter 4653 to access the Bridge.

Return to the first area and enter the Bridge to encounter Folon, Ayme, and Giacomo.

- - -

Event Boss: Giacomo, Ayme, Folon

Though Giacomo is certainly tempting, concentrate on Folon. Giacomo, Ayme, and Folon co-ordinate as a team.

Ayme's strength isn't strong. She scores about six to eight attacks per turn followed by a Crazy Rabbit.

Folon is similar to when you fought him in the Ancient Library. He'll use Energy Injection, Chaotic Flames, and Worg Laser. His strength passes that of Giacomo's.

Giacomo should be dealt with only after Ayme and Folon have been defeated. He tends to dual-attack. This means that he will have another turn directly after his first. He uses End Slasher and Imperial Force almost every chance he gets.

- - -

You'll have five minutes to escape the Goldoba. Use the Save Flower as you will not be able to return once you enter the next area. Loop around the corridor to the Hangar.

Inside are give Escape Pods, one which is accessible. Search for the Fuel Tank within the Hangar. You'll need the Oil in the south-eastern corner. Use the Oil

on the Escape Pod to make a clean escape.

[ AZ03 ] [ ~ Azha Village ~ ]

The Lava Caves are through the village towards the back. The building in the far western edge of Azha is the Tavern. Enter the building, then ascend to the third floor.

It seems that the villagers are not too impressed by your arrival. Return to ground floor, where you will be confronted by a villager of Savyna's past.

You'll encounter a Mechanic who won't let Kalas into the Lava Caves. Regretfully, the Mechanic invites Kalas to his place to socialize.

You'll get a brief history of Georg's Family Tree. Kalas should eventually ask where he's heard the name "Larikush". Cebalrai, of course. The Mechanic will eventually unlock the door to the Lava Caves.

[ AZ04 ] [ ~ The Lava Caves ~ ]

Enter the Lava Caves and remain west. You'll eventually cross a river of lava which prevents you from progressing any further. Return to the Mechanic. Return to the Lava Caves after speaking with the Mechanic.

This time remain east. You'll encounter Flame Ice directly ahead. Return to the Mechanic. Trap the essence of the Sparkling Snow. Grab a few as you will need more than one Sparkling Snow Magnus Card. Return to the Lava Caves.

This time remain west. Use the Sparkling Snow on the river of lava. Ahead will be Xelha's Pendant. Use the Sparkling Snow on the river of lava. Geldoblame will be ahead.

- - -

Event Boss: Geldoblame

Forfeit Your Life (Instant Death) is the problem with Geldoblame. He will constantly use it and will not stop. Geldoblame tends to inflict Poison and always begins the turn with Divine Seal. This will restore about 110 Health per turn.

Perhaps Geldoblame's strongest attack is Seal of Evil (Paralyze). This will deal critical damage to your party. When Geldoblame charges, use a Magnus Card which prevents Instant Death.

Geldoblame is a tough foe to beat. Use your strongest attacks and eventually he should fall, and a new threat shall rise.



- - -

Welcome to betrayal. No matter what you say, Kalas cannot be convinced of his true destiny.

[ AZ05 ] [ ~ The Imperial Fortress ~ ]

So Xelha now becomes the main character of Baten Kaitos. Let's go confront Kalas.

Begin by heading west. Search all the cells in the Imperial Fortress for Magnus Cards. Eventually an impact will scare Xelha. It's time to investigate. Return to the eastern corridor.

Upon investigating, you'll encounter Kodelle, Catranne, and Glamyss. You'll then return to Corellia's Palace. Speak with Ladekhan, Corellia, and Calbren. Leave Corellia's Palace and return to the World Map. Head to Anuenue Port to board the Mindeer.

You'll need to search for the five Interdimensional Cracks.

- 1) Mira, Go to Detourne to obtain some Mirage Weed. Bring the Mirage Weed to Lord Calbren's Manor. Enter the Sewers and approach the Interdimensional Crack.

[ AZ06 ] [ ~ Interdimensional Crack ~ ]

Examine the wall and use the Mirage Weed you obtained from Detourne.

- - -

Event Boss: Despina

Despina is quite easy to defeat. It mainly focuses on using physical attacks. It may enflame Xelha on occasion. Use Xelha's strongest attacks.

- - -

Progress further into the Interdimensional Crack to find Mizuti.

- 2) Diadem, Go to the Cloud Passage to obtain the Cloud Essence. Bring the Cloud Essence to the Shrine of the Winds and approach the Interdimensional Crack.

Examine the wall and use the Cloud Essence you obtained from The Cloud Passage.

- - -

Event Boss: Thalassa

Thalassa's appearance may be the same as Despina, but the two Event Bosses do not have much in common. Thalassa's attacks are much stronger.

Watch out for Tears of Destruction. It's a physical attack which can deal a lot of damage.

- - -

Progress further into the Interdimensional Crack to find Gibari.

3) Anuene, Go to Queen Corellia's Palace. Bring the Celestial Flower Seed to the Celestial Tree. Approach the Interdimensional Crack.

Examine the wall and use the Celestial Flower Seed you obtained from Queen Corellia's Palace.

- - -

Event Boss: Despina

Despina is back for revenge and this time it's no easy task. Despina is much for difficult to defeat this time.

Hour of Reckoning is the one attack which delivers the most damage.

- - -

Progress further into the Interdimensional Crack to find Savyna.

4) Alfard, Go to the Lava Caves. At the entrance is Lava Essence. Through the Lava Caves, where you previously fought Geldoblame is the next Interdimensional Crack.

Examine the wall and use the Lava Essence you obtained from the entrance to the Lava Cave.

- - -

Event Boss: Galatea

This is perhaps the strongest of the Interdimensional Crack Event Bosses. Luckily, there aside from Galatea's immense strength, there is nothing you need to be concerned about.

- - -

Progress further into the Interdimensional Crack to find Lyude.

Though there is a fifth Interdimensional Crack, it currently holds no purpose at this time. With the

Interdimensional Cracks closed, return to Komo Mai.

[ AZ07 ] [ ~ Komo Mai: City of Flowers ]

Return to Queen Corellia's Palace. Inside, speak to Queen Corellia. You'll then be given an update on the war.

Head to Anuene Port and board the Mindeer to the Ice Cliffs of Gomeisa.

WAZN: THE ICE LANDS

[ DF01 ] [ ~ The Ice Cliffs of Gomeisa ~ ]

Directly ahead is the entrance to the Badlands of Wazn. You'll need to examine the Light Keys. This is the secret to lowering the barrier.

The wind currents constantly shift directions, so you may find times which may be hard to control through the current conditions.

Head northwards, then directly east to another Light Key. With the two Light Keys down, head to the next area. You may need Sparkling SNOW, and there's an Essence of Sparkling Snow ahead.

Head up the eastern path to the third Light Key. With the third Light Key down, return to the previous area and head east. Examine the fourth Light Key to deactivate the Barrier. Return to the previous area and head up the western path. Head north in the next area to reach Kaffaljdhma.

[ DF02 ] [ ~ Kaffaljdhma: Castle of Ice ~ ]

You'll be greeted by Barnette upon arriving in Kaffaljdhma... I don't like spelling that out.

Leave Xelha's bedroom and head downstairs back into Cursa.

[ DF03 ] [ ~ Cursa: The Snowy City ~ ]

You'll have a brief history of Queen Xelha, aside from "Just Xelha". Return to Kaffaljdhma and ascend the eastern staircase.

The Knight will then notify Xelha the Ritual is ready. Return to the Main Hall and ascend the central staircase.

Head to the eastern room to speak with Leon's Wife, and Gram's Wife. Return to the previous room and ascend the central staircase.

Xelha's Ritual is held in the eastern room by the Save Flower. Enter when you're prepared

and speak to Barnette.

[ DF04 ] [ ~ Lake of the Dragon ~ ]

- - -

Event Boss: Goddess of Ice

You'll most likely as yourself, "What the..."  
This is different from the common fight. Your  
Magnus Cards are hidden.

You'll have to guess which Magnus Card may  
match the Goddess of Ice's. If the Magnus Card  
matches, you score an attack. If it does not  
match, the Goddess of Ice will attack you.

You'll eventually be rewarded with the Ocean  
Mirror.

- - -

[ DF05 ] [ ~ Kaffaljidhma: Castle of Ice ~ ]

Head to the Ritual Room to speak with Barnette.  
You'll be granted permission to use the White  
Dragon. You'll need a Sculptor.

West of Kaffaljidhma in Cursa is the Sculptor's  
Shop. Inside is the Sculptor you must speak to.  
Here is where the Sparkling Snow is needed. If  
you've obtained Sparkling Snow in The Ice Cliffs  
of Gomeisa, Great! If not, return to The Ice  
Cliffs of Gomeisa.

With the Sparkling Snow, return to the Ritual  
Room and speak with Junior. There are four Ice  
Sculptors in the Ritual Room.

North-West: Bow  
South-West: Shield  
North-East: Halberd  
South-East: Axe

Return to the Shopkeeper and 'Rest Your Wings'.  
Return to the Sculptor to see the Sculptors.  
Head to the White Dragon. East of  
Kaffaljidhma is the White Dragon.

There's some hilarious moments with King  
Ladekahn when Xelha return to Komo Mai.  
Head to Anuvenue Port, then to Alfard.

ALFARD EMPIRE

{ AX01 } [ ~ Mintaka: The Imperial Capital ~ ]

The Alfard Empire is presently under attack by  
Gagareks. Rescue the residents of Mintaka,  
then head to the World Map.

[ AX02 ] [ ~ The Imperial Fortress ~ ]

You'll want to enter through the elevator once inside the Imperial Fortress. Head east until you reach the Men's Washroom.

Open the stalls to find an Imperial Guard who is standing on the toilet. Yes, you heard me, "On the Toilet". Grab the Keycard from the Imperial Guard. In another stall is another Imperial Guard reading what seems to be an 18A Magazine.

Warning: Baten Kaitos not suitable for all ages.  
Oops! A little late now.

Return west, past the elevators, then head north. Inside will be an Aqua Impulse Magnus Card.

Return to the previous corridor and head west to another set of elevators. Ascend to the fourth floor. You can use the Prison Cell Key to search the Prison Cells. The Elevator Key is on the desk.

Return to the second floor and head east to another set of elevators. Use the Elevator Key Card to access the fifth floor.

East is a Blood Sword and Dragonfly Magnus Card. Search the lockers for an Efreeti Suit. Head down the western corridor. North is the Operations Room, but there's nothing to do in there at this time.

Continue heading west to reach Geldoblame's Throne.

Head to the third floor of the Imperial Fortress.

Examine the electromagnetic field directly ahead, then return to the Operations Room on the fifth floor.

Note: You will need Stagment Water from the Washroom before heading to the Operations Room.

Examine the orb in the center of the Operations Room. Place the Stagment Water in the orb to deactivate the electromagnetic field. Return to the third floor.

East of where the electromagnetic field used to be is Lady Melodia and Kalas.

- - -

Event Boss: Fadroh, Angel of Darkness

This is going to be a long and stressful battle. For starters, you may want to have quite a few health replenishers, as most of Fadroh's Attacks do well over 1000 Damage.

This is mainly caused by Orb of Magical Offense, which is a supreme boost of Attack. With this, Fadroh can use Corrupting Light and Unholy Light, two of his most strongest attacks.

Fadroh may also cast Confusion. This tends to be a side-effect of the attack. He may tend to take two turns in a row, which may start to get rather tedious after some time.

- - -

Save your progress. You have another Event Boss before progressing further through the story.

- - -

Event Boss: Kalas, Angel of Darkness

The strength of Kalas will be determined somewhat by the Magnus Cards he had in the Lava Caves. The time has come to defeat Kalas.

Kalas attacks twice in a row. Once with Binding Winds (Paralyze), and again with Fangs of Darkeness (HP Absorb). This makes it tough when Kalas KOs a character in your party.

Aside from this, Kalas's strength does not match Fadroh's.. But I never said Kalas was easier.

- - -

Finally, something which explains the death of Fee and Georg. As well as an unexpected character of Kalas's past.

Kalas will awaken in the Alfard Empire. Return to the White Dragon.

DUHR: THE EARTH NATION

[ TH01 ] [ ~ Labyrinth of Duhr ~ ]

The Labyrint of Duhr is somewhat similar to Myst. You won't necessarily progress to the next area. Instead, you'll be facing that direction. Think of this as almost standing still.

Directions:

Right, (Metal Knuckles in Treasure Chest), Examine the Vase to obtain Stagment Water. Right, Right, (Cinderella Birdie in Treasure Chest), Right.

You're now back at the Save Flower.

South, Right, Left, Left. Examine the Vase to obtain Pristine Water. Open the Treasure Chest for a Fangs of Light Magnus Card.

South, Right, Right, North, Left, Left. (Save Flower Area). North, North, Ignore the Vase. North, Left, Open the Treasure Chest for a White Ash. South, Right, Right. Open the Treasure Chest for a Sun Coin.

North, Open the Treasure Chest for a Hamelin Cloak. Right, Exmaine the Corpse for a Pegasus Magnus. Left, North, Open the Treasure Chest for an Air Slash. Left, Left, Right, North, Right, Left, Examine the Treasure Chest for a Sunflower Barrette. Left, North, Open the Treasure Chest for a Platter of Parting.

South, North, Right, Right, Left, North. Landmark. Return South, North, Right, North. Exit.

Note: I probably have a few directions mixes up. If this is the case please feel free to e-mail me the corrections.

[ TH02 ] [ ~ Gemma Village ~ ]

Ahead is the Gate Keeper to Great Kamroh's. The Greak Kamroh is presently in a meeting and cannot be disturbed.

Directly below is Kee. Speak with Kee, Inside is Great Mizuti's House. From this point onwards,

Return to the village and head east to the Cluckers' House. Inside, speak with the villagers, then return to Great Kamroh. Return to the World Map.

[ TH03 ] [ ~ Capella: Garden of Death ~ ]

The Rubber Mud is what makes the Garden of Death very time consuming. From the entrance, head north, then west. Continue heading north.

Use the Save Flower, then approach the Shrine. You'll find a pedastal to the remains of The Sword of the Heavens. You'll return to the World Map.

[ TH04 ] [ ~ Algorab Village ~ ]

The neighbouring nation of Gemma Village. Ascend the ramp, the enter the western building. Return to the World Map.

[ TH05 ] [ ~ Zosma: Tower of Stones ~ ]

Listen up, one of the most important devices in the Tower of Zosma are the lamps. Without the lamps lit, the room will be darkened, and may not function.

Use a Magnus Card to obtain the Weak Flame. Use the Weak Flame on the lamp.

Push the pedestal towards the shiny green pit. The lamp must be lit to properly do this. Obtain as much Weak Fire as you can at this time.

Begin ascend the blocks. Push the blue block into the wall, then the red block into the shiny green pit. Directly next to Kalas is a blue block. Push it into the wall to access a Treasure Chest which contains a Firedrake Barrette.

Use the yellow block to ascend to the next floor of Zosma. Use the Weak Fire to light the lamp.

Climb the blocks, then push the blue block into the wall. Climb down the red block and push it into the shiny green pit. This will drop three red blocks to the surface which defies the laws of physics.

Ascend the first two red blocks and push the third east. Push the second red block north, then the first red block east. This creates a surface to the eastern yellow block. Ascend the yellow block to the next floor of Zosma. Use the Weak Fire to light the lamp.

Begin by pushing the red block south to the surface below. Descend to the top of the red block, then to the surface. Push the red block north into the shiny green pit. This creates two red blocks directly east.

Head west to the blue block and push it into the wall. This creates a third shifting block. Ascend to the shifting block and climb on top of the first red block.

Push the second red block east into the wall. This creates a second shifting block. Wait for the shifting block below to come into position to create a platform to climb to. Quickly, push the first red block east into the wall.

Return to the surface, then ascend the shifting block to the upper level.

Push the red block north to the surface. Return to the surface and push the same red block into the shiny green pit. This creates a platform above. Return to the upper level and take the shifting block west. Quickly push the blue block ahead. Return to the surface. Open the Treasure Chest to find a Burning Shield.



Return to the upper level and ascend the yellow block to the next floor of Zosma. Use the Weak Fire to light the lamp.

There are two red block adjacent of each other. Behind by climbing to the top of one of the blocks, then to the surface below.

Push the red block west against the wall. Push the upper red block to the surface below.

Return to the surface below and push the red block enclosed by two shiny green pits into the western green pit.

The second red block is then pushed into the shiny green pit on the outer side of the area. The third red block is pushed into the final shiny green pit to access the yellow block.

Use the Save Flower, obtain the Rhapsody from the Treasure Chest, then ascend the yellow block.

Note: If you have run out of Weak Flames, return to the entrance ot obtain more.

Use the Weak Flame to light the lamp. Begin by ascending the block. Push the blue block into the wall.

Return to the elevating block and descend to the surface below. Loop around to the blue block and push it into the wall.

Return to the elevating block. Wait for it to reach the surface, then quickly head to the other side. This is simply repeated until the blocks have reached the surface below.

Eventuall a red block will appear. Push the red block to the surface below.

- - -

Boss: Ungyo / Agyo

Ungyo is Water, Agyo is Flame. Ungyo tends to cast Column of Ice to inflict Freeze on a character. Agyo will then cast Pillar of Flames to deal a massive sum of damage.

This can even be trickier when Ungyo uses Seal of Ungyo as a DEF Boost.. Or when Agyo uses Seal of Agyo as an ATK Boost.

This can sometimes be avoided by using a Flames RES, or a Freeze RES.

Agyo is highly resistant to Flame Attacks. Use Water Attacks on Agyo. The same is to Ungyo. Ungyo is highly resistant to Water Attacks. Use Flame Attacks on Ungyo

A-Un Petagram is what needs to be avoided. It doesn't make much sense within this battle, but it deliver the most damage.

- - -

Return to the Save Flower. There is an Event Boss on the next floor of Zosma.

You'll eventually return to the World Map. Head to Algorab Village. Visit Duhr Port to access the Church, or a Save Flower.

[ TH06 ] [ ~ Algorab Village ~ ]

- - -

Event Boss: Malpercio

Malpercio only uses Soul Drain as a Special Attack. It's a strong HP Absorb Attack. You may watch as Malpercio starts at one character and won't stop until that character has been KO'd. Malpercio may tend to avoid Kalas.

Malpercio's Strength is immense, but nothing which is impossible. Malpercio is actually quite simple to defeat. It's the Soul Dragin which becomes frustrating.

- - -

After defeating Malpercio, return to the World Map. Head to Duhr Port to the White Dragon. Return to Anuenue.

ANUENUE: THE RAINBOW NATION

[ GC01 ] [ ~ Komo Mai: The City of Flowers ~ ]

You'll return to Komo Mai in Queen Corellia's Palace. Return to the World Map.

It's amazing that Komo Mai is still celebrating over the Celestial Tree. You think something else would have happened by now. Anyways, go to Anuenue Port, then to Sadaal Suud.

THE ANCIENT LAND OF SADAAL SUUD

[ RC01 ] [ ~ Cebalrai: The Farming Hamlet ~ ]

Go to the Doctor regarding the letter which Kalas received in Anuenu.

After speaking to Doctor Larikush, return to the World Map. Go to Pherkad, then to the Celestial Alps.

#### THE CELESTIAL ALPS

[ CA01 ] [ ~ Celestial Alps ~ ]

Above is a Canis Minor Constellation Magnus Card. Start heading north until you are blocked by a tentacle. Return to the bottom of the mountain after the enemy has been defeated.

Return north to the next area. Another tentacle blocks you from heading to the edge of the cliff. Are we agreed when I say these are getting quite annoying?

Climb down the cliff, then head east to return to the previous area. Head north to the next area, then approach the edge of the cliff.

Jump the the lower area, then head west. Continue heading west towards the edge of the cliff.

(Sighs).. Alright.. I think I've finished with Baten Kaitos. Descend the cliff, then retrace your steps back to the edge of the cliff.

Descend the cliff to a Treasure Chest containing an Air Slash.

You'll now be prevented from returning. Tentacles are becoming extremely frustrating to deal with,

Retrace your steps to the top of the cliff. Georg's Cabin is to the west. Obtain the Azure Sand and the Chaos Mail in the two Treasure Chests, use the Save Flower, then enter Georg's Cabin.

- - -

Event Boss: Giacomo, Ayme, Folon

Ah, Yes. When you havve characters such as Giacomo, Ayme, and Folon.. How could Namco do such a thing?

It begins with Hypertoxic Soundwaves. This negates the Guardian's (You) Power.

Every tactic is the same as before. Only Giacomo, Ayme, and Folon have more Health, Defense, and Strength.

You'll have the defeat Giacomo, Ayme, and Folon another time before they have been granted the

"Namco's Officially Dead Annoyances".

- - -

With Giacomo dead, Ayme and Folon turn to Kalas to stop Melodia. Yay! Eventually, they will leave the Celestial Alps. Back in Anuenue, speak to Queen Corellia.

The next day, return to Queen Corellia's Chamber to begin an assault on Cor Heydrae Castle.

COR HYDRAE CASTLE

[ ND01 ] [ ~ Cor Hydrae Castle ~ ]

From the entrance, head north. You'll eventually reach a Save Flower surrounded by enemies. This would be an excellent place to level up, as you are right near a Save Flower and a Church.

Head north to the next area. There's two Treasure Chests which contain a Shield of Hope, and Mermaid Nails.

In the next room is another Treasure Chest which contains a Wind Blow Lv 6. Head north to reach a Boss.

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Boss: ???

- - -

Return to the Central Hall. Head down the north western corridor to eventually find Che.

- - -

Boss: Che

Hope you've drawn up a will, as Che is no easy Malpercio Look-Alike to defeat.

Watch out for Spark of Time. It will Paralyze the character and inflict immense damage.

Aside from Spark of Time, Che's strength is quite strong.

Begin by attacking Che with Fire. It's the one element which Che seems to be most vulnerable.

- - -

Return to the Central Hall. Head down the north eastern corridor to eventually find Ar.

- - -

Boss: Ar

Aside from the differences Ar shares with Che, Ar tends to attack with Flames. Ar's strength remains moderately the same as Che's.

- - -

Look for the orb when returning to the Central Hall. Begin down the south western corridor.

This area can become rather tricky. Begin by taking the furthest transporters. You should eventually come to an orb.

Examine the orb, then return through the transporter. This should take you to a Treasure Chest which contains a Dark Flare LV 6 Magnus Card.

Return through the transporter, then begin south. Head through the transporter to be taken above. Approach the nearest transporter to be taken high above.

Approach the red transporter to be taken to a Treasure Chest which contains a Lord of the Wind Magnus Card.

Return through the transporter once, then again, and a third time to return to the south pathway. Head south and approach the transporter to be taken high above.

Take the western transporter. This will lead you towards the next Boss.

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Boss: Le

For starters, Le is vulnerable to Wind. Le's strategies are similar to Che's and Ar's.

Also, Le tends to inflict Freeze almost every turn, which can be quite frustrating.

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TO BE CONTINUED...

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CS01 Credits

I'd like to thank the Academy. Whoops, I mean GameFAQs and IGN. This Game Guide has several weeks of progress and development, that I am so relieved to finally have this Game Guide on various sources of the Internet.

A special thanks goes to all the viewers of this Game Guide for Baten Kaitos.

Namco, Tri-Crescendo, and Monolith have made a truly enjoyable, and somewhat stressful Role-Playing Game. Without Baten Kaitos, this Game Guide wouldn't have been possible.

Though the Game Guide for Baten Kaitos is constantly updated, the Final Version draws near. Eventually, this Game Guide will be all but a memory, where it will remain on GameFAQs for your viewing pleasure.

This won't stop my from creating more Game Guides. I have been inspired to create Game Guides which are best for those who need assistance in a game.

I look forwards to assisting those people in the not too distant future.

Thanks,  
Aaron Busch

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