

# Tales of Symphonia FAQ/Walkthrough

by WishingTikal

Updated to v2.0 on Mar 10, 2014

---

Tales of Symphonia Walkthrough/FAQ

By WishingTikal

Wishingtikal at gmail .com

<https://www.youtube.com/WishingTikal>

You can watch my Tales of Symphonia Chronicles video walkthrough here:

<https://www.youtube.com/playlist?list=PLrXlEm4MgsbO24zTkKlGyT8j3fsW60KHx>

---

Table of Contents

1. Version History

2. F.A.Q.

3. Walkthrough

- Martel Temple
- Iselia Forest
- Sylvarant Base
- Triet Ruins
- Ossa Trail
- Palmacosta Ranch
- Thoda Island
- Balacruf Maussoleum
- Asgard Ranch (1)
- Asgard Ranch (2)
- Tower of Mana
- Sylvarant Base (2)
- Fooji Mountains
- Meltokio Sewers
- Gaoracchia Forest
- Toize Valley Mine
- Temple of Lightning
- Tethe'alla Base
- Temple of Earth
- Temple of Ice
- Remote Island Ranch
- Temple of Darkness
- Iselia Ranch
- Ymir Forest
- Latheon Gorge
- Welgaia Seal Chamber
- Tower of Salvation
- Torent Forest
- Derris Kharlan

-Finale

#### 4. Side Quests

- Devil's Arms
- Extra Costumes
- Rebuilding Luin
- Last Summon Spirit
- Figurines
- Sub-Story Events
- Wonder Chef
- Titles

#### 5. Game Basics

#### 6. End/Credits

### Version History

07/19/04 - Started the walkthrough

version 0.60

07/26/04 - Half of the walkthrough is done  
Started the FAQ section

version 0.70

08/01/04 - Walkthrough for Disc 1 complete  
Half of Disc 2 walkthrough complete

version 0.80

08/10/04 - The walkthrough is complete  
Started the Side Quests section

version 0.90

08/20/04 - Made a lot of corrections  
Added some more Q&A in the FAQ section

version 0.95

08/24/04 - The FAQ is now in HTML

version 1

08/31/04 - Made some corrections  
Added the Grade Shop to the Game Basics

F.A.Q.

### Frequently Asked Questions

Q: How can I play with my friends?

A: Make sure all the controllers are plugged in, then go in the menu and choose Techniques. Select the characters you wish to play with and change their battle controls to Manual at the top of the window. Note that only the battles are multiplayer.

Q: How long is the game?

A: The main quest is about 40 hours, but like the back of the box says, it can take up to 80 hours if you're going to do all the side quests.

Q: Are there any anime cutscenes except for the opening?

A: Not much, but there's one at the end of Disc 1, one or two throughout Disc 2 and one for the ending.

Q: How many playable characters are there?

A: In total, there are 9 playable characters, but you can only have 8 party members, and only 4 of these party members can participate in the battles.

Q: Do I have to play Tales of Phantasia to understand Tales of Symphonia?

A: No, it's not a sequel. It's a completely new game in the Tales series.

Q: How do I open that closed door in Toize Valley Mine?

A: Seems like you can't...

Q: What is the item trick with Zelos?

A: Make sure Zelos has an Ex Gem Lv1 set to Personal. You can talk to the women in every towns with Zelos as the lead character to receive free items. Each time you leave and re enter the town, you will continue to receive new items.

Q: How do I open the black chests?

A: You'll need the key from a guy at Flanoir, later in the game. See the Side Quests section for Devil's Arms.

Q: What are Pellets for?

A: They are used for making figurines. Check the Side Quests section about the figurines.

Q: The black chest in Gaoracchia Forest is gone! What do I do now?

A: Don't worry, check back later and it'll reappear.

Q: Where do I get the Derris Emblem?

A: In Welgaia, the second time you go there at the very end of the game.

Q: Sheena didn't join my party at Luin! Help!

A: Have no fear, she will join you later at the Asgard Human Ranch.

Q: I returned to Izoold after exploring a bit, and Max is gone! How do I get to Palmacosta now?

A: You'll have to go to Palmacosta through Hokanesia Peak instead of by the sea.

Q: I did not get the Spiritua Statue!

A: Get in on your second playthrough if you really want it, since it's too late then. You don't need it to progress in the game, it's only for completion.

Walkthrough

"Once upon a time, there existed a giant tree that was the source of all mana.

A war, however, caused this tree to wither away,  
and a hero's life was sacrificed in order to take its place.  
Grieving over the loss, the goddess disappeared unto the heavens.  
The goddess left the angels with the edict:

'You must wake me, for it I should sleep, the world shall be destroyed.'

The angels bore the Chosen One,  
who headed towards the tower that reached up unto the heavens.  
And that marked the beginning of the regeneration of the world."

-----o Sylvarant o-----

---

Iselia - The Village of Oracles

---

You'll start off in the classroom. The teacher, Raine (who is also Genis' sister), asks the students some questions about the prophecy so that you learn a bit about the main storyline. Meanwhile, a light will strike through the classroom, so Raine leaves for the chapel to see what's happening. Colette, who is the Chosen One, will want to come along, but Raine tells everyone to stay in the classroom.

You now take control of Lloyd. Obviously, you're not going to stay in the classroom calmly waiting, so try to leave the classroom, but Genis will stop you. He will ask you to stay in the classroom like his sister said, and you can choose to go or to stay. Depending on your answer, some events will be different. If you choose the first answer, Genis and Colette will join you, then you'll head for the temple and the priest will die there. If you choose the second answer instead, the priest will come to take Colette to the temple, but will die right in the classroom. Whatever answer you choose, it doesn't change anything else than this, and you'll all go to the temple anyway.

Before leaving the school though, once Genis and Colette has joined your party, examine the hole in the wall at the left of the chalkboard so that Colette will obtain the title of Klutz.

When you're done, leave the school to find the village empty. Frank will tell you that the Desians invaded the village and the villagers are hiding from them. You now have to go to the Martel Temple so head north. You'll encounter a monster, which you have to battle as a practice. Simply press A to hit the enemy with Lloyd's sword. There'll then be another monster to battle. This time, press R to select the zombie and leave the ghost to Genis.

Before going on, save your game at the save point (Memory Circle) just next to the school. Now you can leave town to the field.

-----  
FIELD  
-----

Enemies: Wolf

Giant Bee

Rabbit

Hawk

Head east to Martel Temple.

-----  
Martel Temple  
-----

Items: Panacea Bottle

Life Bottle (x2)

Apple Gel

250 Gald

Enemies: Zombie

Spider

Slime

Ghost

Golem

After the cutscene (which depends on your answer to Genis' question at the beginning of the game), head upstairs to the Temple. The Desians are looking for Colette. You'll then have to fight two Desians soldiers and after this, a tough one.

Vidarr

HP 4000

Exp 115

TP 30

Gald 25

Atk 210

Def 21

Drops Life Bottle

Weak --

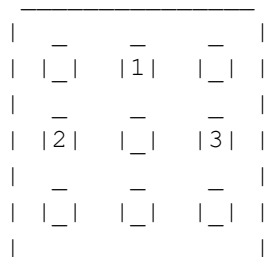
Str --

Hopefully, Kratos will come to your help, making the fight easier. Then, Colette will go into the Temple with Kratos as her protector. She will insist that you come with her. Kratos will give you the Training Book.

Inside the temple, 3 paths are offered to you. The left one leads to a dead-end, and the one in front of you leads to a sealed door, which you need the Sorcerer's Ring in order to open, so head for the right path.

At the end of the path, go downstairs to a room with a transparent floor with holes. This is where the Sorcerer's Ring is, but we can't get it now. You will enter a battle with a Golem, and after defeating it, it will turn into a rock. Colette will accidentally push that rock in a hole, but that's ok, since that's what we need to do anyway.

Now what you need to do in that room is fight the Golem and use the rocks to make them fall in the gaps below so you will be able to cross these gaps. Here's what the floor looks like:



You'll need to throw two rocks into hole #1. The first rock will fall into the gap, while the second rock will fall on top of the first rock. You'll need to go down using the stairs, and push the second rock into the other gap. That way you can cross and get the Sorcerer's Ring.

There is already a rock in hole #2 (the one Colette pushed), so you'll need to push another one through that hole. Then, go down and push the rock (which should be on top of the one that was already there) into the other gap at the left. Cross and open the chest for a Life Bottle.

Two more rocks should go into in hole #3, then go down and push the one atop the other one at the right into the gap, and then cross to get the chest containing Panacea Bottle.

When this is all done and you have the Sorcerer's Ring, go back up to the transparent floor and go upstairs using the stairs at the left. There you will find 3 chests containing Apple Gel, Life Bottle and 250 Gald.

Now go back to the entrance of the temple, to the sealed door. Press X in front of it to use the Sorcerer's Ring. The door will open. Go in the Warp to access the top part of the temple. Colette will meet with her real father, who is an angel. He tells her they will meet at the next seal.

After this cutscene, talk to all three party members. They will each leave, so get in the warp to leave yourself. You will meet Raine as you leave the temple, and since you're not supposed to be here, she is pretty mad. Now leave the temple and return to Iselia.

---

Iselia - The Village of Oracles

-----  
(second visit)

Items: Grapes

All the villagers are back and the town is running again. Start by going in the school and talk to Rain. Genis will obtain the title Brotherly Love.

Now go to the south part of the village (any of the two paths that lead south) and find the Shop. If you go around the shop you will find a passage behind that leads to the vineyard. Talk to the person with the beige hat and he will give you some grapes.

Now, head for the east part of the town. Enter the house at the northeast, which is Colette's. After the discussion about Colette leaving for the tower to fulfill her role of the Chosen One to regenerate the world, you will receive the Collector's Book.

Then, Genis wants you to come with him to his house. You can learn about cooking and will get some sandwich ingredients. After that, head for the gate south of town. The guards will tell you that your dog Noishe was trying to enter the village, and ask you if he's the one who wandered around the Human Ranch. Obviously no, so don't mind them and leave the village.

---

FIELD

---

Enemies: Wolf

Giant Bee  
Rabbit  
Hawk

Go left and enter Iselia Forest.

---

Iselia Forest

---

Items: Apple Gel (x3)

Orange Gel (x2)  
Life Bottle  
Leather Glove  
500 Gald

Enemies: Rabbit

Giant Bee  
Spider  
Slime  
Minicoid

Noishe will leave you here. Head right and go up the two first slopes, then go left and go down the slope there for a chest containing Apple Gel. Go back up and go right for another chest with a Life Bottle in. Then go up the slope at the left and Genis will tell you he has to go now. Save your game at the save point and head left to the Human Ranch.

Go left to meet with Marble. Apparently, she has an Exsphere, but no Key Crest, which Lloyd tells she needs in order to be safe. Guards will then

come so flee. You now need to find a higher place that will let you look into the ranch what's going on.

At the right of the entrance is a cliff. Examine it to find a ledge into the side of the cliff. You will then be able to jump, so jump to that ledge, then to the other one and to the one at the right to find a chest that contains Orange Gel. Jump to the ledge at the left and a cutscene will occur where Lloyd and Genis make up a plan to save Marble.

Genis will attack the soldiers, then you'll have to fight two of them. After that fight, Genis will return to the village while Lloyd needs to go home. So, save your game at the save point and head north.

Continue north, then go left for a chest containing Apple Gel. Then go all the way right for another chest with Leather Glove, which Lloyd can equip. Go back down, and go right for a chest with Apple Gel, then cross the bridge below and you'll find another chest with 500 Gald. Continue north and go up the path to a clearing. Here, go right on the grass mound and left on the tree branch. Open the bag on the branch for Orange Gel. Now leave the forest.

---

FIELD

---

Enemies: Wolf

Giant Bee  
Rabbit  
Hawk

Follow the path to Dirk's House.

---

Dirk's House

---

Go in the house, where your father awaits you. Lloyd will tell him he needs a Key Crest for a traveling merchant, but his father tells him this is a lie (which is true indeed) so Lloyd has no choice but to tell him he did go to the Human Ranch. Lloyd's father is mad and tells Lloyd his mother was killed by the Desians, so Lloyd is mad too, and leaves the house. Outside he runs into Colette, Genis, Kratos and Rain. Colette wishes to talk with you, so accept. She will tell you she needs to leave on a quest with Raine and Kratos to go to the tower. Obviously, Lloyd wants to accompany them, since he wants to avenge his mother's death. Colette tells him they will leave at noon, so if he wants to come, he'll have to be at Iselia tomorrow.

In the morning, Lloyd wakes up. Leave the house and go at your mother's grave to find your father. He will give you some items for your journey, along with the Sylvarant Map and the Key Crest you asked for. But, Genis arrives and tells you Colette has already left. She lied to Lloyd because she didn't want him to come along, since she thought it was too



dangerous and she didn't want him to get hurt. Now you'll be at Iselia.

---

Iselia - The Village of Oracles

---

(third visit)

Go to Colette's house. She has left you a letter about the reasons of her departure without you. While talking with Colette's family, you hear a noise outside, so hurry out to find out the village is on fire. Go west and fight the soldiers in front of the school. The man will give you Orange Gel to thank you for saving him. Then, head south. The Desians are after Lloyd, so they burnt the whole village. You will then fight a mini boss.

Exbelua  
HP 5000  
Exp 280  
TP 38  
Gald 320  
Atk 190  
Def 10  
Drops Panacea Bottle  
Weak --  
Str --

After this, the monster will save you from the Desians. It appears this monster is in fact Marble. I assume this is the consequence of an Exsphere with no Key Crest. The Desians will then leave and the Mayor will banish you from the village along with Genis.

Leave the village through the south gate where Noishe is waiting for you. You'll obtain the title of Drifting Swordsman.

---

FIELD

---

Items: Ex Gem Lv 1

Enemies: Wolf

Giant Bee  
Rabbit  
Hawk

Near the village is now Nova's Caravan, where you can rest and save. Back on the field, head south. On the way, Noishe will pick up a letter you drop. It is a letter from your father, telling you about Ex Skills. Then, continue until you reach the House of Salvation. A guy here will tell you about Guidepost Monuments and Long-range mode. You can also rest in the inn for 100G and save at the save point on the second floor. When you're done, head back to the field and look for a chest containing Ex Gem Lv 1 northwest of the House of Salvation. As you approach the forest part near the cliffs, it will become visible. Then, head for the desert and enter the next town, Triet.

---

Triet - The Desert Oasis

-----  
(first visit)

Desians have been putting wanted posters all around town, but we're still going to explore it. First, head for the inn. You can save your game here, then go upstairs to the second floor and look at the end of the hallway to find the Wonder Chef, who teaches you how to make Cabbage Rolls. He will also give you Cabbage and Pork for the recipe. Also, examine the wanted poster on the inn's wall.

Now, leave the inn and head for the market place. You can buy several things, and one of the merchants asks you for a Beast Hide, which we'll get later. I suggest buying the new weapon available here for Lloyd and selling his old wood sword.

Then, head north of the town all the way to the fortune-teller. Lloyd will ask her where Colette is heading for, but the fortune-teller asks 100G for the answer. If you want to continue on, you have no other choice but to pay. Once she gives you the answer, go back to the entrance of the town and try to leave. You'll get attacked by three Desians. Defeat them, but then Lloyd will be captured, while Genis escapes.

---

Sylvarant Base

-----  
Items: Beast Hide                      Enemies: Foot Soldier  
          Beast Fang    Raybit  
          Magical Cloth  
          1500 Gald

You'll wake up in a prison cell with nothing but the Sorcerer's Ring. Try to hit the guard using the Ring (press X) when he passes in front of where you are standing. It isn't as easy as it sounds, you're going to need a well timed shot. When you hit him, he will run away and the cell will open.

Leave the cell and examine the one on your left to open it. Inside is a chest containing Beast Hide. Open the other cell for a save point. Then, head right and open the chest in the room there to get back your equipment. Continue right and you'll fight 2 guards.

After the fight, enter the next room. When the guards leave, check the blue sphere to change the attribute of the Sorcerer's Ring to electricity. Now what you must do in this room is stun the enemies using the electric beam of the Sorcerer's Ring while they are standing on the blue pads on the floor. Each side of the room has one of those blue pads. When an enemy passes over one of them, shot it to stun it while it's on the pad. Then, repeat the process with the second enemy on the other pad. When both pads

have a stunned enemy on, the door at the left will open.

Go through the door and head left into the hallway. Then go down and fight the soldier there to receive a Memory Gem. Head down after this to a room with a chest containing Beast Fang. You can also buy some items using the distributor. Head back up and go left, upstairs to a new puzzle room.

Here, you can use the Memory Gem on the Memory Circle to restore the save point. Now, there's a gamecube statue in the center of the room with 3 colored buttons around it. At the left of the room are 3 pillars also. By hitting the pillars with the Sorcerer's Ring, the buttons around the gamecube will rotate depending on the pillar you hit. If you place the purple button towards the purple one by the gamecube, the door south of the room will open. Inside the room is a chest containing Magical Cloth.

Then, go back and place the green button towards the other green button to open the door at the north of the room. Go through and Lloyd will encounter some guards. Hopefully, he escapes in a room, but a mysterious guy is in there and furthermore, Botta will come in too. Colette and the rest of the group will then come to your rescue. Now, the party will fight Botta.

---

Boss

----

Botta

HP 4200

Exp 475

TP 224

Gald 1500

Atk 205

Def 35

Drops Poison Charm

Weak --

Str --

The fight isn't very hard since Kratos is with you now, so it shouldn't take too much efforts.

Then, you'll be back in the desert, so head back to Triet.

---

Triet - The Desert Oasis

-----

(second visit)

You will all head for the inn. After a group discussion, Lloyd decides to repair Raine's Exsphere. Leave your room and head upstairs. You can go into Colette's room for a cutscene, then enter Raine's room and give her the Exsphere. She tells you that you can accompany them on their quest as you wished. That's great news. Head back downstairs and save your game. After saving, head outside. The group decides they need to go to the ruins. Before leaving town though, go to the market and talk to the merchant who wanted some Beast Hide. In exchange for it, he will give you a Soft Leather and will make new armors from your old ones. Then, you can leave town and walk southwest to The Triet Ruins.

---

## Triet Ruins

-----

Items: Lemon Gel	Enemies: Fire Element	
Apple Gel		Fire Bird
Life Bottle		Fire Warrior
Bracelet		Scorpion
Circlet		Brown Pot
Mumei		Fake
Stiletto		
Savory		
Spirit Bottle		
1000 Gald		

As you enter the ruins, you'll get attacked by 2 enemies. Take them down, then Kratos will teach you self-defense techniques. Now head for the ruin. Raine will obtain the title of Archeological Maniac. Colette will then place her hand on the stone tablet, and the boulder blocking the entrance to the ruins will move away. Head inside.

There are 3 doors you can enter from here, so it may seem a bit confusing, but it's not. From the entrance of the dungeon, head west to a door in the wall, but don't enter it yet. Head south and at the end of the hallway, you'll notice a chest covered with rocks. Shoot a beam from the Sorcerer's Ring to blow off the rocks, then open the chest for a Lemon Gel.

Now enter the door here. You'll be in a room full of lava. Go to the left and defeat the enemy here for a Memory Gem. Now go up the nearby stairs and the party will notice a torch in the wall. Light it up using the Sorcerer's Ring. This will make a platform raise. Now, go down the stairs and go right. Light the torch here too to make other platforms raise.

Leave this place since there's nothing more to do, and go back up the hallway. Enter the door that's west of the dungeon's entrance. You're in another part of the lava room. If you head up, you'll find two chests behind the wall containing Bracelet and Life Bottle. If you head down, there's another chest with Apple Gel. Now, move the big block and push it into the hole at the left. Also push the other block into that hole. You can now cross to the other side, where a torch is. Light it up to raise platforms, then go up the slope at the left. Thanks to the platforms you raised earlier, you can now access 3 chests. One contains Savory, and the two others contain Mumei and 1000 Gald.

You got all there was to get in that room, so leave it and back in the main hallway, head north. There is a chest at the end of the hallway, but do not open it as there is a pretty tough enemy inside and you'll just end up dying fighting it. Enter the door at the left of the chest and head west all the way to a big block. Push it right, then down, and into the hole. You can now get the chest containing Stiletto. Also light the torch on the wall at the left of the chest to make some platforms raise. Go back to where the platforms just raised up, and go up the stairs there. Left of the save point is a chest with Circlet. Then, use the Memory Gem on the Memory Circle, and save your game. Make sure to choose the right 4 party members and to equip

all the new weapons and armor you got in this dungeon. When you're ready, enter the Warp.

---

Boss

----

Ktugach

Ktugachling (x2)

HP 5000 Exp 628

HP 1500

Exp 60

TP 50

Gald 85

TP 180

Gald 15

Atk 300

Def 28

Atk 130

Def 40

Drops Red Quartz

Drops --

Weak Water/Ice

Str Fire

Weak Water/Ice

Str Fire

This boss is pretty hard. If you have Genis in your party, make him use his water spell. Raine and Kratos will heal the party, and Lloyd will attack the enemies. Take down the 2 small enemies first, then take care of the big one. Don't be afraid of using your Apple Gels if necessary, and keep the Orange Gels to replenish Kratos and Raine's TP when they are low. Always keep an eye on HP.

When the fight is over, Ramiel will appear and give Colette angel wings. She will also learn a new powerful technique. Now, your group must head to the east and cross the sea, so you'll need to find a ship to bring you there. Go back in the warp and leave the dungeon. Colette is not feeling well, so the party will set up a campfire for the night. Talk to Colette twice and she'll say she wants to go and take a walk. You'll then be back in the field.

---

FIELD

---

Enemies: Scorpion

Sidewinder

Thief

Return to Triet and Raine will receive the title of Sisterly Love. Also save at the inn and go back in the field. Now, head east into the desert and go left where you see some mountains. Enter Ossa Trail.

---

Ossa Trail

-----

Items: Battle Staff	Enemies: Bear	
Apple Gel		Axe Beak
Melange Gel		Hawk
Orange Gel		Mandragora
Fine Guard		Archer
Black Silver		Thief
Beast Fang		Witch
Ex Gem Lv 1		

A voice will stop you as you enter the mountains. The woman wants to kill the Chosen One, but Colette manages to make her fall into a trap, thanks to her clumsiness. Nevermind, head up the mountain.

Climb up, and when you arrive at a fork, go left for a chest containing Battle Staff, a weapon for Raine. Continue the climbing and once at the top of the mountain, open the two chests containing Apple Gel and Melange Gel, then save your game and head east. There'll be a chest on your way with Orange Gel. At the bottom of the mountain, you'll encounter that woman again. She still wants to kill you, apparently.

---

Boss

-----

Clumsy Assassin  
Guardian:Wind  
HP 1800  
Exp 200  
HP 2000  
Exp 250  
TP 131  
Gald 128  
TP 400  
Gald 250  
Atk 247  
Def 48  
Atk 280  
Def 38  
Drops Holy Bottle  
Drops Magic Lens  
Weak --  
Str --  
Weak --  
Str --

This boss can be hard, but if you gave the right orders to your party members, it should go fine. I suggest having Lloyd, Genis, Raine and Kratos. Like always, Raine and Kratos heal while attacking, Lloyd attacks and Colette can also attack with her new Angel Wings technique, and can also be the one using the items. Raine can also be a good attacker this time if you equipped her new Battle Staff. Keep an eye on TP and HP, and don't be afraid of using items.

When she is defeated, heal the party and enter the mines via the hole

in the mountainside. Go east at the first intersection, and then south for a chest containing Black Silver. Return to the intersection and head north. At the second intersection, go west and get the chest in the alcove. It contains Fine Guard. Then head north from the second intersection to enter a room with two chests a skull. Open the chests for Beast Fang and Ex Gem Lv 1. Don't try to fight the skull, you can't defeat it yet. You will have to come back later for him, when you are stronger. If you do manage to defeat it, though, you will get Yata Mirror.

Leave the mines and go out on the field. You're now on the other side of the mountain. Head for the nearby village, Izoold. You can also find the Guide Monument for Izoold if you go north from the village.

---

### Izoold - The Small Fishing Port

-----

Sleep at the inn and save your game. Now, enter the house at the right of the Katz's stand and look in the top-right corner to find the Wonder Chef. He will tell you how to make Rice Balls.

Now, head for the port at the east of the village. Head for the docks and talk to Max, who owns a boat. He won't let you on though. Return to the village and enter the second house. Talk to the lady near the window, Lyla. Then talk to the man with the beard in front of the inn and go back to see Lyla. She will leave and head for the docks, so head there too. You'll find her talking to Max. She wants you to deliver a letter to Aifread in Luin. Max will have no other choice but to let you cross the sea with him. Set sail when you're ready. Note that you won't be coming back here before a while, so prepare accordingly.

---

### Palmacosta - The Port City

-----

(first visit)

After crossing the sea, you'll arrive in a big town, Palmacosta. Buy new weapons at the market, then head south of the port. On the way, Colette will hit a lady, resulting in her Palma potion falling on the ground. Colette insists that she'll buy another one to replace it.

Head east and enter the second shop. Some Desians are causing trouble inside. The Palma Potion is selling here for a price of 1000 Gald, but there's a cheaper way to get one. Leave the shop and continue to the east part of the town. There'll be a small cutscene, then enter the governor building on your left. It appears General Dorr gave the Book of Regeneration to imposters that came before them. Oh well. Head for the church and talk with the pastor. Also talk to Chocolat at the church's entrance.

Now, leave the church and enter the building at the right of the church. Examine the weird ball holder at the right of the staircase to find the Wonder Chef. He will show you how to make Omelets and will give you some Rice and Egg.

Then, go in the doorway at the right. If you enter the second door in this hall, you can play a mini-game where Colette must be a waitress. If you do fine during the mini-game, you will get money and Colette will receive the title of Turbo Waitress along with a free Palma Potion.

Now head to the second floor. Enter the first room of the corridor to study. Then, enter the second room to start the contest. Genis and Mighty will end up with the same result. Genis will then obtain the title of Honor Roll.

Nothing more to do here, so leave and return to the west part of the town and hand over the Palma potion you got or bought to the lady. You will then find out that they are the imposters, so you'll need to follow them. Head west to leave the town.

---

FIELD

---

Items: Magic Mist

Enemies: Soldier

Archer

Giant Beetle

Grasshopper

Witch

Woods Worm

Follow the path to the east, and where the path splits in two, go left and cross the bridge. Continue to follow the path to the House of Salvation. Head inside and you'll see that woman who attacked you earlier. You now know that her name is Sheena. Leave that place and continue in the field. If you go northeast, you'll find the Guide Monument at the end of long part of land. Then, head north to the mountains until you arrive at Hakonesia Peak. Before going in though, head east and follow the mountainside until you find a chest with Magic Mist.

---

Hakonesia Peak

---

Enter the house on the right. Koton wants you to bring him the Spiritua Statue in order to let you look at the Book of Regeneration, which he bought from the imposters. You can't get the statue now anyway, so head back to Palmacosta.

---

Palmacosta - The Port City

---

(second visit)



Head for the east part of town. The Desians are about to hang Cacao. Lloyd and the group decide to save her, so you enter a fight with Whip Master and Evil Sorcerer. The fight is really easy and shouldn't take more than 10 seconds. After all this, head for the west part of town. Talk to the person standing next to the entrance of Palmacosta and he'll ask you to escort him to Hakonesia Peak. Once there, you'll be asked to save Chocolat, who has been kidnapped by Desians and brought to the Human Ranch. So, head southeast from the House of Salvation to find Palmacosta Ranch behind a mountain.

---

#### Palmacosta Ranch

-----

Neil will tell you that Dorr has lead you into a trap. Choose to head back to Palmacosta since there's nothing you can do here for now. You can also find the Guide Monument for this part of the map south of the Ranch between some mountains.

---

#### Palmacosta - The Port City

-----

(third visit)

Sleep at the inn, then go to the Governor's building. It is empty, but the guard blocking the access to the basement is now gone. So head downstairs to find Dorr and some Desians. It appears they turned his wife into a monster like Marble. His daughter then reveal she's an imposter, and you'll need to fight her.

---

Boss

-----

Kilia  
HP 10000  
Exp 500  
TP 400  
Gald 500  
Atk 490  
Def 65  
Drops Heal Bracelet  
Weak Light  
Str Darkness

Make sure you went to the inn before the fight, you're going to need all of your HP and TP for this fight. Colette's Angel Wings attack will deal the most damage, so stick with this technique and use Orange Gels to replenish her TP when it's low. Raine and Kratos should be part of the team as healers. Also use Apple Gels when necessary and try to avoid Kilia's major attacks. It's a pretty long fight, but eventually, you'll defeat her.

After the fight, Dorr will give you a Card Key for the Human Ranch. He also gives you the password to enter: 3341. So head back for the Ranch to save Chocolat.

---

Palmacosta Human Ranch

-----

Items: Apple Gel	Enemies: Whip Master
Orange Gel (x3)	Bowman
Melange Gel	Raybit
Life Bottle (x3)	Evil Sorcerer
Panacea Bottle	
Omega Shield	
White Silver	
Mage Cloak	
Ex Gem Lv 2	

Talk to Neil at the entrance of the ranch. Then, go up the left path and enter the password Dorr gave you (3341). The ranch's door will open so go in. Inside, go left and then go in the northeast room and fight the enemy here for a Memory Gem. Then, go up the stairs at the right.

In the room here, examine the white sphere to change the Sorcerer's Ring's function. It now acts as a radar and lets you see hidden things. Go back downstairs to the previous room and use the radar. You'll see some sparks that are in fact items. Look near the corridor at the left and in the corridor for two sparks and also another one right of the entrance. You'll get an Apple Gel, two Orange Gels and a Life Bottle out of this place. Then, head back upstairs.

Use the radar again and the warp will become usable. Use it to reach a room with a save point. Enter the door at the left of the save point and one of the captives will give you the Blue Card. Now go back and enter the door at the right of the save point.

In this room, if you use the radar, some blocks will become visible. Pull out the block in the top right corner to get an item, Mage Cloak. Then, push the block at the bottom right corner in the hole so you can pick up another item, Ex Gem Lv 2. Now, head right and with the radar on, examine the blue pillar and a bridge will appear. Cross it and go downstairs. Colette will find the Red Card.

Go back across the bridge and push a second block into the other hole in the bottom right corner of the platform where you pushed the previous block to get the item. You can now cross to the other side. On this side, use the radar to find 2 items, Omega Shield and White Silver. Then, go to the blue pillar at the right and with the radar on, examine it to get another bridge.

Cross this bridge and fight the enemy here to get the Purple Card. Then, examine the other blue pillar and another bridge will appear. Cross it and put the radar on to find another item, Life Bottle. Now, deactivate all the bridges before continuing, or you'll miss an item. After deactivating all the bridges, a new spiral bridge will appear in the center of the room.

You'll need it later.

Return to the room with the save point and use the Cards you got on the warp to activate it. Go in and you'll appear in a room with 4 paths and a warp in the center. Use your radar to find the yellow warps, and don't enter the red ones. Do this until you find the green warp which will take you to the room with the spiral bridge. Go up and use the radar to get Panacea Bottle. Then, go back to the room with the warps. Go back until you find the red warp and go in. Continue to go in the yellow warps then until you are in a room with 2 red warps. If you choose to go in the right one, you'll get some more items, but the real warp is the left one.

You'll arrive in the room where Chocolat is hold captive. Free her, then follow her to the Control Room where Magnius is. After learning that Lloyd killed her grandmother Marble, Chocolat will let the guards capture her. They will then take her away and you'll get a Pass. Then, you'll have to face Magnius.

---

Boss

----

Magnius

HP 8500

Exp 675

TP 120

Gald 1700

Atk 450

Def 65

Drops Warrior Symbol, Ex Gem Lv1

Weak --

Str Fire

The fight isn't so hard, so defeat him.

Now, leave the ranch and return on the field. Now all is left to do is to bring the Spiritua Statue to that old lag at Hakonesia Peak, so head for the House of Salvation.

---

House of Salvation

-----

Talk with the grand priest. He will accept to give you the Spiritua Statue, but then the other priest tells them that it's only a replica, he lost the real on during a pilgrimage at Thoda geyser. So, I guess we have no other choice but to go retrieve it back there. Head southeast from Palmacosta Ranch to find Thoda Dock.

---

Thoda Dock and Thoda Geyser

-----

Items: Mermaid's Tear    Enemies: Starfish

Life Bottle

Octoslime

Circlet (x2)

Water Element

Stun Bracelet

Green Roper

White Silver

Float Dragon

Orange Gel

Ex Gem Lv 1

Enter the house and pay the girl 200 Gald to use the boats. You'll reach Thoda Geyser. Once there, go on the rocky mound at the right and look at the blue stone tablet. A bridge will appear to a cave in the mountainside.

Inside the cave, go straight, then downstairs for a chest containing Mermaid's Tear. Head downstairs again, and go right for two more chests with Life Bottle and Circlet. If you examine the blue sphere here, you can change the Sorcerer's Ring's attribute to water, but don't change it yet. Keep the fire attribute. Now there are 2 paths to choose from at the bottom of the screen. Go through the first one (the left one).

In this room, go down for a faded Memory Circle. Use the Memory Gem you found in Palmacosta Ranch to unlock it and save your game. Between the two columns at the right of the save point is a hidden passageway in the wall. Find it and go through to find two chests containing White Silver and Orange Gel. Also look behind the first column for a hidden chest with Ex Gem Lv 1.

Now, go at the left in the room with the save point. There is a scale with a pot on it, and on each side, torches. Light up the 2 torches using the Sorcerer's Ring's fire beam. Then, go back to the previous room and go through the second path (the right one) at the bottom of the screen. Go downstairs in this room for 2 chests containing Stun Bracelet and Circlet. Also fight the enemy here for a Memory Gem. Then, head downstairs and go left all the way to the next room.

Here, pull the big block and push it on the green square near the door. You'll hear a click sound. Now, go back to the room before the one with the save point and use the blue sphere to switch the Sorcerer's Ring's attribute to water. Now enter the room with the save point and shoot a beam of water on the pot that's on the scale. The door in the room below will shut up but stay open thanks to the block you moved under it. So, head for the room below, the one with the other scale. Shoot some water in the pot here too, and a platform will raise.

Go back to the save point and save your game. When you're ready, head left to the platform which just raised and enter the warp. The water seal is here, and the boss too.

-----  
Boss

-----

Adulocia

Amphitra (x2)

HP 10000

Exp 825

HP 2300

Exp 150

TP 248

Gald 765  
TP 120  
Gald 200  
Atk 600  
Def 55  
Atk 475  
Def 20  
Drops Mermaid's Tear  
Drops --  
Weak Lightning  
Str Water/Ice  
Weak Fire/Lightning  
Str Water/Ice

This is a pretty hard fight. I suggest having Lloyd, Colette (no choice), Kratos and Genis in your party. You don't really need Raine. Having Genis in your party is important because he has this very powerful earth spell that will do around 500 damage to the enemy each time. Kratos will be the main healer, along with Colette who can use items. Lloyd will be the main attacker. You're going to need a lot of Apple and Orange Gels for this fight if you want to keep the HP and TP high. Take down the 2 small enemies first, then start attacking the boss. It should be ok as long as you have Genis attacking with the Stalagmite technique.

After the fight, Ramiel will give Colette new angel powers. Then, leave the dungeon and you'll see the Spiritua Statue over some rocks on the other side of the water. Genis will freeze the water so you can cross, simply follow his directions. After getting the statue, Colette will feel bad again, so you'll set a campfire. In the morning, leave the geyser and return to Hakonesia Peak.

---

Hakonesia Peak

-----

Take the Spiritua Statue back to the old man and he'll let you have a look at the Book of Regeneration. You now know that the next seal is located at Asgard. You now have a Pass for the Peak (gotten in the human ranch) so head for the peak and the guards will let you through.

-----

FIELD

-----

Enemies: Giant Beetle  
Grasshopper  
Velocidragon  
Dragon Rider  
Harpy  
Woodsworm

Once on the other side of Hakonesia Peak, stop by the House of Salvation to sleep and save your game. Then, head southwest to Asgard. The city is located between some mountains.

---

Asgard - The city of Ruins

-----  
(first visit)

Here you can buy a lot of new weapons for your party members. When you are done with the shopping, head for the big stairway north of the town. Climb it up to end up at the city ruin. There will be a cutscene where guys try to blow up the ruin, but Raine will stop them (kind of). After the cutscene, head for the east part of the town and head upstairs. Enter the house at the right of the stairs. You'll learn that Aisha has been chosen to be the sacrifice for the demon. Head back up the stairs to the ruin and you'll meet the mayor. Raine will choose to take Aisha's place as the sacrifice.

---

Boss

----

Windmaster

HP 10000

Exp 1325

TP 220

Gald 800

Atk 580

Def 85

Drops Map of Balacruf, Talisman

Weak --

Str Wind

This fight can be pretty tedious. Have Genis attack with the Stalagmite technique and have Kratos and Raine heal the party. Lloyd can use airborne techniques. Don't use any wind spell though, as the boss is the wind element. Use as much items as you need, and you may even need to use some Life Bottles as well.

After the fight, you'll need to find Raine. You'll find her at Aisha's house. After the discussion, Raine will re-join the party and you'll get the Map of Balacruf. Leave the house and re enter it. Head upstairs to the second floor and look at the recorder next to the bed to find the Wonder Chef, who'll show you how to make Meat Stew. Then, leave Asgard and enter the field.

---

FIELD

---

Items: Strike Ring

Enemies: Soldier

Archer

Witch

From the House of Salvation, head southeast and cross the bridge. Continue in direction of the mountains to find Balacruf. Before entering though, get the chest at the left of the mountains for Strike Ring.

---

Balacruf Mausoleum

-----

Items: Beast Hide	Enemies: Arachnid
Beast Fang	Skeleton
Iron Guard	Harpy
Blue Ribbon (x2)	Gargoyle
Ex Gem Lv 2	Wind Element
1800 Gald	

Go down the path at the left as you enter to find a chest containing 1800 Gald. Then climb upstairs to the entrance and Colette will open the door. Inside the dungeon, go right for a chest with Beast Fang. Then, unlock the Memory Circle using the Memory Gem you got at the geyser and save your game. The layout of the dungeon makes you think you have to light up all the torches inside, but it won't be necessary if you follow my directions.

Head left, run over the spikes, and go up the stairs. Kill the enemy there for a Memory Gem. At the top, there are 2 torches (the second one is at the right of the wall) You can light them up with the Sorcerer's Ring if you wish. Then, push the block at the edge of the platform to make it fall down below. Go there and push the block onto the square on the ground to stop the wind. Now you can light up the torch that's at the right of the entrance.

Now, go through the passageway with spikes on the walls. Then go up the stairs at the left and go all the way to a door with torches each side of it. Before going in there, head downstairs at the right and push the block there on the square to stop the wind. You'll find 2 chests if you go northeast (Iron Guard, Blue Ribbon) and another chest (Beast Hide) if you go south. Also light the torch here.

Return to the door and light up the 2 torches. The door will open. Before going in though, head downstairs again and change the attribute of the Sorcerer's Ring to wind using the sphere in the alcove at the left. Then go through the door to a room with 5 small fans.

You have to activate them in the right order to open the door using the Sorcerer's Ring's wind blow. There are also some hidden chests to get in that room. Here are the orders you have to hit the fans to get the chests and to open the door:

Blue - Red - Yellow - White - Green  
will make the left wall collapse, with a chest containing Blue Ribbon

Red - Green - Yellow - White - Blue  
will make the right wall collapse, with a chest containing Ex Gem Lv 2

Red - Yellow - Green - White - Blue  
will open the door to the boss room

Before facing the boss though, I suggest you save your game. When you're ready, enter the room and be ready to face the dungeon boss.

---

Boss

----

Iapix  
HP 14000  
Exp 1324  
TP 88  
Gald 2000  
Atk 690  
Def 100  
Drops Paralysis Charm, Spirit Bangle  
Weak --  
Str Wind/Lightning

The fight isn't too hard, just use the same strategy you used for the Windmaster. Have Colette, Genis, Kratos and Lloyd in your party. Genis uses his Stalagmite technique, Lloyd attacks, Kratos heals, Colette uses items and attack.

After the fight, leave the dungeon but Sheena will stop you, resulting in another boss fight.

---

Boss

----

Resolute Assassin  
Guardian:Lightning  
HP 4500  
Exp 300  
HP 5500  
Exp 250  
TP 164  
Gald 450  
TP 400  
Gald 250  
Atk 500  
Def 62  
Atk 471  
Def 46  
Drops Dark Bottle  
Drops Fine Pellets, Magic Lens  
Weak --  
Str --  
Weak --  
Str --

This fight is quite easy if you compare it to the one you just did, so it should be no problem. Simply defeat the guardian first, then Sheena.

Now leave the dungeon and Colette will feel bad again, and the group



will set a campfire again. There will be a cutscene with Lloyd and Colette.  
After that, head for the field.

---

FIELD

---

Enemies: Soldier

Archer  
Witch  
Warrior  
Cockatrice

From the House of Salvation, head north until you find the village of Luin.  
You can also find the Guide Monument for Luin and Asgard if you go northwest  
from Luin.

---

Luin - The city of Hope

---

Also known as the city of devastation. Go northwest of the village to  
find injured Sheena. Raine will heal her, then Sheena will join your party.  
Finally! Head back for the field. Now, you'll have to go the Human Ranch,  
northeast of Luin, over some mountains.

---

Asgard Human Ranch

---

(first visit)

Items: Beast Hide            Enemies: Spearman

White Robe

Evil Sorcerer

Iron Bracelet

Whipmaster

Raybit

As you enter the ranch, you'll fight some enemies. After this, Sheena  
and Raine will disguise themselves into Desian soldiers and infiltrate the  
ranch with the others as prisoners. Go right to find a chest with Beast Hide.

Enter the base through the northern door. Go on to the next room and  
you'll see Botta. Then, Kvar will come too. In the next room, open the chest  
for a White Robe. Follow the pathway to the save point, then go left at the  
fork for another chest containing Iron Bracelet. If you fight the enemy here,  
you'll get a Memory Gem.

Then head up and Kvar will show up again. After the cutscene, leave the



Then, you'll be ask to choose two party members to come along with you. I suggest picking Kratos and Sheena as Lloyd's party will be the one fighting the boss. You can use the refresher downstairs and the save point.

Enter the door at the upper left corner of the room. In this room, you'll find three chests containing Cleric's Hat, Pellets and Lamellar Leather. Also examine the machine at the left and shut it down. Return to the previous room.

Enter the door at the left of the save point. There, head left and examine the white sphere to change the Sorcerer's Ring's function. You can now fire a blast that has a longer reach. What you must do in this room is stop the conveyer belts. There are 6 control switches in the center of the room and you must shut down them in order to stop the conveyer belts. So, step on the 2 conveyers each side of the control switches and fire a blast using the Sorcerer's Ring. Hit the 6 switches and the conveyers will stop working. Now head for the top of the room and go up the stopped conveyer. You'll find a chest with Ex Gem Lv 2. Enter the next room.

There is a save point here, but it's not really worth wasting a Memory Gem on it as there is a save point in the previous room. Now head for the warp and you'll switch to Raine's team. Go through the door at the bottom right corner of the room and head south.

You'll end up outside of the ranch. Look at the right for a passage leading to a door blocked by some blocks. Push the first block right, then go behind it and push it back left. Pull down the next block, then push it to the left. Do the same with the remaining block to access the door. Enter the ranch.

Go right, then north for a chest with Card of Earth. Examine the blue button on the floor and a door will open elsewhere. Enter the room on your left to free the prisoners. Then, head left again and leave through the door there. There'll be another chest here with Stun Charm. Examine the blue button here too to open another door. Head back inside the room where the prisoners were and leave through the middle door this time.

Head for the 2 rooms that are now accessible since you activated the buttons. You'll have to fight Raybits, then the deactivation will be complete and you'll return to Lloyd's team. If you want to save before the boss fight, head back to the previous room and save. Then, go into the warp to access the boss room.

---

Boss

----

Kvar

HP 10000

Exp 1680

TP 340

Gald 1500

Ath 410

Def 65

Drops Holy Ring, Ex Gem Lv1

Weak --

Str Lightning

I found this fight to be terribly hard. I used about 10 Life Bottles and various healing items. My best bet for this fight it Lloyd, Kratos and

Sheena, since you can't have Raine in the party, and Genis and Colette are a bit weak on the defense side. My only advice for this fight is bring a lot of Life Bottles or always keep the party at max HP.

---

Asgard - The city of Ruins

-----  
(second visit)

You'll now be in Asgard. Save your game and head for the ruin at the top of the city. The imposters are there. After the discussion, leave Asgard and return in the field. Head back to Hima.

---

Hima - The Village of Adventurers

-----  
(second visit)

Simply head for the inn and you'll receive the Tower Key, which can open the door to the Tower of Mana, our next destination.

-----  
FIELD  
-----

Items: Ex Gem Lv 2

Enemies: Soldier

Archer  
Witch  
Warrior

You can find the Guide Monument for Hima by going south, then east behind some mountains. Then, head for the Tower of Mana, north of Luin. Also get the chest at the right of the Tower (northeast) for an Ex Gem Lv 2.

---

Tower of Mana

-----  
Items: Armet Helm

Enemies: Living Doll

Moon Robe

Living Sword

Lunar Guard

Specter

Stinger Ring

Grim Reaper

Iron Mail

Ex Gem Lv 2 (x2)

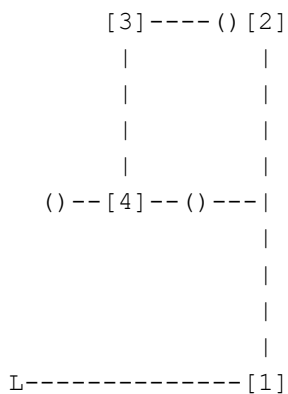
Enter the Tower using the key you obtained in Hima. You'll have to choose a party member to come along with you. Choose Kratos as he can heal, since the other team will have Raine anyway.

You'll be on a long stairway. Defeat the second enemy for a Memory Gem. Head atop the stairs for a chest containing Armet Helm. Enter the door at the top. You'll be in a room with a block. Stand in front of the door with the red cloth and burn it using the Sorcerer's Ring. A ray of light will come out. So, move the block in front of the light to duplicate it. Then, pull the block down until the light hit the sphere at the right. The door on the left will open, go through.

In the next room, use the Memory Gem on the Memory Circle and save your game. Then, check up the thingy on the other side and you'll switch to Raine's team. Enter the next room. Burn the red cloth at the left so a ray of light will come out. Move the block towards it. Then, move the left to open the door. Go through.

In this room are 3 chests (Moon Robe, Lunar Guard, Ex Gem Lv 2) and a pretty hard puzzle. Go at the left of the entrance and burn the red cloth so a light comes out. This puzzle is really hard to explain so I'll try my best. There are 4 blocks in this room, and 3 orbs. The blocks are kind of transparent, but have a grey corner at the top, each different.

The block with the bottom right corner will be block #1.  
The block with the top right corner will be block #2.  
The block with the top left corner will be block #3.  
The block with the grey triangle will be block #4.



The L and -- represent the light.  
The () represents the orbs.  
The [ ] represents the blocks.

Push block 1 into the light, near the wall to the right. Push block 2 between the northmost orb and the wall (to its right). Push block 3 to the left of the northmost orb, so the ray of light shoots down between the two orbs below. Then place block 4 between these two orbs so the light hits both.

After this puzzle, save your game at the save point and enter the next room. There is a chest containing Stinger Ring. Then enter the room at the right and leave through the south door. Then run up the stairway and enter the door at the top. Go through the door at the left. There are 2 chests here, with Ex Gem Lv 2 and Iron Mail. Then, cross the bridge of light at the left and you'll switch to Lloyd. Save your game, then cross to the left and rejoin Raine. Step in the warp.

---

Boss

----

Iuabaris

HP 16800

Exp 2650

TP 1500

Gald 2500

Atk 860

Def 80

Drops Brass

Weak Darkness

Str Fire/Lightning/Light

This is a pretty easy fight if you compare it to the one with Kvar...  
Keep your HP high, use your best techniques...

After the fight, Luna will ask you to find Aska. Colette will also learn Sacrifice. Now, head for the first room of the tower. Look at the library at the left to find Boltzman's Book.

You'll need a unicorn horn to use it though. Head to the field and go to Lake Umacy over some mountains near Luin. You will learn that the unicorn is blocked at the bottom of the lake and that you need Undine in order to save it. Undine is at the Seal of Water, so return to the Thoda Geyser.

---

Thoda Island Geyser

-----

(revisited)

Enemies: Starfish

Octoslime

Water Element

Green Roper

Float Dragon

If you don't remember where the geyser is, cross back Hakonesia Peak and head for Thoda Dock. Crossing to the geyser will be free. Enter the dungeon and head for the room where you fought the boss. Undine will demand a fight before joining you.

---

Boss

----

Undine

HP 13000

Exp 2110

TP 320

Gald 765

Atk 580

Def 88

Drops Guardian Symbol

Weak --

Str Water/Ice

Hard fight. Undine has an attack, Spray Attack, that will do a lot of damage. When you see her casting it, don't stay close to her as it's pretty easy to avoid if you're far. I suggest Lloyd, Kratos, Raine and Sheena for this fight. You'll surely need some healing items and Life Bottles so make sure you brought some.

After the battle, you'll get Aquamarine. Leave Thoda Island and cross back Hakonesia Peak. Head back to Lake Umacy, near Luin.

---

Lake Umacy

-----

Sheena will summon Udine to save the unicorn and you'll receive the Unicorn Horn. Raine will also learn Resurrection and obtain the title Grand Healer. Now, return to Hima.

---

Hima - The Village of Adventurers

-----

(third visit)

\* From this point on, you won't be able to go back to previous areas, so make sure you did all the sidequests in Sylvarant, like fighting the skull at Ossa Trail. If you're sure you're ready for the second part of the game, continue on.

Go to the second floor of the inn to find Pietro. Raine will heal him, then head for the top of the mountain for the dragon tour. After the cutscene, talk to Colette and choose the second answer. Then you'll get the Assassin's Ring. Head back for the top of the mountain and choose any party member to ride the dragon with you.

---

Tower of Salvation

-----

Colette and Kratos are already inside. Enter the tower and head to the warp. Colette will now transform into an angel, plus, you'll learn that Kratos lied to you and that Remiel tricked you.

---

Boss

-----

Remiel  
HP 16000  
Exp 2795  
TP 258  
Gald 1840  
Atk 530  
Def 112  
Drops Ex Gem Lv1, Rune Bottle  
Weak --  
Str Light

The fight is not really hard, but you may need some Life Bottles. The main downpoint is that Kratos is not with you, but Raine can heal at his place.

You will then fight Kratos and Yggdrasill, but you don't need to defeat them, just let them defeat you. (but you can still beat Kratos if you want)

Kratos  
HP 25000  
Exp 7600  
TP 980  
Gald 4800  
Atk 1200  
Def 400  
Drops Ex Gem Lv4, Energy Tablets  
Weak --  
Str Lightning/Light

---

### Sylvarant Base

-----  
(second visit)

Items: Straw Hat                      Enemies: Evil Warrior  
          Protect Ring                      Foot Soldier  
          Ex Gem Lv 2                      Raybit

You will wake up at Sylvarant Base. Go right, then up, downstairs at the right to the next room. You can buy some items at the shop machine next to the door, then head right to the memory circle and save your game.

Enter the next room and change the attribute of the Sorcerer's Ring to electricity. Go up the stairs to the next part of the room with some blocks on the floor. Push the 2 blocks in this room side to side on the platform surrounded by little pink lights on the floor. Place them horizontally so you can use them as a bridge to reach the grey block. Push down the grey block below, but don't push it on the blue square yet.

Instead, push it against the wall at the right of the room to fill up the gap separating the ledge with the chests and the other one. Then, push the 2 other blocks between the platform with the stairs and the other one (just south of the blue square). Place them side to side to create a bridge. Now you can reach the 2 chests containing Straw Hat and Ex Gem Lv 2.



Now you can push the grey block on the blue square and a stairway will appear. Also move back the 2 other blocks on the platform with the pink lights. Place them vertically, side to side. Now, use the new stairway to go downstairs to a new room. Go down to the left and shoot a beam from the Sorcerer's Ring on the electric pillar. Then, look at the machine nearby and push the switch. The platform from the floor above will come down. If you placed the 2 blocks correctly on it (vertically), you should be able to use them as a bridge to cross to the other side.

There, shoot the pillar and examine the nearby machine to drain all the water from the room below. Return to the other side and push the grey block down below. Then, cross back and go down the stairs here to the room below. Push the grey block to the left on the blue square and the gate will lower. Shoot on the pillar here, then slowly go back upstairs and you'll see a chest hidden in an alcove at the back of the platform where the machine that you activated is. Open it for a Protect Ring.

Head for the previously closed door that is now open and leave the room. You'll be in a room that feels familiar... Enter the door at the left, then go north to the hangar. You'll fly to Tethe'Alla, but will crash down on the way, on the summit of Fooji Mountains.

-----o Tethe'Alla o-----

---

Fooji Mountains  
-----  
(first visit)

Items: Cool Orbit            Enemies: Black Bat  
      Card of Fire                        Night Raid  
      Misty Robe                         Hare  
      Black Onyx  
      Ex Gem Lv 2

Go right to save your game, then down to the next screen. There, go left for a chest with Ex gem Lv 2. Head down the mountain to find 2 chests with Cool Orbit and Card of Fire. There's also a chest containing Black Onyx hidden behind the rock at the end of the path. Then, go down and then left for a chest with Misty Robe. Exit the mountain then.

-----  
FIELD  
-----

Items: Anti-Magic Bottle    Enemies: Black Bat  
      Super Pellets    Egg Bear

Before continuing, there are some chests to find on the map as well as a Guide Monument. First, there is a chest containing Anti-Magic Bottle if you follow the path northwest from Fooji Mountains. Then, there is another chest with Super Pellets south from Fooji Mountains, near a mountain trail. The last chest with Reverse Doll is located northwest from the path just before Meltokio city, in a hollow where the mountains are. It is in the forest part, so you won't see it, just walk around to find it. If you're still feeling like exploring, the Guide Monument for Meltokio region is southwest from the House of Guidance (follow the shore from Meltokio). Now, head for Meltokio, northeast from Fooji Mountains.

---

### Meltokio - The Imperial City

-----

(first visit)

Sheena will leave you there and give you a letter. Don't worry, she'll come back. The city is pretty big, but there's not a lot to do. There's an inn at the right of the entrance and an item shop at the left.

Head upstairs. You'll meet Zelos. After the cutscene, you can go right for an armor shop, and left for a weapon shop. If you go left, there's also the coliseum, where you can look at the bulletin board on the right to add something to your training book. You can also find the Wonder Chef in the armor shop, disguised in cat statue at the left of the counter. You'll learn how to make Steak. I also suggest buying the Claw Gauntlet for Lloyd.

When you're done, head upstairs to the castle. Go to the right to enter the rich part of the city. Enter the second house (well, manor..) and go to the second floor. Go to the left of the corridor to find another Wonder Chef, you'll show you how to make Fruit Cocktail.

Then, go to the castle and talk with the guards. They'll tell you to go to the church, so head for the church at the left. Talk to the priest inside. Then, head back outside to find Presea. You'll get to enter the castle and Presea will join the party. You must go to the King's quarters, which are located on the upper floor of the castle. You'll have to go up 2 sets of stairs to find it. Talk to the guards in front and once in there, you'll learn that Zelos is a Chosen too.

Now, leave the city and go to the field. Head for the Grand Thete'Alla Bridge and cross it. 2 hours later, you'll finally be on the other side... Head for Sybak.

---

### Sybak - The University Town

-----

(first visit)

Enter the library north of the entrance and look at the weird book holder to find the Wonder Chef to learn how to make Fried Rice. Then, go to the west part of the town and enter the Academy building. Colette will receive the title Ill-Fated Girl. After the conversation, leave the Academy (the exit is in the hall with the dinosaur) and return to the east part of town. Talk to the merchant at the left of the "shop" to get a key crest for Colette.

Then, return to the Academy and talk to the guy in front of the entrance to borrow a lab. Enter the second room on the left, then leave it and return to the hall. Guards will take Raine and Genis away. Sheena will come to help you and she'll re join the party. You'll also get Tethe'Alla Map. Then, leave through the secret passageway and leave the town. Return to the Grand Tethe'Alla Bridge.

---

### Grand Tethe'Alla Bridge

-----

Fight the 3 easy to defeat Cardinal Knights to save Raine and Genis, then head back for the Fooji Mountains.

---

### Fooji Mountains

-----

(second visit)

Enemies: Zombie

Ghost  
Slime  
Demon  
Chimaera

Head for the top of the mountain. Save your game, then there'll be a cutscene and a boss.

---

Boss

----

Pronyma  
HP 18000  
Exp 3000  
TP 750  
Gald 1500  
Atk 150  
Def 150  
Drops Rosemary, Ex Gem Lv2  
Weak Light

Defeat her and Colette will turn back to normal. Now, leave the mountain and return to Meltokio. Zelos will make you enter the city by the sewers.

---

Meltokio Sewers

-----

Items: Spirit Ring	Enemies: Sewer Rat
Great Axe	Violent Viper
Breastplate	Giant Leech
Thunderbolt	Jellyfish
Card of Lightning	Fake
Elixir	
Ex Gem Lv 1	
Ex Gem Lv 2	
Ex Gem Lv 3	
2500 Gald	

As you enter the sewers, go right, upstairs and left to change the Sorcerer's Ring function. Its new function is to turn you small by pressing X so you can enter small passageways and walk on spider webs. If you want to turn back to your normal size, step on the blue pads on the ground. At the left of the machine that changes the function of the Sorcerer's Ring, you can see a small ledge along the wall. If you turn small, you can walk on it and find a small hole in the wall. Enter it to find a bag containing Ex Gem Lv 2.

Go to the right and cross the spider web, then go upstairs. If you defeat the enemy here, you'll get a Memory Gem. Then head for the stairs at the end. Open the chest behind for an Ex Gem Lv 3, then climb them up. Examine the yellow switches on the trash compactor to activate it. A block of trash will come out. Push it to the left into the middle hole at the edge. It'll fall in water. Take another block and push it down into the right hole at the bottom edge, and another block down into the left hole (still of the bottom edge). Also look at the wall on the left of the trash compactor to find a small hole in the wall. Turn small and enter it to find a bag containing Great Axe.

Then, go back downstairs to the other set of stairs. Head down and look behind the stairs for a hidden chest with Spirit Ring. Then, make yourself small and go at the right of the stairs. There's a small ledge you can walk on. You can now cross it to the other side since the trash blocks fill in the holes in the ledge. Once on the other side, turn the wheel and the door above will open. Go back to that door and go through to the next room.

Unlock the Memory Circle in this room and save your game. Then, go to the left and head downstairs. Make yourself small, and jump in the small wooden boat. You'll cross to the other side and the trash block you pushed in the water earlier will stop the boat. Turn the wheel here and a door will open near the trash compactor. Go through that door to end up at the top of the other room.

Here is a trash compactor too, so take a block of trash and pull it down on the catwalk. When you arrive at the corner of the catwalk, turn small and pass on the other side of the block using the web, then pull the block a bit. Go back on the other side of the block and push it to the right. Push it right until it falls in the water below.

Now, go back to the area with the save point. Go down the stairs at the right of the entrance and look on the right of the stairs for a hidden chest with Breastplate. Then, make yourself small and walk on the ledge over the water. You can now cross because of the block you pushed from above. Go left at the fork and head upstairs. There should be a big cage here. Turn small and go inside. Go back to normal size and open the door of the cage at the right, then head back for the trash compactor at the top of the room, where the catwalk is.

Take a new trash block and push it on the catwalk like before. Push it to the fourth corner and push it right so it falls just in front of the big cage. Then, go back to the cage and push the block in it. It will activate the bridge at the left. Go back up to the trash compactor and take another block. Push it from the last corner to the area below. Go to that area and push the block in the water from the hole at the edge. Also make yourself small and enter the small hole in the wall here for a bag containing Ex Gem Lv 1.

Now, go where the bridge is at the left of the cage and cross it. Go downstairs, make yourself small and walk on the small ledge over the water at the right. Go to the other side and turn the wheel here to open the door above. Go through that door to another room. Go left for a chest with 2500 Gald, then head downstairs and after passing on the 3 blue pads on the ground, look at the wall on your right for a hole. Turn small and go inside for Thunderbolt, a weapon for Genis. Then continue and there's another hole on the other side just before the 3 blue pads. Inside is Card of Lighting. Then continue for an easy fight with Convict x3. Then, go upstairs and if you wish, you can battle the fake chest on your right but the fight can be hard so you can also come back later. Then exit the sewers to Meltokio.

---

Meltokio - The Imperial City

-----  
(second visit)

Go east from the inn, then north to enter the lab. After the discussion, head for Zelos' house in the rich part of the city. When you're ready to go to bed, talk to the domestic. In the morning, go back to the lab to get the Wind Packs. Leave the city to the field using the sewers and go to the Grand Tethe'Alla Bridge. Go right to go downstairs, then talk to Kuchinawa. Cross the sea to the other side, then go to Sybak.

---

Sybak - The University Town

-----  
(second visit)

Go back to see Kate using the secret passageway in the west part of the town to enter the Academy. After the discussion, leave the Academy and the town and return to the field. Follow the path northeast to Gaoracchia Forest.

---

Gaoracchia Forest

-----

Items: Drain Charm	Enemies: Pumpkin Tree
Phoenix Rod	Boxer Iris
Witch's Robe	Tropical Worm
Angel Bracelet	Undertaker
Pretty Ribbon	Phantom
	Ghoul

You'll have to fight 3 Cardinal Knights at the entrance, then go on and change the Sorcerer's Ring's function. It can now make a light beam. You can use it to open up paths through plants. If you need to recharge it, step into mushrooms. Note that if you leave the forest through the other entrance, you'll end up somewhere else on the field where the Guide Monument for Sybak is located.

Back in the forest, go for the path at the right of the Sorcerer's Ring pedestal to end up in front of a path that splits up in 3. Before going anywhere, get the chest hidden under a bush at the intersection for Drain Charm. Now, take the south path and continue south and then east until you find a chest behind a bush. Hold the X button to make some light on the bush and wait until the bush disappears. It may take some time. Then open the chest for a Pretty Ribbon.

Go back to the first intersection with the chest and the mushrooms. This time, take the north path. You'll come across a chest on your way, make some light on the bush around it and wait a couple of seconds for the bush to disappear. Then open the chest for Phoenix Rod. Continue east to the next screen and as soon as you see a path going southeast, follow it to a chest. Open it for Witch's Robe. Then, look above you and take the path east and make some light on the plants blocking your way. Then, continue east to another chest containing Angel Bracelet.

Now, proceed east and go north when you can. Continue east and defeat the enemy right after clearing the plant blocking your way for a Memory Gem. Then, go south all the way and south again. You'll notice a sealed black chest on your way. Then, continue southeast until you arrive at the save point. Save your game and move onwards for a boss battle.

---

Boss

----

Convict  
HP 12000  
Exp 2250

TP 320  
Gald 1500  
Atk 800  
Def 120  
Drops Elixir  
Weak --  
Str --

Not a hard fight, but some life bottles will come in handy. Have Lloyd, Zelos, Raine and any other party member. Physical attacks work well against him.

After the fight, you'll need to go to Mizuho, but note that if you return in the forest after going to Mizuho, you can fight back that Skull you fought in Ossa Trail. He's right in the path south from the black chest. I suggest coming back for him later when you're stronger, since he's really strong. He'll give you Yasakani Jewel if you defeat him. But, for now, leave the forest and head for Mizuho.

---

### Mizuho - The Mystical Village

-----

(first visit)

Go to the chief's house. Lloyd will receive the title Gentle Idealist. Then Regal will join your party. Re enter the chief's house after the conversation and examine the hall to find the Wonder Chef who'll show you how to make Ramen.

Something else you could do is talk to the ladies in the village with Zelos as the lead character to receive some items. Now, go back to the field. Return in the forest and leave through the east exit to end up in another part of the field. Cross the bridge and head for Ozette.

---

### Ozette - The Quiescent Village

-----

(first visit)

Go up the slope, then go left for the inn. Examine the parrot inside to find Wonder Chef (Tenderloin recipe). Then, talk to the ladies inside the village with Zelos as the lead character to receive free items.

Then, head down to Presea's house. After the cutscene, leave her house and enter the field from her courtyard. Go to Altessa's House.

---

### Altessa's House

-----

(first visit)

The dwarf doesn't want to help you, but at least now you know that you must head for Toize Valley. Re enter Altessa's house after exiting it and talk to Tabatha to learn how to make Curry. Then, go back to the field, enter back the village and leave through the other exit to return on the right field.

---

FIELD

---

Items: Rune Cape                      Enemies: Basilisk                      Ghoul  
Killer Bee  
Beast Ogre  
Red Mantis              Scarlet  
Needle  
Storm Claw              Gold  
Beetle  
  
Red Bat                      Drake

Go to the dock at the end of the peninsula near Ozette and navigate northeast to another continent with a dock (or refer to the map of Tethe'Alla if you're lost). On that land, head northeast from the dock to find a chest with Rune Cape on the beach. Then, head northwest and enter the mine.

---

Toize Valley Mine

---

Items: Sage                              Enemies: Red Bat  
  
Crescent Ax                              Red Roper  
Saint Rapier                              Basilisk  
Sand Saber                              Rock Golem  
Iron Greaves                              Roller Snail  
Silk Robe  
Battlesuit  
Thunder Cape  
Super Pellets  
Ex Gem Lv 1  
Ex Gem Lv 3  
Evil Eye

There'll be a boss battle as soon as you enter.

---

Boss

---

Defense System  
HP 12000



Exp 2350  
TP 100  
Gald 0  
Atk 800  
Def 240  
Drops Metal Sphere  
Weak --  
Str --

This fight isn't hard at all, though there are many enemies to take down all at once. The Auto Repair Unit will sometimes heal the other enemies, so make sure to defeat that one first. Also hit the Defense System first since some enemies will come back and it's the door you really need to hit.

After the boss battle, you'll get to really enter the mine. If you want to get the chests with Sage and Ex Gem Lv 1 before continuing, go back to where you fought the boss and look at the right of the door for the chest with Sage. Then look behind the first wagon on the track near the entrance of the Mine for the chest with Ex Gem Lv 1.

Now, enter the mine and go to right. Activate the machine here so you can use the moving platform. Get on it to cross to the other side. Enter the tunnel here and you'll see a big boulder blocking your way in. Go back and get on the moving platform a second time. There's a switch in the middle you can press to change the direction of the track. Use the Sorcerer's Ring to hit that switch and the moving platform will bring you left instead of straight. There's a mysterious door here, but you can't open it. The enemy near that door will give a Memory Gem if you defeat it.

You now need to go down, and there's a moving platform that goes up and down near the door, so use it to reach the bottom. Once in the area below, look behind the old wagons where the old track is at the right for a hidden chest containing Crescent Ax. Then, go southeast to change the function of the Sorcerer's Ring. You can now set up bombs to blow up these large boulders. Go up the wood plank at the left for a chest with Saint Rapier, then go northwest for another chest containing Sand Saber at the left of the slime enemy.

Go back up using the elevator thing, and go left to blow up the boulder there. Then go back down and re change the Sorcerer's Ring back to its original function. Go back up again and go right to get on the moving platform. Shoot the switch in the middle to re-position the track like it was before. Then, go to where you blew up the boulder at the left and jump to the other side. Go back down to the area below and switch back the Sorcerer's Ring to the bomb function. Now, go back up (it's the last time, I swear) and get on the moving platform to cross to the other side.

Enter the tunnel here and blow up the boulder blocking your way. Go straight, then left for a chest in the alcove (Iron Greaves). Then, go up and blow up the boulder here too. Go right, then down the wood plank. Activate the machine here, then go to the right for a chest with Battlesuit. Go back up the wood plank, and return to the left. This time, go north and then down the wood plank here. There's machine here too, so activate it and go back up. Continue north, then go right and blow up the boulder. Go north again, then down the plank here for a chest with Silk Robe. There's also a gnome here, who asks for a potion. If you don't have any, it would be a good thing to come back here after the dungeon to give him one. Just buy the Mizuho Potion back at Mizuho and come back to give him. It will help you later in the game.

Then go back up, go right, blow up the boulder, go down, save your

game on the Memory Circle, and go south for an elevator. If you go down that elevator, you'll find two chests with Thunder Cape and Super Pellets. Then go back up and go to the right of the save point. Here is a complicate part. If you step on the trap on the ground, a boulder will come out and chase you down the path. If you go right, you'll see a spinning stone that blocks your way. To solve this puzzle, don't touch the switch that stops the boulders; leave it on.

To make things easier, set an EX Gem Lv2 to Lloyd and set it to Personal, that way your character will run faster. If you can't do this because you have no Ex Gems, don't worry, you can still do the puzzle, but it'll be a bit more difficult. Once this is done, approach the spinning stone but keep a distance. Slowly walk to the left after it sees you and it'll start following you. Bring it to the farthest you can, near where the boulders come out. When it won't go any further, quickly run to the trap on the ground and step on it to activate the boulder drop. Run to avoid the boulder, and when you turn the corner, the spinning stone will get crushed by the boulder. Before going anywhere, go back down using the elevator where you got the 2 chests and examine the pieces of the crushed spinning stone to get Colette's dark weapon (it's a side quest), Evil Eye.

Now, that's the spinning stone's no more, you can continue your way, so go downstairs to the next screen. Then, go downstairs again at the right of the bridge to find a chest with Ex Gem Lv 3. Go back up and cross the bridge. Here, blow up all the crates on the right to find a chest with the Inhibitor Ore you were looking for. Your task here is done, so go back to the entrance of the mine, and if you haven't already done it, don't forget the chest at the right of the entrance and the one behind the first wagon. Then leave the mine and return to Ozette with the ore.

---

#### Ozette - The Quiescent Village

-----

(second visit)

You'll fight three Papal Knights as you enter and Colette will be taken away. Then you'll save Presea and she'll re join you. Quick Jump to Mizuho.

---

#### Mizuho - The Mystical Village

-----

(second visit)

Go talk to the vice-chief. After this, go out and talk to Sheena at the other side of the village. She'll accept to summon Volt. Go back to the dock near Ozette and take the boat north to arrive at the temple where Volt is.

---

## Temple of Lightning

-----

Items: Silver Guard	Enemies: Lightning Bird
Duel Helm	Thunder Sword
Thunder Scepter	Gold Skeleton
Shining Star	Gold Slime
Power Greaves	Lamia
Battle Cloak	
Spirit Bottle	
Ex Gem Lv 2	
Ex Gem Lv 3 (x2)	

Go straight from the entrance, avoid the traps, and go left for a save point. Now there are 3 paths in the middle you could go into. Each of these paths lead to a Lightning Rod. If you try going into the middle path, you'll step on a panel that'll send you a thunderbolt, so don't use that path yet. Instead, go in the one at the right and examine the Lightning Rod. A pole will come out from above. Now, return to the middle path and step on the panel. Thunder will strike the Lightning Rod at the right. You can now pass over the panel so examine the Lightning Rod here too and its pole will lower. Then, go back in the right path and lower the pole here too. Now, go to the left path and raise the pole of the Lightning Rod here. Then go in the middle path and step on the panel. The thunder will strike the left pole and destroy a block on its left. Go there now that the block isn't blocking the way anymore and examine the pedestal to change the Sorcerer's Ring's function. It can now shoot a blue electricity ray.

Go at the very right of the area and you'll see blue and red blocks. Destroy the blue blocks using the blue electricity ray, then get the chest behind for Silver Guard. Then, go in the middle path and go upstairs to the second room. There is a path on your left and one on your right. Take any, just go upstairs to the very top of the room. Shoot the blue block at the top where the 3 colored blocks are one atop the other. Now all's left is the yellow and the red block, which we'll deal about later.

Go back down and go straight to the entrance to the next room. It's blocked by a blue block, so get rid of it by destroying it with the Sorcerer's Ring. Enter the next room. There's a save point here too. Go up the stairs at the left and up the other stairs too, and enter the door at the top. You should now be in a dark room with thunder strikes. Simply reach the top without falling. Once in the next room above, enter the door at the bottom of the screen.

You should now be on a kind of balcony around the large room. Go at the right and shoot the blue block in the air. The chest that was on will fall below. Then, activate the Lightning Rod and the platform you are standing on will fall. The chest that fell is now there (Ex Gem Lv 3). Then go left and shoot the blue block here also to make the chest on fall below. Then activate the Lightning Rod so the platform falls again. The chest is there (Duel Helm). Then go left again and shoot the blue block to make the chest fall, then go right and shoot the blue block here also to make another chest fall down. Activate the Lightning Rod to make the platform fall, then get the chest with Thunder Scepter.

Go left and activate the Lightning Rod so the thunder will strike there instead of below. Then go right and enter the door here. Another dark room. There's a chest in that one though. After you go down the second set of

stairs, go right and look at the edge of the path that goes under the path above. It's hard to see, but look carefully and you'll find it. It contains Spirit Bottle. After getting the chest, head for the top of the room. You'll be back in that room with the yellow blocks in the wall at the back. Now leave this room through the door at the other side of the room. Back in the dark room, head down, go through the door, and back in the room with the save point, you'll find the chest you made fall earlier at the top of the left stairway. It contains Ex Gem Lv 2.

Now, go down the stairs at the left of the room to the area below with the water. Now you can walk in. Go up the stairs at the right and you'll find another pedestal. Examine it to change the Sorcerer's Ring again. Now the electricity ray is yellow, so you'll be able to destroy yellow blocks. Before going anywhere, go back to the entrance of the temple, in the first room where the first save point was at the beginning. Return to where the save point is and go down from there. There are 2 yellow blocks blocking the way. Destroy them using the yellow electricity ray and get the chest containing Shining Star. Then, go back to the second room where the 3 colored blocks were at the top of the room. Go upstairs to the top and destroy the yellow block this time. Now only the red one remains.

Then, still in that room, go in the door at the right (up the right stairway) and you'll be in another dark room. Reach the top of that room to end up on another balcony. Shoot the yellow block in the air there and the Lightning Rod will fall above the machine below. Go back to the second room, and this time, go up the left stairway and destroy the 2 yellow blocks blocking the door here. Don't go in yet though, you'll go in later. Now go to the third room, the one with the save point.

Go up the stairs at the right and examine the machine to activate the Lightning Rod above it. Then go up the stairs at the left of the room and enter the dark room. Then go to the next room above, the one with the yellow blocks on the wall. Go to the right of that room, enter the door here, go down the dark room to the balcony, and once there, deactivate the Lightning Rod at the left. Now the thunder will strike the machine with the Lightning Rod on. Go back to the room with the yellow blocks. The machine here is also activated.

What you must do is destroy the correct yellow blocks in order to create a path for the electricity. There are 4 paths possible. Start by going upstairs and destroying the 2 left blocks of the fourth row. Then, go back down and start the machine. The electricity will take the first path and make a chest fall below. Now, destroy the 2 blocks of the first row and start the machine. A boulder above will fall down and crush the bridge below. Go down the broken bridge, and up the stairs to open the chest you made fall. It contains Battle Cloak. Then, go down the stairs, and go through the door at the bottom.

You'll find another pedestal to change the Sorcerer's Ring to the red electricity ray. First thing to do with it, go back to the entrance of the temple (first save point) and destroy the red blocks blocking the way at the right to get a chest with Ex Gem Lv 3. Then, go to the second room and before destroying the remaining block at the top of the room, go to the door at the left and enter the dark room here. Reach the top to end up on another balcony. Destroy the red block here to get a chest with Power Greaves.

Go back to the third room and save your game! Then go to the second room, upstairs to the top and destroy the remaining red block to unleash Volt.

Volt  
HP 24000  
Exp 3580  
TP 240  
Gald 2800  
Atk 950  
Def 180  
Drops Emerald Ring  
Weak --  
Str Lightning

I had no real problem with that boss, but I'll try to help. My party consisted of Lloyd, Raine, Zelos and Sheena. As the fight starts, make Raine use her spells to raise the attack and defense of the party, then attack Volt with Sheena, Lloyd and Zelos. When you see that someone is injured, make Raine use Nurse to heal the whole party, that way you'll always keep the whole party well healed. Continue to use the attack and defense spells to raise those stats. Use as much Orange Gels as you need. With the attack and defense stats raised, the fight will seem much easier.

After the fight, Sheena will receive the title Summoner. She'll finally make a pact with Volt. All in there is done, so leave the temple and return to the dock. Take the boat to the arctic continent at the northeast of the map. You'll see a small white square on the map, head there to find a dock between the rocks. Land and enter Tethe'Alla Base.

---

#### Tethe'Alla Base

-----

Items: Silver Circlet	Enemies: Foot Soldier
Lavender	Evil Warrior
Card of Ice	Raybit
Silver Mail	Commander
Dragon Tooth	
Lightning Sword	
Beam Shield	
Tomahawk Lance	
Aqua Cape	
Ex Gem Lv 2	
Ex Gem Lv 3 (x2)	

In the room you start in, make sure to examine the white sphere to change the attribute of the Sorcerer's Ring to electricity. Then, leave through the bottom door and you'll end up in a room with 4 doors. I'll call this room the main room. Go through the door at the right to arrive in a corridor. Here, pull the blue block down, then push it to the right, just toward the light beam. This will block the beam so you can pass without being hurt. Go to the right and enter the room there. Defeat the enemy in this room to get the first part of the pass code.

Go back to the main room, and this time, enter the door at the left. Pull the block down, then push it left into the light beam to block it. You can now pass so go left and enter the first room for a chest with Ex Gem Lv 2.

Then enter the second room for a chest with Card of Ice. Then take back the blue block and place it in front of the other beam so you can go north. Go into the corridor at the left and enter the room here for a chest with Ex Gem Lv 3. Also fight the enemy here to get the second part of the pass code.

Go back to the main room. Go through the door at the right, and this time, head north into the corridor. You'll end up in a room with a lot of light beams and a chest containing Silver Circlet. Grab the blue block in the corner, push it left in front of the light beam, then pass to the other side of the beam and grab back the block. Pull it left, then push it up in front of the other light beam. Pass and go through the door on your left. Go to the left in the corridor, move the block toward the beam so you can pass, then go left and enter the room there. Fight the purple soldier in this room to get the last part of the pass code.

Go up the small stairs near where the purple soldier was and using the Sorcerer's Ring, shoot the blue machine with green rings around it. Then go down and activate the machine near the lift below. It will go up. Go back to the main room, enter the room at the left, then go north in the corridor, continue north until you arrive in a room that is above the one you were in. Defeat the enemy here for a Memory Gem, then go upstairs and grab the block that is on the lift. Pull it left until you see a hole in the small barrier surrounding the platform. Push it into that hole and the block will fall below, destroying the guard system surrounding 2 chests down there. Go back to that room and open the 2 chests for Dragon Tooth and Lightning Sword.

Now the final room. Talk to Orochi now that you have the pass codes. Then, from the main room, enter the door at the right and go north into the next corridor. Then enter the door at the left in the next room, and once in the other corridor, head north and go up the stairs leading to a room with a save point. Use the Memory Gem on it and save your game. Go up the stairs northeast for a chest with Silver Mail. Then, grab the 2 blocks in this room and push them northwest into the 2 gaps against the wall. Then go upstairs at the left and down the stairs leading to where you pushed the 2 blocks. You can now cross to a chest with Lavender.

Also hit the blue machine with the green rings around to activate it with the Sorcerer's Ring (shoot hit diagonally). Then, go back down and pull the blocks out of the alcoves, then push them next to the stairs in the southwest corner of the room. Align the 2 blocks against the side of the stairs, then go on the stairs and from the landing of the stairs (in the center), walk on the 2 blocks you placed just next to it and open the chest hidden behind the right of the stairs for Aqua Cape.

Then, pull back one of the blocks and push it right on the lift near the machine you activated before. Place the block on the top right corner of the lift. Then, while on the lift, press the switch at the left of the lift to raise the lift. Then push the block at the right of the switch above and press the switch again to go back down. Then use the stairs at the left of the room to go up to where you left the block next to the switch. Pull the block to the right, then push it down at the end of the platform where there is a gap in the barrier. It will fill up the hole so you can cross over. Stand on it and shoot the blue machine with the green rings to activate it.

Go back down there and stand on the lift at the right of the room. Press the switch next to the lift to go up. Once in the area above, go left and shoot the blue machine here. Then go north and open the chest there for Beam Shield. Then go down using the lift with the block on. Once down, push that block into the gap in the barrier at the right. It will fill up a hole

so you can reach the chest with Ex Gem Lv 3. Now, leave the room and re-enter it to reset the emplacement of the blocks. Take the 2 blocks in the room and push them to the right. Place both of the lift there and stand on the lift too. Press the switch to go up.

Grab one of the blocks and push it north. Then push it into the gap at the left so you can reach the chest with Tomahawk Lance. Go back and grab the other block. Push that one into the gap at the right so you can reach the other side. There, use the lift to go up again. Check the door here and enter the correct pass codes you got from the soldiers. The pass code isn't always the same.

The door to the hangar will open, so go in to find the Rheairds. There'll be a boss battle after the cutscene.

---

Boss

----

Yuan

Botta

HP 16000

Exp 4890

HP 12000

Exp 1680

TP 652

Gald 3150

TP 580

Gald 2800

Atk 900

Def 215

Atk 780

Def 205

Drops Ex Gem Lv4

Drops --

Weak --

Str Lightning

Weak --

Str Earth

You are 4, they are 2. Use that to your advantage...

After the boss fight, you'll take control of the Rheairds, and can now go anywhere on the map.

---

FIELD

---

Items: Ex Gem Lv 4

Now that you can fly using the Rheairds, head for the northwest corner of the map for a small island with a chest on. It contains Ex Gem Lv 4. Now you'll need to head for the Flying Dragon's nest in order to save Colette. The nest is located right above the small isle with the Celtic-like stones, south from the arctic continent. You'll see a cloudy area above the island, this is

where the nest is.

---

Nest of Flying Dragons

-----

After the cutscene, a boss fight occurs.

---

Boss

----

Winged Dragon

Baby Dragon (x2)

HP 18000

Exp 2450

HP 12000

Exp 1250

TP 400

Gald 1200

TP 800

Gald 500

Atk 1400

Def 86

Atk 1030

Def 68

Drops Venom, Flare Cape

Drops --

Weak --

Str --

Weak --

Str --

Defeat the two Baby Dragons first, then the fight will be much easier. Winged Dragon has some strong attacks, but pretty easy to avoid as his attack pattern is predictable. My party consisted of Raine, Lloyd, Zelos and Regal. I had the three guys attack the dragons with their strongest attacks and Raine heal the party.

After the fight, you'll be at the Temple of Earth.

---

Temple of Earth

-----

Items: Mythril Guard            Enemies: Cave Worm

Mythril Bracelet

Giant Snail

Mythril Circlet

Earth Element

Silver Mail

Clay Golem

Bellebane

Neviros

Ancient Rod

Dragon

Bardiche



Ghost Shell  
Ex Gem Lv 1  
Ex Gem Lv 2  
Ex Gem Lv 3

Before entering this temple, make sure you gave the potion to the gnome in Toize Valley Mine and that you learned how to cook curry from Tabatha at Altessa's House!

Change the Sorcerer's Ring function to earthquake, then stand next to the 4 rock pillars and use it to make them crumble. You'll then see a gnome on the bridge. If you gave the potion to the gnome in Toize Valley Mine, he'll let you pass. If not, go back to Mizuho, buy a Mizuho Potion, return to Toize Valley Mine, give the potion to the gnome, and come back here at last.

Cross the bridge and follow the path to the right. You'll see an immobile slime enemy standing behind a rock. About 2 feet before its emplacement, use the Sorcerer's Ring to create an earthquake and some rocks will crumble and make a new path. Go down that path and go left. Use the Sorcerer's Ring next to the rock pillar to make it crumble. A chest containing Mythril Guard will fall near you. Then, go right and enter the cave here. Go down the slope for a chest containing Mythril Bracelet. You can't go any further, so go back to the first area.

This time, head south from the bridge. Go down that path and enter the cave at the end. Cross the bridge to find a chest containing Mythril Circlet. Go back to the first area, and head all the way east from the bridge. Enter the cave here and cross the bridge. Head up the mountain for a chest containing Bellebane. Then, talk to the first gnome. He'll ask you to cook some curry for him. If you haven't already learned this recipe, go back to Altessa's House and talk to Tabatha to learn how to make curry. Then come back here. After you cook some curry for him, he'll let you pass.

Talk to the second at the left this time. He'll offer you his help and disappear. The bridge you are currently on is breakable. Each time you use the earthquake on, it'll collapse and you'll fall below. There are a lot of chests to get here, and you'll need to do that part 3 times if you want all the chests. The bridge you are on is made of 3 sections. Stand on the rightmost section and use the earthquake to fall below. Go right for a chest with Ex Gem Lv 3. Then, use the earthquake on the small bridges 3 times until there is a bridge with 3 sections. Stand on the rightmost one and use the earthquake. Below, go right for a chest with Ancient Rod. Then is a bridge with 2 sections. Stand on the left one and use the earthquake. Then go left for a chest with Bardiche. Then use the earthquake until you reach the bottom.

Talk to the gnome on the left to go back up. There are still some chests left back where the wooden bridges are, so go back there. This time, stand on the leftmost section of the bridge and use the earthquake to fall down. Use the earthquake on the next bridge, then go left for a chest with Ex Gem Lv 2. Use the earthquake on the next bridge to go down and get the chest with Ex Gem Lv 1. Then break all the next bridges to go all the way down. There is still a last chest to get, so go back to the first bridge at the top. This time, stand on the middle section of the bridge. Use the earthquake to fall down, then use it on the next bridge, then go left for the chest you missed before (Ghost Shell). Now you've got all the chests so go back to first area of the temple.

Talk to the gnome in red near the entrance and he'll ask you to get rid of the monsters in his way. Go down the south path and defeat the enemies to clear the gnome's way. Then enter the cave at the end and talk to the gnome on the bridge. When he jumps, use the earthquake. Do this 3 times to break the bridge. Save your game using the save point, then go to the altar.

---

Boss

----

Gnome

HP 28000

Exp 5890

TP 682

Gald 4280

Atk 1100

Def 255

Drops Holy Symbol

Weak --

Str Earth

Although Gnome may look weak, he's pretty strong. He has some powerful earthquake attacks and has the Stalagmite technique. Make sure to have Raine in your party. Make her use Nurse and Healing Circle. It would be a good idea to also have Zelos or Regal in your party since they have some healing spell to help Raine with the healing. If you have Genis in your party, make him use Spread.

---

FIELD

---

Enemies: Ranger

Sorceress

Rogue

Ice Spider

Penguinist

After the Temple of Earth, head outside and fly to the northeast continent of the map, the arctic one. Before entering Flanoir, fight the Penguinist enemies in the field until you get 3 Penguinist Quills, an item randomly dropped by the Penguinists.

---

Flanoir - The Snowy City

-----  
(first visit)

Items: Nebilim

Make sure you got Colette's darkness weapon, Evil Eye, before entering

Flanoir. If not, go back to Toize Valley Mine and examine the crushed pieces of the spinning stone tablet to find it.

Talk to the guy leaning in front of the second house near the entrance to start the Devil's Arms side quest. He will ask you to find the 9 darkness weapons and return them to him once you have them. He will also give you Lloyd's darkness weapon, Nebilim, along with the Nebilim Key, used to open black chests.

Then, head down at the right of the entrance and a guy will ask you to get him a Celsius' Tear. To pick up a Celsius' Tear though, you will need Penguinist Gloves. And to make Penguinist Gloves, you'll need 3 Penguinist Quills. If you haven't already gotten them, go in the field around the city and fight some Penguinists until you get 3 Penguinist Quills, which Penguinists drop after battles once in a while.

Once you have the 3 Penguinist Quills, enter the accessories shop and talk to the old man. Give him the 3 Penguinist Quills so he can make Penguinist Gloves for you. Equip the gloves to any of your party members who can wear them.

Before leaving the city, enter the church at the top of the city and look in the top left corner, behind a column, to find the Wonder Chef for the Quiche recipe. Now head out of the city.

---

### Gaoracchia Forest

-----

(revisited)

Items: Fafnir

Enemies: Pumpkin Tree

Boxer Iris  
Tropical Worm  
Undertaker  
Phantom  
Ghoul

This is optional as it is a side quest, but it's better to do it now before the chest disappears. Now that you got the Nebilim Key from the guy in Flanoir, you can open that black chest west from the save point. It contains Fafnir, Zelos/Kratos' darkness weapon.

---

### Temple of Ice

-----

Items: Ancient Robe

Enemies: Ice Warrior

Defenser

Ice Spider

Mythril Shield

Penguinist

Ice Coffin

Penguiner

Mythril Gauntlet

Feather Magic

Mythril Armor  
Rosemary  
Ex Gem Lv 2  
Ex Gem Lv 3

Bigfoot  
Lobo

Before entering this temple, make sure you have the Penguinist Gloves from Flanoir.

Head for the Ice Temple south from Flanoir. In the entrance area of the temple, you can get 2 chests at the right (Ancient Robe, Defender) and also another chest at the left, south from the ice spot. This one contains Mythril Shield. Then go inside the temple.

Change the Sorcerer's Ring's attribute to ice. Then go upstairs for a chest containing Ice Coffin. Go right for another chest with Mythril Gauntlet. At the fork, head up the slope on your left for a chest with Mythril Armor. Then go through the door to end up outside of the temple. Go to the right and shoot the water drop with the ice Sorcerer's Ring. It will freeze the water drop and turn it into an ice block. Use it to cross to the other side, then continue to the next entrance.

Inside, open the chest for Ex Gem Lv 2. Then examine the small frozen flower to pick up Celsius' Tear. Make sure you have the Penguinist Gloves equipped. If not, go back to Flanoir to get them (check the Flanoir walkthrough). Now go back inside the other part of the cave.

At the fork, this time, head right and cross the ice bridge. Then head south and look at the right for a water drop. Shoot it with the Sorcerer's Ring to freeze it and create an ice block. Push the block in the hole at the left and cross to the other side. Examine the waterfall on your left to freeze the water using the Celsius' Tear.

People who played Pokemon Gold/Silver will know what to do here. There are 3 path leading to the ice. Start from the rightmost one, then go:

North, West, South, West, North, West, North, East, South, West

You'll end up next to the chest with Rosemary. There are also 3 paths leading to the ice here. Start from the bottom one, then go:

East, North, West, South, East, North, East, North

There is also a chest here with Ex Gem Lv 3. Then, head up to a room with ice statues. You have to place them correctly in order to open the door. Here goes:

The bottom statue must face right  
The left statue must face right  
The right statue must face down  
The top statue must face left

The door will then open, so go in.

---

Boss

----

Celsius

Fenrir  
HP 18000  
Exp 5120  
HP 12000  
Exp 2600  
TP 600  
Gald 5800  
TP 300  
Gald 1380  
Atk 1020  
Def 205  
Atk 860  
Def 185  
Drops Spirit Symbol  
Drops Blue Quartz  
Weak Fire  
Str Water/Ice  
Weak Fire/Lightning  
Str Water/Ice

This boss is pretty hard. Fenrir and Celsius are both pretty strong. The best thing is to kill Fenrir first, then the fight will be a lot more easier. Have Genis use his best fire spells if you choose him for the fight, Raine use Nurse or Healing Circle, and Lloyd and Sheena attack Fenrir (then Celsius). I personally chose Zelos for the fight as he has First Aid, but you can also pick up Genis if you prefer. Regal is also a good choice as he is pretty strong and also has a healing spell.

---

#### Altezza's House

-----  
(second visit)

After leaving the Temple of Ice, you'll automatically be transported to Ozette. Then head for Altezza's House. Head inside his house after the cutscene. Talk to the green gnome inside Altezza's House if you want to do the Devil Arms side quest. Then, talk with Altezza, and you'll notice in the morning that Raine is gone! The party thinks she may be at Altamira.

---

#### Temple of Earth

-----  
(revisited)

Items: Gates of Hell

Enemies: Cave Worm

Giant Snail  
Earth Element  
Clay Golem  
Neviros  
Dragon

This is optional as it is a side quest, but if you want the Devil Arms, you'd better do it now before you forget. Make sure you talked to the green gnome in Altessa's House. After talking to him, he should have returned to the Temple of Earth. So now that you are here, head through the door at the left of the bridge at the entrance of the temple and go right. On your way, there will be a strong enemy called Dragon. Fight him if you wish, or just escape. Then talk to the group of gnomes. They'll leave after the green gnome arrives. So now that they're gone, you can pass and open the black chest on your right (make sure you got the Nebilim Key from Flanoir). Inside the chest is Sheena's darkness weapon, Gates of Hell.

---

### Flanoir - The Snowy City

-----

(second visit)

Items: 5,000 Gald

Talk with the guy who wanted the Celsius' Tear and give him some to receive 5,000 Gald. Now you can head to Altamira, located on a small island south from the arctic continent.

---

### Altamira - The Seaside Paradise

-----

(first visit)

This city has a huge inn with all the shops located on the second floor. When your shopping is done, go north from the entrance, then east to talk with an old man who will give you the Employee ID. Then go west to take the boat (well, train) to Lezaren Company.

Once there, head inside the elevator and go to the Sky Terrace. Go to Presea's sister's grave. After the cutscene, leave the city and head for the Otherworldly Gate, a small isle with some Celtic-like stones south of the arctic continent.

---

### Otherworldly Gate

-----

Head here to find Raine. There'll then be a fight with some easy to defeat knights. After this, you'll be back in Sylvarant. (Don't worry, you can go back to Tethe'Alla later).

---

Palmacosta - The Port City

---

Enter Palmacosta and head for Dorr's residence to drop Mithos. Then, leave Palmacosta and return in the field. Head for the Palmacosta Ranch.

---

Palmacosta Human Ranch

---

After the cutscene, talk to Botta if you're ready to go. He'll make you enter the Remote Island Ranch directly.

---

Remote Island Human Ranch

---

Items: Stone Charm

Enemies: Whip Master

Vajra

Bowman

Holy Staff

Evil Sorcerer

Saffron

Spearman

Holy Cloak

Giant Slug

Minazuki

Sea Horror

Mythril Ax

Evil Jelly

Mythril Greaves

Revive Ring

Ex Gem Lv 1

Ex Gem Lv 2 (x2)

Ex Gem Lv 3 (x2)

Ex Gem Lv 4

Walk to the control room. You'll arrive in a room with tiles on the floor that you must walk on in order to light them. What you must do is find a way to step on all the tiles until they are all lighted up. The solution to the puzzle of the first floor is:

Walk right 3 tiles, up 2 tiles, left 2 tiles, down 4 tiles, right 2 tiles, up 1 tile.

A platform will appear so you can cross to the next part. There's another floor here, more complicated this time.

Walk right 1 tile, down 2 tiles, right 2 tiles, down 2 tiles, right 2 tiles, up 2 tiles, left 2 tiles, up 4 tiles, right 2 tiles, down 4 tiles, right 2 tiles, up 2 tiles, left 5 tiles.

Enter the next room and change the function of the Sorcerer's Ring. Then go up using the elevator. In this room, you can find 3 chests if you look behind the pillars in the corners of the platform (Stone Charm, Vajra, Holy Staff). Then press all the switches around the large cage to free the captives. Go back in the elevator and go up to the next floor.

I hate that part. You need to call a small platform using the Sorcerer's Ring, then ride it the tracks and enter the portals until you reach the top of the room. You must choose the right tracks by pressing X when you pass over the small circle things to change track. Finding the right path isn't that hard, it's just annoying. Once you reach the top of the room, go in the elevator and leave through the other door.

Now you should be in a room with a white warp portal. Each time you press X to use the Sorcerer's Ring, the warp will change color. Make it red and enter it. You'll warp to another floor. Here, go left for a chest with Ex Gem Lv 2. Then, go back into the red warp (ignore the white one) to return to the first warp. This time, make it green and enter it. Then go right for a chest with Saffron. Go back to the first warp. This time, make it blue and enter it. Go right for another white warp. Make it red and enter it. Then go right to find Lock 2.

Go back into the red warp to warp to the other red warp. Make it blue, and re enter it. Go right and make the warp green, and enter it. Go left for a chest with Holy Cloak. Then, go upstairs to the next warp. Make it green, and enter it. Then go left for a chest with Ex Gem Lv 3. Then use the stairs to reach Lock 1.

Go back into the previous warp, and this time, make the warp red and enter it. Go right for a chest with Minazuki. There's another chest at the right with Ex Gem Lv 4. Then go upstairs and make the warp at the top blue. Enter it, then go left for a chest with Mythril Ax. Then go upstairs to find Lock 3 at the top.

Go back downstairs to the white warp. Make it red, and enter it. Then go right for a chest with Ex Gem Lv 3. Go back to the previous warp, and this time, make it blue. Go in, then go right for a chest with Mythril Greaves. Then go upstairs for another chest with Revive Ring. Then go back downstairs and go left into the blue warp. Warp to the previous warp and make it green. Go in and you'll be warped to a save point. Save your game, then go in the elevator and go up.

---

Boss

----

Rodyle  
HP 35000  
Exp 6240  
TP 500  
Gald 5800  
Atk 1350  
Def 210  
Drops --  
Weak --  
Str Earth



The fight is quite long, but pretty easy. Then you'll have to fight 3 Baby Dragons.

Aska will come to help you. Then you'll automatically end up at Palmacosta. Leave Palmacosta to quick jump to Sylvarant Base.

-----  
FIELD  
-----

Items: All-Divide

Now if you want to see some cutscenes involving Yuan, re enter Sylvarant Base, then go to Hima for a cutscene, then travel back to Fooji Mountains for another cutscene at the top of the mountain. You can also get a cutscene for Clara if you go to Izoold, on the beach. Choose to save Clara to end this part of the story.

While you're still in Sylvarant, there is a chest containing All-Divide on a small island near the bridge east of Palmacosta. When you're done, head back to Tethe'Alla and go to Altessa's House.

-----o Tethe'Alla o-----

-----  
Altessa's House  
-----

You'll drop Mithos here. You can now travel between the 2 worlds by passing over Sylvarant Base or Tethe'Alla Base.

-----  
Altamira - The Seaside Paradise  
-----

(second visit)

Items: Disaster

Return to Altamira and head for Lezareno Company. There'll be a cutscene about Regal, then he'll receive the title "El Presidente". After all of this, head for the inn. Pay to sleep at the inn and when the woman asks you when you want to go out, choose at night. You'll then

end up outside at night time.

Re enter the inn and head for the fourth floor (which wasn't accessible before). Look at the left of the stairway for a pumpkin which is in fact the Wonder Chef. He'll show you how to make Spaghetti. Then, head for the rail boat and choose to go to the casino.

At the right of the casino, talk to the blond guy on the bridge and he'll ask you to buy something from him. Buy it to get Disaster, Genis' darkness weapon.

---

### Temple of Darkness

-----

Head for the Temple of Darkness, over some mountains in the southwest corner of the southwest continent on the map. You'll learn that you need light because the temple is too dark. Head back for Meltokio.

---

### Meltokio - The Imperial City

-----

(third visit)

Enter Meltokio by the sewers, then head for the research lab. You'll meet Kratos on the way. The guys at the research lab will want to give a Blue Candle, but will then change their mind and ask you to save Kate first.

Go to the Coliseum and talk to the receptionist. Choose the strongest party member. I suggest Lloyd, but make sure to heal all of his HP and TP before entering. Then, talk to the guard to start the fight. You'll fight 2 Duelists and a Sorceress, which shouldn't be too hard. After the battle, go through the door at the right to save Kate.

You'll then be at Ozette and will finally get the Blue Candle you need to enter the Temple of Darkness. Before going there, enter Presea's House and look in her bedroom for a bear which is in fact the Wonder Chef (Gratin). Then head for the temple.

---

### Temple of Darkness

-----

Items: Headband

Shadow Dancer

Ex Gem Lv 2 (x2)

Ex Gem Lv 3

Ex Gem Lv 4

Enemies: Manticore

Pharaoh Knight

Coffinmaster

Druid

Enter the temple and go left for a chest containing Ex Gem Lv 2 at the end. Then cross the bridge to the next room. Go right and you'll see a shadow fragment. There are 5 shadow fragments in this dungeon to bring to the boss room. Ignore the shadow fragment for the moment and continue right. Go through the opening to the next room. Go downstairs and half-way through the stairs, you'll see a hole in the wall with light coming from it. Examine it and Lloyd will go inside. There you'll find the pedestal to change the Sorcerer's Ring.

It can now produce darkness to put out light. Thorough the dungeon, you'll see light crystals which you must turn off using the Sorcerer's Ring. Then Lloyd will put some darkness fog on the block with red eyes. Doing this allows you to move these blocks. Pull out the block from the wall and you'll see that another block has moved elsewhere. Go back to where the shadow fragment was near the entrance and touch it. It will start following you around. Put out the light on your left so the shadow can pass. Then continue left since you can now pass because the red eyes block moved out of the way. Put out the other light on your way so the shadow can follow you.

Then go south and you'll see 2 green eyes blocks. Put some darkness fog on the one at the right to move it. Then push it into the wall and you will see a block with a shadow fall down. Then put the darkness fog on the block at the left and pull it out of the wall. This will move another green eyes block. Also pick up the shadow fragment here so it starts following you around. Also note that each time you fight an enemy, the shadows will stop following you, so you have to touch them again before continuing.

Now go right and down the stairs. The block here has moved out of the way so you can now pass. Then go left, put out the light, go south and you'll see that block you just pushed down there. Pull it, then push it at the end of the part of the floor with black lines northeast from its initial emplacement. The shadow on it will get off the block. Go back to pick up that shadow. Then go right and put out the light here too. Also fight the enemy here for a Memory Gem. Then, continue right of the light crystal for a hidden alcove with a chest containing Ex Gem Lv 3.

Now go down the slope near the light crystal to find a save point. It also acts as a checkpoint to bring your shadow fragments. Make sure your 3 shadow fragments followed you down here and leave them there. There will stay there when you leave the room so you don't have to pick them up again (When you leave a room, the shadows don't follow you). Now there are 2 more shadow fragments to get.

Return where the shadow on the block was (the block you moved to get the shadow on it). There is a blue eyes block here, at the left. Put some fog on it to move it, then push it into the wall. Now go back to the top of the room where the first shadow fragment was (use the long stairway in the room at the right since you can't get past the green eyes block). Now you can reach the shadow south from the door, since the blue eyes block has moved and make a kind of bridge to reach the shadow there. There is also a chest containing Shadow Dancer here. Pick up the shadow fragment and go north. The shadow will now always wait for you on that side, so don't worry about it and return in the previous room, the one with the long stairway.

Go back to the secret passageway where you changed the Sorcerer's Ring and pull out of the wall the red eyes block to move out the other one. Go back up the long stairway to where you left the shadow fragment. It should still be here so pick it up and go left all the way to the 2 green eyes blocks. Push the left one so the other green eyes block moves out of the stairway. Then go

downstairs and go back to the save point. Leave your shadow fragment here with the others. One more to go.

Go back in the room with the long stairway and pick up the chest with Headband hidden under the stairs. Then go in the secret passageway to where you changed the Sorcerer's Ring. Pull the red eyes block out of the wall. Go back up the stairway to where the first shadow was and go left to the other red eyes block in the wall. Push it completely inside the wall. Then go left to the 2 green eyes block, pull out the left one to move out the one in the stairway, then go downstairs. Go left and south to where you moved the block with the shadow on earlier. Then go right and go at the end of the footbridge for the last shadow. You should be able to reach it if you moved the red eyes block correctly. Pick it up and take it to the save point with the other ones.

Now you have all the shadow fragments, so go northeast from the save point for a stairway leading down to another room. In that new room, if you explore a little, you will find 2 chests, one with Ex Gem Lv 2, and the other with Ex Gem Lv4. Then continue until you find a faded save point. Save if you wish, then head down for the boss. Make sure all the 5 shadow fragments followed you down there! Sometimes these glitchy AI don't follow you and stay stuck in corners, so don't walk too fast if you want them to follow you. Bring them to the altar to start the boss fight.

---

Boss  
----

Shadow  
HP 30000  
Exp 6320  
TP 800  
Gald 4500  
Atk 1520  
Def 232  
Drops Dark Seal  
Weak --  
Str Darkness

For this fight, you will need Colette. She has some light spells, which are the best against darkness enemies. Use her Angel Feathers spell or Judgment spell. Raine also have some light based spells. You should do fine if you always use the light spells and heal well the party members.

After the fight you will receive an Amethyst. Then leave the temple and return to Sylvarant. The 3 last summon spirits you must form a pact with are located at Triet Ruins, Balacruf Maussoleum and the Tower of Mana.

-----o Sylvarant o-----

---

Triet Ruins  
-----

(revisited)

Enemies: Fire Element

Fire Bird  
Fire Warrior  
Scorpion  
Brown Pot

Now you must make a pact with the fire summon spirit, Efreet. So head back to Sylvarant and enter Triet Ruins. Return to the room where you fought the boss to find Efreet.

---

Boss

----

Efreet

HP 18000

Exp 2430

TP 850

Gald 945

Atk 500

Def 35

Drops Attack Symbol

Weak --

Str Fire

Have Genis in your party and use his water spell Spread. Only use this one continuously. Have Raine heal the party with her best healing spells, and have Lloyd and Sheena attack Efreet. If you can, try to have Sheena summoning Undine. Also use Sheena's spell to attach the water element to Lloyd's physical techniques.

After the fight, you'll receive a Garnet. Now all is left to do is to head for Balacruf Mausoleum.

---

Balacruf Mausoleum

-----

(revisited)

Enemies: Arachnid

Skeleton  
Harpy  
Gargoyle  
Wind Element

Now you must make a pact with the wind summon spirit, Sylph, so head for the room where you fought the boss.

---

Boss

----

Sephie  
Yutis  
Fairess  
HP 7320  
Exp 880  
HP 6480  
Exp 770  
HP 6190  
Exp 690  
TP 220  
Gald 320  
TP 80  
Gald 290  
TP 250  
Gald 285  
Atk 713  
Def 81  
Atk 699  
Def 76  
Atk 738  
Def 84  
Drops Savory  
Drops Sage  
Drops Saffron  
Weak --  
Str Wind  
Weak --  
Str Wind  
Weak --  
Str Wind

This fight can be a bit hard. Have Genis attack them with Stalagmite or Spread, his best techniques. Don't use any wind spell though. Thunder spells also work fine. Make all the party members attack the same enemy until it dies. Take them down one by one. Have Raine heal the party when necessary, and use your Life Bottles.

After the fight, you'll receive an Opal and Sheena will obtain the title "Elemental Summoner". Now the only summon spirit remaining is the light one, Aska.

---

FIELD

---

Now the place you need to go is the Linkite Tree. It's pretty hard to locate if you don't know where to look. The Linkite Tree is located right behind the mountain northeast of the Sylvarant Base. You'll need the Rheairds to access this area.

---

Linkite Tree

---

Examine the tree and Lloyd will tell you to go talk to Professor Nova, who is at Nova's Caravan. The caravan is at the right of the entrance (the front one) of Hakonesia Peak.

---

Nova's Caravan

-----

Talk to professor Nova, then talk to the children to receive the Linkite Nut (you may already have it). Then, talk to the woman for a cutscene with the party members. You'll need an Exsphere Shard, so if you don't already have it, head for Dirk's House.

---

Dirk's House

-----

Talk to Dirk and he'll give you many items, including a Metal Sphere and the Exsphere Shard. You can also head up to Lloyd's room and look next to his bed for the Wonder Chef (Miso Stew). Now that you have everything you need, go back to the Linkite Tree.

---

Linkite Tree

-----

A cutscene where you revive the Linkite Tree will occur, then Aska will come and return to Luna. So now the only thing remaining is the pact with Luna. Head back for the Tower of Mana.

---

Tower of Mana

-----

Enemies: Living Doll

Living Sword

Specter

Grim Reaper

Go back to the boss room. You'll see Kratos on your way and a small cutscene will occur. Then the boss fight will start.

---

Boss

----

Luna  
Aska  
HP 18000  
Exp 3250  
HP 19650  
Exp 3480  
TP 720  
Gald 4800  
TP 600  
Gald 2800  
Atk 1120  
Def 292  
Atk 1120  
Def 245  
Drops Moonstone  
Drops Rare Pellets  
Weak --  
Str Light  
Weak --  
Str (All)

Make sure not to use any light spell in this fight. Colette is a very bad choice for this fight, so pick anyone else instead of her. Genis would be a great choice. Take down Aska first, then take down Luna.

You'll receive a Topaz after the fight, then Kratos will join the party while Sheena leaves for a moment. After the nice anime cutscene, you'll end up at Iselia Ranch.

---

Iselia Human Ranch

-----

Items: Rune Helm	Rune Staff	Enemies: Whip Master
Lovely Mittens	Rune Robe	Spearman
Solar Spinner	Rune Cloak	Bowman
Cor Leonis	Rune Circlet	Evil Sorcerer
Muramasa	Rune Mail	Raybit
Ether Sword	Rune Shield	
Aqua Greaves	Rune Gauntlet	
Hairpin	Rune Guard	
War Hammer		

Save your game, then enter the ranch. There is a chest on the left with Rune Helm. Head for the stairway at the right to get inside. Change the Sorcerer's Ring once inside the ranch. It can now release some Mana power. Go straight and after the cutscene, you'll have to form 2 teams. Your team, Lloyd's, is the reactor team. Choose the 3 best characters to come along with you, because you are going to face the boss with that team! You won't even use the rescue team, so it doesn't matter if the 2 teams are not well



balanced. Just take the 3 best characters along with Lloyd. I recommend Raine, Kratos and Presea or Regal or Zelos. Don't bring Genis or Colette along or you're going to have problems during the boss battle.

Once your teams are settled, get the chest in this room containing Lovely Mittens. It is hidden by the bottom wall, so look carefully. Then if you head up, you can go left for 3 chests (Solar Spinner, Cor Leonis, Muramasa) and right for 2 other chests (Ether Sword, Rune Staff). Then go back in the room where you formed the teams, and look at the left for a closed door. To open it, shoot the two small pillars each side of the door with the mana power. Go through the door at the end of the corridor to find Chocolat. You'll fight some easy enemies here.

Then go downstairs and through the door at the right. At the end of the corridor is a chest with Rune Robe. Then go up the stairs at the left and head left. Open the door here using the mana power, then get the 3 chests in this room (Aqua Greaves, Rune Mail, Rune Shield). Now from the stairs, go in the path going straight for a room with a closed door. Open it with mana, and you'll be in a room with 3 other chests (Rune Gauntlet, Hairpin, Rune Guard). Then, from the stairs, head for the path at the right. Then go south for a door. Open it with mana, and get the 2 chests (Rune Cloak, Rune Circlet). Now go north downstairs, then south for a save point. Go through the door at the right of the save point for a chest with War Hammer. Fight the enemy in this room to get a Memory Gem.

Go back to the save point, and from there, head north for a door, open it with mana, and go through. Get in the warp at the end of the hallway.

---

Boss

----

Forcystus  
HP 20000  
Exp 7100  
TP 400  
Gald 5800  
Atk 1200  
Def 300  
Drops Faerie Ring  
Weak --  
Str Wind

This guy is pretty tough. Make sure you take down the 2 small enemies before attacking him, they make a lot of damage. I used mainly physical attacks against him, since the spell casting time was too long and the 2 small enemies were always in my way.

After the fight, go back in the warp and return in the room at the right of the save point. Shoot mana on the small pillar and get on the elevator to go back up. Then exit the ranch. After the cutscene, switch to Disc 2.

---

Iselia - The Village of Oracles

-----

After the cutscene, head for the school. There'll be another cutscene here. Then, go to Genis' house to find Raine. Talk to her, then head for the south exit of the village. Colette will join you and you'll be at Dirk's House.

---

Dirk's House

-----

Talk to Dirk, then Kratos will leave while Sheen returns. Talk to all the characters, then talk to Colette on the veranda. Also, if you haven't gotten it already, the Wonder Chef is next to Lloyd's bed. Now go back to Tethe'Alla and stop by Altessa's House.

-----o Tethe'Alla o-----

---

Altessa's House

-----

Watch the cutscene. You can also get a story event with Presea if you examine the red exsphere on the table. You'll go to the Toize Mine and need to go in the area with the waterfall at the end. Now head for Sybak.

---

Sybak - The University Town

-----

(third visit)

Go to the west part of the town and talk to the man next to the dog for a story event with Presea. Then, enter the library in the east part of the town. After the cutscene, head for Meltokio.

---

Meltokio - The Imperial City

-----

(third visit)

Enter the city by the sewers and you'll catch Vharley talking about

poisoning the king under the Pope's orders. Then head out of the sewers and go to the church. Enter the door on the left wall to arrive in the Pope's room. Colette will receive the title Spiritua Reborn. After the cutscene in the king's bedroom, go down the stairs at the right and enter the room at the right. You'll learn that you must find Zircon and Mana Leaf Herb, at Lezareno Company and Heimdall. Talk to the princess Hilda at the entrance of the castle to get the King's Letter, a permission to enter Heimdall, the village of the elves, located in Ymir Forest.

Also, in the rich part of the city, enter the house at the end of the street and talk to the lady inside to get the end of Presea's story event (if you talked to the man in Sybak first). Now we'll start by going to Lezareno Company to get the Zircon first, since it's easier.

---

### Altamira - The Seaside Paradise

-----

(third visit)

Go to Lezareno Company and talk to the president in the president's office. Then go to the second floor to see Kuchinawa. Later, you can go back to Mizuho to fight him. You'll also learn that the Zircon is at Sybak, so go back there.

---

### Sybak - The University Town

-----

(fourth visit)

Go to the Academy. Go in the corridor at the left and enter the first room for a chest containing the Zircon. Now that you have the Zircon, it's time to get the Mana Leaf Herb, at Heimdall. Head for Ymir Forest, south of the Tower of Salvation.

---

### Ymir Forest

-----

Items: Resist Ring	Enemies: Baby Boar
Solar Guard	Boar
Gladius	Armaboar
Crystal Shell	Orcrot
Maid's Hairband	Storm Claw
	Killer Bee
	Dodo

As you enter Ymir Forest, go straight and look behind the tree here

for a chest with Resist Ring. Then change the function of the Sorcerer's Ring. It can now make sounds to call animals, but only when you are standing next to a flower. Climb on the stump at the right and use the Sorcerer's Ring.

Now go on the footbridge at the right and go south for a chest. Get on the stump there and make a sound to call a boar. Then open the chest for Solar Guard. Now go north from this chest and look behind the next tree for a chest with Gladius. Go on the footbridge at the left and go north. Then, go on the first footbridge you see on your left. There is a stump here. Get on it and make a sound to call up a boar, which will make a crack in the big boulder on your left.

Then, go back to the previous screen and go on the footbridge at the right. Continue right until you arrive in front of a tree with a blue thing in the branches. There is a chest behind the tree here too, containing Crystal Shell. Now go back left and climb up the large tree root to reach the footbridge above. From there, go straight, left, down the root, left, up the root, left, south, left and finally, down the root. Go left for a chest behind the tree with Maid's Hairband. Then save your game and go talk to the little boy at the end of the footbridge north from the save point. He'll let you through the village if you bring him a Ymir Fruit.

So, go back to the tree where Lloyd saw something blue in the branches and go on the stump there. Make a sound to call up a boar, which will make the blue object fall from the tree. Pick up the Blue Seed. Go back to the entrance where the pedestal to change the Sorcerer's Ring is and at the left, plant the blue seed next to the pink flower. Blue flowers will appear on the water-lilies. Now go up the root at the left of the entrance and then north to the next screen. Go down the root there, then go left and jump on the water-lily. Make a sound with the Sorcerer's Ring and a fish will bring a chest on the shore near the save point. Go open that chest to find the White Seed.

Now go back to the entrance and plant the White Seed next to the blue flower. White flowers will appear on the tree branches around the forest. Go to the right of the entrance, up the large tree root. Jump on the tree branch here and make a sound. A bird will bring you to another branch. On this branch is a large crate. Push it down into the water. Go back using the bird and find the footbridge where the crate is. Cross it to arrive to the tree where the Ymir Fruit is. Climb on the stump and make a sound to call up a boar. It'll make the Ymir Fruit fall, but in the water.

From where you are right now, head left, then up the root, left again, and jump on the branch here. Call up a bird to bring you to another area. Go right and climb on the stump there. Call a boar to crush the boulder (if you called the boar on the other side too). If the boulder doesn't break, return to the other side of the boulder to crush it on this side too.

Now, from the tree where you found the blue seed, go a bit left, then north. Go on the stump here and call a boar. A bug will fall in the water, and the big fish will start eating it. Then, from the tree where the blue seed was, go on the footbridge at the north and jump on the water-lily here. Call up a fish and it'll move the Ymir Fruit somewhere else (if you gave the big fish a bug to eat).

Now find the tree where the Ymir Fruit is nearby and climb on the stump there. Call up a boar and bugs will fall in the water, creating a wave that will make the Ymir Fruit move south. Now go near the place where the Fruit now is, there should be a water-lily nearby. Jump on it and call the

fish, which will move the Fruit west.

Now go on the footbridge where the 2 big fish are. Jump on the water-lily here, and wait for the fish at the left to go away before calling the fish. As soon as the big fish's (...) bubble disappears, call the fish and it should be able to move the Fruit without being caught by the big fish. If the big fish eats the Fruit, you'll have to start back. If you moved the boulder out of the way, the small fish will bring the fruit near the entrance. If not, crush the boulder first (go back up 3 paragraphs).

Now, go to the water-lily at the left of the entrance and call the fish a last time. It'll bring the fruit near the pedestal to change the Sorcerer's Ring. Go pick up the fruit and bring it back to the boy. He'll give you a Metal Sphere and will let you through the village.

---

### Heimdall - The Hidden Elven Village

---

(first visit)

There are 2 dogs for Colette in this village, one at the end of a passage under the inn's balcony, and one at the end of the passage under the elder's house's balcony. There are also some good weapons at the customizable weapon shop.

Go to the west part of the village at the left of the inn and enter the house at the end of the village. Talk to the elder and you'll receive the Elf Elder's Staff, which will grant you access to Latheon Gorge, where the Mana Leaf Herb is located.

Also, enter the room at the right in the elder's house and examine the painting there to find the Wonder Chef (Cream Stew). Then go back to the field, as there's nothing more to do here for the moment.

---

### FIELD

---

Items: Elven Boots

Now we're heading for Latheon Gorge, to find the Mana Leaf Herb. Latheon Gorge is located southeast from Ymir Forest, at the bottom of a mountain. There is also a chest containing Elven Boots at the right of Latheon Gorge's entrance, on a piece of land accessible only with the Rheairds.

If you wish, you can also head back for Mizuho before going to Latheon Gorge, so that Sheena can fight Kuchinawa to get Corrine's Bell back.

---

Latheon Gorge

-----

Items: Rare Pellets	Enemies: Spiked Snail
Elixir	Sea Dragon
Star Cap	Deathseeker
Rare Shield	Poison Lily
Flare Greaves	Crush Tortoise
Toroid	Sheldra
Draupnir	Fake
Battle Pick	
Ex Gem Lv 3 (x2)	
Ex Gem Lv 4 (x3)	
Diablos	

Show the Elf Elder's Staff to the guard and he'll let you through. Then Raine will notice flowers blowing air. Go straight from the entrance for a chest containing Ex Gem Lv 4. Then, go right and down to find the Sorcerer's Ring pedestal. Change its function. Now, it can transport you in a bubble when standing in front of one of these flowers blowing air.

Go north from the Sorcerer's Ring pedestal for a chest containing Rare Pellets. Then, go up the slope at the left and stand in front of the blowing flower. Just before the flower blows some air, get in the bubble to be transported in the air to the other side. There, go up the slope at the right to find a Kirima Tree. Take some Kirima, then go back down the slope and give the withered flower some Kirima to revive it. Then stand in front of it and get in the bubble. It'll transport you to the other side. Go east and cross the bridge to the next screen.

From the bridge, follow the dirt path to the end to find a chest containing Ex Gem Lv 3. Then, go up the slope at the left and go left for another chest containing Ex Gem Lv 3 also. Now, if you have gotten the Nebilim Key from Flanoir, go south and down the slope at the left for a black chest. Open it with the key to get Presea's darkness weapon, Diablos.

Then, go up the slope at the right of the flower. Take some Kirima from the tree, and go down the other slope to find a withered flower. Give it some Kirima to heal it. Then go back to the previous flower. Stand in front of it and go in the bubble to get blown away. The flower you just healed will blow you to the other side. Then go up the slope to find an Amango Tree. Take some, then go up the slope at the right to the next screen.

Go straight, then left for a chest containing Ex Gem Lv 4. Then give some Kirima to the withered flower to revive it. Stand in front of the big purple flower and get in the bubble to be transported to a small isle. Give Kirima to the withered flower here, then stand in front of that flower and go in the bubble to get blown away behind the waterfall. Go left for a chest containing Star Cap. Then, go right and use the flower there to go back to the small isle. Once there, stand in front of the other flower to get blown to the other side. There's a chest here containing Rare Shield.

Get in the bubble in front of the big purple flower here to return near where the black chest was. Go back up the mountain to where you were just before going to the small isle. This time, go up the slope at the right and revive the withered flower here with Kirima. Stand in front of it then and have it transport you up to the mountain. Go left for a chest with Flare Greaves. Then go right for another chest with Toroid. Now, go

up the slope here and revive the withered flower with Kirima. Then go back down to the flower at the left and have it transport you to the other side. Stand in front of the big purple flower here and get in the bubble to get blown to the next section.

In this area are 2 withered flowers on the cliff at the left. Go up the slope to go on that cliff and revive the flower at the left. Then have it transport you to a cliff with a chest containing Ex Gem Lv 4. Then you'll be back at the entrance, so go back up all the way to the area you were just before. This time, have the lone flower transport you to the other side with 2 flowers. Give some Amango to the flower at the right to kill it. Then go in front of the flower at the left and have it transport you to the other side. Here, revive the withered flower at the right. Then go back up the slope to the cliff at the right, and give Amango to the flower there to kill it. Then go back on the cliff at the left and have the flower at the right transport you to the other side. Go up the slope there and revive the flower here with Kirima. Then go up the other slope at the right and have the flower there transport you to the next section.

There is a flower here too, so have it transport you over the pit. Then go up the slope at the right and use the big purple flower to reach the other side. There's a flower here too, so have it blow you to cross over the pit (If you fall down here, it's because you forgot to revive a flower below). On the other side, revive the withered flower with Kirima, then stand in front of the other flower to have it transport you over the pit. Then, revive the withered flower here too.

Enter the cave and if you're ready, you can fight the fake chest here for an Elixir. Use magic against him. Then go up the slope and defeat the enemy here for a Memory Gem. Go up the slope at the right, then go left and up the slope for a chest with Draupnir. Go back down the 2 slopes, then go left and then south to end up back outside. Revive the flower here with Kirima. Then have it transport you to the other cliff. Have the big purple flower here transport you to another cliff. Have the flower here too transport you up to the cliff above. Finally, go up the slope here to approach the exit.

Go up the mountain and revive the withered flower there, then go left, cross the bridge and revive the other withered flower here too. Go back to the previous flower and get in a bubble to get blown away to the top of the mountain where a huge boulder will fall down. Then, go left and enter the storyteller's house. Look in the alcove in the wall behind him to find the Wonder Chef who'll show you how to make Pescatore. Then talk to the storyteller. He'll tell you the Mana Leaf Herb is in a cave below.

Save your game, then go south and right for a chest with Battle Pick. Then go left and down to the next screen. Go right and use the flower here to reach the cave. If you made the huge boulder fall, you should be able to access it. Enter it to find the Mana Leaf Herb, but a monster is guarding it.

---

Boss

----

Plantix  
HP 36000  
Exp 7500  
TP 250  
Gald 1250  
Atk 1300

Def 310  
Drops Blue Sephira  
Weak Fire  
Str Earth

This fight is very easy. Have Genis use one of his Lv3 fire spells, like Eruption or Raging Mist, continuously and Raine heal the party. You could also have Sheena and use her spell to attach the fire element to Lloyd's (or anybody else) weapon. This fight shouldn't take too long.

After the fight, you'll finally get the Mana Leaf Herb. Go back to talk with the storyteller. Watch the interesting cutscene. Now, you will need to find a Mana Fragment, found only in Derris-Kharlan. But first, you'll need to head for the SE Abbey to pick up Zelos' Cruxis Crystal. The SE Abbey is located on an island southeast of Toize Valley Mine.

---

SE Abbey

-----

Head inside and go downstairs to find Seles, Zelos' sister. She will give back the Cruxis Crystal to Zelos. Before continuing, go to Altessa's House if you want a new title for Genis.

---

Altessa's House

-----

Go inside and talk to Mithos. During the cutscene, Genis will receive the title Friend. You won't be able to get that title anymore after going to the Tower of Salvation, so get it now or never. Then you can head for the Tower of Salvation, in the center of Tethe'Alla.

---

Tower of Salvation

-----

Go up the stairs that will appear to the tower. Once inside, walk to the warp. Kratos will appear. You'll then fight him, but it doesn't matter if you beat him or not. You'll then end up in a cell. After the cutscene, Regal will have opened the door, so head out and examine the platform to move it to the other side. Welcome to Welgaia, the holy city.

---

Welgaia - The Holy City



-----  
(first visit)

Items: Apocalypse

Go left for a save point, then upstairs to the warp. Then you'll take control of Colette. Push the crate on your left, then pull the one at the right. Go back in the warp. Now you'll be in the town part of the city, though it doesn't look like one. Enter the building at the right and talk to the angel to get the Mana Fragment.

Now enter the other building at the right of the moving walkway and enter the room at the left for a chest containing Apocalypse, one of the Devil's Arms. Then, go on the moving walkway to the next section. Go upstairs to the save point, then go to the giant transporter. Can't go there, so go back and take the other path to the next section.

Go up the stairs, and examine the machine behind the third lift. This will activate the emergency exit. Then, examine the machine behind the fourth lift to get some information. Now, go downstairs and get on the platform to cross to the other side. Enter the warp and you'll arrive in the seal chamber.

---

Seal Chamber  
-----

Items: Nagazuki

Enemies: Murder

Holy Robe

Perfect Murder

Laser Blade

Hammer Knuckle

Rare Guard

Cybit

Dragon Fang

Holy Circlet

Energy Tablets

Ex Gem Lv 2

Ex Gem Lv 3 (x2)

Ex Gem Lv 4

Go left and save your game, then head downstairs to the next screen. If you go left, there's a hard-to-see chest next to the bottom wall. Open it for an Ex Gem Lv 3. Then, continue left and go south. Head downstairs, then go south, and right. Go through the door in the wall at the right to end up in the gravity room. Here, follow these directions:

Right, Down, Left, Up, Left, Up, Left, Down, Left, Up, Left,  
Down, Right, Down, Right, Down, Right, Up, Right.

You'll arrive at a door on the right wall. Go through. In the room there, press the red button to open all green gates. Then open the chest at the bottom of the room for an Ex Gem Lv 4. Now go back through the gravity room to the room just before the gravity one. Go south, then right for a chest at the bottom with Rare Guard.

Now go back to the stairway leading to the save point at the entrance. From there, go left, up, then left, up, left again, and downstairs. Go left and look at the bottom of the room for 2 paths leading to 2 chests. The right path leads to a chest with Nagazuki, and the left path leads to a chest with Laser Blade. Then go left and north. Press the blue button in that room to open all blue gates.

Once again, go back to the stairs leading to the save point. From there, go south, then right and through the door there. Then go right and down for a chest containing Holy Robe. Then go south, left, downstairs, left, north and left again, then north for a chest with Dragon Fang. Go back, then south and left for another chest with Ex Gem Lv 3. Then go north and upstairs to leave that place.

Go back to the gravity room. This time, follow these directions:

Right, Down, Left, Up, Left, Up, Left, Down, Left, Up, Left,  
Down, Left, Down, Right, Up, Right.

This will lead you to a lift. Go up to arrive in another gravity room. In this one, go:

Down, Right, Up, Left, Up, Right, Up, Right, Down, Right,  
Down, Right, Up, Left, Up.

You'll arrive at a door. Go through. Now follow the corridor until you come to a fork. Go right for a chest containing Energy Tablets. Go back to the fork and go down, then left. Go through the door here to arrive back in the gravity room. Follow these directions:

Left, Up, Left, Down, Right, Down, Right, Down, Right, Up,  
Left, Down, Right.

Take the lift down to the other gravity room. Go left and enter the other door. You'll be in yet another gravity room. In this one, go:

Left, Up, Right, Up, Right, Down, Right, Down, Left, Down,  
Left, Up, Left, Down, Left, Up, Right, Down, Right, Up, Right.

Go through the door in the wall at the right, then head right for a chest containing Holy Circlet. Pick up the Elevator Key in this room before leaving. Go back to the stairway at the beginning that leads to the save point. From there, go left, then north and go through the door at the right. Head right to find the elevator. Put the Key in, and use it to go down.

Go left and look near the machine to find a chest containing Ex Gem Lv 2. Then go up, left and go downstairs. Enter the warp.

You'll face Yggdrasil. Just stay alive until the fight is interrupted.

Then leave the Tower and you'll be at Altessa's House.

---

Altessa's House

-----

Watch the cutscene, then you'll have to fight Angel Swordian and Angel Commander. Defeat them, then talk to Yuan. Now head for Flanoir.

---

## Flanoir - The Snowy City

-----

(third visit)

Head for the doctor's house. After the cutscene, characters will come to your room and knock on the door. The characters that will come will depend on your relationship with them. If you accept to go out with Colette, you will receive Snow Hare. If you choose to go outside with Zelos, you will receive a Cruxis Crystal. Also, if you decline the 3 characters' offer to go outside, Kratos will come if you have a good relationship with him and will give you Kratos' Locket. He will also replace Zelos in your party later on if you choose to decline the 3 other characters' offer.

If you've collected all the Devil's Arms so far, talk to Abyssion in front of the house at the entrance and you'll learn where the last darkness weapon is. Simply go to Hakonesia Peak and talk to Koton to receive Raine's darkness weapon, Heart of Chaos. After you're done with everything, head back for the Tower of Salvation.

---

## Tower of Salvation

-----

Items: Diamond Shell	Star Shield	Enemies: Evil Orchid
Southern Cross	Star Gauntlet	Mocking Plant
Hanuman's Staff	Star Circlet	Bomb Plant
Ogre Ax	Star Bracelet	Bomb
Seeding		
Heavenly Robe	Energy Tablets	Angel Archer
Star Mail	Spirit Bottle	Angel
Swordian		
Phoenix Cloak	Ex Gem Lv 2	Angel Commander
Star Guard	Ex Gem Lv 3 (x2)	
Shaman Dress	Ex Gem Lv 4 (x2)	
Star Helm		

Yuan will help you get inside the tower. You can then go to the right to buy some potions and gels and when you're done, head into the warp. There will be an easy boss battle against Zelos or the Gatekeeper, then save your game and advance to a fork where the path splits in four. Go straight and use the Sorcerer's Ring to shoot some fire to burn the root that's in the way. Continue through the door at the end to arrive in a room with a broken bridge.

Jump over the gap to land on the bridge. It'll bend down. Open the chest down there for Diamond Shell. Go back up using the stairs at the back, then jump on the bridge again, but this time, don't get off it after it bends, climb it up instead. Jump off it once on the other side. Go through the door

at the right, and follow the path south until you come to a fork.

Use the Sorcerer's Ring on the roots at the right until they disappear. Then go into the room for 3 chests with Southern Cross, Hanuman's Staff and Ogre Ax. Go back to the fork and go north, then left. Burn the roots in your way, then continue left to stairs. Climb them up, and go left to open the door. Go back and go up the other stairs. Burn the roots in your way there, and at the end of the pathway, go down and then left for a chest with Heavenly Robe. Then go right and burn the roots there to find another chest with Energy Tablets in the other pathway. Then go south and right. Burn the root here, and continue to a room with 2 chests containing Star Mail and Ex Gem Lv 4. Then, go into the path at the left and go through the passage to the next room.

Get the chest here for Phoenix Cloak. Then, use the Sorcerer's Ring 3 times on the roots hanging from the ceiling to make the rocks fall down below. Go back all the way to the room where the broken bridge is. Now the rocks are keeping the bridge up, so jump on it and climb it up to the top, then jump off to land on the other side. Look at the left of the stairs for a chest containing Star Guard. Then go upstairs and get into the warp.

Go downstairs for a fight with 2 Angel Swordians. Then, there'll be another save point. Save, then go left for a chest with Shaman Dress. You can also use the shop machine to buy supplies. Then go right for a chest with Ex Gem Lv 3. Get in the warp to the next save point. Go down the stairs, then go left. The tree is blocking your way. Go right after the cutscene, and south for a chest on the left with Star Helm. Continue south for another save point. Then, go left, north, right, down and left. Get into the warp here and you'll fight 2 Evil Orchids.

After the cutscene, go right, then down and right as soon as you can for a chest at the right with Star Shield. Then go up and left and get into the warp to the next area. Go downstairs to the door for another cutscene. Then, you'll be in one of those huge mazes like areas once again. Find the warp at the bottom, but before, there are 3 chests to get here. One with Star Circlet west from the save point, one with Star Gauntlet west from the warp and one with Ex gem Lv 3 north from the warp. Then go into that warp to the next area. Here, continue to the fork. Go left for a chest with Ex Gem Lv2, and right for a chest with Star Bracelet. Then go straight for a cutscene.

After the cutscene, investigate the area to find 2 chests containing Spirit Bottle and Ex Gem Lv 4. Then, go into the warp. Finally, go right and save your game. Then examine the sword in the wall for a cutscene.

---

Boss

----

Pronyma  
HP 32000  
Exp 7000  
TP 850  
Gald 4800  
Atk 1720  
Def 350  
Drops Red Savory  
Weak Light  
Str Darkness

This fight is really easy, just defeat the 2 small enemies that are with her first, then take her down easily. Yggdrasil's turn will come after her.

---

Boss

----

Yggdrasill

HP 40000

Exp 8320

TP 3000

Gald 4800

Atk 1800

Def 380

Drops Ex Gem Lv4, Energy Tablets

Weak Darkness

Str Light

Not very hard either, simply use your best techniques...

Now leave the Tower and return to Heimdall in Ymir Forest.

---

Heimdall - The Hidden Elven Village

-----

(second visit)

Speak with Colette in front of the inn when you're ready to sleep, and after, head for the west part of the village to speak with the elder. Then talk to the guard to enter Torent Forest.

---

Torent Forest

-----

Items: Stardust

Enemies: Man-Eater

Crystal Dagger

Cutlass

Acalanatha

Torent

Mana Protector

Alraune

Warlock Garb

Carnivorous Plant

Shield Ring

Bellpepper Head

Angel's Tear

Gold Dragon

Ex Gem Lv 3

Ex Gem Lv 4 (x2)

Follow the path to the right until you see a small animal. He'll hide himself in a stump. Don't mind him for the moment, we'll get the treasure chests before. Take the path going right, then go south all the way for a chest containing Stardust. Then go back and take the path going up at the left for a chest with Crystal Dagger. Now go to the stump where the animal hid. Use the Sorcerer's Ring to fire on the stump. The small animal will come out. Follow it to the next screen.

Shoot the stump on your left to make the animal come out again. Then go left to find a chest with Acalanatha. Go back to the stump and take the path going right. Continue right and go up for a chest with Angel's Tear. Then, continue right again to find the small animal. Follow it. Then go in the second path going south and shoot the stump on your right. Then go down and you will see the Gold Dragon. Go left from him and fight the nearby enemy for a Memory Gem. Then go north and you'll come to a fork.

Go left, and then up for a chest with Ex Gem Lv 4. Then go down for another chest with Mana Protector. Go back to the fork and go north. Then go right in the path with the tree trunk above. Go up again for a chest with Ex Gem Lv 3. Then continue right and go down for a save point. Unlock it and save your game. Go in the path going right for a chest with Ex Gem Lv 4. Then go in the path going south and you'll come to a fork. Take the path going right to find 2 chests at the end, with Warlock Garb and Shield Ring. Then go back to the fork and take the left path. Shoot the stump at the end, then continue to the right and go north. Take the second path going right. Shoot the stump here too and continue right. You'll come to Kratos.

You'll fight Kratos with Lloyd only, but to make things fair, Kratos is pretty weak. Use your best techniques to take him down quickly.

Kratos  
HP 12000  
Exp 9990  
TP 1400  
Gald 5520  
Atk 1050  
Def 320  
Drops --  
Weak --  
Str Lightning/Light

Then, it's time to make a pact with Origin.

---

Boss

----

Origin  
HP 40000  
Exp 10240  
TP 800  
Gald 9870  
Atk 1450  
Def 350  
Drops Reflect Ring  
Weak --  
Str --

Use Genis' magic with Lv3 spells, Raine's healing skills, and try to have Sheena summons when she reaches her overlimit. Origin is in overall pretty easy if your party is around Lv70. You shouldn't even need to use items.

You'll get a Diamond at the end of the fight. Now that the pact is made, head back to Heimdall.

---

Heimdall - The Hidden Elven Village

-----  
(third visit)

Go talk to the elf elder in his house. Then, go save the remaining villagers in the east part of the village. When you're done, go back to Dirk's House.

---

Dirks's House

-----  
Talk to Dirk to receive the Material Blade and Eternal Ring. If you chose to get back Kratos in your party at Flanoir, he'll re join you and will receive the title Judgement. He will also get the title Dad if you watch the skit as you leave Dirk's House. Now, go back to the Tower of Salvation, or rather what's left of it.

---

Derris-Kharlan

-----  
Items: Golden Helm                    Enemies: Phantom Knight  
Magical Ribbon                        Death  
Ex Gem Lv 2                             Samael  
Ex Gem Lv 3 (x2)                        Phantasm  
Ex Gem Lv 4 (x2)                        Doom Guard  
  
Dark Sword  
Dark Archer  
Dark Spear

Go straight ahead to arrive to a fork. Take the path going down to find a chest at the end containing Ex Gem Lv 3. Then, go right and down for another chest containing Ex Gem Lv 2. Now go back to the fork and take the path going up. In the next area, go straight for a chest with Golden Helm. If you decide to follow the path going left, you'll find 2 chests if you explore a little, with Magical Ribbon and Ex Gem Lv 4. The path going right will lead you to 2 others chest with Ex Gem Lv 3 and Ex Gem Lv 4. After getting all those chests, head for the warp at the end of the area. You'll find Colette. Go in the next warp to end up in Welgaia.

---

Welgaia - The Holy City

-----  
(second visit)

Go south to the city part of Welgaia. There'll be a cutscene and you'll receive Spider Figurine. Then, examine the seal on the floor to start a battle against The Fugitive. Take him down, then go into the warp south from there. Move the platform to Presea and Regal's cell. There'll be another cutscene and you will receive Chipped Dagger. Then examine the blood on the floor for a fight against The Judged. After all this, go back to the area with the shop machines east from the giant transporter in the first room. Go downstairs and take the second lift down to find Raine and Genis. After the cutscene, you will receive Mirror Shard. Then, examine the broken glass for a battle with The Neglected. Take him down and return to the previous room. Go to the transporter and you will receive the Derris Emblem.

With the Derris Emblem, new side quests are now available. You can do them right now by going back to the field, or continue to the last level. If you want to do the side quests before finishing the game, leave the Tower and check the side quests section for various side quests. The major one would be going to Exire to get the last summon spirit.

Head into the warp when you're ready.

---

Mithos' castle

-----

Items: Prism Guard	Enemies: Dark Commander
Blue Shield	Dark Sword
Shield Ring	Dark Archer
Demon's Seal	Dark Spear
Mortality Cloak	Dark Dragon
Elemental Guard	
Ninja Sword	
Energy Tablets	
Spirit Bottle	
Elixir	
Ex Gem Lv 4	

From the warp, go right for a save point, and enter the door at the right. Walk past the stairs and fight the angel behind the stairway. A chest will appear on the balcony above the room after the battle. Don't worry about it now, you'll get it later on. Enter the room on your right and open the chest inside for Energy Tablets. Now go back to the previous room and go up the stairs. At the top, enter the room on the right. Look behind the sofa inside for a chest containing Prism Guard.

Return to the main room, the one with the save point and warp. This time, go left and go through the second door on the left wall. You should be in a long stairway. Start by going left to find a chest with Blue Shield. Then go right and start climbing the stairs. You'll see doors on your way. Go through the fourth door to enter a room with a chest containing Elixir. Then continue to climb up the stairs and go through the next door. Defeat the angel in this room and a chest will appear. Open it for the Past Stone.

Go back to the stairs and climb them up. Enter the last door at the



top. You should now be on the roof of the castle. Go right and look behind the wall for a chest containing Elemental Guard hidden behind. Then go right and look behind the other wall for another hidden chest with Ninja Sword. Then go through the door here. You should be in another long stairway similar to the previous one. Go left, down the stairs, and go through the first door you see. Open the chest inside the room for Spirit Bottle. There is another chest with Mortality Cloak behind the sofa. Then, go back to the stairway and go down to the very bottom for a chest with Ex Gem Lv 4. Go back to the previous door and go through it.

You should now be on a passageway above the main room with 2 doors on each side. Go left and go through the first door on the left wall. In the next room, go left and through the door to find a chest with Shield Ring. Then go back to the previous room and go up the stairs in this room. Climb them up to the very top of the room. The second set of stairs is hard to see because of the way the camera is placed, but just go straight up and you'll find them. Then go up the stairs at the left and enter the room there for a chest with Demon's Seal.

Go back and go up the stairs on your right this time. Go through the door here to end up in another passage above the main room. Go all the way to the end of that passage and enter the door at the end. Here should be the chest from the beginning. Open it to get the Future Stone. Now, go back to the main room. The Past Stone will place itself into the blue square on the floor and activate a warp along with making some colored blocks appear. Go to the right and the Future Stone will go into the blue square. New blocks will appear.

Go to the black circle with blue symbols on at the left. It acts as a warp. Push the black block into it to warp it to the top of the castle. Then, push it down and right to make it fall into the gap. Two more blocks and it'll make a bridge. Go back and warp the dark blue block. Push it over the black block into the wall. Go back and take the red block this time. Push it over the 2 other blocks to create a bridge over the gap. Now, go back and take the purple block. Push it over the block bridge and into the hole in the floor.

Repeat the same exact thing with the other side. Bring the blocks into the warp at the right and make a bridge. Put them in the following order; yellow, green and light blue. Then push the white block into the hole. You can now get the chest in the center. Open it for Sacred Stone. Now if you're ready for the final fight, go back to the main room and go up the stairs in the center. Defeat the Dark Dragon to receive Vinheim Key. Then open the gate and go through. Examine the floor to find a warp.

---

#### Final Boss

-----

Mithos (first form)

HP 55000

Exp 8280

TP 5000

Gald 1690

Atk 2000

Def 410

Drops --

Weak --

Str Light

Mithos (second form)

HP 60000  
Exp 0  
TP 1500  
Gald 0  
Atk 2150  
Def 265  
Drops Ex Gem Max  
Weak --  
Str (All)

Mithos has two forms. His first form is resistant to light, so don't take Colette in your party. I would suggest a party consisting of Lloyd, Raine, Kratos/Zelos and Presea. A good level to be around for this fight would be about Lv75. Make sure you are full of Panacea and Miracle Bottles as Mithos will often cast spells that will affect your status. Or you can simply use Raine's recovery spell. If you brought the max of Life Bottles and various gels in the battle, you should do fine. Also, try to have Raine equipped with accessories or Ex Skills that decrease the spell casting time. She will be able to cast healing spells right away. Use the best techniques of each characters and the fight shouldn't be too hard. It really isn't the hardest fight in the game.

Watch the ending and enjoy. Save your game in a different slot after the credits and load that game back on the title screen. With the Grades you earned in battles, you'll be able to buy some extras for your second play through. There are also a lot of side quests you can still do on your first game. Just load back the file from before the fight with Mithos and exit the Tower. Check the side quests section just below for what you can still do before replaying the game.

SideQuests

---

#### Devil's Arms

---

To start the Devil's Arms side quest, you will first need to find Colette's darkness weapon, Evil Eye, in Toize Valley Mine. Then, you will need to talk to Abyssion, the man leaning in front of the house at the entrance of Flanoir, later in the game. He will then ask you to find all the darkness weapons and return them to the Temple of Darkness.

Colette - Evil Eye - Toize Valley Mine

-----  
Examine the pieces of the crushed spinning stone to find this weapon. It should be in the area at the bottom where the boulder crushed it.

Lloyd - Nebilim - Flanoir  
-----

Talk to Abyssion in Flanoir after getting Evil Eye. He will give you the second darkness weapon.

Zelos/Kratos - Fafnir - Gaoracchia Forest  
-----

After talking to Abyssion in Flanoir, he should have given you the Nebilim Key, return to Gaoracchia Forest and open the black chest west from the save point to find the third darkness weapon.

Sheena - Gates of Hell - Temple of Earth  
-----

Go to Altessa's House first, and talk to the green gnome there. He will then go back to the Temple Earth. Go there yourself and head through the door at the left of the bridge near the entrance of the temple and go right. Talk to the group of gnomes there. They'll leave after the green gnome arrives. So now that they're gone, you can pass and open the black chest on your right. Inside the chest is the fourth darkness weapon.

Genis - Disaster - Altamira  
-----

After going to the Remote Island Human Ranch, go back to Altamira and sleep at the inn. The receptionist will ask you if you want to go out at night or in the morning. Choose to go out at night. Take the rail boat to the Casino and talk to the blond guy on the bridge at the right of the casino. He will ask you to buy something from him. Buy it to get the fifth darkness weapon.

Zelos/Kratos - Soul Eater - Triet  
-----

Go to the market area of Triet later in the game after the Remote Island Human Ranch and talk to the guy near the item shop. He will talk about a giant worm in the desert. Then head for the north part of the village where the oasis is and talk to the man next to the dog. He will talk about a blue aura in the desert. Now head back to the field and walk northwest from Triet. You will see a blue aura that looks like a skit point. Head into it to start a fight against the giant worm. Defeat it to receive the sixth darkness weapon.

Presea - Diablos - Latheon Gorge  
-----

After the first bridge near the entrance, head west, up the slope, and go left, down the slope, to find a black chest. Open it for the seventh darkness weapon.

## Regal - Apocalypse - Welgaia

-----  
In the city part of Welgaia where you got the Mana Fragment, enter the building at the left of the one where the fragment was, and enter the room at the left for a black chest containing the eighth darkness weapon.

## Raine - Heart of Chaos - Hakonesia Peak

-----  
After getting all the other darkness weapons, go back to Flanoir and talk to Abyssion another time. Then, go to Hakonesia Peak and talk to Koton, the old man. He will trade you the final darkness weapon.

Once you have acquired all the darkness weapons, head for the Temple of Darkness and find Abyssion in the boss room. You must be around Lv75 to beat him. Use Lloyd, Colette, Raine and a character of your choice. This is the hardest boss in the game, so don't be afraid of using all your best items.

Abyssion  
HP 120000  
Exp 8000  
TP 8200  
Gald 6800  
Atk 2250  
Def 425  
Drops Hyper Gauntlet, Jet Boots  
Weak --  
Str --

Once you defeat him, the Devil's Arms will start getting more powerful as you kill enemies. The more enemies you kill with them, the stronger they will get. These are the best weapons in the game, so make them strong.

---

## Extra Costumes

-----

Each character can wear some different outfits than the default ones. To wear a costume you acquired, you must have the corresponding title assigned in your status.

## Lloyd - Pirate costume

---

After rebuilding the town of Luin (see Rebuilding Luin side quest), go to the dock and talk to the pirate with Lloyd as the lead character. Buy his boat, then leave Luin and re enter. Make another contract with the pirate and Lloyd

will get his Pirate costume.

#### Colette - Maid costume

---

After going to Flanoir to find a doctor for Altessa later in the game, return to the Meltokio castle and go in the right hallway. Head upstairs to see two maids in the left corner. Talk to them with Colette as the lead character to receive her Maid costume.

\*You must choose to keep Zelos in your party to get that costume!\*

#### Genis - Katz costume

---

After going to Flanoir to find a doctor for Altessa later in the game, return to Meltokio and head for the poor part of the city with Genis as the lead character. You'll see a boy running after a Katz. Then, go to the item shop and talk to the Katz inside. After this, go back to Sylvarant and enter the Katz' Village (northwest continent). Talk to the Katz Elder at the top of the village. Then, return to Meltokio in the poor part and Genis will get his Katz costume.

#### Raine - Maiden costume

---

After going to Flanoir to find a doctor for Altessa later in the game, return to Asgard and head for the ruined altar at the top of the city. A scene will occur and Raine will get her Maiden costume.

#### Kratos - Judgement costume

---

To get Kratos' costume, simply choose to have him in your party instead of Zelos at the end of the game, and after going to Dirk's House, Kratos will receive the Judgement title, along with his costume.

#### Zelos - Masked Swordsman costume

---

After going to Latheon Gorge, head back to Meltokio and go to Zelos' house. An event will occur and Zelos will receive his Masked Swordsman costume.

#### Sheena - Mizuho costume

---

After going to Flanoir to find a doctor for Altessa later in the game, return to Mizuho and talk to Orochi with Sheena as the lead character. Then, speak with the vice-chief. You'll be transported to the Temple of Lightning. Head for the boss room where you fought Volt and a scene will occur. Back to Mizuho, the party will set a fire camp. Talk to Zelos to end the event and Sheena will receive her Mizuho costume.

## Presea - Klonoa costume

---

After going to Latheon Gorge, go back to Palmacosta and head for Lezareno Company. Speak with George in the President's Office and Presea will receive her Klonoa costume.

## Regal - Chef costume

---

At the very end of the game, after receiving the Derris Emblem in Welgaia, go back to Meltokio and talk to the Wonder Chef with Regal at the left of the castle's stairway. Regal will then receive his Chef costume.

## Beach costumes

---

After going to Flanoir to find a doctor for Altessa later in the game, return to Altamira and talk to the woman in front of the inn with Zelos as the lead character. She'll ask you to find her kids.

The first one is a little boy standing on the beach.

The second one is a little girl on the second floor of the inn.

The third one is a girl near the ticket office in the Amusement Park. You have to talk to her, then go back and talk to her mother, then go back to talk to the little girl a last time, and she'll leave.

The last one is a girl next to the drink stand on the beach.

Then, go back to talk with the mother and then talk to the inn receptionist to get Lloyd's Beach costume. Then, choose somebody else you want a costume for. You will also get beach costumes for two other characters whom you have good relationships with.

## Noble costumes

---

After doing the side quest to save princess Hilda at Meltokio (so after getting Zelos' costume), go back to Zelos' house after finding a doctor for Altessa in Flanoir later in the game, and talk to Sebastian with Lloyd as the lead character. Then, go to the castle. Lloyd will receive his Noble costume. Also choose somebody you want a costume for as well. Then, when in the dinning room, talk to the 3 other characters you want the costume for.

---

## Rebuilding Luin

-----

After going to Latheon Gorge, you can return to Sylvarant and help for the rebuilt of Luin. First, you'll need to talk to Pietro in the Hima inn. Then, go to Luin and talk with him at the entrance of the town. By giving him a specific amount of money each time you enter the town, it will gradually be rebuilt. After each money instalments, you need to leave the town and re enter, or it won't work. Give him the following each time you enter Luin:

5,000 Gald  
12,000 Gald  
21,500 Gald  
15,000 Gald  
20,000 Gald  
25,000 Gald  
35,000 Gald  
40,000 Gald  
45,000 Gald  
50,000 Gald  
75,000 Gald  
100,000 Gald  
5,000 Gald  
5,000 Gald  
5,000 Gald

The city will now be like it was before being destroyed. You can now get Lloyd's Pirate costume, finish the Aifread side quest, buy new weapons and armor in the item shop, find a dog for Colette and the Wonder Chef.

---

### The Last Summon Spirit

-----

You can make a pact with the last summon spirit at the very end of the game, after getting the Derris Emblem from Welgaia. Go to Exire, the City in the Sky. You can spot it on the Tetha'alla map, it is represented by a yellow dot over the sea. It moves, so it's not always at the same location.

Before, make sure you equip Aquamarine, Opal, Ruby and Garnet on your party members (they are accessories). Then, head for the house with a man inside (it's the only house you can actually enter which has a man inside, so you can't miss it). There is a secret passageway behind the house that leads you to a secret area. To find it, go up the stairs in front of the house, and walk along the wall at the right. You can walk all the way around the house and pass behind it to end up in the yard. Cross the bridge behind the house to arrive in an area with a monument. Examine it to start the fight with the last summon spirit, Maxwell (you have to have the accessories mentioned above equipped on you). Defeat him and you will receive Turquoise, along with the Master Summoner title for Sheena.

Maxwell  
HP 60000  
Exp 10800  
TP 800  
Gald 8250  
Atk 1550  
Def 370  
Drops Spirit Robe  
Weak --  
Str --

---

## Figurines

---

To make character figurines, you will first need to get the Figurine Book in Asgard. After returning from the Otherworldly Gate, head for Asgard and go to the town part where the houses are. Enter the rightmost house. Then, go through the door in the wall at the right to find Harley's workshop. Talk to him and he will give you the Figurine Book.

Now, you can go to Dirk's House and talk with him to start making figurines. To make the figurines, examine the stove at the back of the house and choose what type of pellets you want to use for the figurines. The Pellets will make Lv1 characters such as townspeople. The Fine Pellets will make Lv2 characters like characters that have a minor role in the storyline. The Super Pellets will make Lv3 characters such as major characters like bosses. You can also use your Rare Pellets, which will make rare figurines like main characters and summon spirits.

---

## Sub-Story Events

---

---

### The Sword Dancer

---

Throughout the game, you will meet the Sword Dancer three times. He looks like a skull and can first be found in the Ossa Trail mine. Once you defeat him, he will move to another area and you'll meet him again later. You can't fight him anymore after a certain point in the game though, and if you don't defeat him when you have the chance, you won't see him again.

#### First Sword Dancer

Location: Ossa Trail mine

Drops: Yata Mirror

Can't beat him anymore after going to the Tower of Salvation the first time

#### Second Sword Dancer

Location: Gaorrachia Forest, south from the black chest

Drops: Yasakani Jewel

Can't beat him anymore after switching to Disc 2

#### Third Sword Dancer

Location: Iselia Forest, at the end of the forest, but will only appear at the very end of the game

Drops: Kusanagi Blade

---

### The Secret Notebook

---

You can get the Secret Notebook starting from after the battle in the Flying



Dragon Nest. Simply go to Mizuho and talk to the merchant. He will tell you he dropped his Book of Account in the well. Go retrieve the book from the well and in exchange, he will give you Secret Notebook. Note that this is only for completing the Collector's Book, as the Secret Notebook does absolutely nothing.

-----  
Aifread's Hat  
-----

To finish the Aifread side quest, you must be in possession of Lyla's Letter, which she gave you in Izoold at the beginning of the game. You must pay Pietro to entirely rebuild Luin (see Rebuilding Luin side quest) near the end of the game (you can do this starting from after going to SE Abbey to see Seles). Once Luin is entirely rebuilt, go to the dock and a pirate should be standing there. Talk to him and buy his boat. Then, leave Luin and re enter. Talk to the pirate again and make another contract with him. Lloyd will get a new title a costume. Now, go to the House of Salvation near Asgard for a quick scene with the priest. Then, go to the House of Salvation near Triet for another short scene, and finally, go to the House of Salvation near Palmacosta. After this, go to Thoda Dock and talk to pastor Auguste on the dock. You will receive Spiritua's Ring. Then, go to Hima and talk to Aifread in the graveyard at the top of the mountain. He'll give you Aifread's Letter. Return to Izoold and talk to Lyla for a cutscene, then talk to Max to receive Aifread's Hat.

-----  
Yuan's Ring  
-----

After going to the Remote Island Human Ranch, go to Hima and you will find Yuan in the graveyard at the top of the mountain. Then, go to the summit of Fooji Mountains to see Yuan again. You will get Yuan's Ring. Then, after going to Latheon Gorge and speaking with the storyteller, return to Palmacosta Human Ranch to end the side quest.

-----  
Pink Pearl Ring  
-----

After going to the Remote Island Ranch, return to Sybak and talk to the guy in blue near the Katz stand. He will give Sheena the Pink Pearl Ring. Then, after the Isealia Human Ranch, go to Altamira and head for the railway. A scene will occur with Rosa. Now, return to Sybak and talk to Joshua again. Then, go to the rich part of Meltokio to meet Rosa again. Go back to see Joshua in Sybak. After finding a doctor for Altessa in Flanoir later in the game, go back to Meltokio and go to the poor part of the city to end the side quest.

-----  
Princess Hilda's kidnapping

---

Anytime after your visit to Latheon Gorge, return to Meltokio and head for Zelos' house. On your way, there will be a scene and Zelos will receive a new title and a costume. Then, head inside Zelos' house and a messenger from the king will come and tell you that you are requested at the castle. So head for the castle to learn that princess Hilda was kidnapped. Then, go to Tethe'alla Bridge for a quick scene. After this, go to Gaorrachia Forest (entrance near Mizuho or Ozette) to fight the papal knights and save the princess. Zelos will receive a new title. If you return to Zelos' house then, you will be able to get the noble costumes.

---

-----  
Saving Clara  
-----

At the end of the game, you can return to Izoold and find Clara on the beach. Choose to save her to end the Clara side quest.

---

-----  
Presea's Past  
-----

Anytime near the end of the game, talk to the man standing next to a dog in Sybak and there will be a quick scene with Presea. Then, go to Meltokio and talk to the woman in the house at the right of Zelos' for another scene. This will end the side quest.

---

-----  
Presea and the Exspheres  
-----

After going to the Remote Island Human Ranch, go to Altessa's House and examine the red exsphere on the table. Tabatha and Presea will go to Toize Valley Mine. Go at the end of the mine where the waterfall is for a scene with Presea about the exspheres. You can't do this anymore at the end of the game.

---

-----  
Raine's sick  
-----

At anytime during the period where Mithos is at Altessa's House, speak with him for a cutscene where Raine gets sick and Genis will also receive the title "Friend".

---

-----  
Raine's mother  
-----

Go to Exire, the city in the sky. Talk to the man in the first house you see and he will ask you to find Virginia. Then, go to the last house of the city and enter it to find Virginia, Raine and Genis' mother. Then, go back to see the man and he will give you Virginia's Diary.

-----  
Zelos' true nature  
-----

After going to the SE Abbey, head for Sybak and talk to the kid standing next to the inn. He will tell you he lost his mother. Then, talk to the man with the dark blue outfit at the left for a cutscene involving Zelos.

-----  
Sheena against Kuchinawa  
-----

After Kuchinawa betrays you at the Otherwordly Gate, head to Mizuho and Sheena will have to fight Kuchinawa. If you defeat him, he will give you back Corrine's Bell and Asura (a weapon for Sheena, but you can also buy it in Flanoir). If you loose, he will still give you back Corrine's Bell. (Be at around Lv75-80 to beat him)

Kuchinawa  
HP 10000  
Exp 4800  
TP 60  
Gald 2860  
Atk 800  
Def 125  
Drops Asura  
Weak --  
Str --

-----  
Corrine's comeback  
-----

Return to Martel Temple at the end of the game to see a cutscene with Corrine in the altar room (you must have gotten back Corrine's Bell from Kuchinawa).

-----  
What is Noishe  
-----

After receiving the Derris Emblem from Welgaia, return to Heimdall and talk to the kids at the right of the entrance for a cutscene to learn what Noishe really is.

-----  
Meteor Storm  
-----

After receiving the Derris Emblem from Welgaia, return to Heimdall and go at the right, beyond the river, for a cutscene where Genis will learn the powerful spell Meteor Storm.

-----  
Regal and Presea's best weapons  
-----

When Regal reaches level 80, head to Meltokio and enter the castle. Go left and go through the door leading to the prison cells. Talk to the man in the cell at the left, then talk to Levin, an old man at the Hot Springs. Talk to Levin

a second time to receive Regal's best weapon, Dynast.

When Presea reaches level 80, head to Ozette and talk to the man standing next to her father's grave. Exit and re enter, then talk to him again to receive Presea's best weapon, Gaia Cleaver.

-----  
The Hot Springs  
-----

After finding the doctor in Flanoir to cure Altessa, go to the Hot Springs which should now be open for a cutscene where Lloyd and the girls will receive new titles. (Zelos must be in your party for this side quest)

-----  
Wonder Chef  
-----

1. Sandwich

Location: Iselia

(No Wonder Chef, taught by Genis at the beginning of the game.)

2. Risotto

Location: Hima

Enter the inn and go through the door at the right. Examine the cauldron to find the Wonder Chef.

3. Ramen

Location: Mizuho

Inside the hall in the Chief's house.

4. Spaghetti

Location: Altamira

When you visit Altamira for the second time, sleep at the inn to get a room and choose to leave at night. Then re enter the inn and go to the fourth floor. Examine the pumpkin at the left of the stairway.

5. Cabbage Roll

Location: Triet

On the second floor of the inn, at the end of the corridor.

6. Fruit Cocktail

Location: Meltokio

In Zelos' house, at the end of the second floor corridor.

7. Tenderloin

Location: Ozette

The first time you go to Ozette, enter the inn and examine the parrot inside to find the Wonder Chef. You can't get it anymore after a certain point.

8. Shortcake

Location: Exire

On the second floor of the 3 floors house.

9. Rice Ball

Location: Izoold

In the house at the right of the Katz stand.

10. Fried Rice

Location: Sybak

Examine the book holder in the library for the Wonder Chef.

11. Altessa's House

Location: Altessa's House

(No Wonder Chef, talk to Tabatha to learn how to make curry.)

12. Miso Stew

Location: Dirk's House

When you go back to Sylvarant later in the game, look next to Lloyd's bed for the Wonder Chef.

13. Omelet

Location: Palmacosta

In the magic academy where Genis wanted to study, in the entrance hall. You can't get it anymore after a major event later in the game.

14. Steak

Location: Meltokio

In the armor shop, examine the cat statue at the left of the counter to

find the Wonder Chef.

15. Quiche

Location: Flanoir

Enter the church at the top of the city and look in the upper left corner, behind a column, to find the Wonder Chef.

16. Cream Stew

Location: Heimdall

In the elder's house, enter the room at the right and examine the painting to find the Wonder Chef.

17. Meat Stew

Location: Asgard

Go to the second floor of Aisha's house and examine the recorder next to the bed to find the Wonder Chef.

18. Seafood Stew

Location: Luin

After Luin is rebuilt, enter the item/potion shop and look at the left of the counter for the Wonder Chef.

19. Gratin

Location: Ozette

When you go to Ozette for the second time later in the game, after a major event, enter Presea's house and look in her bedroom for a stuffed bear.

20. Pescatore

Location: Latheon Gorge

Enter the storyteller's house and examine the plush in the wall behind him to find the Wonder Chef.

21. Beef Stew

Location: Meltokio

At the very end of the game, after getting the Derris Emblem, go back to Meltokio and talk to the Wonder Chef at the left of the castle's entrance.

22. Potato Salad

Location: House of Guidance

After getting Regal's chef costume, talk to the cook inside the House of Guidance with Regal as the lead character to learn this recipe.

23. Pork Cutlets

Location: House of Guidance

After getting Regal's chef costume, talk to the cook inside the other House of Guidance with Regal as the lead character to learn this recipe.

24. Paella

Location: Asgard

After getting Regal's chef costume, talk to the cook outside of the

second inn with Regal as the lead character to learn this recipe.

---

## Titles

-----

Lloyd

-----  
Swordsman

Default

Drifting Swordsman

Received after being ban from Iselia

Nobleman

Received by obtaining Lloyd's noble costume in Meltokio

Arrgh, Me Hearties Received by obtaining Lloyd's pirate costume in Luin

Beach Boy Received by obtaining Lloyd's beach costume in Altamira

Gentle Idealist Received after talking to the vice-chief in Mizuho

Eternal Swordsman Received after acquiring the Eternal Sword near the end of the game

Peeping Tom Received after going to the Hot Springs

Gourmet King Received after mastering all the recipes and talking to the Wonder Chef in Meltokio later in the game

Sword of Swords Acquired by winning the single match Advanced Class in Meltokio with Llyod

Tactical Leader Acquired by winning the party match Advanced Class in the coliseum

Grand Swordsman Acquired by reaching Lv20

Master Swordsman Acquired by reaching Lv40

Holy Sword Acquired by reaching Lv100

Combo Newbie Acquired by performing a 10 hits combo

Comboist Acquired by performing a 30 hits combo

Combo Expert Acquired by performing a 60 hits combo

Combo Master Acquired by performing a 100 hits combo

Midlife Crisis Acquired by finishing the Uncle mini-game in Triet (5 levels)

Gung Ho Acquired if your four party members' levels combined don't exceed 145 until the fight with Rodyle

Tetra Slash Acquired by performing a 3 combo attack followed by a special attack (technique)

Brave Soul Acquired by not running away from battles until the fight with Yuan

Lone General Acquired by being the last one still alive on the battlefield and giving orders to the party with the D Pad while they're dead

Boorish General Acquired by giving commands to the other characters using the C stick shortcuts (10+ times in 1 battle)

Eternal Apprentice Acquired by keeping the Wooden Sword equipped until the fight with Kilia

Berseker Acquired after doing 256 battles set on Hard

Colette

-----  
Fledging Chosen Default  
Spiritua Reborn Received in Meltokio at the beginning of Disc 2  
Klutz Examine the hole in the classroom wall at the beginning of the game  
Fair Lady Received by obtaining Colette's noble costume in Meltokio  
Maid Received by obtaining Colette's maid costume in Meltokio  
Mermaid Received by obtaining Colette's beach costume in Altamira  
Ill-Fated Girl Received in Sybak  
Dog Lover Received after naming all dogs Colette comes across in towns  
Ironing Board Received after going to the Hot Springs  
Turbo Waitress Received after playing the waitress mini-game in Palmacosta  
Charismatic Chef Received after mastering all the recipes and talking to the Wonder Chef in Meltokio later in the game  
Super Girl Acquired by winning the Advanced Class in the coliseum with Colette  
Chosen Acquired by reaching Lv20  
Tiny Angel Acquired by reaching Lv40  
Angelic Maiden Acquired by reaching Lv100  
Little Pickpocket Acquired by using Item Rover or Item Thief 400 times  
Oblivious Acquired by remaining poisoned for a few battles  
Single-Minded Acquired by using the same attack over and over several times in a battle and only that attack  
Self-Control Acquired by not using any special attack during a battle  
Don't Run! Acquired by not dashing during a battle  
Friendship First Acquired by having no one die until the fight with Iubaris in the Tower of Mana

## Genis

-----

Magic User Default  
Honor Roll Received after a contest against Mighty in the Palmacosta school  
Friend Received during a cutscene involving Genis and Mithos by going to Altessa's House after getting back from SE Abbey  
Easter Sunday Received by obtaining Genis' noble costume in Meltokio  
Katz Katz Katz Received by obtaining Genis' Katz costume in Meltokio  
Beach Comber Received by obtaining Genis' beach costume in Altamira  
Brotherly Love Received by talking to Raine in Iselia school back from Martel Temple  
Mana Master Acquired after learning the spell Meteor Storm in Heimdall at the very end of the game  
Little Chef Received after mastering all the recipes and talking to the Wonder Chef in Meltokio later in the game  
Ultimate Kid Acquired by winning the Advanced Class in the coliseum with Genis  
Sorcerer Acquired by reaching Lv20  
Warlock Acquired by reaching Lv40  
Strategist Acquired by reaching Lv100  
Experimental Acquired by winning the red/green mini-game on the Grand Tethe'alla Bridge 3 times  
Study Harder Acquired by changing weapon 5 times during a battle  
Dependant Acquired by using elemental spells against an enemy who is resistant to this element in a battle (10+ times) (say the enemy is resistant to ice, use 10 or more ice spells against him)  
Magic Cycle Acquired by using 6 different elemental spells during a battle (one of each 6 elements)  
I Hate Gels! Acquired by not using any gels until the battle with Pronyma  
Item Collector Acquired by completing the collector's book and talking to Koton in Hakonesia Peak



Figurine Collector      Acquired by completing the figurine book and talking to Harley in Asgard

## Raine

-----

Teacher Default

Archeological Mania      Received at Triet Ruins

Grand Healer      Received after saving the unicorn at Lake U Macy

Glamorous Beauty      Received by obtaining Raine's noble costume in Meltokio

Maiden      Received by obtaining Raine's maiden costume in Asgard

No, Not the Sun!      Received by obtaining Raine's beach costume in Altamira

Sisterly Love      Received when returning to Triet after Triet Ruins

Passable Chef      Received after mastering all the recipes and talking to the Wonder Chef in Meltokio later in the game

Gladiator Queen      Acquired by winning the Advanced Class in the coliseum with Raine

Researcher      Acquired by reaching Lv20

Professor      Acquired by reaching Lv40

Wisewoman      Acquired by reaching Lv100

Item Keeper      Acquired by using the same item 5 times in a battle

Crimson Rose      Acquired by winning a battle with a party composed of four female characters

Never Say Never      Acquired by dying 5 times in the same battle

Survivor      Acquired by being the last one still alive at the end of a fight

Monster Collector      Acquired by completing the monster list and talking to Professor Nova

## Kratos

-----

Mercenary      Default

Traitor      Received after Kratos re joins your party at Iselia Human Ranch

Dad      Received during a skit outside of Dirk's House if you choose to keep Kratos in your party at the end of the game

Judgment      Received in Dirk's House at the end of the game if you choose to keep Kratos in your party

Gourmet Master      Received after mastering all the recipes and talking to the Wonder Chef in Meltokio later in the game

Conqueror      Acquired by winning the Advanced Class in the coliseum with Kratos

Magic Swordsman      Acquired by reaching Lv20

Battle God      Acquired by reaching Lv40

War God      Acquired by reaching Lv100

Tetra Slash      Acquired by performing a 3 combo attack followed by a special attack (technique)

## Zelos

-----

Magic Swordsman      Default

Princess Guard      Received after saving princess Hilda in Meltokio

Narcissist      Received by obtaining Zelos' noble costume in Meltokio

Masked Swordsman      Received by obtaining Zelos' masked swordsman costume in Meltokio

Pickup Artist      Received by obtaining Zelos' beach costume in Altamira

Idiot Chosen      Received after watching the skit called Mizuho, The Mystical Village after talking to the vice-chief in Mizuho

Gourmet Prince      Received after mastering all the recipes and talking to the Wonder Chef in Meltokio later in the game

Grand Champion Acquired by winning the Advanced Class in the coliseum with Zelos  
Gleaming Knight Acquired by reaching Lv40  
Elegant Swordsman Acquired by reaching Lv100  
Gigolo Acquired after talking to all the women in all the towns (Speak with Sebastian afterwards to receive the title)  
Tetra Slash Acquired by performing a 3 combo attack followed by a special attack (technique)  
Casanova Acquired by winning a battle with a party composed of Zelos and 3 female characters  
Commander-In-Chief Acquired by giving orders to the party members using the D pad (4+ times in 1 battle) while controlling Zelos  
Loudmouth Acquired by having Zelos talk 50 times in one battle  
Gilgamesh Acquired by having the following equipment equipped during a battle: Excalibur, Golden Armor, Golden Helm, Hyper Gauntlet or Blue Shield, and Jet Boots (only this)  
\* Excalibur - Win Advance Mode in Coliseum with Zelos  
\* Golden Armor - Buy from Koton for 1000G  
\* Golden Helm - Find in Mithos' castle  
\* Hyper Gauntlet - Defeat Abyssion  
\* Blue Shield - Find in Mithos' castle  
\* Jet Boots - Defeat Abyssion

#### Sheena

-----

Mysterious Assassin Default  
Summoner Received after making a pact with Volt  
Elemental Summoner Received after making pacts with the 6 elemental spirits  
Master Summoner Received after making pacts with the 8 summon spirits (the last one is in Exire at the end of the game)  
You Look Great! Received by obtaining Sheena's noble costume in Meltokio  
Successor Received by obtaining Sheena's successor costume in Mizuho  
Queen of the Beach Received by obtaining Sheena's beach costume in Altamira  
WOW! Received after going to the Hot Springs  
Master Cook Received after mastering all the recipes and talking to the Wonder Chef in Meltokio later in the game  
Rose of Battle Acquired by winning the Advanced Class in the coliseum with Sheena  
Acrobat Acquired by reaching Lv40  
Ultimate Summoner Acquired by reaching Lv100  
Combo Conductor Acquired by using only unison attacks in a battle  
Party Comboist Acquired by starting two unison attacks in a battle  
Chicken Acquired by running away from battles 50 times (then do a battle to earn the title)  
Indecisive Acquired by escaping and canceling the escape several times in a battle (hit escape, then cancel it, escape, cancel, and so on...)  
Treasure Hunter Acquired by finding all the treasure chests in the game and talking to the blue Katz in Katz'Village with Sheena

#### Presea

-----

Taciturn Girl Default  
Mature Kid Received by talking to Wells near the item shop in Ozette after you visit Altessa for the first time. Later in the game, talk to Wells again in Altamira near the city grave monument to receive the title (when you

go there with Regal for the first time)

Empty Soul      Received after defeating Abyssion (Devil's Arms side quest)  
Little Madam     Received by obtaining Presea's noble costume in Meltokio  
Dream Traveler   Received by obtaining Presea's Klonoa costume in Altamira  
First-Timer at Sea      Received by obtaining Presea's beach costume in Altamira  
Paw Mania        Received after watching a skit involving Noishe  
Master Chef      Received after mastering all the recipes and talking to the  
Wonder Chef in Meltokio later in the game  
Deadly Flower     Acquired by winning the Advanced Class in the coliseum with Presea  
Axman            Acquired by reaching Lv40  
Bursting Girl     Acquired by reaching Lv100  
Fragile Shield    Acquired by having 10+ Guard Breaks in a battle  
(hold X and let the enemy hit you from the back)  
Lone Girl         Acquired by winning a battle with a party composed of  
Presea and three male characters  
Associate         Acquired by winning a battle with a party composed of  
characters from Tethe'alla only  
Hunter            Acquired by fighting the same enemy 5 times in a row and giving  
him the final blow

Regal

-----

Convict Default

El Presidente    Received during a cutscene in Lezareno Company on your  
second time at Altamira  
Eternal Sinner   Received after talking to George the president in Lezareno  
Company after defeating Vharley  
Dandy            Received by obtaining Regal's noble costume in Meltokio  
God of the Kitchen      Received by obtaining Regal's cook costume in Meltokio  
Swimmer         Received by obtaining Regal's beach costume in Altamira  
Paw Dandy        Received after watching a skit involving Noishe  
True Chef        Received after mastering all the recipes and talking to the  
Wonder Chef in Meltokio later in the game  
King of Colisseum      Acquired by winning the Advanced Class in the coliseum  
with Regal  
Battle Artist     Acquired by reaching Lv40  
Perfect Battler   Acquired by reaching Lv100  
Testosterone     Acquired by winning a battle with a party composed of four  
male characters  
Potion King      Acquired by using 5 potions on Regal during a battle  
(Palma Potion, Mizuho Potion or Flanoir Potion)  
Way of the Jungle      Acquired by fighting an enemy 8 levels higher or  
lower than you  
Pratfall King     Acquired by not preventing the fall when knocked down by an  
enemy during battle (don't press X to get back up when an enemy blows  
you away, let Regal fall back)

Game Basics

Grade Shop

If you've always wonder what the grade you get in battles is for, well, it's for the grade shop, only available when starting a new game after finishing the game once. After finishing the game, you'll be ask to save your game. Do so, and load that file back on the title screen. You'll automatically enter the Grade Shop, where you can buy various extras for your next play through the game. These extras are bought with the grade you received in battles during your previous play through. The best ones sell for the most, unfortunately.

If you feel like you don't have enough grade to buy everything you would have wanted to buy, load back (if you didn't overwrite it) your file from before the fight with the final boss and go collect some more grade until you have enough (you can check how many you have by talking to the explorer Katz). Then simply re beat the final boss to access the grade shop again. To increase your grade, I suggest fighting the low level enemies around Iselia or in Iselia Forest. They give approximatively 1.25 grade at the end of a fight. It's not much, but the fights are quickly over so you can get a decent amount of grade under 1 hour. The conditions to receive more grade are to finish the fights quickly, receive little damage, and do a lot of damage to the enemy.

#### Purchase

##### Description

##### Cost

Affection	Keep the current relationship levels in the next game	
10 Grade		
Battle Info	Inherit information on encounters and maximum combos	10 Grade
Combos	Get more EXP from combos	
50 Grade		
Cooking Ability	Carry over the cooking skills	50 Grade
Collector's Book	Carry over the Collector's Book data	
10 Grade		
EX Gems	Carry over all EX gems in your inventory	600 Grade
EX Skills	Carry over EX Skills	
400 Grade		
Figurines	Carry over the Figurine Book data	
10 Grade		
Gald	Carry over your Gald from the previous game	
1000 Grade		
Grade	Increase Grade earned after battles	100 Grade
Increase Tension	Characters will reach their overlimit faster	
100 Grade		
Max HP	Start the new game with 500 more HP	500 Grade
Memory Circles	Inherit unlocked memory circles	20 Grade
Min HP	Start the new game with only 160 HP	10 Grade
Mini Game	Carry over mini-game data	
10 Grade		
Monster List	Carry over the Monster Book data	10 Grade
Play Time	Carry over the play time	
10 Grade		
Recipes	Carry over all recipes you learned	
50 Grade		

Tech Carry over all your techniques  
1000 Grade  
Tech Usage Inherit tech usage data 25 Grade  
Titles Carry over all your titles  
1000 Grade  
World Map Carry over the world map data  
10 Grade  
1/2 EXP Earn half the EXP in battles  
10 Grade  
10x EXP Earn ten times more EXP in battles  
3000 Grade  
2x EXP Earn twice the EXP in battles  
1000 Grade  
30 Items Carry up to 30 of each items in the next game  
500 Grade

End / Credits

\* All trademarks, copyrights and images contained in this document  
are owned by their respective trademark and copyright holders.

Special Thanks

-----  
Special thanks to : Namco for making that great RPG  
Nintendo for having that great RPG on its system  
Stephen Ng for providing me the game  
All of you for reading my FAQ  
James Inkster for his help  
Nicola Gilmore for his help

Contact me

-----  
wishingtikal at gmail.com  
(please, put Tales FAQ or something similar for the subject of the mail...)  
I will answer you as soon as I read your questions/comments

\*\*\*\*\*  
<https://www.youtube.com/WishingTikal>  
for video walkthroughs :)

Legal info

-----

This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

<https://www.youtube.com/WishingTikal>

This FAQ is copyright (c) 2004 Gen "WishingTikal" B.

This document is copyright WishingTikal and hosted by VGM with permission.