

Baten Kaitos Origins Coliseum Guide

by Isaac20

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Coliseum  
Guide  
v.1.0

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~~~ I. Intro ~~~

So, you're interested in the Coliseum, you want to climb the ranks and hope to become champion, eh? Or maybe you just want to farm TP to fly past those Deck Levels... Whatever your goal, you've come to the right place. But first, you've got to get "registered".

~~~ II. Starting Off ~~~

Early in the game in Mintaka, at the screen of the port, in the corner between the building and some tanks, will be a cowardly man. Speak to him and he'll say some things about how he went through the hassle of signing up, and getting through the test, but now he's too afraid to actually go to the Coliseum. He'll offer you his dog tags instead. After acquiring them, you'll be able to visit the Coliseum from any blue save flower you find. The first time you go to the Coliseum, after entering the room to the left speak to the woman behind the desk in the top right corner. Ask to register for a battle, rank 1 (You can't expect to start at the top of the ranks, can you?) and choose any of the fights. Order

doesn't matter, because you're going to have to fight them all to rank up, anyway.

~~~ III. Ranking Up ~~~

So, after you've fought off all the baddies of the first rank, you're ready to move up. Make sure you've gotten all the RP you need. You get an amount for each group of monsters you fight, and you can see how much you need in order to rank up by looking at the number next to "NEXT", which is displayed when you're talking to the Registration Lady. Assuming you're doing this before you go to Diadem, the Registration Lady will tell you that you have enough RP to rank up, but sadly, there are no jobs for you to do. She assures you that they will mail you as soon as they've found a job, though. Great, just great. After spending all that time fighting until you can't fight anymore, you have to wait. Just hurry up and get to Diadem, will ya?

Also one quick note: If you already have access to the continent where the rank-up task is located, then the Registration Lady will tell you the task straight away. If not, then you will receive the job via a letter in the magnus shop of the continent in which the task is located. And occasionally the Registration Lady will tell you about your next task when you still need some more RP.

Rank 2:

Location: Diadem ; Sheliak

Task: Get medical supplies from the doctor.

How: Merely go into the door on the far left of the first screen (The screen with the Sfida) and talk to the doctor. After a cutscene involving Elle, a patient at the infirmary, you will receive the valuable item "Medical Supplies". Take the supplies to the Registration Lady and you will be advanced to Rank 2.

Rank 3:

Location: Sadal Suud ; Nunki Valley

Task: Guide Mr. Lance through Nunki Valley to Cebalrai.

How: Head over to Nunki Valley and find Mr. Lance in the screen closest to Cebalrai. Talk to him and he will ask you for directions. The correct directions are: Come Closer, Come Down, and Come Closer again. He will then say that he sees Cebalrai, and thanks you for your assistance. Go back to the Registration Lady and you will be advanced to Rank 3.

Rank 4:

Location: Anuenue ; Komo Mai

Task: Meet with Mr. Panie

How: Apparently, you've recieved a dinner invitation from Mr. Panie. It most likely has something to do with the group of monsters that he sponsors, which you completely obliterated, no doubt. Anywho, head to Komo Mai and into the first house you see. After Mr. Panie threatens you, head back to the Registration Lady and you will be advanced to Rank 4.

Rank 5:

Location: Tarazed ; Vega

Task: Meet with Mr. Panie

How: After ignoring his first threat, Mr. Panie invites you once again to his home. Except he's relocated to Tarazed. To find his new location, enter Vega and just keep going straight until you reach the blue save flower. The house above the flower is where Mr. Panie is. Now he's done with threats and says if you go back to the coliseum again, he will reveal that you are not registered. Return anyway, and after a cutscene, go to the Registration Lady to be advanced to Rank 5.

Champion:

Location: Coliseum

Task: Win the Championship Battle

How: After getting the RP required to rank up, you will be able to take a shot at the Championship Battle. If you win, you will become the Champion, no questions asked. After you have become Champion, you will notice that there are now six statues of Sagi placed around the entrance hall of the Coliseum, as well. And you will be able to participate in the Advanced battles.

~~~ IV. Prizes ~~~

Starting with Rank 2, you will be able to talk to the woman behind the top left desk, and she will allow you to trade RP for prizes. Trading RP for prizes does NOT mean you need more to advance in ranks. For every rank you advance, you will be able to claim another prize. Finally, after beating The Wicked Gawd, you will be able to claim ??? (Portrait of Verus) and EX Combo Recipe 6.

|                 |          |
|-----------------|----------|
| Warrior's Scarf | 5000 RP  |
| Dragon Claw     | 8000 RP  |
| Pink Beans      | 12000 RP |
| Emperor's Crest | 18000 RP |
| Pegasus Feather | 48000 RP |
| ????            | 99999 RP |

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EX Combo Recipe 1	10000 RP
EX Combo Recipe 2	15000 RP
EX Combo Recipe 3	25000 RP
EX Combo Recipe 4	35000 RP
EX Combo Recipe 5	75000 RP
EX Combo Recipe 6	85000 RP

~~~ V. Fight List ~~~

Note: After clearing matches for a first time, some matches will add another round when repeated.

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Rank 1 Monsters

Fab Forest Friends ~ 800 RP ~ 4 Rounds

1. 2 Caracal
2. 1 Goat Chimera
3. 2 Caracal, 1 Goat Chimera
4. 1 Caracal

The Reinforcements ~ 1200 RP ~ 4 Rounds

1. 2 Empire Grunts
2. 3 Imperial Swordsmen
3. 1 Empire Grunt, 1 Imperial Battle Machina
4. 1 Empire Grunt, 2 Imperial Battle Machina, 1 Imperial Swordsman

Otherworldly Ilk ~ 1800 RP ~ 3 Rounds

1. 2 Goat Chimera
2. 2 Albireo, 1 Goat Chimera
3. 1 Orvata

Flappers 'n' Floppers ~ 1600 RP ~ 3 Rounds

1. 2 Shawra
2. 3 Mites
3. 2 Shawra, 2 Mites

The Hard Punchers ~ 1600 RP ~ 3 Rounds

1. 2 Shawra
2. 2 Baloona
3. 3 Ogopogo

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Rank 2 Monsters

The Fiery Spirits ~ 3200 RP ~ 3 Rounds

1. 3 Doomers
2. 3 Magma Beasts
3. 1 Magma Beast, 1 Phoelix, 1 Foytow, 1 Ceratobus

The Icy Stares - 3200 RP ~ 3 Rounds

1. 3 Mites
2. 4 Pul-Puk
3. 2 Mites and 3 Pul-Puk

The Human Wave ~ 2400 RP ~ 5 Rounds

1. 3 Empire Grunts
2. 3 Imperial Swordsmen
3. 3 Shawra
4. 2 Albireo, 2 Shawra
5. 3 Devil Claws

The Brittle Bunch ~ 2000 RP ~ 4 Rounds

1. 1 Dark Service Peon and 1 Pul-Puk
2. 1 Dark Service Peon and 1 Shawra
3. 2 Dark Service Peons and 2 Pul-Puk
4. 2 Dark Service Peons and 3 Shawra

The Sadist Squad ~ 2400 RP ~ 3 Rounds

1. 2 Foytows
2. 3 Shawras
3. 3 Foytows, 2 Shawras

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Rank 3 Monsters

The Rear Guard ~ 4800 RP ~ 3 Rounds

1. 2 Magma Beast, 2 Magician Mites
2. 1 Ray-Moo, 2 Magician Mites, 1 Foytow
3. 1 Ray-Moo, 2 Magician Mites, 1 Shadow Claws

The Imperial Battalion ~ 3600 RP ~ 3 Rounds

1. 2 Alpha Paramachina, 1 Dark Serviceman
2. 1 Dark Service Swordsman, 1 Automonous Battle Machina
3. 2 Dark Service Swordsman, 1 Alpha Paramachina, 2 Automonous Battle Machina

Danger: High Voltage! ~ 4000 RP ~ 2 Rounds

1. 3 Ray-Moos
2. 4 Magician Mites

Carelessness Kills ~ 3800 RP ~ 2 Rounds

1. 4 Dark Service Swordsmen
2. 4 Shadow Claws

The Snare ~ 4200 RP ~ 4 Rounds

1. 2 Autonomous Battle Machina
2. 5 Shawra
3. 3 Cancerite
4. 2 Fogg, 2 Imperial Elite

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Rank 4 Monsters

Blackest Night ~ 5000 RP ~ 3 Rounds

1. 2 Devil's Dolls
2. 3 Skeleton Warriors
3. 1 Skeleton Warrior, 1 Master Juggler, 1 Devil's Doll

Bats Beat Birds ~ 5000 RP ~ 3 Rounds

1. 4 Shawra
2. 3 Bloodleaf
3. 2 Shawra, 2 Blood Leaf, 1 Filler

The Attackers ~ 5800 RP ~ 3 Rounds

1. 3 Devil's Dolls
2. 3 Jugglers
3. 3 Devil's Dolls, 2 Jugglers

T.A.N.K. ~ 6500 RP ~ 3 Rounds

1. 2 Filler
2. 2 Unuk
3. 4 Beta Paramachina, 1 Dark Service Officer

Hell's Heralds ~ 7000 RP ~ 4 Rounds

1. 3 Devil's Dolls
2. 3 Fillers
3. 3 Devil's Dolls, 2 Jugglers
4. 4 Beta Paramachina, 1 Dark Service Officer

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Rank 5 Monsters

Awakening ~ 8200 RP ~ 3 Rounds

- 3 Wizard Mites
- 1 Larva Golem
- 3 Nebulos

Extreme Chaos ~ 9800 RP ~ 4 Rounds

- 2 Dark Service Swordmasters
- 4 Imperial Guards
- 4 Elite Imperial Guards
- 2 Ghost Claws and 2 King Caracals

Nukerz ~ 102000 RP ~ 4 Rounds

- 3 Master Jugglers
- 4 Machina Ballerinas
- 2 Dark Service Swordmasters
- 2 Mobile Turrets

Unbeatable Armor ~ 11000 RP ~ 4 Rounds

- 4 Imperial Guards
- 4 King Caracals
- 2 Armored Balloona
- 2 Armored Balloona and 1 Magic Shellfish

Fantabaloney! ~ 11800 RP ~ 4 Rounds

- 3 Master Jugglers
- 3 Mobile Turrets
- 2 Armored Mites
- 1 Larva Golem

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#### Championship Battle

15000 RP ~ 5 Rounds

- 2 Rulug and 1 Queen Alraune
- 2 Lycaon
- 1 Cicada Golem
- 2 Fallen Servicemen, 2 Imperial Guards, 1 Elite Imperial Guard
- 1 Lycaon, 1 Ahriman, 1 Hercules Dragon

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#### Advanced Battles

The Wicked Gawd ~ 50000 RP ~ 1 Round

1. 2 High-Mobility Cannons, 1 Arma Prototype M

Ten Straight ~ 10000 RP ~ 10 Rounds

1. 1 Empire Grunt, 1 Imperial Battle Machina
2. 3 Doomers
3. 3 Ray-Moos
4. 4 Darkservice Swordsmen
5. 3 Skeleton Warriors
6. 3 Devil's Dolls, 2 Jugglers
7. 3 Nebulos

8. 2 Mobile Turrets
9. 2 Armored Ballona, 1 Magic Shellfish
10. 1 Lycaon, 1 Ahriman, 1 Hercules Dragon

Looming Danger ~ 6000 RP ~ 1 Round

1. 1 Lycaon, 2 Hercules Dragons

Peril of the Sands ~ 2000 RP ~ 2 Rounds

1. Sandfeeder
2. Hearteater

Ruler of the Skies ~ 4000 RP ~ 2 Rounds

1. Holoholo Bird
2. Mange Roches

Living Fossil ~ 3000 RP ~ 1 Round

1. Lord of the Lava Caves

Relive the Nightmare ~ 8000 RP ~ 1 Round

1. Black Dragon

~~~ VI. Other Stuff ~~~

In order to fight the last four matches, you must speak to the researcher in the Champion's room (Bottom left corner) and he will ask you to find some items. Bring him the magna essences of each of the bosses that left a corpse (Sandfeeder Silk, Holoholo Bird Feather, Lord of the Lava Caves Skull, and Black Dragon Horn) After giving them to the researcher, you'll be able to access the fights via the Registration Lady.

~~~ VII. Legal Stuff ~~~

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~~~ VIII. Update History ~~~

v1.0 - 2/03/07 - First version. Pretty much complete.
v1.1 - 1/17/08 - Final version. Fixed some typos, added to allowed site list.