

Tales of Symphonia Spoiler-Free Walkthrough

by Relle

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Spoiler-Free Walkthrough

by Relle

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1. Introduction
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Ah, the Tales series...I was only introduced to the game a few years after Tales of Phantasia was originally released through the magic of emulation and a fan-made translated rom. Cut to years later when I picked up Star Ocean 2, made by a different company but many of the same people behind the Tales series (which explains why their battle systems are so damned similar). Both games floored me with their unique battle system, unusual characters, and purely fun gameplay. Now, the Tales series has made it to Gamecube, and with my RPG whore sense tingling, I feel the need to FAQ!

As it says above, this is a spoiler-free FAQ. What this guide is for is to get you through the game with a minimum of fuss and without spoiling the story. I've always disliked FAQs that waste space describing in-game events and telling you every detail of the story as it happens. It's not necessary and often not wanted. So, here you'll find a walkthrough that'll let you discover the game on your own, while still guiding you through the tough spots.

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2. Latest Updates
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1.15 - The Compound EX Skills section is complete. If anyone has any additions or corrections, e-mail me. Also some minor walkthrough fixes.

1.16 - Rearranged the position of a sidequest in the walkthrough.

1.17 - Fixed a small part in the Meltokio Sewers.

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3. Frequently Asked Questions
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While no one's asked me these questions personally (some of them, at least), I check the boards for the most dire or urgent questions that needed answering, so here we are.

Q. How linear is this game?

A. While the game has a set plot progression, you can do dungeons and some areas in a surprisingly non-linear way, which has prompted other questions for people who deviate from the standard path. It's a good thing.

Q. Are there random battles?

A. No, all monsters are visible on the dungeon maps. However, monsters are not always visible on the world map, but most of them are easily avoidable. This isn't always a good thing, in my opinion.

Q. Why not?

A. With non-random battles, some people tend to avoid encounters, thus reducing their EXP gain and their levels, so when they get to an unavoidable encounter (such as a boss) they end up being unprepared. My advice, then, is to battle every once in a while when you reach a new city or House of Salvation.

Q. How do I enable multiplayer?

A. Go into a particular character's Tech menu and press the start button so their tech usage changes to either Semi-Auto or Manual.

Q. What's the best party?

A. There is no good answer to that question. While it's a good idea to have someone who can use healing spells (Raine, Kratos/Zelos) it's really a matter of opinion. None of the characters in this game are 'bad.' They each have their own strengths and abilities, and you can, in fact, win the game with any party you could possibly construct.

Q. How do I get Sheena?

A. If you go to the water shrine first, then see Sheena in Luin, finish the wind shrine, then go back to Luin and she'll join you. If you went to the wind shrine first, do the water shrine and the human ranch, then go to Luin. If you did the water and wind shrines but didn't go to Luin at all before them, visit Luin, then infiltrate and escape the human ranch and Sheena will join.

Q. Sheena's not joining me! Did I miss her?

A. It is impossible not to recruit Sheena, as she is a major character in the story. Since I can only play one game at a time, I can't examine all possible methods for acquiring her. However, I can say there is no way you can miss her. Let me repeat, you cannot miss Sheena. She will join, one way or another.

Q. How can I summon monsters with Sheena?

A. Sheena must be in Overlimit mode to summon a creature. It's sometimes hard to tell when she does so unless you're directly controlling her, but often she'll summon a monster on her own if she's not otherwise engaged in battle or in the use of another tech.

Q. I went to the third continent before Izoold, and now I can't get a boat to Palmacosta! What do I do?

A. This is the most common problem, because apparently people seem to gravitate north after leaving Ossa Trail. >_< Anyway, when this happens, you'll have to complete the various dungeons of the third continent, namely the Wind Seal, the Tower of Mana, the Asgard Human Ranch, etc. Just go through the section on the third continent, and check Hakonesia Peak periodically to see if you can pass back to the second continent.

Q. How do I get [title], [item], [tech]?

A. I've written up sections for techs and compound EX skills. Items and titles can be found in other FAQs.

Q. What does the T <-> S bar mean?

A. The T stands for Technical and the S stands for Strike. Basically, you can influence the bar through use of your EX skills. If the bar is off to the S side, the character's learned techs will become stronger, but will deal fewer hits. Conversely, a T-focused character will learn techs that do multiple hits, but less damage.

Q. Which side is best for which character?

A. Honestly, it's a matter of opinion, at least for Lloyd. However, Sheena's best techs are on the T side, while Genis' Indignation spell is also a T spell. Likewise, Raine's healing spells end up much more useful when she's a T person. Everyone else is primarily a melee fighter, so they're much the same as Lloyd.

Q. Can you learn the S version of a T tech?

A. Yes. Go into a character's tech menu and choose to 'Forget' a tech, then switch your EX skills over to either T or S (whichever side you want to learn) and fight a few battles. You'll learn the T or S version of the tech you once had. You can only forget and relearn the latest tech you've uncovered, so if you learn a new tech and want to forget a much older one, you're out of luck.

Q. Should I buy EX gems with my Grade, or save it?

A. Save it. EX gems are found often enough that you won't need to buy them. Consider them a waste of Grade.

Q. Where's a good place to get Grade?

A. The first area of the game. No, really. At perhaps the midpoint of the game, set all your characters to only attack, no techs or spells, and just pound on the now extremely weak critters. The high speed will net you a Grade per battle, at least. While there are other methods of getting high Grade, they involve fighting more powerful monsters and various complicated techniques I don't want to get into.

Q. I'm stuck! I'm lost! What do I do! Where do I go!?

A. I saw a question mark in there, so here's an answer. The best thing to do when you don't know where to go is to check the synopsis section. The bits in white are parts you've completed, and the bits in yellow are quests that still need undertaking.

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4. Characters
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Lloyd Irving - The adopted son of a dwarf, Lloyd is a bit of a slacker, not too bright, but wields dual swords so he ends up being awesome anyway. He's the guy you'll use for most of the game, even though technically you don't have to have him in your party (once you have five or more members). Many of his techs are multi-hit, high-damage fare, but then, he's the main character.

Colette Brunel - The Chosen. Not quite a ditz, but more of a klutz. That's one of her titles, in fact. She constantly says how she'll 'Do her best,' and you can't help but cheer for her. She specializes in magic and ranged attacks with her bladed discs (like Xena, but cuter). While she may not look it, she's actually a fair fighter, and her magic can get you out of nasty situations.

Genis Sage - Your mage and little buddy with the weird hair. As you may surmise after your first fight with this kid, he's not a melee battler. His role is as a support mage, tossing spells at the enemy from afar.

Kratos Aurion - Just like Lloyd, this guy's a power fighter. However, he also learns some magic skills and has First Aid, which is very handy early in the game when gels are still expensive. His powerful melee abilities and magical skills make him a very useful ally.

Raine Sage - Genis' older sister, and also of the support mage variety. She's got a bit of an anger management problem, but she's so darn cute, I can forgive

her that (along with many other indiscretions). Raine is the white mage to Genis' black magic. She has many support spells, along with some healing magic which is, again, quite useful. She also has a great amount of TP to back up her support abilities.

Sheena Fujibayashi - Wonderfully big-breasted, Sheena is a ninja girl who also has the power to summon monsters. Her attacks are quick and numerous, but like many female RPG characters, her attack power isn't as great as your male barbarian-types. Still, she's a good fighter, and her seals combined with her summoning ability make her a force to be reckoned with. The only downside is she has to be in Overlimit mode to summon, and the summons themselves drain her TP like nothing you've ever seen.

Presea Combatir - While Presea might not have much to say, she's very powerful and can really dish out damage with that huge axe. Her techs are primarily heavy-hitting offensive abilities. While she's not much more than a center of pure, tiny force, she's very good at what she does. Her stats are naturally high, making her a favored character of many.

Zelos Wilder - Zelos is, quite simply, a clone of Kratos. No, not really, but considering all his techs and spells are the same as Kratos', he might as well be. Zelos is a huge playboy and quite easy-going, so he's really that much better than Kratos, in my own opinion. Not only that, but setting him as your on-screen character and speaking to females will result in them giving you gold and items.

Regal - With no last name (that will be mentioned here), Regal is like Presea in that he is primarily a melee fighter. Actually, he's entirely a melee fighter. All his techs besides the odd single-member healing ones, anyway. Basically, if you need the crap beaten out of something, this is the guy to do it. While he can provide some healing power, don't use him in place of Raine. He's the combat type, not the support type.

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5. Walkthrough
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5a. Disc 1 - Sylvarant - The First Continent

5a-1. Light of the Oracle

Watch the cutscene, and when you gain control, talk to everyone and try to leave the classroom to the left. You'll be stopped by Genis. Select the first option to gain him and Colette as party members, then inspect the hole in the wall to gain the title of Klutz for Colette. Funniest title ever. Go to the bottom right corner of the classroom for a Skit, then leave the building.

Cutscene again. Go to the nearby memory circle and save. Attempt to leave via the north. You'll go into a couple really easy battles and get a lesson in proper fighting techniques. If you take damage, go to the east exit after battle and talk to Frank to be healed. The general store is south of the school, and will sell curatives and other items. Buy boots if you want some additional defense. When you're ready, leave via the north exit.

Now, I would recommend you fight until Colette is at level 3, just to become

familiar with the battle system and to get a step up on the upcoming enemies. When you're ready, just follow the path south of the town to reach the temple.

Right away there will be a cutscene. Select the first option when prompted. Run up the stairs for a scene and a battle with three grunts. They're not that much stronger than the regular enemies in the field. Afterwards, you'll be assaulted by a boss.

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Vidarr

No. 220	Type - Human
HP - 4000	EXP - 115
TP - 30	Gald - 25
ATK - 210	DEF - 21
Item - Life Bottle	
Attack Attribute - None	
Weakness - None	
Strength - None	

While he's big, remember the old saying. Run in for a few swipes when he's not guarding, then quickly run away. He'll either swing his mace around in a circle or smash the ground with his hammer, creating a shock wave. If you can't get away fast enough, guard to reduce the damage dealt to you. Cause enough damage to this guy and Kratos will jump in. After that, pound away at the brute with hit and run techniques, tossing in a tech now and again, and he'll fall soon enough.

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After this, you'll watch a cutscene in which Kratos will essentially join your party. Select the first option when prompted, then you're off to the temple.

5a-2. The Temple

Now then, return to Iselia, speak to Frank to be healed, buy up any items you can afford, then save and return to the temple. Inside, take the right path until you reach a staircase. Head down.

On this level, proceed forward. You'll come across several holes in the ground and a golem you'll fight automatically. It's not very tough, but it can hurt you a bit if you stick close to it. Once it's dead, you'll have at least five more to fight. What you need to do is kill a golem, then push the block it leaves into the left middle, right middle, and top middle holes. You'll need to drop two blocks to create a full bridge down below. Create bridges to the left and right for a pair of chests. The bridge leading to the glowing thing is needed to proceed.

Take the Sorcerer's Ring. The fireball function can stun enemies if they're getting too frisky. Now go up the left staircase to find three chests with items and gald. Go back and take the right staircase, then return to the first intersection and go north. Use the Sorcerer's Ring to blast away the seal and enter the warp.

A cutscene will follow, and when it's over, speak to all three of your party members to continue with the game. Colette and Kratos will temporarily leave, and you'll have to go back to Iselia with only Genis.

5a-3. Iselia Forest

Speak to Raine to get a title for Genis, then go to Colette's house for a scene. Afterwards, head to Genis' house (southwest of the school, on another screen) and you'll get some cooking ingredients. At this point, save, then head to the south exit out of town for a short scene with Lloyd's...dog? Right. Anyway, you're off to the forest now, so leave through the south exit.

The forest is slightly to the north. I would recommend you level up a little here, until you're at level 7-8, or 9 if you're paranoid. Follow the path, then go left at the first intersection to find a chest with an Apple Gel. Now take the right path and follow it till you reach a cutscene. Genis wants to go left, so go left. In this screen, go left along the bottom until you trigger a cutscene. Select the first option both times when prompted to proceed.

Now then, go back to the entrance of this screen, but this time head up to the short cliff. Jump up twice, then go right for an Orange Gel. Left will start up another cutscene. Eventually you'll be tossed into a battle with two Desians who aren't much tougher than the ones you fought at the temple a little while ago. Beat them up like any normal monster.

When you regain control, save, then leave via the north exit. Here, head north to the second intersection and go left for an Apple Gel, then go back to the first intersection and head right. There's another gel in the chest along the way, plus a bridge across the river farther along. Once you cross it, go north and take the Orange Gel from the bag on the tree, then head north to reach the field.

Dirk's house is around to your right when you exit from the forest. Enter, then go into the house for a long (and vocal) cutscene. The next day, leave the house and speak to Dirk at the grave site. You'll automatically be transported to Iselia.

5a-4. To the Desert

Go to Colette's house and speak with Phaidra to learn what happened. After you regain control, go outside. Notice the save point has moved right in front of Colette's house. Use it and go beat up on the Desians. One of them has a crossbow and can hit you from a distance, so take him out first. Go back to Frank and get healed, then take the top left exit and save the poor shmuck in front of the school. Go back and heal/save, then go to the courtyard to find ol' Forcystus and his buddies. Mean little bastards, aren't they? Well, it's about to get worse, as they sic a big green meanie on you.

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Exbelua

No. 179	Type - Beast
HP - 5000	EXP - 280
TP - 38	Gald - 320
ATK - 190	DEF - 10
Item - Panacea Bottle	
Attack Attribute - None	
Weakness - None	
Strength - None	

Hit and run won't work, this thing has too great a range. Run in for a quick strike, then hold the guard button to reduce damage. If it hits you with an upward attack, hit X in midair to flip onto your feet so you don't get knocked on your back (which also damages you). This boss can hurt you for over 50 damage a hit, more if you're knocked into the air, so it's good to have a lot of Apple Gels saved up. Don't be shy about using them, either. Gels aren't as expensive as Life Bottles.

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Okay, a long cutscene is next on the menu. When it's over, you'll have to leave town. Well, they insisted, after all. You can't buy new items, but you can save your game before leaving. Do so, then leave town via the south exit.

Your next destination is a House of Salvation. Why don't they just call it a church? Fancy-shmancy religious types... Anyway, to get there, follow the road. Along the way you'll have a cutscene in which you'll learn about the EXspheres (if you want). Further on down the road is the House. Here, learn about long-range travel from the first guy you see, then head inside. No one here actually knows anything about Colette, but this is an excellent place to rest if you want to level up...though it does cost 100 gald a night. Level 9-10 would be a decent amount, as the enemies will get harder from now on. Also, to the west of the House is a chest obscured by a patch of forest containing an EX gem.

If you don't know how, to use long-range mode (meaning, ride Lloyd's dog) just press X on the world map. Your next destination, Triet, is south of the House, in the desert. Be careful of the enemies in the desert, they're very strong.

Okay, assuming you make it to Triet in one piece (or at all) you might think you have to be careful. Not really. Don't inspect the wanted poster yet. Anyway, the item dealer here will restock you on gels, and the nearby smith wants a Beast Hide. If you have one, great. He'll make you a suit of Hard Leather, an armor upgrade for Lloyd. Above the customizer is a weapon dealer who should be consulted immediately. Near that guy is an armor salesman. Buy all you can afford, this new equipment needs to last you a bit. In the next screen, go to the fortune-teller in the tent at the end to learn of Colette. Now then, if you want to level up, this is the time. You won't have a free chance at it for a while.

5a-5. The Escape

Save and check the wanted poster when you're ready. Try to leave town and you'll be attacked by some Desians. Again, they're push-overs. Beat them down, though you'll end up losing in the long run anyway. You'll see what I mean.

Anyway, to escape from your cell, hit the guard with the Sorcerer's Ring. There's a chest in the next cell and a save point further left. To the right is a chest with your equipment (score!) and past that you'll have to fight a couple guards on your own. No sweat, they're pansies. The next room contains a very annoying puzzle. When the cutscene's over, examine the pedastal to have the Sorcerer's Ring changed to an electric-type. You have to wait till the robot critters are over the blue panels, then zap them to charge the exit door. Unfortunately, if you miss or get too close, the robots will dash after you and you'll have to fight them. They're not very strong at all, but it just adds a little bit of time to the whole ordeal.

In the next hall, the north exit will take you to a chest with a Beast Fang and a machine that sells items. Stock up on gels if you need to. The soldier in the previous room may drop a Memory Gem, which is used later. Also, the robots may (and I stress 'may') drop White Silver, a customization item that'll be useful later.

The left exit here will take you to your next puzzle. Also, if you got a Memory Gem, note the faded save point on the floor. You can use the Gem to unseal the save point and make it available for use. I highly recommend doing so once you're done with this puzzle. Ah yes, the puzzle. What you need to do is match the green button on the outer ring with the green button on the inner ring. The easiest way of doing this is to just zap the top pillar with the Sorcerer's Ring, then the bottom pillar. Once that's done, heal up, save, and exit via the top door. Go north and you'll jump into a cutscene that results in combat.

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Botta

No. 229	Type - Human
HP - 4200	EXP - 475
TP - 224	Gald - 1500
ATK - 205	DEF - 35
Item - Poison Charm (Drop)	
Yellow Quartz (Steal)	
Attack Attribute - None	
Weakness - None	
Strength - None	

The thing to watch out for is his three-hit combo. It can take off 150 HP in the blink of an eye. Unfortunately, unlike many enemies he won't be stunned by your attacks, so he can often prepare a combo attack as you're hitting him. Fortunately, you have your party with you to back you up. Pound on him and watch his movements. If he rears up for an attack, go for the X button to reduce damage. Eventually he'll be surrounded by a black aura, and this is where the trouble starts. He'll deal more damage and take less, so you'll have to be very careful when this happens. Keep on pounding him and make sure to keep your HP high. Eventually he'll fall.

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Whew! Tough guy, huh? Well, enjoy the cutscene, as it'll take you outside the base. Triet is nearby. Enter for another cutscene that'll take you to night time.

5a-6. The Seal of Fire

Talk to Kratos, then go upstairs and enter Colette's room for a quick scene. Go to Raine and Genis' room next. Check on Genis and do what you want, it's amusing either way. When you're done, leave and go see what Kratos is up to. When that's over, you'll rest till morning. At this point you have five party members, so you must choose who to keep in your active party. I personally swapped out Genis for Raine, because she has First Aid and, quite frankly, she's cute. Personal preference, you see. Equip Colette and Raine (if you're going to use her) with Ribbons at the armor shop. Also, take the time to level up your party to around 10-11 now that you have enough people to make short work of the local monsters. When you're ready, the ruins are southwest of Triet.

Enter, then go left when you can. Ah, techniques and titles, a double buffet. Go inside. Head left, then go south when you can. At the end will be a chest covered in rocks. Use the Sorcerer's Ring to blast them off, then take the gel inside. From there, go north to the next room. Take a right and light the torch, then leave. Go around to the center doorway in the first hall. Here, take the two chests up north and the one south, then push the two blocks into the nearby hole so you can light the torch. Exit, then in the first room go up to the final door. Do not open the chest. I repeat, DO NOT OPEN THE CHEST. You can't kill the monster inside it. Seriously, the only thing that will damage it is magic, and you won't last long enough for it to die right now. Just ignore it, we'll return to it later. Anyway, in this third area, the torch is off to the left. Push the block in the hole to get at it.

With the platforms raised, take the new path. There's a chest with a Circlet and a sealed save point, and if you have a Memory Gem, save. Heal up before going through the warp, because you'll be facing off against the boss of this place. Ready? Go!

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Ktugach		Ktugachling 2x	
No. 181	Type - Beast	No. 182	Type - Beast
HP - 5000	EXP - 628	HP - 1500	EXP - 60
TP - 50	Gald - 85	TP - 180	Gald - 15
ATK - 300	DEF - 28	ATK - 130	DEF - 40
Item - Red Quartz		Item - None	
Attack Attribute - None		Attack Attribute - None	
Weakness - Water, Ice		Weakness - None	
Strength - Fire		Strength - None	

With a flame-based boss, your best bet is to take along Genis and disable all his spells except any and all water-based spells. This boss has two henchmen, both of which have 1500 HP and primarily serve to make this battle annoying. Focus on them first, then attack the big kitty. If Lloyd has the Tempest skill (or the S-type equivalent) it's quite useful due to Ktugach's size and the fact that you can use it, turn around, whip out a normal combo attack and use it again nearly before he can retaliate. However, this boss has a spine shot attack that'll deal 40-60 damage per hit for 3-5 hits, so don't think you can just tech your way to victory. He'll also use the Eruption spell, and as you can guess, it's something that should be healed right away. Watch your allies' HP and deal out gels when needed. Eventually it'll fall.

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Ahh, good stuff. Watch Colette do her thing, then when you regain control you'll have to go back to the beginning of the dungeon manually. Not a terribly difficult task. Once outside, you'll go into another cutscene. When it's over, you can talk to your other party members. Speak to Colette twice to return to the world map. Go back to Triet. Our next destination is Palmacosta.

5a-7. The Assassin

Stock up on gels and food items, and as always, save before you leave. The Ossa Trail is far to the east of Triet. Once inside, follow the path to a hilarious cutscene. Funny stuff. Moving along...

Just follow the path to the next screen. The enemies here consist of Desians and wild beasts, the latter of which can be a bit tough. The path through here

is quite linear, so just follow it to the save point, then continue through the next screen until you run into the hot ninja girl again. Boss battle!

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Clumsy Assassin		Guardian - Wind	
No. 225	Type - Human	No. 190	Type - Unknown
HP - 1800	EXP - 200	HP - 2000	EXP - 250
TP - 131	Gald - 128	TP - 400	Gald - 250
ATK - 274	DEF - 48	ATK - 280	DEF - 38
Item - Holy Bottle		Item - Magic Lens	
Attack Attribute - None		Attack Attribute - None	
Weakness - None		Weakness - None	
Strength - None		Strength - None	

As you can see from the HP, this really isn't that tough. The Guardian Wind has a slightly higher 2000 HP and can knock you into the air, deals a lot of damage with other physical attacks, plus can use a fire breath attack that does moderate damage. It's recommended to take care of the Guardian first, as the Assassin is slightly easier. She's a close-range fighter, so just run up, block her attacks, then unleash a few of your own. As far as boss battles go, this isn't too tough.

+++++

Okay, at this point you can enter the tunnel the ninja came out of, and should since there are chests containing good stuff. There's one in the top-left and bottom-right corner of the first screen, and two in the second screen to the north. One chest even has a new EX gem. Oh, and don't talk to the bouncing skull there, we'll get to it later. When you're done collecting, leave to the world map. Izoold is to the southeast.

It should be noted that if you head north from here, you can cross a bridge to the third continent and unlock the seals there, but it will be much more difficult, because the monsters will be very likely beyond your ability to fight at this point. However, you can finish up all the seals and reach the Tower of Salvation via this route. It just won't be covered in this guide...yet.

There's an inn and save point in Izoold. Use both. If you want to level up, wait till we get across the sea, or go back to the Ossa Trail. Things to do in Izoold include checking the house with the catgirl on the roof. Inside in a corner is the Wonder Chef with a new recipe. Also, speak to the guy wandering around outside, then go in the upper left house and talk to the girl for a scene. Exit and go to the next screen to the left. Here you can buy gels and ingredients from a food vendor. Wander over yonder to the left dock for a cutscene. Accept the task of...letter delivery? Right. Well, speak to Max to board a boat straight to Palmacosta. Make sure you're ready, meaning you've done everything that needs doing on this continent. You'll return there eventually, but it won't be for a while.

5b. Disc 1 - Sylvarant - The Second Continent

5b-1. Palmacosta

Despite Max's warnings of monsters, it's a very uneventful trip. The shops are all right on the dock. If you can afford it and have some White Silver, buy a

Rapier from the weapon shop and customize it into the powerful Masamune. Or, if you already have a Rapier, save your money and get a new weapon. The armor here is decent, but for the prices you'd expect a bigger boost in defense. Anyway, leave to the south. You'll trigger a cutscene in which you will now have to replace a potion. Ugh.

Before you do anything, go to the immediate left and enter the inn. Use the save point, then go back to the docks and talk to the customization guy. Ask to buy customization materials and pick the Grab Bag. If you get a Sephira, great! If you don't, load your last save and try again. The Sephira will give 50% more gold after battle if it's equipped, and once you find a Rune Bottle, you can turn it into the Blue Sephira and it will double the gold you receive. It may take quite a few tries until you get one, but don't be discouraged and leave! Getting a Sephira this early in the game makes future money troubles a thing of the...past. Yeah.

To the immediate left is the inn and a save point if you care to use it. To the right is a shop, but they're out of Palma Potion, so check the place next door for a scene. Talk to the merchant, and even if you have the money for the potion, don't buy it. There's a good way to make money and get a title for our trouble, so leave the shop and go to the right to the next screen.

Cutscene time again, and if you talk to one of the guards of the big building, you can view a cutscene of Lloyd training with Kratos. The leftmost house is actually a temple in which you should speak to the priest to proceed with the story. Next door is the academy, where you'll be able to do the waitress job, and have a little sidequest with Genis. Go in and be challenged (accept, of course!) The ball stand is really the Wonder Chef with an omelet recipe. The rightmost room on the first floor is the cafeteria, where you can waitress for money, the Palma Potion, and a title for Colette.

Waitressing is simple. A number of customers will walk up and make an order, then walk to their tables. You'll have to memorize what people ordered, and where they end up. If you make a mistake you'll have an opportunity to fix it, but to bring in the big money you'll have to at least get the orders to their proper customers with a minimal delay.

The first classroom on the second floor is where you can study. The second room is where you'll take the test, but study first. When you're ready, go to the rightmost room to take the test. Notice how Lloyd's swords stick right through the desk behind him? You don't really take the test, which is a shame. However, you get a free title for Genis for your troubles. Leave when it's all over and give the Palma Potion to the jackasses you ran into. When that's done, go to the large building near the academy for a scene with Dorr, which will result in giving you your next destination: Hakonesia Peak to the northeast.

5b-2. The Peak, the Ranch, the Twist

Near Palmacosta is Nova's Caravan. Go there to learn of Aska, the Summon Spirit of light. It also functions as a save point. Southeast of that, behind a mountain, is an EX gem lv. 2. Remember you can't see chests on the world map if you're riding Noishe. Far north of the caravan, across a bridge, is another House of Salvation where you can meet Sheena, the assassin girl! Ain't she cute? Oh, you can also rest, save, and fight the local monsters (who give good EXP). Northeast of that House at the edge of a peninsula is a guidepost that'll enable Long Range mode. There's another one south and slightly east of the House, hidden in the mountains. Enable both so you have an easier time getting around. As for levels, it'd be a good idea to be at 14-15, especially

considering how much EXP the monsters give. Many battles give an excess of 100 EXP at a shot. Hang around the House till you're ready, then go far north till you hit the Peak.

This place isn't actually hostile. Enter the building and talk to the old geezer. Seems the imposters beat us here. Now you have to go get the Spiritua from the House of Salvation back south. Not only that, but Desians are on the way to Palmacosta. Return to the House first. Unfortunately, the head priest isn't there, so you can't take the statue...yet. So, go back to Palmacosta. Skip over to the inn and heal/save, then go to the church. On the way you'll be treated to a long cutscene and a battle. The enemies here are just regular trash. Nothing special.

Okay, ready for a trip? We're going to the human farm, but not for the reason you may think. Heal/save at the inn, then talk to the priest near the entrance to the city. He'll ask you to escort him to Hakonesia Peak. Do so just to save time. Try going to the top of the screen when you arrive to be cut short by a soldier requesting your help to rescue a tour guide at that mean ol' human ranch. You can opt to forget the plight of the people and go after the seals, but you're bound by the Code of Adventurers! You must assist! Agree to help and leave the Peak.

The ranch is east of the House of Salvation, again in the mountains. Enter and try to move in for a cutscene. Apparently things are not what they seem. Opt to return to Palmacosta, then go all the way back. Noishe is finally pulling his weight, it seems. All right, heal at the inn and save. I know, I know, you just did, but do it anyway. Go to city hall. Hmm, mighty empty. But the basement's unblocked, so head down there. After a cutscene and a damned dirty double-cross, it's time to fight!

+++++

Kilia

No. 187	Type - Beast
HP - 10000	EXP - 500
TP - 400	Gald - 500
ATK - 490	DEF - 65
Item - Heal Bracelet	
Attack Attribute - None	
Weakness - Light	
Strength - Darkness	

Now that's a whopper of a HP count. Not only that, but she can damage you for over 150 with a regular attack! Spark Volt is especially deadly, dealing something around 5-7 hits, each one doing 50-60 damage. She will also attack you with the tendrils on her back for similar damage and hits. If you've been saving up your Unison Attack, now would be the time to use it. Guard liberally and make sure to keep your HP high with First Aid and gels. Keeping First Aid as a shortcut on the C-stick is recommended. This will be challenging, but not too hard if you remembered to level up to 14-15.

+++++

How sad... Er, right. Well then. It seems the passcode is 3341. Goody.

5b-3. Palmacosta Human Ranch

Oh, we're gonna take that bitch DOWN! Buy any supplies you might need: gels,

odd bits of armor or weapons you don't have yet, then speak to the priest that you escorted to Hakonesia (bears a striking resemblance to the last one, don't he?) and say you'll take him halfway to get an easy trip to the House of Salvation. The head priest here should be back by now, so go in and talk to him. When the dialogue option comes up, choose the second choice. We're not going to the island quite yet, though. Rest if you need to and save. Now then, make your way back to the human ranch.

Speak with Neil as you enter. Take the left path. The right and center just lead to dead-ends. Examine the computer console and enter the password you got from Dorr. Go inside. Head to the left. There will be three sets of enemies here, none very tough. Take the upper right path to another enemy who may drop a Memory Gem, then head right to the next screen.

In here, inspect the glowing device to get your ring's function changed. The south door leads outside and can't be accessed, and the right door leads to another area. Go there first and use your ring to spot some hidden items. They appear as white stars on the map. Do note that the enemies become invisible when you use the radar function. Use the radar near the gap, then examine the glowing orb to get across the bridge and reach the Refresher. This little baby will heal you, so beat up the nearby enemy to get the Purple Card, then get a free heal. Sweet.

Okay, you have the card. Now what? Use the radar again and check the glowing orb to reach another hidden item (Life Bottle) on a platform. That's all we can do here. Disable both bridges (trust me on this) then return to the previous room and use warp point. It'll deposit you right near a save point. Groovy. Go right to the next room. Here, use the radar to spot some blocks you can push into the holes and connect this part of the room to the section with the Refresher. Make sure to get the hidden item behind the block near the top of the room. Now then, activate the bridge going right and go down the stairs. A cutscene will follow in which you'll get the Red Card. With that out of the way, disable the bridge and return to the save point, then take the left path. A cutscene will follow. That's all that's here, so go back and save, then activate radar and use the warp point.

Here, take out the enemies. Why? Because you can. Use radar to pick up the gel, then take the left warp. If you want a Panacea Bottle, follow these instructions, otherwise skip to the next paragraph. In the next room, take the top (yellow) warp, then the top (green) warp. Remember this room? If you disabled the three bridges, you'll be able to reach the top level and the item (which is hidden).

Either way, return to the original warp point. Take the left warp twice (green then red), then the bottom warp (yellow). At this point, take the same warp you arrived in on, meaning the top one. Then take the top warp, then the left one, then the top again, and finally the left. Phew! Well, here's our hostage. After the cutscene, she heads to the north warp. There's a sealed save point on the right side of this room, but considering how easy it is to get back here from the first one, I would advise you save your Memory Gem for other dungeons. Go through the warp point to finally settle things with the head honcho.

+++++

Magnius

No. 217	Type - Human
HP - 8500	EXP - 675
TP - 120	Gald - 1700
ATK - 450	DEF - 65
Item - Warrior Symbol	

EX Gem Lv.1

Attack Attribute - None

Weakness - None

Strength - Fire

Magnius has such spells as Eruption, Flame Lance, and others that can put a damper on your good day. Even his regular attack can shave off 200 HP per hit. Guarding won't always help, because he can occasionally break through your guard and deal the full amount of damage. Add to this he has an Overlimit just like Botta that'll activate when he's low on HP. Ouch. Raine is recommended for this fight primarily due to the inclusion of a second First Aid spell at your disposal. As for tactics, there's only one way to kill this guy, and that's with steel and spell. Have at it, and good luck.

+++++

Watch the cutscene. No, you won't have to do any sort of Samus Aran-esque escape. Enjoy the thoroughly disappointing self-destruct sequence. Well, that was fun. Next up is the water seal. Return to Palmacosta. Buy up any supplies you need, then escort the priest to the House of Salvation (as a shortcut). Seal time.

5b-4. The Water Seal

To get to Thoda Island and the seal, just go to where the human ranch used to be and follow the coast south. Eventually you'll reach the Thoda Docks, which also functions as a House of Salvation where you can heal/save. Pay 200 gald to the lady behind the counter to be ferried to Thoda Island. Enjoy the cutscenes, then walk up to the geyser. Pretty, ain't it?

Anyway, to get the statue that also happens to be here (that you also happen to need...how conveeeenient!) just walk around to the right side of the geyser, in front of the notice board. Genis will freeze the geyser, and you'll have to hop to the statue in the form of a mini-game. It's very easy, just jump where he tells you and you'll make it with a minimum of fuss. After getting the statue, you'll automatically return to safety. Go back and save near the docks, then go around to the back of the notice board to find the Oracle Stone that'll lead you into the water shrine. Yippee-skippy, here we go!

Follow the path till you get to the bottom. Take the chests as you go, then examine the pedastal to change your Sorcerer's Ring to a water-type. Take the right exit down. Follow the path whilst stealing treasure and go to the next screen. See the block there? See the square tile near where you came in? Move the block onto that tile, then return to where you got your ring changed. Examine the pedastal again to have it return to its fire type, then take the left exit south. Go a bit left and light the two torches flanking the scales. Now go back and change your ring to water again, then return to the same room and shoot some liquid onto the right part of the scales. That'll cause a door to close, but because you pushed a block in its way, it won't be able to close all the way. Lucky.

Go all the way back to the lower level with the block (keep your ring as water) then spray the right side of the scales down there to raise the platform above. Yep, you must go all the way back there. You may have noticed the sealed save point on that upper level. I would recommend saving if you have a Memory Gem. The upcoming boss is very strong. However, before doing anything, walk along the right wall till you slip through a hidden passage. You'll get two chests for your trouble.

As for preparations, you'll want Kratos and Genis in your party. Turn off all their techs but Lightning (and their defensive techs like Guardian) and if your Unison bar is full, so much the better. Another way would be to set Lightning to a C-stick shortcut (with First Aid set to the other) so you can spam it throughout the battle. Change Colette's tactics to have her stay out of the main fight, along with Genis and/or Raine so they stay out of the main fray. When you're ready, head through the warp for a cutscene and a boss battle.

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Adulocia		Amphrita 2x	
No. 183	Type - Beast	No. 184	Type - Beast
HP - 10000	EXP - 825	HP - 2300	EXP - 150
TP - 248	Gald - 765	TP - 120	Gald - 200
ATK - 600	DEF - 55	ATK - 475	DEF - 20
Item - Mermaid's Tear		Item - None	
Attack Attribute - None		Attack Attribute - None	
Weakness - Lightning		Weakness - None	
Strength - Water, Ice		Strength - None	

Once again the guardian of the seal is flanked by a pair of creatures that should be dealt with first before you go all-out on the boss. Adulocia is one tough customer. Definitely watch out for her (I'm assuming) bubble attack, as it'll do nearly 100 damage per hit for several hits, and can kill you quite handily. Aqua Laser you might've seen the Water Elements use in regular battles, and it's no less potent here. Adulocia's regular attacks do somewhere in the neighborhood of 200 damage per hit for 2-3 hits, though usually only two. This was the first battle where I had to use a Life Bottle to revive my characters, so be cautious and don't forget to guard. Good luck.

+++++

While I won't spoil the game, I will just say, what a gyp! Bah. Leave the dungeon. Watch the cutscene. Marvel at how you can be automatically taken to the docks, but can't be wisked out of a dungeon. Bah. Well, that's two seals down, and you now have the statue that can take you past Hakonesia Peak. Guess where we're going next? Yep. Head back to either Palmacosta or the House of Salvation, heal/save, then go to the Peak. Time to tackle the third continent.

5c. Disc 1 - Sylvarant - The Third Continent

5c-1. Asgard

As you come out of the Peak, there's a House of Salvation right nearby. Just north, even. The blob-like monster groups tend to be similar to those in the previous area, so seek out the strange bipedal things for harder battles and more EXP. Visit the House and save there, or wait just a little bit. To the south and west is Asgard, nestled in the mountains. Whatever you do, make sure you save outside this town. The reason for this will become apparent soon. If you want a level recommendation, I'd say at least level 20, primarily because each member of your party will get a great new title at that level.

Anyway, Asgard. The weapon and armor shop has some new equipment, and if you can afford the Hydra Dagger for Kratos, you'd do best to get it. The armor's not fantastic, but it's new and likely better than what you've got. Spend your

gald if you have it. Might as well, the only other thing here is food ingredients and, as it turns out, more than one inn. The Wonder Chef can be found in the northeastern house in the eastern screen of this city, on the second floor.

To progress the plot, head up to the big stone dais in the north screen. Just walk up to it and you'll launch into a cutscene. When Raine begins rambling on, you'll regain control. Walk around the right side of the dais till you spot a couple goofballs and are once again cutscene-bound.

Skipping ahead, return to the house with the Wonder Chef after the scenes are done to figure out what's going on. Okay, wind spirit, got it. Disable Kratos' and Genis' wind spells/techs if they have them. Now go back to the stone dais. Cutscenes will follow, and a boss will pop out.

+++++

Windmaster
No. 180 Type - Magical
HP - 10000 EXP - 1325
TP - 220 Gald - 800
ATK - 580 DEF - 85
Item - Map of Balacruf
 Talisman
Attack Attribute - None
Weakness - None
Strength - Wind

This boss is not as tough as you may think, but it can cause trouble. While the name might imply many wind attacks, the thing to watch out for is its spin slash attack. You'll know it by how it spins around in a somersault like Lloyd's Tempest tech. It can deal up to 150 damage per hit for quite a few hits, and its normal attack isn't too shabby either. Try to keep it off-balance with as many attacks as possible, while still remembering to guard between strikes. If you're at level 20 or around there, you should have no trouble taking care of it. However, the reason I said not to save in Asgard is because you can't leave without defeating this boss, so if you have low levels or can't seem to beat it, you'd be stuck there.

+++++

Well, Raine's not back yet. Go to Linar's house to reacquire her, and at this point you're pretty much done with Asgard. However, there is something you can do first, if you didn't get a Sephira in Palmacosta. The old guy in the weapon shop will sell customization materials, including a Grab Bag from which you can get a Sephira. Save at the inn closest to the entrance, then go up to the weapon shop and try your luck at the Grab Bag.

Regardless, head back to the House of Salvation.

5c-2. World Tour

At this point there are several places we can go. Not all of them are readily accessible, but there is an optional boss and a treasure from way back when that we can both fight and acquire respectively. Plus, don't you want to see Dirk again? Yeah, I thought so. Your destination is...adventure!

Er, right. From the House, head north and west along the road. You should

end up on a peninsula that contains the Tower of Mana. Don't go in, there's nothing here yet. Instead, head northeast of the tower for a nearby chest with an EX gem. On the other side of the mountain with the tower is a guide post for Long Range travel. Yay. Nearby is Luin. If you want, you can enter and go to the fountain for a scene with Sheena. Whether or not you do influences when she joins you. Either way, head west across the bridge, then north for a chest with a Technical Ring. From there, go far south and slightly west to run into Hima. It's on the south end of a mountain range, past some forests and the entrance itself is just a trail rather than an easy-to-spot cluster of buildings, but it's there, by golly.

There's not much to this town, but if you have the materials you can make yourself some great weapons and armor, or just buy some. Stock up on what you need. The Wonder Chef here is at the inn, in the side room hiding as a pot of smoking...something. Fondue? Damned if I know. Aside from the inn and shop, that's all you can do here right now. Leave.

Now then, head around the mountain range to the east. You'll spot a glowing skit point along with the Long Range marker. Joy. Now ride Noishe all the way to the western end of this continent. See where that little peninsula sticks out and almost touches the first continent? There's actually a bridge there that'll let you return home! Well, almost.

If you didn't tag it previously, the marker for Long Range is slightly west of the bridge, in plain view. South of that bridge you'll eventually run into the exit point of the Ossa Trail. Save on the world map, then head in. Before you go rushing into danger, though, at this point you can return to that chest I warned you about in the fire shrine. The treasure you get from it may help you in the next battle, but then, I didn't need it. When you're ready, Go into the tunnel and to the room with the bouncing skull I told you about so long ago. Speak to him. Fight him.

+++++

Sword Dancer 1

No. 192	Type - Undead
HP - 8888	EXP - 150
TP - 38	Gald - 2000
ATK - 600	DEF - 75
Item - EX Gem Lv.1 (Drop)	
EX Gem Lv.2 (Drop)	
EX Gem Lv.3 (Steal)	
Attack Attribute - None	
Weakness - Light	
Strength - None	

My god, is this guy strong! You'd think with less HP than the last few bosses that he'd be a pushover, but no. Just, no. You see, he's an optional boss, and as any RPG afficianado would know, optional bosses are total bastards. See those four swords? Four hits, anywhere from 150-200 damage per hit. Yeah. Even guarded, he'll do 40-50 damage depending on your armor. Not only that, he knows how to guard and will do so quite often. Guard yourself as much as you can and have Raine cast Barrier if you're using her, then let her Photon the guy to death while you beat on him. Colette's Angel Feathers is also useful, due to its light element. While this guy is strong, being at level 20+ will help a lot. What you really need is high HP to survive his attacks. Keep slashing at him, and he'll go down for the count.

+++++

Whew! Assuming you survive (if you lose, you just end up with 1HP) you now have free reign over the three continents. You can return to any past areas (except Iselia, for obvious reasons) to get anything you may have missed. What I would recommend is changing the battle mode to Hard in the customize menu, then fighting 256 battles in a row here. The reason for this is it will give Lloyd the Berserker title, which is quite handy to have. Just fight the weak-ass monsters, and when you get the title (or if you don't want to bother) take what you need from this area and ride Noishe all the way back to the House of Salvation on the third continent. With the Sword Dancer out of the way, it's time to deal with the third seal.

5c-3. The Wind Seal

Before you head into this potential mess, I'd recommend leveling up to 22-23, or higher if you can stand to do so. The best place to do this is around Hima and Luin, but I'd also recommend not going into Luin just yet so as not to complicate things.

Anyway, your destination is the Balacruf Mausoleum, which is on the oblong-shaped island east of the House of Salvation. Cross the bridge over and make your way to the far east side of the island to find it. I'll make one more recommendation, and that is to save a separate game outside the mausoleum on the world map. Let's just say there are some similarities to Asgard in this shrine.

Okay, seal time! Before you go in, head to the left side of the screen for a chest with some gald. Now enter the shrine. Over to the right is an enemy, a chest, a torch, and a sealed save point. Don't use it (if you even can) as we haven't done anything yet.

Over to the left are three routes: two going north and one west. You want the first one going north. Try to avoid the spike trap on the floor. It will take off a bit of HP if you're hit. At the end of this path you'll find a block. Push it off the ledge. Go down the nearby stairs, then push the block on that suspicious-looking tile on the floor. Well, the wind's stopped. Go back and take the second tunnel north, with the spike traps affixed to the wall. These are much easier to avoid than the floor traps. Continue on the path, past all the traps till you reach a door flanked by two torches. Light them to open it, but don't go through yet. Head down the stairs to the right and get your ring changed to a wind element. Now go to the right and pick up a pair of treasures from the chest near the northern wind source, including an Iron Guard for Colette. South is a chest with a customization item.

With your ring changed and the treasures gotten, head through the door you opened previously. In this room is...a bunch of pinwheels. Right. There are treasures you can get by hitting them with wind in the right order, though one treasure is a Blue Ribbon you undoubtedly got in the previous room. Either way, here's the combinations, left to right, first to last:

Blue - Red - Yellow - White - Green = Blue Ribbon

Red - Green - Yellow - White - Blue = Level 2 EX gem!

Red - Yellow - Green - White - Blue = Boss

Get the treasures you want, then do the last combination to reach the shrine's guardian. Before you do, however, make sure any wind-based techs/spells are disabled.

+++++

Iapyx

No. 185 Type - Beast
HP - 14000 EXP - 1324
TP - 88 Gald - 2000
ATK - 690 DEF - 100
Item - Paralysis Charm
Spirit Bangle
Attack Attribute - None
Weakness - None
Strength - Wind, Lightning

Finally, a guardian that doesn't have henchmen. Unfortunately, it also has more HP than the last few bosses. Its spells are quite damaging, and its feather attack (similar to the fire guardian's spines) can inflict multiple hits for some damage, but only around 40-50. However, its leg sweep attack does 50+ damage while guarding, and 200+ if you don't block it. Fortunately, that particular move is easy to spot. The easiest way to beat this thing is to back it into a corner and hammer it with attacks, techs and spells like Tempest, Photon, and anything Kratos, Genis and/or Colette can throw at it. For all its HP, as long as you don't let it get away with casting its wind spells, you'll be able to beat it quite handily.

+++++

Three down, Jebus knows how many to go. I'll ask him sometime. Be thankful beating a guardian fills your HP and TP, for reasons that will soon become clear. Make your way out of the dungeon, but before you can reach the exit (or more importantly, the save point) the damn ninja girl shows up.

+++++

Resolute Assassin

No. 226 Type - Human
HP - 4500 EXP - 300
TP - 164 Gald - 450
ATK - 500 DEF - 62
Item - Dark Bottle
Attack Attribute - None
Weakness - None
Strength - None

Guardian - Lightning

No. 191 Type - Unknown
HP - 5500 EXP - 250
TP - 400 Gald - 250
ATK - 471 DEF - 46
Item - Fine Pellets
Magic Lens
Attack Attribute - None
Weakness - None
Strength - None

Now, aren't you just eternally grateful you were given full HP and TP after beating Iapyx? I bet you are. Once again Sheena brings along a pal, and it's tougher than her. It's a Lightning Guardian, and it has 5500 HP. Best thing to do is take it out first, but the problem is Sheena is gunning for Colette, so you have to protect her at the same time. The real trouble with the guardian is it can knock you into the air and onto your back with an annoying two-hit combo. Mash X so even if you get hit with it, you can leap back up and get back into the battle sooner. Quite frankly, either one of these enemies can cause problems, though leaving Sheena alone had Raine dead just as I'd killed the guardian, but you should still kill it first because Sheena will go into Overlimit when she's suffered enough damage. At this point, she won't be stunned by regular attacks or techs anymore, so now you're really screwed. Guard as much as you can and wallop her into submission. When she goes berserk, you'll know she's near-death.

In an amusing twist, I brought Colette back to life just seconds before tagging Sheena with a hit for 44 damage that actually killed her. Groovy.

+++++

PHEW! Damn glad that's over. Enjoy the cutscenes that follow and once again give thanks to Namco that you're fully healed. Leave this place and return to the House of Salvation. Don't forget to save on the world map in case of random blackout or a meteor crashing to earth.

5c-4. Asgard Human Ranch

Did I mention this before? Who cares, we're doing it anyway! There's something we need to do first. From the House of Salvation, go to Luin. If you don't know where it is, it's almost directly northwest from the House in the middle of the lake. If you've been following the guide thus far, it should already be destroyed. Aww...

Go north from the entrance and follow the path around to the next screen. It's Sheena! However, she won't try to kill you this time. Watch the cutscene. If Sheena joins your party, great. If not, then keep reading.

Leave Luin. To the northeast is the human ranch. It's pretty easy to find. Go inside and watch the cutscene, then when you get into a fight, just beat them up. They're just regular Desians. Cue a couple more cutscenes, and you'll be inside the ranch. There's a chest with a customization item off to the right, and the only way to go further is the stairs to the north. Once inside, go through the northwest door for a lengthy cutscene ending in your escape. Grab the nearby chest for a robe, then follow the path to the save point. Continue on, take the Iron Bracelet from the chest, then head to the end.

Long, revealing cutscenes. Shasta! Er, Sheena! Right. When you regain control, go back to Luin. On the way out, you may notice a large rectangular opening blocked by a big rock. I'll bet that's important. Anyway, Luin. When you arrive, you'll be treated to another lengthy cutscene, at the end of which Sheena will finally join you if she hadn't before. Groovy, ninja girl! I personally swapped out Colette for Sheena, but you can form your party however you like. If you do take along Sheena, I'd recommend setting her skill use to Moderate, as she tends to run out of TP quickly if left to her own devices.

Try to leave town, and you'll get a clue about your next destination. Hima? Sure! Head on over there and go inside the inn. Speak to the woman blocking the stairs, then go around to the back of the inn. Hey, a trail! Follow it to reach the gravesite and a cutscene. Hmm, a boulder, he says...you don't think he could mean...nah! Well, anyway, when you regain control follow the trail off to the left and up to the next screen. Head to the summit for a cutscene that's slightly pointless right now. Still, shades of things to come, right?

Anyway, you now know how to get inside the human ranch. Best to head back that way, huh? Save on the world map, then go inside. Boy, that rock sure looks important, don't it? Check it out. See? Important. After the cutscene, beat up the regular ol' Desians and watch more cutscenes. At this point you'll have to choose up two teams of three. Lloyd's party is the Infiltration Team, and you want Kratos with you. Trust me, you really do. Since Raine is the only other healer, you want her in the Deactivation team, and since Sheena is your only other melee fighter, you want her to head up that same team. So, take Genis in the Infiltration team for magical might, and the rest will go deactivate the security system. Basically, put the boys all together and the

girls all together (Refrain from thinking of the lesbian overtones! Refrain, damn you!)

Anyway, enter the upper left door. Get the chests scattered about and examine the machine to the far left and choose Shutdown. Return to the previous room and take the lower left door. In here, get your Sorcerer's Ring upgraded at the nearby pedestal, then go down to the conveyor belt. See those white, glowing cylinders behind the belt? Shoot those with your ring. You'll need to destroy all six to stop the belts. When that's done, save and go around to the left side and past the belt that curves upward. Run up the ramp, but grab the EX gem (level 2!) in the chest nearby before going in. In here, just run up to the warp point and try to warp. Don't save here. You'll switch to Raine and co.

Before you go anywhere, go into Raine's tech menu and switch her control to auto and Sheena's to either manual or semi-manual so you can operate Sheena instead. Also change Sheena's party position from whatever it is to 1. Now then, the door is in the lower right corner of the room. Once outside you'll have to fight a battle. Simple Desians.

Once they're dead, head south. You'll be outside. Remember that spot where the Desian was standing the first time you came here, blocking a certain path? He's gone, so go over that way. You'll have to push some blocks out of the way to reach the door, which isn't too hard. Just push the first one back to its original position and you'll have room to maneuver the other blocks.

Now then, go down and left. Avoid the guard and go up to the switch on the floor. Examine it, open the chest, and exit right. Watch the scene and beat up the Desians, then exit south. Go around to where you found the switch, but instead head into the left room. Beat up the robots to activate the first switch. Now either head around to the right side and do the same thing as before: hit the switch, go all the way around, beat up the robot, done.

You'll switch back to Lloyd and co. Do not unseal the save point if you have a Memory Gem, it's a waste. There's a save point in the previous room that's perfectly serviceable, so go back and use it. When you're ready, use the warp to find Kvar. While you may think from the cutscene you can use your full party, you can't. Sorry.

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Kvar		Energy Stone	
No. 218	Type - Human	No. 219	Type - Magical
HP - 10000	EXP - 1680	HP - 5500	EXP - 300
TP - 340	Gald - 1500	TP - 100	Gald - 765
ATK - 410	DEF - 65	ATK - 350	DEF - 20
Item - Holy Ring		Item - None	
EX Gem Lv.1			
Attack Attribute - None		Attack Attribute - None	
Weakness - None		Weakness - None	
Strength - Lightning		Strength - None	

I'm starting to hate bosses that bring their buddies along. Like the other Grand Cardinals, Kvar is a real bastard, but the Energy Stones are a serious problem. Get close to them, and they'll unleash a shock attack that will deal lots of damage, and since there's three of them, you can be dead before you know it. Focus on one at a time and use a bevy of regular combo attacks and techs. Try to separate them so you can beat on one without the others getting any cheap shots in. Set Kratos' strategy to Heal so he keeps you alive throughout the various shocks and lightning bolts. Genis (or whoever you

brought along) will be your support guy (or gal). When the three Stones are dead, switch Kratos to whatever strategy you want (or just keep him on heal, though he might be low on TP.

As for Kvar, the trouble comes from his Lightning spell. It can stun you, which means any Stone you may be fighting gets a free chance to shock you. He also has other lightning-elemental spells which cause many hits and many points of damage. Not only that, he has an Overlimit like the other Cardinals. When he hits it, don't attack him. Back off if you get the chance, guard as much as you can, heal your other guys with gels and such, but wait him out, because like your Overlimits, his will go away in time, and at that point he'll be vulnerable.

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Yeah! Booyah! Watch Kratos be badass, and the ranch go boom in another highly disappointing explosion, and you'll be back in Asgard. At this point we have one more unresolved issue: Pietro's curse. Seems to me someone hinted way back when that the cure was in the Tower of Mana. Guess where we're going next? I'll give you a hint: it ain't Six Flags.

5c-5. Tower of Mana

As it turns out, the Tower is locked, and the key was being held by the priest in Luin. 'Was' being the operative word. Where is it, then? Well, head on over to Hima and watch the scene. Well, looky here, the key! Talk to the guy with the pack on his back to take a shortcut back to Luin. The Tower of Mana is almost directly north of Luin.

Inside, you'll see a familiar scene. Once again you have to split up your party, but this time you must take Colette with you. I'd recommend Kratos, as he provides both healing and muscle power. Speak to the three you want to remain, then head through the door.

The monsters here are actually pretty easy to kill, though the evil teddy bears can cast some damaging spells. Fight all the monsters you see so you have a better chance of picking up a Memory Gem. Just follow the spiral staircase up to the top, take the chest and go through the door.

In here, there's a block and a tile on the floor. Looks simple, right? Go to the top part of the room and burn the curtains with your ring. Now move the block so it's in the path of the light, then push it up till the light's shining properly. Go through the west door and examine the nearby machine. Well, shades of the ranch, huh?

As your second group, head up and burn the mirror to the west, then push the mirror block in the same place as last time to open the way north. In here, go west and burn up the curtain to let the light in. Now, take the block to the right of the stairs and shove it one square north. Then take the block left of the stairs and move it near the north light orb. See that split mirror block just to the north of it? Move that out of the way, then push the \ angled mirror directly north of that same light orb. Now move the split mirror block in between the two middle light orbs, and finally take the mirror angled / and push it left of the topmost light orb so that the light is reflected into all three orbs.

Right then! Take the treasure if you haven't already, then save and exit north. Exit east, then south. Climb the spiral staircase. Go up to the next room,

then west. Take the treasure and cross the light bridge you just made. You'll go back to Lloyd's party. Just go across the light bridge and follow the path back to the rest of your buddies, and the way forward will be revealed. Make sure you're prepared, as you're about to face the guardian of the seal.

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Iubaris

No. 186	Type - Beast
HP - 16800	EXP - 2650
TP - 1500	Gald - 2500
ATK - 860	DEF - 80
Item - Brass (Drop)	
White Quartz (Steal)	
Attack Attribute - Light	
Weakness - Darkness	
Strength - Fire, Lightning, Light	

While his HP may make him seem daunting, he's really...well, not to be taken lightly. His ordinary attacks take off somewhere in the neighborhood of 300-350 damage, though luckily he mostly does normal attacks. He does release some shadow unicorns for around 250 per hit, for a couple hits. His ordinary attack can be performed regardless if you're hitting him or not, so guard before moving in and being foolish. There's also the spell Force Ray to watch out for, but he will rise into the air just before casting it, so it's easy to spot. The best strategy is to keep this guy off-balance. He can be stunned by attacks and such, so if you keep piling on the hits, you should be able to wear him down to nothing without him even attacking. However, once he regains his bearings, you should guard immediately, because something's coming, and it'll most likely be painful.

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That was the last seal? Well, la-de-da. You'll have to leave the tower now, but thankfully you have your full party with you. You can leave via either path as well, BUT BEFORE YOU DO, check out the northernmost bookshelf on the west side of the entry hall where you first came in to find Boltzman's Book. Now then, check out of this place and watch the cutscene. Story-rific!

5c-6. Before the End...

Well, not really the end, or this would be a short game. There are things you can do before going to the Tower of Salvation, though. One thing you should do as well. Go to Lake Umacy. It's almost directly north of the House of Salvation in this region. View the cutscene. In order to complete this little sidequest, you'll have to go all the way back to the Thoda Geyser. Do so. You know the way. Save at the docks, unless you unsealed the save point in here, in which case just save inside.

Once inside, you won't have to solve the puzzles again. Just go straight to where the guardian was to find Undine.

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Undine

No. 196	Type - Magical
HP - 13000	EXP - 2110
TP - 320	Gald - 765

ATK - 580 DEF - 88
Item - Guardian Symbol
Attack Attribute - None
Weakness - None
Strength - Water, Ice

Dig that music! Groovy! Undine can be a pain in the ass, though keeping her off-balance is the best way to win. Let her stay still long enough and she'll cast Spread, a water-based spell that will deal around 200 damage for multiple hits. Her regular attack does 150-200 for one or two hits, so remember to guard. Disable all water-based techs and spells of your own and just leave the lightning ones intact. Make sure no one has any water-elemental weapons, and I say this mainly for Sheena, as she starts with a Card of Water equipped. Just as I said, keep hammering Undine and don't give her a chance to cast any spells, and watch out for her Overlimit! Yes, Undine has an Overlimit, and it can cause a lot of problems since when she's in that state, she won't be stunned by attacks. Guard at this point, and be liberal with the gels, then keep her from casting spells as best you can till she gives up.

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Unfortunately, beating a Summon Spirit is not the same as beating a guardian, so you'll have to heal up after the battle. Leave the shrine and head back to the continent. At this point you can go and get the two other summon spirits available to you, Sylph and Efreet, who are at the wind and fire shrines respectively. However, they're very powerful, and not easily beaten at this point in the game. I won't cover strategies for them right now, but I will later on. If you want to fight them now, though, go ahead. Otherwise, return to Lake Umacy and get that unicorn free.

Anyone else catch the dripping sexual overtones? Well, you have the Unicorn Horn, so you can now cure Pietro and Clara. Sweet. You know where one is, so go to Hima now. Pietro is in the room at the second floor of the inn, which is now unblocked. Go in and cure him, then try to leave town to figure out just how you're going to get to the Tower of Salvation. But, before you go, talk to the backpack guy at the entrance and take the shortcut to Luin. Pietro is now in the main part of town and is going to help rebuild it. Give him 5000 gald. Don't argue, just do it. Once he's done thanking you, leave town, then return and give him 12,000, and I don't want to hear any talking back, now! If at any time you don't have the money for this, don't worry about it.

The long and short explanation is Luin can and will be improved, but it will take time, and a lot of gald on your part. Several hundred thousand, in fact. Check the Extras section for the full list. If you somehow have the money for it, don't go past the seventh donation. Once you give that 35,000, Luin won't improve further until you progress the story. You have infinite time to finish your donations, so if you don't have the money, don't worry. You'll be back, eventually. Also, those are the exact amounts of gald needed to get to the next step of the improvement project. Anything less will result in nothing happening, and any more will be wasted money. You could give Pietro a million gald when you first donate and you'll still have to pay the other increments.

Now then, whether you were following this section or decided to skip it in favor of the Tower, go to Hima, rest at the inn if needed, then head to the summit.

5c-7. Tower of Salvation

Watch the cutscene. Afterwards, you can speak to the members of your party.

Do so, then talk to Colette when you want the story to proceed. The next day, save and go get your dragons. Make sure you're ready to leave. Just like when leaving Izoold for Palmacosta, it will be a while before you return.

Go to the summit. Enter the Tower. There's only one route, and no treasure along the way. Follow the path. Before you step into the teleporter, make absolutely sure you're ready. I would recommend Sheena, Genis and Raine as your party for general ass-kicking purposes. Go in. Watch the cutscene. Fight!

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Spoiler Boss A

No. 245	Type - Angel
HP - 16000	EXP - 2795
TP - 258	Gald - 1840
ATK - 530	DEF - 112
Item - EX Gem Lv.1	
Rune Bottle	
Attack Attribute - None	
Weakness - None	
Strength - Light	

Because this is a spoiler-free guide, I won't reveal the name of this boss, but you'll sure as hell know who it is before he even shows up. He has an arrow attack that'll do around 120 damage for three or so hits, plus Holy Lance, a spell that'll cause a lot of hits, then a big one for 400-500 damage at the end. If you have Lloyd's Omega or Psi Tempest, use it sparingly, but definitely use it. This boss will float in the air, so the sudden jump at the end of the tech will continue to pile on the hits. If Raine knows Nurse, it'll make this fight a lot easier, since it can heal everyone at once. The big thing to watch out for is the arrow attack, since he uses it a lot. Along with Holy Lance, he knows other light-element spells that can't always be stopped, so you'd better be prepared to dole out gels. He's tougher than most of the bosses faced thus far, but falls in much the same way.

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Watch the cutscene. Spoiler-rific! Hot damn, let's get it on!

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Spoiler Boss B

No. 216	Type - Human
HP - 22500	EXP - 3280
TP - 1500	Gald - 2900
ATK - 750	DEF - 150
Item - EX Gem Lv.3	
Life Bottle	
Attack Attribute - None	
Weakness - None	
Strength - Light	

Again, not a boss I can mention by name, and technically I don't really need to write up a section on this one. You know what this boss can do. He can do it really well, too. And let me say this: YOU DO NOT HAVE TO BEAT HIM.

Let me repeat that: you can lose. Don't go nuts reviving your allies and wasting Life Bottles if you're getting your ass handed to you. If you lose, the game goes on. If you win, you get a level 3 EX gem, along with the EXP and

gald. I, however, was not able to win. I was at levels 27-28, and had my ass thoroughly spanked.

However, if you want to win, the best way is to have Genis constantly casting spells while Raine has her best healing spell on a C-stick shortcut that is mashed like there's no tomorrow. Genis should have his skill strategy set to At Once so he's always casting, while Raine should be set to Heal. If you're not using either of those two (for whatever reason...) try to keep the boss from casting spells. The easiest way is through whatever Sword Rain tech you have for Lloyd. If you've saved up a Unison Attack, now might be the time to use it. Don't be afraid to use gels, but if you're honestly having trouble, don't waste all your supplies. You might need them.

So then, if you lose, the game will continue the same as if you had won. Don't worry if you end up dying. However, if you can win, I highly recommend doing so.

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More cutscenes. Lots of them, in fact. There will be one more battle, but I'm not even going to write up a section for it. There is no option in this battle. You WILL lose. Let me rephrase that: you cannot win, don't even try. Even if you're so insanely leveled up that you can do more than 1 damage to him, the battle will end before you win. Just get yourself bumped off and the game will proceed with a myriad of cutscenes.

5c-8. Renegade Base

When you finally regain control, head right and follow the path to the next room. The machine nearby sells items. Continue on the path. In the next room, get your ring changed to electric and go south to find a bunch of boxes. On the east side are a couple chests, so shove a couple boxes over to the raised platform so you can shove the block there off of it. Use all three to reach the chests, then use the dark block and push it onto the switch. The other two blocks should be lined up vertically on the same platform where you created a bridge to the dark block.

Now then, go down the staircase that opened. Here, shoot the conduit (the spinning thing) then examine the machine. Cross the block bridge and shoot the conduit over here as well, then check the monitor to lower the water level. See that block on the other side of the room? You've got to go push it down into the lower level, then electrify the final conduit and exit this room to the south.

Cutscene time again. In this new room, exit west, then north. This cutscene will carry you all the way to...

5d. Disc 1 - Tethe'alla - The Adventure Continues

5d-1. Meltokio

There's a save point on the path down the mountain. Make your way down, and note the new battle music. You won't be able to avoid a few fights due to the narrow path, so get acquainted with Tethe'alla's enemies. They're not too

tough, and give good experience. When you reach the end of the trail, Sheena will tell you where to go next. On the world map, fight around a bit if you want. There's an Anti-Magic Bottle in a chest southwest of Fooji, in a valley. The guidepost for Long Range mode is a short way northeast, behind some mountains. As Sheena says, Meltokio is just north of Fooji. Go in when you're ready.

After all the cutscenes, you can find the item shop to your left. They sell the next stage of gels, though they're mightily expensive. Don't buy the lemon or pineapple variety till you've visited the weapon shop. So on that note, go up the big stairs north of the entrance to meet Zelos, who became one of my favorite characters after the cutscene. Well, anyway, the weapon shop is to the left of this screen. The weapons aren't too bad, though if you've been grabbing chests, all you'll need is a new sword for Lloyd and something for Colette. Don't buy any weapons, though, you can get better stuff soon. The customization shop can make some good stuff, but you may not have the required Black Silver for several items right now. Later, though. Also, the Wonder Chef is in this very shop, in the upper left corner. The armor shop is right of the screen where you first met Zelos, and that stuff can really set you back. If you have lots of extras, consider selling your customization items, as those will go for 1000 gald each.

When you're done shopping, go up the stairs and exit north in the screen where you met Zelos. Head up till you reach the palace for a scene. The church, huh? Well, surely! It's on the same screen, down and to the left. Go in and talk to the priest, then watch the cutscene, leave the church, and enjoy the HILARIOUS line Lloyd delivers. At the end of the scenes, you'll gain Presea as an ally. Hoo-rah. You might want to change her EX skills, since they don't result in anything as they stand when she joins.

Anyway, the royal chambers can be found by going either left or right, then climbing the stairs all the way to the top and exiting through the nearby door. Simple, huh? Cutscene time again, and when it's all said and done, leave the castle and go to the church. Speak to Zelos, and he will join your party. Groovy.

Set Zelos as your on-screen character (that's the one with the little flag on the menu screen) and speak to all the girls you see. They'll actually give you free gald and items! Sweet! Oh, there's another Wonder Chef disguised as a present in one of the houses in the rich part of town (off to the right from the palace) on the second floor. When you're ready, leave town. The bridge is right nearby.

5d-2. Sybak and the Grand Bridge

And right nearby it is! The bridge is several screens long, though you can pass the time by playing the Red Light/Green Light game. After a long, long, LONG trip across the bridge, you'll reach the world map. Sybak is a short way north of the bridge exit point. Enter.

Sybak has better weapons than Meltokio, but they're also more expensive. The Wonder Chef is in the library on this screen, disguised as a rack of porno magazines. No, I'm not kidding. Anyway, the research institute is off to the left. Go there to view a cutscene on Colette. When it's over, explore around. You can get a lot of stuff with Zelos from all the girls here. After filching all the stuff you can, leave the academy and return to the weapon shop. Speak to the junk dealer next to it for a short scene, then return to the academy and talk to the idiot blocking your path. He says you can use the room you were in

last, so just go to the second door you see in the hallway on the first floor. Another cutscene, and...where'd everybody go? Head to the main entrance hall for yet another cutscene, which will end up with Sheena returning, though you're not yet a full party. Head to the bridge!

Yes, you've gotta run ALL THE WAY ACROSS AGAIN! But on the plus side, you'll fight a bunch of guards! Why's that a plus? They're pushovers that give you over 1000 EXP when you beat the crap out of them. Now you're a full party again! Don't celebrate just yet, because you have two problems. One, you can't enter Meltokia yet, so you're short an inn. Two, you have to get the Rheairds, which requires you fight a boss up on Fooji. However, you do have the House of Guidance, which acts like an inn, but costs 600 gald a night. Expensive. Well, there's no getting around it, so heal/save, then go back to the mountain and climb to the top.

Use the save point if you want. Go to where the Rheairds crashed to view what will eventually be a very amusing cutscene. Boss fight, boss fight!

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Pronyma

No. 223	Type - Human
HP - 18000	EXP - 3000
TP - 750	Gald - 1500
ATK - 1150	DEF - 150
Item - Rosemary	
EX Gem Lv.2	
Attack Attribute - None	
Weakness - Light	
Strength - Darkness	

She's tough, but I took along Zelos, Sheena and Presea and beat her dominatrix ass all over the mountain. She uses the Aqua Laser spell, which can knock you for a loop and on your back, making it annoying and quite damaging. Her regular attacks do around 300 unguarded, and she can teleport around the battlefield. If you use any form of Demon Fang or long-range tech, use it after she teleports to keep her from casting a free spell on you. Like many of the Desian higher-ups, she has an Overlimit, but it's not quite so bad as some of the ones you've faced before. Quite frankly, as long as you use stunning attacks and techs to keep her from casting many spells, you'll defeat her quite handily.

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Watch the cutscenes and rejoice! Hurray! Yippee! Zippo! Er, right. Your next mission is to infiltrate Meltokio. Climb down the mountain.

5d-3. Meltokio Revisited

Let's get our asses to the inn! But first, rest and save at the house of Guidance. Now return to Meltokio for a scene that'll drop you into your next great adventure: the sewers! Joy.

Well, advance in. The enemies here give good EXP for little trouble, so fight around if you want. Follow the path and ignore the spiderweb bridge for now to reach a pedastal where your ring will be changed, along with you. Shrink ring, huh? Well, be careful with it, since if you fight an enemy while shrunk, it will carry over to the actual battle. What this means is if you fight while shrunk, instead of the snakes and slugs, you'll fight one or two giant rats.

While it's great for combos and Grade, it doesn't give much EXP.

Anyway, shrink yourself and cross the spiderweb, then big-ify yourself. Follow the path and ignore the stairs going down. When you reach the stairs going up, walk to the back of them for a quick scene and an EX gem level 3. Now go up the stairs and head up to the machine here. When the scene's over, examine the levers to get yourself a big block of trash! Shove it over the edge via the second opening on the left side of this area, then take two more and push them down the two openings at the south part of this place.

Now then, head back down the stairs till you reach the narrow path you just filled in with trash. Be sure to pick up the Spirit Ring behind the lower set of stairs. Turn the wheel that's waiting past the narrow path to open the door above. Go back, up, and through it.

There's a sealed save point here, but there's no boss in this dungeon, so save your Memory Gem. Head right at the intersection and go all the way up and around to the back of the room. Notice the rather large mouse hole in the wall? Shrink yourself and go in for a low-level EX gem. Return to the save point and take the left path, then go down the stairs and shrink yourself. Examine the box to float over to the other screen, which will take you to the control wheel for the red door. Open it, go through it.

Well, another trash compactor. You have to push a block all the way across the nearby catwalk, which is quite impossible to do in the ordinary way. How is it done, then? Simple. Push the block along the catwalk till it's at the corner. Shrink yourself and use the spiderweb to reach the big-ify panel ahead of you. Pull the block one square east, then shrink and go back across the spiderweb and re-big-ify yourself again on the other side of the block. Now shove it all the way right so it falls off the edge, then leave this area and go back through the blue door to get to the lower part of this room.

Head down the stairs on the right near where you came in. There's a narrow ledge down here. Follow it and go left at the intersection. Shrink yourself to enter the cage, then big-ify yourself and open the door on the right side. Return to the upper level of this room via the red door.

Amazing, a new spiderweb, and right where you need it. Now just push the block along till you reach the corner where you shoved off the last block. From here, go one corner up, then push the block right and off this part of the catwalk so it lands on the bridge leading to the cage. You know what you have to do now, but I'll tell you anyway. Go get that block and shove it into the cage until it falls on the pressure plate. The bridge will extend, and you're still not done. Go back up to the catwalk.

Well, it's block-pushing time again. This time you can take it all the way to the end of the path. When you reach the final corner, shove it off the south end. Once again go all the way back to the lower level and push that block through the gap to complete the bridge. Head around to the left side of the room and get to that yellow wheel. Turn it to open the final door. Go through it.

In this last room, grab the chest and follow the path. There are two mouse holes on either side of the lower level, both of which contain items. To reach the other side, make yourself small and walk across the tiny rail along the back wall of the lower level.

When you reach the second set of big-ify-ing tiles, you'll run into a battle. It's three bald guys with sticks! However, they can do 150 damage or so and like to attack you from behind, so guard your backside. After winning and

getting much EXP, head up and don't open the chest yet. It's a monster, the same one in the Triet ruins. It can only be harmed by magic, and it's got 2800 HP. If you want to fight it (it drops an All Divide) make sure to put Raine, Colette and Genis in your party, then just tell them to cast attack magic over and over while you stand in front of the chest and guard to absorb its hits. When you're done, just go up to the ladder to exit the sewers.

You can now enter and wander around Meltokio mostly as you please, though you'll have to enter and exit from the sewers. You can skip the dungeon or re-enter it if you missed some items, so no worries.

Anyway, Meltokio. There's still stuff for us to do here. Buy armor for whoever needs it, most likely Sheena. The Elemental Research Laboratory is to the right of the inn, past the big, open gates. Go inside for a scene, then you will need to find Zelos' mansion. Fortunately, like he said, it's big and hard to miss. It's also the only mansion you can enter. The only other building is a dinner hall for parties. Enter and speak to your party members, and definitely go upstairs to see the scene between Genis and Presea. When you're ready, just talk to the butler to sleep.

Return to the laboratory, then leave Meltokio via one of the sewer entrances. Go back to the grand bridge and head down the right staircase. After the scene, you'll get your first watercraft! You can use either the control stick and A button, or the C-stick and L/R buttons to move around. It can only be used in deep water (the dark blue bits of your world map) so don't think you can go anywhere with it just yet. You can land at one of the brown docks on the world map, but for right now, just land on the one at the opposite shore.

5d-4. Gaoracchia Forest

Yes, a new forest! But first, go back to Sybak. Immediately you'll view a cutscene, but nothing comes of it yet. Now then, return to the institute basement via the secret passage in the sewer and speak to Kate. The forest, you say? Leave, then rest/save at the inn. At this point I'd recommend leveling up to 32-34, somewhere in there. The enemies in this region give good EXP and gald, so it shouldn't take long. The forest is just northeast of Sybak.

Inside, you'll fight the Papal soldiers again. Beat them up for easy points. Further in is a pedestal to change your ring into a flashlight. It gradually loses power, and must be recharged in sunny spots. Anyway, at the intersection go right. Stand in the sun spot off to the right till your meter is full. It might take a while. After that, head north until you spot a chest covered with vines. Burn them away with the ring (hold the button down till a tone sounds) and take the treasure. Head right from here.

Go southward as soon as you can, and when you spot a chest, keep going south. At the bottom edge of this screen is another chest. Burn away the vines, then return to the first chest. Singe the blockade, then disintegrate the vines here that are blocking your path to the right. Head down that path.

Very soon you'll see another blocked chest. Take the contents and continue right. On the next screen there'll be a sunny spot. Recharge your ring and follow the path down and right, past two more sets of vines. Down and to the left is the second Sword Dancer, but don't go after him yet. Instead, keep on going down and right till you run into a cutscene and a boss.

+++++

Convict

No. 227	Type - Human
HP - 12000	EXP - 2250
TP - 320	Gald - 1500
ATK - 800	DEF - 120
Item - Elixir	
Attack Attribute - None	
Weakness - None	
Strength - None	

Yet another boss that is deceptively strong. He has a number of techs, such as Crescent Moon and Eagle Dive, plus regular attacks and combos that'll do 300+ damage per hit, and an Overlimit he'll hit very early in the battle. His worst is the spin kick, which will damage all your melee fighters, since it hits everything around him. However, while he's a fantastic brawler, he's also got less HP than the previous few bosses, and if beaten on regularly, will fall in under a minute. Just remember to guard excessively, as he will attack hard, fast, and often.

+++++

After the cutscene, just go south to reach the exit. While Sheena may not be able to tell you the location of Mizuho, it's right nearby and easily spotted. Go on in, I'm sure they won't mind.

5d-5. Adventures in the Underground

See if you can spot the reference in the section title. Anyway, watch the brief scene and explore. There's not much to see. The store has new weapons for sale, some of which can also be customized if you have the ingredients. The Wonder Chef is inside the Chief's house, right near the entrance. However, that's about all there is to this village. Talk to the guy in blue to see the Vice Chief. After the long cutscene, you'll gain a title and a party member: the convict whose ass you just beat, Regal.

At this point, you should leave Mizuho and re-enter the forest. Go up and left to exit into the Ozette area. The town itself is right across the nearby bridge. Go on in. There will be a scene in which Presea runs off. Better go catch her.

This town's item shop sells food, so you'd do best to stock up on a little bit of everything. The weapon and armor shops have okay stuff, but most of it isn't worth the money. The Wonder Chef is in the inn, disguised as a parrot. Presea's house is down a slope leading into the only other screen for Ozette. Watch the cutscene, and when it's over, leave the house and exit to the world map in the lower left corner. Altessa's home is right nearby.

Just go inside for a cutscene. Short visit, huh? Well, we'll be back. Return to Ozette. Go up to the item shop for a scene, then leave via the town's primary entrance (the one you came in from the forest). We're taking another ocean voyage, and the dock is north of Ozette. Take your boat north (since the edge of the world is obviously a wormhole connected to the south edge) and head for the southeastern continent. Land on the dock located on the southernmost tip of the peninsula on the continent. The mine is just north of here, but trust me when I say this: save on the world map BEFORE entering the mines! It's not that there's anything really wrong with going in blind, it's just...well, you'll see.

Anyway, enter and watch the cutscene. Whoops, boss battle.

+++++

Defense System		Orbit	
No. 212	Type - Machine	No. 213	Type - Machine
HP - 12000	EXP - 2350	HP - 3000	EXP - 180
TP - 100	Gald - 0	TP - 500	Gald - 800
ATK - 800	DEF - 240	ATK - 650	DEF - 100
Item - Metal Sphere		Item - None	
Attack Attribute - None		Attack Attribute - None	
Weakness - None		Weakness - Lightning	
Strength - None		Strength - None	

Guard Arm		Auto Repair Unit	
No. 214	Type - Machine	No. 215	Type - Machine
HP - 8000	EXP - 150	HP - 5500	EXP - 1000
TP - 0	Gald - 0	TP - 0	Gald - 0
ATK - 900	DEF - 20	ATK - 0	DEF - 100
Item - Mythrill		Item - None	
Attack Attribute - None		Attack Attribute - None	
Weakness - None		Weakness - None	
Strength - None		Strength - None	

Sheesh! As you may have guessed, your primary target should be the repair unit to start. However, the two Orbits act as defense units, which means they'll be on you at all times, so take out at least one before knocking out the repair unit. Wipe out the other Orbit, then focus your attention on the Defense System. As for attacks, well...to be quite honest, I beat the hell out of it so fast, I didn't get a chance to see what it could do. The Guard Arms are its main form of attack and they can damage you, but not for very much. I very nearly broke a 30 combo against the Defense System, but fell one hit short. Damn it all. Well, just use techs and regular attacks and it'll fall pretty quick. Not a tough boss, all things considered.

+++++

Only one way to go. Might as well. Inside, head right at the intersection and activate the lift. Notice it only goes side to side. You have to hit the switch while on the lift to get where you need to go. After doing so, take the elevator down to the lower level. Over to the lower right is a place to change your Sorcerer's Ring. Get it changed, then take the two treasure chests down here and ride the elevator back up top. Go left and use your ring to blow up the boulder here, and now you have a rather arduous task ahead of you.

You need to switch the lift so that it goes side to side again, but you also need your ring to place bombs. So, go down and get your ring changed, switch the lift's path, jump over the gap where you blew up the boulder and go back down and switch your ring once more, then jump the gap again and take the lift over to the doorway. Yargh.

Anyway, in the next room you'll find a bunch of boulders that need bombing, plus a couple switches and some treasure. There's also a Gnomelette which wants some potion, but that comes later. Hit the two switches, then make your way to the sealed save point near the elevator. I'd recommend unlocking it, the next part is very annoying.

The switch on the floor will send a boulder crashing toward you. You'll automatically avoid it, but further along the path is something you can't kill

normally. The thing will follow you, and what you have to do is lure it into the path of the boulder and squish it. Unfortunately, it doesn't follow you all the way to the trigger, and will return to its original position if you get too far away from it. My advice, then, is to set a level 2 EX gem on Lloyd (if one's not set already) and set it to Personal. You'll be able to reach the switch sooner and avoid the boulder at the same time. However, it can still be a very annoying endeavor.

Anyway, after the spinning thing is toast, press the switch to stop the boulder trap and go down the elevator. Inspect the remains of the spinner to get the Evil Eye, one of the darkness weapons. Now that the last defense has gone, proceed down the stairs and to the next screen. Here, it's just a straight path to...a bunch of boxes. Blow them up to find the Inhibitor Ore, then leave the mine the same way you came in. However, before you leave the screen, go down the steps on the left side of the bridge to reach an EX gem, level 3.

Return to Ozette. Shortly after entering, the Papal knights will once again try to rain on your parade. Beat the crap out of them for more easy points. Watch the cutscenes that follow. When you get a choice, either one will suffice. Afterwards, you'll be asked to make a Quick Jump. Do so to go right to Mizuho.

Go to Tiga's house, then speak with Sheena to advance the plot. Return to Ozette and rest/save, buy all the food and supplies you need, then go to the docks. Sail north to a moderately-sized island with what looks like a tiny tower on it. This is your destination.

5d-6. Temple of Lightning

I should mention before we begin that your levels should be around 36 or over at this point. This is especially important if you use Presea, because she will not have gained EXP during your time apart. If you don't use Presea, well...36 or up, okay?

Head up. Note the flowing electricity. It's easier to avoid than the spike traps. All the way to the left is an already-unsealed save point. Slightly right of it is a pedestal. Examine it to make a rather long spear pop out. Do the same to the pedestal on the right side of the intersection. Now go up the center staircase and step on the switch. Note the lightning strike. Check the pedestal here so the lightningrod is down, then go back to the rightmost rod and lower it as well. Hit the switch once more to zap the stone blocking the pedestal, then go get your Sorcerer's Ring changed.

At this point all you can do with it is zap the blue blocks on the right side of this room and get some armor for Presea. Head up the main stairs to the next screen. Zap the blue block, then head up the stairs and destroy the blue block. We'll come back here later. Go back down and through the door you uncover. Here, head up the left stairs and ignore the block. It only releases an enemy. Go up and exit left. This new room is dark, and as the game tells you, you must tap A to avoid falling off. Or, you could just wait for the lightning to strike and illuminate the path. Either way. Just don't run.

Follow the linear path to the next room, and once there, exit south. Shoot the block at the end of the path, then examine the device to have lightning strike and the platform underneath you break. Keep on shooting blocks and destroying platforms until you reach the last one. Activating the lightning rod here will make the path below safe to traverse. Exit right for another dark room. There will be a chest here containing a Spirit Bottle, but otherwise the path will

take you straight to the next room. Go up the first set of stairs and examine the machine, then return to the dark room and fall off the edge. Consider it a shortcut. Go through the north door.

Head up the first set of left stairs, then go down into the water. Now that it's safe, deactivate the lightning rod here get your ring changed to yellow lightning. Well, there's lots of stuff we can do with this. Go back to the previous room and zap the yellow block at the top, along with the two preventing access to the door on the left. Don't go in there yet, however. First return to the entrance and zap the two yellow blocks for a treasure chest. You might also want to save.

Now then, head north one room, then exit up the stairs and to the right. Make your way through the dark room. In the next screen, zap the yellow block to make the lightning rod fall onto the machine. Re-enter the dark room and fall, then go one screen north. Head up the right stairs and examine the machine to extend the lightning rod. Now go up and exit through the upper-left into the dark room and find your way to the other side. Go to the right side of this room and exit right into yet another dark room. Follow it to the end and deactivate the lightning rod in the next screen. Now that the machine is active, go back through the same dark room to the upper level.

Yay, we get to play with currents! Note how the room is set up. What you need to do is let the electricity flow from the machine to the platform with the boulder. To do that, you must destroy some blocks. First go all the way up to the top level (fight the bird monster along the way for the Memory Gem) and destroy the two leftmost blocks. Activate the machine. The current will cause a treasure chest to drop. Reset the puzzle by examining the machine, then go up two flights of stairs and destroy the two rightmost blocks (on the level with two sets of blocks, one left and one right). Go up another floor and destroy the rightmost blocks, then activate the machine to create a new path. Take the treasure (some great armor for Regal) and exit south. Here you'll find the final pedestal, and the final change for your ring. Red lightning! Huzzah!

Now then, go back north and return to the dark room. Fall off the edge and head up and through the door on the left. Make your way through this last dark room and zap the red block on the next screen to get a weapon for Regal. Fall down in the dark room and exit south to the entrance. Destroy the red blocks here for the final chest, and SAVE! We're about to fight Volt, who is one tough customer. As for preparations, Raine is highly recommended. If Genis knows Spread or a higher water spell, he's also a top pick. Otherwise, a heavy hitter like Presea will do the job. Sheena fills the last spot, because this is a battle for a pact. Make damned sure everyone in your party is not using a weapon that has lightning for its attack attribute. This is especially true for Sheena, as you may still be using her Card of Lightning. If you have the Thunder Cape, put it on Lloyd. When you're all healed up and ready, go back one room north. Go up the stairs to the top and destroy the red block. Examine the pedestal. Here we go.

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Volt

No. 199	Type - Magical
HP - 24000	EXP - 3580
TP - 240	Gald - 2800
ATK - 950	DEF - 180
Item - Emerald Ring	
Attack Attribute - Lightning	
Weakness - None	

Good god, this guy is a real bastard. He has a rapid-fire three-hit lightning attack that does near 200 damage and will use it so often it's scary. If you have the Thunder Cape equipped, it'll do less damage, but it can still stun you for a bit. If you're using Genis, Spread will do quite a lot of damage, but otherwise your best bet is Lloyd's highest Tempest or Sword Rain tech(s). You don't want to give Volt an inch, and the Tempest or Sword Rain abilities will usually stun him from whatever he's doing. Also, just like Undine and others, Volt has an Overlimit, and it's here you want to be damned careful, because his lightning powers can take away a thousand HP in the blink of an eye. Fortunately, pounding him with Spread and other water spells will wither away his HP pretty damn quick. Just keep an eye out for Indignation, the most powerful lightning spell in the game that will shred off 2000+ HP! It is an area-effect spell, meaning if you hold X and tap backward, you can get yourself out of the way, but your party members might not be as lucky. While you may lose a few people, keep at it and show Volt who's boss!

+++++

Agh, that was three shades of horrible. Well, you now have Volt. Watch the cutscene and exit the tower. Fit the Emerald Ring on Genis for a fun time. You now have a fix on the Rheairds. You could go get them now, but first return to Ozette, stock up on supplies and rest/save. Now then, from Ozette, you want to sail around to the east, where there are a ton of small, snow-capped islands. In this area is a dock, and the Tethe'alla base. It may be a little difficult to find due to the cramped space between the islands, but trust me, it's there.

5d-7. Tethe'alla Base

Hurray, we're going to get our airship! Well, this game's equivalent of an airship. Enter and watch the cutscene, then use the save point if you want. A machine on the lefthand side of the room will sell items. Set one of Regal's level 2 EX skills to Personal to get a discount (makes Miracle Gels 300 gald cheaper). Also, make sure to change your Sorcerer's Ring. Exit south, then go right.

In this room, pull the block down and shove it in front of the laser blocking the path to the right. Go down this route and into the room you find. Kill the Desians there for the first passcode. Return to the previous room and pull the block back in front of the laser and exit left, then left again. Ignore the laser and go up at the first intersection, then in the next room go left at the intersection and into the first room you see. Defeat the Desians for the second passcode and take the EX gem level 3.

Leave this room, exit south, then east. Go east once more into another familiar room, but instead of heading right, go up and exit north. In here, you want to use the block to reach the door that's in the upper left part of this room. Just pull it along and block the lasers till you find it. In the next room, continue on left to another screen. Kill the Desians for the final part of the passcode.

Groovy. Well then, shoot the ringed energy conductor to charge it, then examine the nearby machine to activate the lift. Now go all the way back to the room with the save point. Use it, then go south, then west. Now go north twice to reach a new area. Head up the stairs and go right till you see the blue block. Pull it off the lift and drop it onto the laser machine. See those chests down there, just waiting to be picked up? Go on down there (via the roundabout way

of tromping through the base...) and get your new weapons.

Return to the save point. Speak with Orochi to be healed and get the passcode in full (write it down if you can't remember it, it's random in each game), then save. Now head back to where you picked up those two chests, but stop in the previous room. Instead of going left, head up the stairs into the hanger. There's a sealed save point here, but you just saved, so ignore it.

Anyway, head to the top left corner of the first level. See those two gaps? Fill them with the two blocks down here, then grab the Lavender in the chest and shoot the conduit to power the nearby lift. Now take one of the two blocks and shove them onto the lift, then stand on the lift and examine the machine to send both it and you up to the next floor. Push the block off the lift and ride the lift back down, then go up to that level and pull the block along to the right side of the room. Make sure you've gotten the treasure below, then push the block over the ledge (using the only opening...) and shock the conduit.

Now, take the one block on the lowest level you haven't used yet and drag it onto the rightmost lift. Ride it to the top and shove it so that it creates a bridge to the treasure chest a little bit north. Now head west and take the treasure nearby, then shock the conduit and ride the leftmost elevator down. Take the block that's on it and push it into the gap so that you can reach the final chest. Now then, leave the room. The blocks will be reset, but the elevators will all still work. So, take one block to the rightmost elevator and ride it up top, then push the block so that it creates a bridge to the other side. Ride this last elevator up, and you'll find the final door. Enter the passcode. Go on in. And now...let's get it on!!!

+++++

Yuan		Botta	
No. 244	Type - Human	No. 230	Type - Human
HP - 16000	EXP - 4890	HP - 12000	EXP - 1680
TP - 652	Gald - 3150	TP - 580	Gald - 2800
ATK - 900	DEF - 215	ATK - 780	DEF - 205
Item - EX Gem Lv.4		Item - None	
Attack Attribute - None		Attack Attribute - None	
Weakness - None		Weakness - None	
Strength - Lightning		Strength - None	

Yuan's the melee, Botta's the magic. Yuan's attacks can break through your guard and stun you, while Botta will keep casting magic unless you break up his little party. Focus on Botta, his magic can seriously hurt you if you leave him alone. His regular attacks aren't too powerful, but he does have a special move where he stabs his sword into the ground and causes a multi-hit strike on whoever's closest. This one hurts, but not as much as Yuan's Indignation, one of the most powerful spells in the game which he'll cast when Botta falls. This will most likely kill a lot of your party. Thus, you should have Raine's Nurse spell on a C-stick shortcut and should be mashing it as much as possible. Keep your HP high, because once Yuan's alone he'll start casting spells of his own. Once Botta falls, though, Yuan will soon follow.

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Watch the cutscene and give yourself a pat on the back! You're now the ruler of the sky! Sorta.

5e-1. Rescue Mission

There's a lot to do now that you have free reign over the skies. There are three guideposts for Long Range mode you can enable, which will essentially open up the entire world for Noishe. Granted, you've got airships, making Noishe obsolete, but the developers put them in, so you might as well. One is on the south end of the middle continent in the world, near the large tower. Another is on a tiny island southeast of the Temple of Lightning, while the third is almost directly west, southwest of said temple.

For the most part, the only thing you can do right now is rescue Colette. Yes, it's that time. However, your levels should be quite high, definitely in the low 40's. Southeast of the Renegade Base, high in the sky, is the wyvern nest. Colette is being held here. However, you won't get her back without a fight.

+++++

Winged Dragon		Baby Dragon	
No. 188	Type - Dragon	No. 189	Type - Dragon
HP - 18000	EXP - 2450	HP - 12000	EXP - 1250
TP - 400	Gald - 1200	TP - 1030	Gald - 500
ATK - 1400	DEF - 86	ATK - 1030	DEF - 68
Item - Venom		Item - None	
Flare Cape			
Attack Attribute - None		Attack Attribute - None	
Weakness - None		Weakness - None	
Strength - None		Strength - None	

Right at the start you must take out the two babies, or they'll overwhelm you. I'm quite serious when I say this is a difficult battle, even at high levels. The combination of high HP and powerful attacks make these beasts something to be feared. If you're using Genis, disable all but his higher level spells and set his skill strategy to At Once. Keep on the babies with Lloyd and whoever else is fighting, and make sure Raine keeps your HP high. Also, if you have Rising Falcon and a strong weapon for Lloyd, that one tech can deal a lot of damage, sometimes well over 1000 per use. If not, focus on using Tempest techs to pile on hits and keep the babies from using their special abilities (including a whirlwind attack that'll knock you on your back, breath weapons, and more).

When the two babies are dead, the real boss will fall quickly. After all, it's four against one now. Switch to Tempest attacks if you were using Rising Falcon before, and just beat the living crap out of that oversized wurm. It may change its place on the battlefield, but it can't escape forever.

+++++

Whew! Watch the cutscene, which'll take us straight to...

5e-2. Temple of Earth

It's like, right next to you. No exploration required. Go in and get your ring changed to an earthquake-type. Proceed on to be stopped by a little gnomelette. You can't pass without permission from the big brother, who is back in the Toize mines, and that gnomelette wants 'potion.' Leave and go to Mizuho. You can buy

some potion from the shop. If you forgot where the gnomelette is, he's in the second screen of the Toize mines. Hand him the potion and return to the temple.

Continue on. Go straight at the intersection. The left path has a chest with a mythrill circlet, but it's a surprisingly weak piece of armor. On the next screen, you'll be stopped by another gnomelette who wants something spicy. Now you must leave and go to Altessa's home. Blargh. Speak with Tabatha upon arrival to get the recipe for curry plus ingredients. Return to the temple. Remember to get your ring changed before moving on.

Speak to the gnomelette. It doesn't matter who makes the curry, it just has to get made. Moving along, the gnomelette ahead won't make you go get anything for him. Shock! Walk onto either the middle or leftmost part of the bridge and use your ring to fall. From here you can take several paths, some of which will lead you to treasure. There's no 'wrong way,' and the treasure isn't exactly stellar, so just choose your own way. You can come back however many times you want later. However, when you get to the bottom, you'll find something better than treasure: the Dragon. This creature has a good 10000 HP, a powerful tail sweep attack and breath weapon, lots more defense than regular creatures, but upon its death gives a whopping 10,000 gald! It can be a little tough until you get used to it, and once you do it's a great source of funds, since it respawns when you leave the screen and return.

Anyway, speak to the gnomelette at the bottom left to proceed. At this point all you have to do is kill the various enemies down the left path to proceed. The problem is, they respawn, so don't be too eager to wipe them out, then let the gnomelette wander off. Also, do not leave the screen before the gnomelette does! Otherwise, you'll have to do it all over again.

When the gnomelette reaches the next screen, follow and talk to him. Once again you have to play a little game, this one of timing. It's not too hard, but you have to do it three times in a row to get the bridge to fall. Once it does, go up to the save point and use it. Gnome's right in plain sight.

+++++

Gnome

No. 197	Type - Magical
HP - 28000	EXP - 5890
TP - 682	Gald - 4280
ATK - 1100	DEF - 255
Item - Holy Symbol	
Attack Attribute - None	
Weakness - None	
Strength - Earth	

I gotta say, this is my favorite Summon Spirit thus far. "Eat dirt!" Classic. Oh, right, the battle. As Raine says, the opposite of Gnome is Sylph, so if you're using Genis, disable his earth-based spells and make sure he casts a lot of wind-based ones. Otherwise, Gnome can cast various earth-elemental spells, and his casting time is next to nil, so attempting to knock him off balance won't really work sometimes. His regular attacks will do 250-300 damage for a couple of hits, but he mainly uses earth spells like Stalagmite and Ground Dasher. He'll also do a bellyflop attack that'll deal multiple hits, meaning it should be guarded against under penalty of early death. Genis is quite useful in this fight for his spells, but otherwise just make sure Gnome doesn't get much of a chance to do anything, and that means constant and bloody beatings!

+++++

Well, that's one Summon Spirit down. Return to the save point, then take the only path out of here. The way to the exit is through a sharp slope of dirt that you can make into a usable hill with the ring, along with a chest atop a pile of rocks. Leave this place, and head to Flanoir.

5e-3. Flanoir and the Temple of Ice

Flanoir is in the northeastern part of the world, in the middle of a snowy area. As soon as you enter, talk to the crouching man just up and right from the entrance. If you didn't get the Evil Eye in the Toize mine, he won't be there. This is Abyssion, and he will give you the key to open the chests containing Devil Arms, and Lloyd's Devil Arm as well. These weapons may not look like much statistically, but they have a hidden power that can make them the strongest weapons in the game.

To the right of the entrance, there's a guy who will tell you about a pair of gloves that can hold really cold stuff. Gee, I wonder if that's important? Well, to make these gloves, you must first get three Penguinist Quills. These are dropped by the monster of the same name, but the best place to find them is on the first screen of the Temple of Ice. There's a penguin monster in plain view that'll give you a battle with all penguins. It also helps to have Colette in battle with her Item Finder EX skill (lv.1 Tough and Sharp-eyed). The Temple is south of Flanoir, if you need directions. Anyway, once you have three three quills, speak to the old man in the accessory shop (it's near the equipment shop) to get the Penguinist Gloves, which'll come into play later. Just make sure you equip them on someone. Oh yes, don't forget about the Wonder Chef, who is in the church disguised as some sort of bag, or something...anyway, he's in the upper left corner of the building.

Now then, rest/save and head for the temple. Go inside and get your ring changed to ice. Head up the path (in other words, don't cross the ice bridge) and exit to the next screen. Go south out here, and fire your ring at the gap to create an ice block. Follow the path here till you find the Celsius' Tear. Now go back out and north, then re-enter the Temple. Now go across that ice bridge.

Follow the path south till you spot water dripping from a stalagmite. Use your ring to create an ice block, then shove it left and into the gap so you can cross. Head left and examine the water flowing into the lake to freeze it with your new Celsius' Tear. Now it's ice skating time! There are three places from which to slide across the lake. First stand at the leftmost opening, then follow these directions:

Up
Left
Up
Right
Down
Left

Hah, a chest. Take the Rosemary (don't use it without applying a Rune Bottle first, and if you don't have a Rune Bottle, don't use it). Now stand at the southmost opening and...

Right
Up
Left
Down

Right
Up
Right
Up

Simple. Now then, examine the bottom statue three times, the right statue once, and the top statue three times. Ignore the left statue. Before you enter the door, make sure you're prepared. If you're using Genis, disable all but his fire-based spells. Raine is, as always, highly recommended for her healing abilities, and of course, Sheena is mandatory. Ready? Go on in.

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Celsius		Fenrir	
No. 200	Type - Magical	No. 193	Type - Beast
HP - 18000	EXP - 5120	HP - 12000	EXP - 2600
TP - 600	Gald - 5800	TP - 300	Gald - 1380
ATK - 1020	DEF - 205	ATK - 860	DEF - 185
Item - Spirit Symbol		Item - Blue Quartz	
Attack Attribute - None		Attack Attribute - Ice	
Weakness - Fire		Weakness - Fire, Lightning	
Strength - Water, Ice		Strength - Water, Ice	

You'd think Celsius would use ice attacks, but as it turns out, she's a martial artist! She'll use hand-to-hand moves, along with Beast techs and jumping spinning kicks. Guard. A lot. She can, in fact, use ice spells, so don't just let her pound on you all day. Fenrir isn't really that big of a problem, so long as you take care of him quickly. He does have a spin attack much akin to Lloyd's Tempest techs that'll shave off quite a lot of HP if you don't guard against it. However, with only 12000 HP he won't last long, and when he's dead, Celsius won't have a prayer. Honestly, I had more trouble with Gnome...

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You'll have to exit the Temple by yourself as per normal. However, when you do finally reach the exit, there will be a cutscene...

5e-4. Altamira and the Return

Go to Altessa's House and speak to him. When the scene's done, enter his house and speak with him again. More cutscenes. When given a choice, choose whatever you want, the outcome is the same either way. Considering Raine is your best and only support mage, you'd do best to go after her. To Altamira!

Altamira is actually southeast of Altessa's home, on its own island. When you enter, Regal will leave your party...it's a mass exodus! Well, no. Anyway, go into the hotel's second floor for the shops. They have some good weapons for everyone, along with customization services and good items. When you're done spending, leave the hotel and take the right path for a cutscene and the Employee ID. Now take the left path to reach the boat and ride it to the Lezareno Company. I know, I know, you want to play in the amusement park. We'll go there later, but only if you're good!

Right then. Head up the elevator to the Sky Terrace and examine the grave for yet another cutscene. Now go back down to the first floor to learn where the Gate is located. Leave Altamira and fly on over there! It's the small island east of Altamira with the stone ruins on it. Enter for a lengthy cutscene and another battle with the Papal knights. Don't these guys ever learn? Well,

they're good for easy points, at least.

The resulting cutscene will lead you to a familiar place...

5f. Disc 1 - The Two Worlds - Taking Care of Business

5f-1. Remote Island Human Ranch

Even though you didn't actually see them go in, you still have the Rheairds. At this point you're meant to go to Palmacosta, but you can fly yourself over to Luin and make more donations if you have the money (which you should have, and which I recommend doing). While you may not have enough to see what profits Luin will eventually provide, it's good to get it on its way when you can.

In any case, Palmacosta's first on the menu. Go to city hall to drop off the kid, then go to the Palmacosta Human Ranch. A lengthy cutscene will take place automatically. Speak to Botta when you're ready. You'll be sent over to and inside the Remote Island Human Ranch.

Just head up till you reach an intersection, then continue up to the next room. In here, it's a Lights Out! puzzle. It's simple. Just step on the first panel and travel around the area clockwise, then when you reach the first panel again, step on the center one to open the way forward. Another tile puzzle. Here, walk onto the first panel and go right till you step on a lighted panel. From there, follow these directions:

Up 2x
Right 2x
Down 2x
Right 2x
Down 2x
Left 2x
Down 2x
Left 2x
Up 2x
Right 2x
Up 2x
Left 2x
Down 2x
Left 2x
Up

That should take you to the final unlit panel, which will unlock the path to the elevator. Enter it and get your ring changed to...sound? Okay. Take the elevator up to the next level. Go around the room and activate the switches to open the cages and get the elevator to rise to the next floor. The next bit I cannot explain in detail, because you can't pause during this sequence and I can't type that fast. In other words, I can only offer bits of advice: use the X button to steer. The side the light is on will be the way you turn when you come to an intersection. Your goal is to reach the top floor. Good luck, and try not to get too frustrated.

Assuming you reach the top floor (optimism RULES!) enter the room. Go right, as you're now on the top floor and can't use the elevator anymore. In here, you must use your ring to change the color of the warp points in order to move around. Change the first warp to green and hop in to get some Saffron, then

return and change the same portal to red and enter. Change the white warp here to blue and ride it to the top floor. Use the save point if you want, then jump in the green portal. Climb the stairs to the top and examine the machine to disengage the third lock. Now go all the way down the stairs, past the warp you came in on, and enter the blue warp.

Go downstairs and collect the treasure, then enter the red portal. Don't go anywhere. Instead, use your ring to change the portal to green and enter it. Follow the path to the machine that'll disengage the first lock. Now return the way you came till you warp into the area with the third lock. Turn the white portal red for a chest, then return and change the warp to green. That should take you back to the top floor. Here, re-enter the blue portal and go into the nearby red one. Change the first portal to blue, then change the nearby one to red. This will take you to the machine controlling the final lock. Disable it and return to the top room. Use the save point and enter the elevator. Ride it up and enter the last room for a cutscene with Rodyle.

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Rodyle

No. 195	Type - Magical
HP - 35000	EXP - 6240
TP - 500	Gald - 5800
ATK - 1350	DEF - 210
Item - None	
Attack Attribute - None	
Weakness - None	
Strength - Earth	

Wow, he got a makeover. I think he should've called the Queer Eye guys first, though. Anyway, Rodyle has a powerful regular attack that does in excess of 400 damage per hit, often 500. He also has a number of spells like Grave, Insanity Force, and a whole host of others he'll use in large quantities when he goes into Overlimit. Not only that, but the large amount of HP he has will almost guarantee he hits that Overlimit at least twice. Yowch. Avoid him as best you can when he does the Overlimit thing and set Raine to use Nurse or the higher-level spell when you see Rodyle going into a spell. As long as she's not hit, you'll get some free healing. The spells only seem to affect an area, so if Raine is far away from him, she should be safe. As long as your HP is kept at a respectable level and Rodyle is given a proper beating, you'll come out of it all right.

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More cutscenes, followed by a battle with three Baby Dragons. Remember those little bastards? While there's three of them now, they're nothing compared to the boss you just faced. Focus on one at a time and they become even easier when their numbers are reduced. When the battle's over, the cutscenes will take you to Palmacosta. Leave the city to be taken to the Sylvarant base. From there, you'll end up at Altessa's house. When you regain control, fly over to Altamira. Take the tram over to the company for a long-ish cutscene with shocking revelations! Okay, maybe not that shocking, but it's good story stuff. Once that's all over with, the world is laid bare before your feet and Rheards. There's a lot to do now. Let's get to it.

5f-2. Things to Do

Yes, things to do. These include an optional boss and two who aren't really

optional, since they have to be defeated eventually. However, first I would recommend rebuilding Luin. Yes, you need quite a bit of money to get it up to speed, but that's what the Dragon in the Temple of Earth is for. If you have a Blue Sephira, you'll gain a nice 20k gold per battle, making Luin's rebirth even faster. The reward for all this? Well, aside from the feeling of knowing you did a good deed, the equipment shop will have some of the most powerful weapons in the game, albeit they're a little...odd. And expensive. But worth it. Very much so.

Anyway, first on the list is the second Sword Dancer. Remember the first one? Well, we need to beat up another. Enter the Gaoracchia forest from the Mizuho side and change your ring, then go up and take the left path. Follow the path till you reach an intersection and go up slightly to find a chest covered with vines. Use the light from the Sorcerer's Ring to uncover a chest with a Devil's Arm inside. Now return to the intersection and go left. You'll run into a black bouncing skull. This is the guy. Better fight him. For preparations, use Genis, Raine (of course) and one other of your choice. Speak to the skull to engage in the glorific art of mortal combat.

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Sword Dancer 2

No. 192	Type - Undead
HP - 33333	EXP - 6800
TP - ???	Gald - 15000
ATK - ????	DEF - ????
Item - None	
Attack Attribute - None	
Weakness - Light	
Strength - None	

Ouch, that's a lot of HP! And he's an optional boss, so you know he's tough! However, at this point in the game your levels should be like mine (high 40's, low 50's) so he shouldn't be too much trouble. If your levels are lower, don't worry, I've heard tales of victory at level 40 (or around there...) Anyway, like the first Sword Dancer, he has a multi-hit attack for 300 per hit, plus a spinning whirlwind attack that'll deal a lot of hits for similar damage. He can also use magic, so bring along a lot of stunning techs! You don't want to let him get a spell off, trust me! Flame Lance alone can really hurt you. Counter with your own magic, like Raine's Photon and Ray spells, and Colette's various light-element spells if you're using her.

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With that out of the way, return to Sylvarant. Since you pop out near Triet, we're going to beat the crap out of Efreet. Remember way back when I said you could fight him and get him as a summon? Well, I've put it off till now in the interest of actually being able to win. Enter the Triet Ruins and make your way to where you released the seal. Efreet will appear.

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Efreet

No. 198	Type - Magical
HP - 18000/30000	EXP - 2430
TP - 850	Gald - 945
ATK - 500	DEF - 35
Item - Attack Symbol	
Attack Attribute - Fire	
Weakness - None	

Strength - Fire

Note: The above stats are for Efreet if you happened to fight him before going to Tethe'alla. If you're fighting him after returning to Sylvarant, his HP will be 30000, and other stats will be different. End note.

Just in case Sheena goes into Overlimit, summon Celsius. Besides that, Efreet has mainly fire attacks and is weak against water, so send in Genis with Spread and just cast it over and over while pounding on him with techs. Especially make sure Efreet can't cast spells! Keep him off balance as best you can till he goes into Overlimit, then prepare to clean up the blood when he casts the powerful Explosion spell. Make sure Raine's highest area healing spell is on a C-stick shortcut and toss out Life Bottles if needed.

+++++

With Efreet subdued, there's one more Summon Spirit and one more mana flow we can sever right now. If you haven't done this previously, return to Asgard and go up to the slab where you fought the fake wind guardian. You'll see a scene with the fake Chosen party. Took me long enough to get around to this, huh? Return to the Balacruf Museum for another run-in with the imposters and go to the seal once more. This time, it's a battle with Sylph.

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Sephie		Yutis	
No. 206	Type - Magical	No. 207	Type - Magical
HP - 7320/13000	EXP - 880	HP - 6480/12000	EXP - 770
TP - 220	Gald - 320	TP - 80	Gald - 290
ATK - 713	DEF - 81	ATK - 699	DEF - 76
Item - Savory		Item - Sage	
Attack Attribute - None		Attack Attribute - None	
Weakness - None		Weakness - None	
Strength - Wind		Strength - Wind	

Fairess	
No. 208	Type - Magical
HP - 6190/10000	EXP - 690
TP - 250	Gald - 285
ATK - 738	DEF - 84
Item - Saffron	
Attack Attribute - None	
Weakness - None	
Strength - Wind	

Note: Like Efreet, if you fought Sylph before going to Tethe'alla, the stats listed will be accurate. If not, use the second number listed for HP values. End note.

Three on four...we're approaching even odds! Well, we can't have that, now can we? Target Fairess right off the bat and knock her puny HP count into the dirt. The fewer opponents you have, the easier the rest will be. All the parts of Sylph have fairly weak attacks individually, but when they gang up on you, you'll really feel it. Plus, leave one alone long enough and it'll start throwing out wind spells like they were going out of style. So, best to pick on the weakest first and work your way up to Sephie. Three low-HP enemies are inevitably easier than one with real staying power.

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Well, that's the three bosses. Anyway, head to Luin next to see the imposters again. They only appear after the weapon shop has been rebuilt, but you've been keeping up with your donations, haven't you? Yeah, you better. After that, head to Triet. Walk to the second screen and talk to the guy with the turban near the dog to hear about a cursed weapon. Go back to the first screen and talk to the guy by the item shop to hear about the giant worm. Leave Triet and walk northwest. You should be able to see a skit point on the west side of the mountains in that direction. Hit the skit (har) to fight the worm. It's not too tough, only 13500 HP. The main thing to watch out for is when it either burrows underground or pops up again, because it'll hurt you if you touch it. Defeat it to get another Devil's Arm.

Now fly to Hima, where you'll meet Yuan. Go back to Tethe'alla. Head up to the top of Mt. Fooji, and Yuan should be there. That's the end of this little sidequest for now, but we'll be back to complete it later.

Altamira is next. Enter the hotel there and reserve a room, and say that you will be going out at night. Go to the tram to be driven to the casino. There's a young (blond) guy with that damned popular bowl cut whom you should speak to with Genis as your avatar. He should sell you Genis' Devil's Arm, Disaster, for the low price of 1000 gald. Nice. If he's not there, then the simple solution is to collect more Devil's Arms and return later. Now, return to the main part of Altamira and enter the hotel. Use the elevator to go up to the 4th floor. Examine the gold(?) pumpkin to find the Wonder Chef. Hop on up to the 5th floor to sleep.

Last tour spot, I promise. Go to Altessa's house and talk to the Gnomelette inside, if you haven't already. Once you've done that, go to the Temple of Earth and to where you fight the Dragon. Just past it, the other four greedy Gnomelettes are waiting for their fifth member, whom you just spoke to and will arrive posthaste. Once they leave, go on past for yet another Devil's Arm.

At this point you should have six Devil's Arms:

Lloyd - Nebilim
Colette - Evil Eye
Genis - Disaster
Kratos/Zelos - Fafnir/Soul Eater
Sheena - Gates of Hell

That's all you can get for now. The rest will come later. Our next destination is the second-to-last Summon Spirit, and this one's scary...

5f-3. Temple of Darkness

This Temple is south of Meltokio, on the southern tip of the continent. You should be able to spot it from the air (it looks sort of like the Desian bases), but you actually enter from a small opening in the mountains that can be hard to see depending on your camera angle. In any cause, find a spot to set down and head inside.

Well, golly gee, it's damned dark! On a suggestion from your party, return to Meltokio and its Elemental Research Laboratory. You'll have to do a little something before getting the Blue Candle, though. Go to the Coliseum and talk to the girl behind the counter to participate. Pick whoever you feel most comfortable fighting as, since they'll be fighting alone. Talk to the guard to fight a battle, and when it's over, exit via the door on the east wall. Go into the dungeon and many cutscenes will take place, ending with you having the

Blue Candle and finally being prepared to take on Shadow. Sort of. Return to the Temple of Darkness.

Once inside and well-lit, follow the path to the end for an EX gem (level 2) hidden in a chest behind a rock. Go back to the intersection and take the alternate path for the next screen. Follow the only path for a cutscene, and when it's over, continue on to the next screen. Go down the stairs till you spot a lighted opening. Examine it to have Lloyd crawl through. Get your ring changed to (what else?) darkness element, then pull the block out of the wall. You have the means of putting out those damned lights, so go back to the first part of Shadow and zap the crystal.

So, the point of this dungeon is to bring the five pieces of Shadow to his seal so he'll be put together again. When you get the first piece, go left past the now-opened path and head down. You should see a pair of moveable faces (that's what they look like to me, anyway) next to a pair of stairs. Zap and move the right face to free a Shadow piece, then pull the left block to open up the path downward. Follow the stairs down and go right, then push the block right and up till the third Shadow piece hops off. Take it and the other two right to another light. Put that out, then walk down the nearby hill heading left. In this area near the save point, you can sort of 'store' the Shadow pieces, which is good because if you go off-screen without storing them properly, they reset to their original places.

Anyway, from here, save and go down the stairs to the right, straight to the next room. Head up the stairs (get the chest hiding under them if you haven't) and enter the room where you changed your ring. Pull the face block here, then return to the previous room and leave via the exit at the top of the stairs. Go left till you spot the first face block and push it further into the wall. Now return to the stair room and take the exit at the bottom of this room. Okay, now you can get the damn fourth piece.

Go up the stairs and up the other path, then head around to the left. There's only one path you can take, and it leads you straight to the Shadow piece. Take it, and lead it down to the others. One more to go. Go back up the path. Remember the route to the fourth piece? On the way there's a face block sticking out of the wall that allowed you to cross. Shove it all the way into the wall. Now go back down to the Shadow storage area and leave this room via the bottom right exit.

So close...head up and exit this room at the top of the stairs. Get the Shadow piece and the chest, then guide it across the little bridge. You'll see a short cutscene in which the Shadow piece will basically establish itself on this side of the divide, meaning you can now safely leave the room and it can be easily acquired again. Now, leave the room the way you came in and return to the area where you changed your ring. Pull the face block out again to open up the path, then guide the piece down to the other two face blocks and pull out the leftmost one to open the way to the other four. Bring it on down.

Good. Five. SAVE. Take the five to the path leading deeper into the Temple. Walk them along and ignore the first intersection, then go down at the next one to find a chest. Return to the intersection and go right for another chest. Now take the final path and follow it for quite a while. It's mostly linear, and the few dead-ends aren't that far off the main path. When you reach the sealed save point, go left, then up to reach the seal point and the actual boss. Hey, it's the aliens from Independence Day! Well, the voice, anyway.

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Shadow

No. 203 Type - Magical
HP - 30000 EXP - 6320
TP - 800 Gald - 4500
ATK - 1520 DEF - 232
Item - Dark Seal
Attack Attribute - None
Weakness - None
Strength - Darkness

This guy's Temple is harder than he is. More annoying, at least. Shadow has some nasty darkness spells like Gravity Well and Darkness Shower, but more importantly, he'll teleport around the battlefield and target your spellcasters. If Raine has the Concentrate EX skill, great. If not, you'll have to be on your toes and keep Shadow away from her. Colette can be quite useful in this battle due to her light-element spells, leaving Raine to heal. Otherwise, just watch out for when Shadow goes Overlimit, because that's when he'll have a free chance at spellcasting without you interrupting.

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Yay! One more to go! Leave the temple and return to Sylvarant.

5f-4. The Final Summon Spirit

First off, go to the Linkite Tree. It's just a little northeast from where you appear in Sylvarant. Not too hard to find. Enter and check out the tree. Now you have to find Nova, whose caravan is actually just a little east of Hakonesia Peak (the south side). Speak to Nova to proceed. You need the Linkite Nut, which you should have gotten early in the game, and an Exsphere, which can be acquired from Dirk. Go to his house and speak to him to get one, then return to the tree.

Cutscenes abound, and...what, no battle? Well, we'll have to fix that! Go to the Tower of Mana, where Luna first appeared. Make your way up to the top, where there will be a few cutscenes, and then one last pact battle.

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Luna		Aska	
No. 201	Type - Magical	No. 202	Type - Magical
HP - 18000	EXP - 3250	HP - 19650	EXP - 3480
TP - 720	Gald - 4800	TP - 600	Gald - 2800
ATK - 1120	DEF - 292	ATK - 1120	DEF - 245
Item - Moonstone		Item - Rare Pellets	
Attack Attribute - None		Attack Attribute - Light	
Weakness - None		Weakness - None	
Strength - Light		Strength - Water, Wind, Fire, Earth, Lightning, Ice and Light	

Once again it's a magic and melee team, with Luna tossing out light-based spells like Photon and Limited Ray, while Aska will charge in and start beating on you, but all in all neither one is a huge threat. Pick either one to start, but Aska can be more annoying to leave alone, at least more than Luna's single-hit spells. If you're using Raine, disable her light-based spells and make sure all she does is healing. As long as either Aska or Luna is defeated, the other one won't be a huge threat. If your levels are like mine (around 55-57) or even slightly lower, this won't take long. If Sheena goes into Overlimit, summon Shadow, seeing as Darkness is the only element Aska ISN'T strong against.

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Enjoy what's next: anime cutscene! Score! Well, after lots of talking and lots of story-rific bits, it's time to enter the final Human Ranch and do many things I can't mention because they're spoilers, but if you're at this part of the game (and not just reading ahead!) then you'll know your purpose.

5f-5. Iselia Human Ranch

Sheena is gone for now, so take along Kratos in her place. Even if you don't use Sheena, put Kratos in your party anyway. Enter the ranch and get the Rune Helm in the chest before going down the stairs. Once inside, get your ring changed (it will now drain your TP with each use, so be frugal) and keep going till you hit a cutscene. Once again you'll need to divide your party. Take Kratos. Just trust me on this. You'll also want Raine for healing purposes, and your last member can be whoever you want.

Now then, the two circular machines will heal you and sell you items. Buy what you need and move on. Go north first. Head left, take the chests, then right and loot the good stuff over in that direction, then return to the healing and shopping machines. Over to the left are two little orbs flanking the door there. Fire your mana ring at them to open the door. Make sure to restore your TP with the machine afterwards. Head on left past the moving lights. Try to avoid them. It's fairly simple.

When you reach the next room, marvel at the balance of power during a cutscene. Meh. Anyway, the exit's in the lower right corner of the room. You'll have to go past more moving lights. Head up the stairs and go to the leftmost room. Zap open the door and take the treasures inside. Go back and right, then go up at the next opportunity. More good stuff awaits here, as well. Zap the door and take it. Once again go back and when you can go down some stairs, do so. Make your way past the lights to more treasure, then return and head up and right. When you reach the rightmost wall, you can go down for a sealed save point, and a door that'll lead to a weapon for Presea. You can also unlock the elevator that'll lead you back to the first floor and the healing machine.

Anyway, go north from the sealed save point till you reach a warp. You ready? Well, let's go meet the boss of this place.

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Forcystus

No. 221	Type - Human
HP - 20000	EXP - 7100
TP - 400	Gald - 5800
ATK - 1200	DEF - 300
Item - Faerie Ring	
Attack Attribute - None	
Weakness - None	
Strength - Wind	

Remember this guy? I didn't, at least till I saw him. Those Exbones flanking Forcystus have 6000 HP each and can be a real nuisance. Make sure to target them first. Forcystus himself uses wind magic, and the real danger with him is he isn't stunned by your attacks, much like Botta way back when you first fought him. In other words, he can hit you while you're in the middle of attacking him, giving you little to no time to guard. So, you've got to make sure Raine's

always healing and you're always attacking. Either that or become some sort of god at the timing, whichever suits you. In any case, just be prepared to be hurt, a lot, and let Raine focus on healing entirely. Buffing yourself with defensive spells will help as well. Just make sure you don't run in swinging unless your HP is at a respectable level.

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Much like your average dungeon, you must leave the ranch entirely to proceed. Just use the elevator near the sealed save point as a shortcut. The HP-draining lights are gone, but the regular enemies remain. No trouble, right? As you exit, prepare for a multitude of cutscenes, taking us straight into...

5g. Disc 2 - The Two Worlds - Fallen Angels

5g-1. Home and Back Again

Whew! Been a while! Go on outside. Head to the school for a cutscene, then go to the southern exit to be taken to Dirk's house. When you regain control, examine the carving by the bed on the second floor for the Wonder Chef, then talk to everyone and save Colette for last. After speaking with her, you'll have to fly yourself to Altessa's home. Enter for another cutscene, but before you fly off to Sybak, go back in and examine the glowing thing on the table.

You'll be taken to the Toize mines. Make your way through to the place where you found the inhibitor ore for a cutscene. You'll automatically return to Altessa's house afterwards. What was the reward for all this? Well...nothing. Yeah, well, it was a nice cutscene, wasn't it?

Anyway, go to Sybak. If you haven't, speak to the student near the junk shop to get a ring. Now, head to the second screen and talk to the guy standing by the dog. Well, that was a fruitless endeavor. Go to the library on the first screen now. Okay, your next target is Meltokio. Head in through the sewers, but you'll be interrupted along the way by a cutscene. When it's finished, go into Meltokio proper and head up to the church. Go inside for a few cutscenes in which the truth will be revealed to all (and a rather funny scene with Colette). When you regain control, leave the room, go right and down the stairs, then into the first room on the right. Skipping the cutscenes, head to the entry room of the castle and speak with the princess, then leave it and Meltokio altogether.

First on your list is Altamira. Head to the Lezareno company, but on the way you should meet up with Rosa, who will give you money for that same student with the ring. Now go to the company and up to the President's Office. Speak with George, then go down to the second floor for another cutscene. A duel, huh? Well, you don't have to do it yet. Anyway, head back to Sybak and give that student the money (or at least try...) then enter the academy. Take the door on the left and enter the first room you see to get the Zircon.

As a final note, return to Meltokio. Go to the rich section to meet up with Rosa. After the cutscene, head to Sybak and tell Joshua the truth. This will end the little event between the two...or at least remove you from the equation.

Well then, time to visit Heimdall. Village of the elves! Woo!

The forest is, as it's described to you in the game, south of Tethe'alla's Tower of Salvation. It looks like a village on a lake. Go up and get your ring changed to...sound? Okay. Jump up on the tree trunk to the right and use the ring. Go back to the entrance and take the first path to the right, then go down at first opportunity. You can't open the chest here, so hop onto the left tree and use the ring to bust it open. North from that chest is another one behind a tree, with a weapon for Zelos. Go down from there and take the first path left to the next screen.

Here, take the first right and follow it all the way to a big tree and another stump with a flower. Play the ring on the stump, then take the blue seed. Make sure to grab the chest here as well. Return to the first screen, where you got your ring changed. Left of that is a little flower garden. Plant the blue seed. Go back down and take the first path left. Head up onto the tree, then up to the next screen.

Follow the path till you're off the tree, then head left at the intersection. Hop onto the lilypad and use your ring, then hop off and go right. Follow the road till you climb off the tree and have the option of going right or down. Go down first to reach the save point and two chests, along with a kid who won't let you past till you get him some Ymir fruit. Come on, eight people can beat up one kid! Bah.

Anyway, save and get the white seed if you haven't already, then go back to the beginning of the forest, where you changed your ring. Now go back down and take the right path to the second screen, but now take the first path going left. There will be a large rock with a tree stump and flower nearby. Jump up and use your ring, then leave this screen and go back to where you got your ring changed. Yeesh.

Okay. Take the left path to get to the screen with the kid and the save point. When you reach the intersection near the tree, go right instead of down. On the next screen, hop onto the tree branch with the white flower and use your ring. You'll be carried off to another screen. Head right and jump on the stump, then use your ring. Return to the white flower and use your ring to get back to where you were. Once again return to the first screen, but this time climb up onto the tree on the right side of the screen and hop over to the white flower there. Use your ring to be carried off again. Examine the wooden box to drop it into the water, then return to the first screen.

To get to where you dropped the box, go to the screen with the kid and the save point and head right at the tree intersection to the next screen. Once you're there, follow the path and walk down the second tree you see (the first tree you climb up, the second one you walk down). After that, just run right across the box, hop onto the stump and use your ring. Well, there's the Ymir fruit, but Lloyd's a wimp who can't reach more than six inches in front of him. Bah.

Well, on the same screen, return to the tree you used to get to this part of the map, then go south while on the upper level. Follow the path down and right until you reach the spot where you got the blue seed, then go left and up to a tree stump. Hop on and play your ring. Now head left and hop onto the lilypad there and play so a fish gets the fruit past that big fish. First step done. Go back to the boardwalk with the box, but go left this time to a stump near where the Ymir Fruit is now. Use your ring.

Go back to where you got the blue seed, but go left, past the trees, till you spot a lilypad with a blue flower within sight of the fruit. This is also near

the entrance to this screen, and where the path splits. After you've used the ring, take the top left path to the next screen. Since you've destroyed the boulder, the fish can proceed. Hop on the nearby lily pad and send the fish past the big shark-thing (make sure that it's in motion) then go back to the first screen. Yes, where you got your ring changed. Take the left path, but where you would normally go up the tree, go down instead, and follow the boardwalk. You'll end up at a lily pad with a blue flower. Play your ring here to get the fruit to where you can get at it. Go pick it up and deliver it to the kid.

Thank goodness! In Heimdall, buy what you want. If, like me, you've been equipping your characters with the good weapons from Luin, you'll be able to save money and just buy armor. The path to the left of the inn leads to the second screen, and it's here you'll want to visit the elder (house is in the upper left corner of the screen, with the purple-ish welcoming mat). Go in the back room and get the Wonder Chef, who is disguised as a painting of...well, of the Wonder Chef. Huh. Anyway, talk to the elder. He'll give you the means to enter Latheon Gorge. Leave the village. You can quick-jump your way to the world map, thankfully.

5g-3. Latheon Gorge

Head on in, the elf won't stop you. Head up at the intersection for an EX gem, level 4. Go down to get your ring changed. Head up the hill and stand in front of where the flower is blowing air, then use your ring to be carried to the other side. Now go up and get some food from the tree, then feed it to the sick plant. Use it to be blown across the gap, then follow the path straight to the next screen.

Wander around a bit and get the chests, then go up the hill and head left to find a dark chest with Presea's Devil's Arm, Diablos. Now take some food from the tree here and go up and feed it to the sick plant. Go back to the other healthy plant and ride its wind current. You'll be shoved off to the left and set down on the other side of the gap. Go on to the next screen, but grab some Amango from the tree on your way.

In this screen, feed the two sick plants with Kirima, then go to the top of the hill on the right and ride the current from the southern plant. When you reach the other side, take a ride on the red flower. On this ledge, heal the flower up top, then take a ride on the lower red flower. Now let the big blue flower carry you off to another screen.

Here, you can go up and ride the blue flower there to eventually end up by a chest with a Rare Shield. You'll have to make your way back here from the second screen, though. Either way, when you're ready to proceed, head down and left till you climb a hill with two dead flowers. Feed the right one, then return to the red flower near where you entered this screen and ride it to the far ledge. Here, feed an Amango to the top flower, then ride the bottom one back. Return to the flower near where you entered the screen and feed it an Amango. Now then, remember the flower I said to feed when you first arrived? Ride its current to the top-right ledge. Here, revive the flower you see, then take a ride on the flower to the left and up a hill. You'll be carried off to the next screen.

Ride the first flower you see, then follow the path and be blown away by the large blue flower. Ride the next flower to the following ledge. Heal the flower you see, then take a ride on the one blowing off to the left, then go inside the cave. The first chest you see is a Fake, so if you want to kill it to get the All-Divide, feel free. Make damn sure Genis is with you, though.

From the Fake, go right and all the way up the hill for a Draupnir. Then, go back down and far left till you're able to go down and exit the cave.

Revive the plant and ride the wind currents right till you're blown upward. If you aren't, revive the plant, then go back through the cave and try again. When you are shot up, ride the wind current to the right, then go up the hill. On the next screen, follow the path till you reach a bridge. Cross it, save, and enter the house. Before talking to the guy here, examine the odd green thing behind him for a Wonder Chef recipe. Speak to the man for a cutscene. When you regain control, follow the path he shows you and check out the waterfall. Return to the previous screen.

Go back to the bridge. On either side are dead flowers. Feed both, then take a ride on the right one. Now save your game and leave the screen via the lower-left exit. Ride the flower by the waterfall to be plopped right outside the cave. Go in and check out the glowing plant for a boss battle.

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Plantix
No. 247 Type - Plant
HP - 36000 EXP - 7500
TP - 250 Gald - 1250
ATK - 1300 DEF - 310
Item - Blue Sephira
Attack Attribute - None
Weakness - Fire
Strength - Earth

If you're using Genis, unload his highest-tier fire spell on this bad boy. Likewise, if anyone has any fire-based spells or techniques, use them. The real trouble with this thing is it can send his roots into the ground and attack your spellcasters from afar. Besides that, it hits for about 350 with normal attacks and has an odd 'swarm of bees' attack that does around 200 damage for multiple hits. However, it's not very tough. With Genis casting fire spells, it'll disappear rather quickly, especially if you lay into it with attacks and techs. Even without Genis, it doesn't have the necessary power to be a real threat, compared to past bosses.

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You'll be dropped in front of the house after the battle. Note the Blue Sephira you got from the boss. It'll double the gald you receive after battle if you have one equipped. If you already have one, don't bother equipping another, the effects don't stack. Enter the house and talk to the guy again. Many, many spoilers abound in this cutscene, then you'll have to go to the southeast Abbey.

The Abbey in question is, in fact, in the southeast corner of the world. It's also one of the only things in that area, so it's not hard to find. Go in and head to the second floor. Let the cutscenes play out and leave. Your next stop is the Tower of Salvation. But first...!

5g-4. More Things to Do

Okay, lots to do here. Stop by Mizuho and talk to the Vice-Chief. He'll give you information about an optional boss we'll encounter later.

There are a couple more things we can do first. Go to Altamira and enter the President's Office in the Lezareno Company. You'll see a cutscene, and Presea will get a new costume and title. Presea has to actually be using the title to wear the costume, and the same goes for all other costumes. Now go to Meltokio. Head to Zelos' house for a cutscene and a costume/title for him. Now go inside Zelos' house and speak to the butler. Head to the castle when you regain control. After the scene there, leave Meltokio and go to the Grand Bridge. Yet another cutscene, then you'll have to go to Gaoracchia Forest. Enter from the Mizuho side, and you'll end up in a battle with more easily-defeated Papal knights. After the battle, Zelos will win a new title, and you'll have rescued the princess.

One more stop in Tethe'alla. Go to Sybak and talk to the kid standing outside the inn. Watch the scene. Speak to a few people nearby, and eventually you'll trigger another cutscene. Yeah, that's all that happens. Oh well.

We're done in Tethe'alla for now. Return to Sylvarant, then head to the Palmacosta Human Ranch and you should find Yuan there, still looking for something. Give him the ring you should have found earlier in the game to finish off this little sidequest.

Return to Tethe'alla. Go to Altessa's House and talk to Mithos. Watch the cutscenes that follow, then choose to follow (the second option). After a series of cutscenes, Raine will be better and Genis will get a new title.

Okay, final stop. Your destination: Exire. This floating city will appear as a white dot on your map in Tethe'alla. It's mainly on the west side of the world, so just enlarge your map to its biggest setting and fly over. To enter the city, you have to fly above it and press B to land on it. Follow the path through the city till you see a large house with a guy standing in front of it. Enter and go up to the second floor, then inspect the Rheaird model for the Wonder Chef.

Go up to the third floor, then exit the house. Go down the stairs and head right to the next screen. Enter the first house you see and talk to the man to learn about Virginia, Raine's mother. Return to the first screen and leave the three-story house via the first-floor exit, then walk back to where you first entered. Eventually you'll run across an old woman who warns you not to go into a house. Enter it. Watch the cutscene. Go back to the house with the guy who first told you about Virginia to get her diary. You can leave town by inspecting one of the Rheaird symbols on the ground. There are three of them in various places around the city. That's all, folks.

5g-5. Welgaia

Enter the Tower of Salvation in Tethe'alla. The path is much the same as it was in Sylvarant, meaning it's damned easy to traverse. Eventually you'll run into a familiar face.

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Spoiler Boss B - Part 2

No. 242	Type - Human
HP - 25000	EXP - 7600
TP - 980	Gald - 4800
ATK - 1200	DEF - 400
Item - EX Gem Lv.4	
Energy Tablets	

Attack Attribute - None
Weakness - None
Strength - Lightning, Light

If the boss name looks familiar, it's because the boss himself is familiar. You should know who it is and how he fights at this point, but there's a distinct difference in your circumstances THEN and NOW. For example, NOW, your levels should be at least double what they were when you fought him THEN, with more powerful weapons and armor, and his HP has not improved much since THEN. So, this is not so difficult. Granted, he'll make it difficult with his multitude of techs and quick, powerful attacks.

As for strategy, for the love of everything, try to keep him from casting Judgement! It'll knock off a couple thousand HP at a minimum! If you're using Genis, set his most powerful spell to one of your C-stick shortcuts and have Raine's top healing spell on the other one. Keep Raine healing at all times, and use your strongest techs to keep the boss from casting his spells. He'll use all the skills you remember from last time, so if he's coming your way, guard first and attack later. While he can cause oodles of damage in no time at all, his low HP (compared to past bosses) makes this a quick fight. Just make sure to stay alive.

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Watch the cutscenes. All I'll say is, HADOKEN!!! Er, right. Take the lift and head to the save point at left. Go up to the warp point, and you'll be in control of Colette up above. Just shove the box off the warp exit point, and your party will be reunited.

Now you'll enter Welgaia proper. Before going anywhere, head inside the building on the far right of this screen and talk to the guard. After the cutscene, you'll get a Mana Fragment. Leave, then enter the only other building. Once inside, enter the left door for Regal's Devil's Arm. Leave the building. See those conveyor belts on the left side of the city? Take those to the next screen.

Here, head left at the first intersection to see your destination, but because you have no ID, you can't go there yet. After the scene, head back to the intersection and go right to the next screen. On the upper level, the right-most elevator will lead you to a vending machine, while the one next to it takes you to a refresh machine. When you're ready to proceed, go to the lower level and take the blue-ish lift over to another warp point. Save after the cutscene and go to the next screen.

Here, head left, then left again at the intersection to reach the next screen. Continue on the path and head in the door on the right side of the large area. It's the only exit besides the way you came in, so you can't miss it. Here, we're doing another rendition of the ice-sliding bit, revised from back then. Follow these nice directions to get where you need to go:

Right
Down
Left
Up
Left
Up
Left
Down
Left
Up

Left
Down
Right
Down
Right
Down
Right
Up
Right

Go right to the next room, then examine the machine with the red orb. It'll unlock a door. Grab the chest in the south end of this place, then return to the weightless room. You'll have to make your way to the left exit, where you originally came in, which is a much easier feat and doesn't require direction. Anyway, head down when you come out to reach a previously-blocked chest with some good armor, then go all the way back to the save point where you first came in. At the first intersection, head down instead of left.

At the next screen, keep to the right. You'll eventually run past a chest with some armor for Raine. Follow the path, and when you go through what looks to be an airlock (looks sort of like the tunnel that connects an airplane to the airport) go left. At the next screen, head left until you go down some stairs. After that, take the two paths leading down to get a pair of chests, then go up and left for the blue lock. Disable it, then you've got to go all the way back to the weightless room. I know, it's a long walk. What you want to do is return to the previous screen, then at the intersection, go down instead of right through the tunnel. From there, just follow the original instructions to the weightless room, because you'll be back where you started.

Anyway, when you reach the weightless room, use these movements:

Right
Down
Left
Up
Left
Up
Left
Down
Left
Up
Left
Down
Left
Down
Right
Up
Right

Examine the lift and go up. From where you start, take these directions:

Down
Right
Up
Left
Up
Right
Up
Right
Down

Right
Down
Right
Up
Left
Up

And up into the next area. Here, follow the path and go right at the intersection for some Energy Tablets, then go down and to the next weightless room. Here's more directions!

Left
Up
Left
Down
Right
Down
Right
Down
Right
Up
Left
Down
Right

Examine the lift and take it down. Go left to another lift, and take IT down. One more weightless room.

Left
Up
Right
Up
Right
Down
Right
Down
Left
Down
Left
Up
Left
Down
Left
Up
Right
Down
Right
Up
Right

One more right takes you to the next room. Go to the right to get the Elevator Key. Return to the weightless room.

Left
Down
Left
Up
Left
Down
Right

...will take you back to the lift. Ride it up. Then go right, but don't take the elevator. Instead, go up and left, then exit this room. You'll end up back outside the first weightless room. Return to the save point, and use it. Now go back and go down at the first intersection. On the next screen, go up and take the tunnel that's sitting on the right side of this path. On the next screen, head right and check out the black keycard panel near the elevator. Enter, and take it down. Once down, just follow the only path to the large warp and use it. Eventually, you'll hit the cutscene, along with...

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Yggdrasill

No. 238	Type - Angel
HP - 40000	EXP - 3000
TP - 3000	Gald - 0
ATK - 1800	DEF - 350
Item - None	
Attack Attribute - None	
Weakness - Darkness	
Strength - Light	

Hey, it's that guy again! You know, the big evil guy? Well, this time you can't really beat him, but you can put a dent in his ego. As you may expect, he has a ton of holy-based spells like Holy Lance, Ray and whatnot. While you can try to keep him off-balance, he'll also teleport around the field and get in a free spell, so if you're using Genis, have him on call to cast spells. If you're using either Colette or Raine, disable their light spells, as they'll be of absolutely no use here. Yggdrasill has an Overlimit just like you, though what he does with it is just cast more spells, so as long as you're well-healed, you'll be okay. Bear in mind that, even though he has a HP total you can actually defeat, the battle will end prematurely, so you don't get any rewards (other than your lives...)

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Head down to the warp and exit the tower. There will be a battle after long, long cutscenes, of which is nothing more than an ordinary brawl with fancy enemies. Beat them up accordingly. More cutscenes, and then...

5h. Disc 2 - The Two Worlds - To the End of the World and Beyond

5h-1. Flanoir and Even More Sidequests!

Do not enter Flanoir without saving. Creating two save slots is recommended. There is a reason for this. Save first. Now enter Flanoir, then go right and up, and when the cutscenes are all over, enter the doctor's office.

STOP! HALT! FREEZE! CEASE AND DESIST! CREATING WHITE SPACE FOR POSSIBLE SPOILER PURPOSES!

While I am loathe to reveal any story-specific details, I will say that the next few cutscenes will determine not only whether or not Kratos will rejoin your party, but the ending for the entire game. You see, the game keeps records of how much each party member likes you. The three who like you the most will invite you for a walk in the snow. You'll chat and whatnot, but the important thing is Kratos. If you choose to decline all three requests, you will have a scene with Kratos. This will only happen if you're on very good relations with him, which means if you took my advice and brought him along in the Human Ranches (when your party was split up) and did the various training cutscenes with him throughout the game then you will be able to get him to rejoin your party. If you aren't on good terms with Kratos (for whatever reason...) he won't appear and he will never rejoin your party.

However, Kratos' rejoining comes at the expense of Zelos. Said Zelos will leave your party PERMANENTLY in place of Kratos. Don't ask me why, this is a spoiler-free guide. So then, what you need to do is think long and hard about who you want to keep. I will not make any recommendations, as this should be your choice.

END SPOILERS!

Well, that was a fun ride. Anyway, after all the cutscenes, it's time for more sidequesting goodness! DO NOT enter the Tower of Salvation until I say, or you will miss out on quite a bit of good stuff. Regardless of who you chose to talk to in Flanoir, we're doing this now.

First off, re-enter Flanoir. You should have eight of the nine Devil's Arms, so speak to Abyssion and he'll wander off to the Temple of Darkness, and you'll have a clue as to the location of the ninth piece. It's in Sylvarant, but we have stuff to do in Tethe'alla first.

Now head to the Hot Springs. If you don't know where they are, they're on an island directly north from the Temple of Earth. Talk to the priest outside to see the spring, then talk to him again after the scene and select 'Females.' Enjoy the cutscene. ;)

Fly off to Meltokio, then go to Zelos' house and speak with the butler. It's time for the dinner party! Finally! After the scene, go to the castle and you'll end up at the dining hall. Now, you'll be given a choice of who will be waiting for you out on the terrace. The way this works is, only four people besides Lloyd will receive the formal costumes. One will be whoever you pick for the terrace scene, and the other three you can choose by talking to them during the party. So, talk to whoever you like, and you'll be put out on the terrace after the third person. Afterwards, if you've been following the sidequest with Joshua and Rosa, you can bring it to a close at this point by going to the slums.

Also, if your characters are above level 60, they should be able to beat the Advanced class in the Coliseum, which is now taking registrars. My setup when fighting was the Holy Symbol (restore 3% HP at a fixed rate) and the Heal Bracelet (restore 10% of HP after defeating an enemy). The strategy is simple: just attack, guard, attack, lather, rinse, repeat. The only hindrance is the Dragon Knight at the end of the Advanced class, which should be treated with the utmost caution. Rising Falcon is useful to get behind it and avoid its flame breath. While the Coliseum FAQ says you should be at levels 70-75, I won Lloyd's Sword of Swords title for beating the Advanced class at level 64.

Anyway, there's a bit more to do in Meltokio. Go to the slums, but before you do, select Genis as your on-screen character. Watch the scene that occurs, then go to the item shop and speak to the Katz there. We'll finish up this sidequest later. Leave Meltokio. Change your on-screen character to Sheena, then go to Mizuho. Talk to Orochi, then Tiga. The Temple of Lightning, huh? Well, fly there, and go up to where you released Volt (with the three-colored blocks) for a scene. After more scenes, Sheena will receive a title and a new costume.

Next stop, Altamira! If you haven't gotten Presea's Klonoa outfit, you can snag it now. Otherwise, speak to the blue-haired woman outside the hotel. Seems she's lost her kids. Better help her. The first kid is on the beach, at the south end. She will return to her mother, but the blue-haired kid, Mary, won't return until you find the other two. So, go to the hotel and head up to the second floor. Make Zelos your on-screen character and talk to the kid in front of the notice board.

Two down. The third is at the amusement park, right where you enter. She won't return, so go back and talk to the mother, then return and speak to the kid to get her to head back to mommy. The final kid is waiting at the beach, by the snack bar. After getting her, return to the mother and she'll inform you of a 'reward.' Go into the hotel and speak with the receptionist and you'll trigger an event in which you'll get swimsuits for everyone. However, you'll only get three costumes (besides Lloyd's). Like the dinner party, whoever you choose at first will be guaranteed a swimsuit, and the others will be the two characters who like you the most, so in this case, you have less control over the outcome. Either way, make your selection and talk to your buddies when at the beach to end the event.

NOW we're done in Tethe'alla! Back to Sylvarant! To Asgard! Go to where you fought the fake wind guardian to get a costume for Raine. Groovy. Luin's next! If you haven't finished donating to the city, do so before continuing on. Go to the docks (on the same screen as the fountain) and speak to the pirate. Hey, it's Aifread! Leave Luin and return to the same spot and talk to Aifread again. He'll recruit you into the pirate life, meaning Lloyd gets a new title and costume.

The next step is to visit the Houses of Salvation of the world. First go to the one near Asgard and speak to the priest, then the House on the first continent, then the House south of Hakonesia Peak, then go to the Thoda Boat Docks and talk to the priest there to get the Spiritua Ring. Now that you have it, go to Hima, and you'll find Aifread at the graves. At this point, if you have Lyla's letter from way back in the beginning of the game, you'll give it to him and he'll give you a letter in return. If you don't have Lyla's letter, for whatever reason (refused it, never went to Izoold after Ossa Trail, etc.) then for you, the sidequest ends here.

For everyone else, go to Izoold and give Lyla the letter. There will be a scene, and afterwards, go to the dock and talk to Max to get Aifread's Hat. Hah! Bastard will catch cold, now. Anyway, go over to Hakonesia Peak and speak to Koton to get the final Devil's Arm, Heart of Chaos.

One more stop! Well, two, but this one's a sidequest trip. The Katz' Village is on the island in the northwest corner of Sylvarant, and it's the only thing on the island, so it's hard to miss. You'll find it on the northeast tip of that island. Go in and talk to the chief, who is at the top of the village. He'll give Genis a Katz costume, which you'll use later.

Final stop. Almost literally. Go to Iselia Forest, via the entrance from Dirk's side. Save on the world map. Trust me. Go in. You'll see the Sword Dancer. Better be prepared.

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Sword Dancer 3

No. 192	Type - Undead
HP - 99999	EXP - 9800
TP - ???	Gald - 30000
ATK - ????	DEF - ????
Item - None	
Attack Attribute - None	
Weakness - Light	
Strength - None	

So let's see...multiple-hit attacks, powerful spells like Grave, the incredibly powerful Indignation, and the second-most HP of any boss in the game, optional or not. Your levels should be above 65 at a minimum, and Raine is highly recommended as part of your party. Her light-element spells should take a backseat to healing and buffers, while you rush in and keep Mr. Skull from casting spells as best you can. DON'T get caught by his regular attacks without guarding! They do somewhere in the neighborhood of 600-800 per hit. Ouch. Unless your levels are quite high (above 70 or even 80) then I would recommend using one of the All-Divides you may have. It will reduce damage taken and damage dealt by half, but your healing magic will have the same effect as always, so you'll have a better chance at surviving. While this battle may take ages either way, the reward is well worth it.

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That reward is the Kusanagi Blade, Lloyd's strongest weapon (except his Devil's Arm, but that comes later). That's it for Sylvarant. With the Katz costume in hand, return to Tethe'alla and Meltokio. Head to the slums for a cutscene, which will end on a sad note, but give Genis a new costume.

That's the end of it. No more sidequests for now. You can still fight in the Coliseum if you want, but until another certain point in the game, we won't be flying all over the world. Before you ask, yes, you could go to the Temple of Darkness and meet Abyssion, but don't. Trust me, unless your levels are in the high 70's or even the 80's, it will not be pleasant. Now then, head to the Tower of Salvation.

5h-2. Tower of Salvation

You know the way. Watch the cutscenes, use the warp, and face your...well, not destiny, but the boss. Again, depending on who you spoke to in Flanoir, you will fight one of two possible bosses. The first boss occurs if you spoke to any one of the first three in your party who propositioned you. The second boss occurs if you spoke to Kratos. See the appropriate strategy.

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Gatekeeper

No. 246	Type - Angel
HP - 18000	EXP - 8880
TP - 800	Gald - 8970
ATK - 1800	DEF - 210
Item - Mystic Symbol	
Attack Attribute - None	
Weakness - None	
Strength - Light	

Now, the two Angel Swordians are the same as the ones you fought previously, so they're of no real threat. Still, take them out first to keep them from becoming a nuisance. Beating the Gatekeeper is an incredibly simple matter, considering he has low HP (for a boss, anyway) and his hench-angels are a couple of pansies. Just make sure to keep him from casting spells with well-placed techs, and he'll die real quick-like. However, be very careful when he goes into Overlimit, because he'll attack with his sword, using a multi-hit dashing attack that really hurts if you're not guarding.

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Now, if you spoke to Kratos, you'll fight this guy.

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Spoiler Boss C

No. 236	Type - Angel
HP - 28000	EXP - 9300
TP - 1200	Gald - 9800
ATK - 1150	DEF - 365
Item - Mystic Symbol	
Attack Attribute - None	
Weakness - None	
Strength - Lightning, Light	

Another boss I can't mention by name...no matter, you know who it is. And just like ol' spoiler boss B, he has the same techs, similar HP, and a similar strategy for defeat. Like ol' SBB, keep Mr. SBC from casting spells as best you can and keep your HP high. There's not much more to say, really. Even with the slightly higher HP, he'll die the same as ol' SBB. Just be careful of Judgement, as he'll cast it quite often, especially if he Overlimits.

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No matter who you fought, the whole thing ends the same way: badly. Well, you're about to make it right. You'll automatically pop out near a save point. I'd suggest using it. Go straight and use your Sorcerer's Ring on the plants to burn them away. Head into the next room. Go downstairs and grab the chest for a weapon for Regal, then go up and hop the gap. After the cutscene, go back and jump the gap again, but this time run across the platform. You'll end up on the other side. Head out the door to the right.

Follow the path till you reach an intersection, then take the upper path. Hit the branches three times with your ring to open the way to a trio of treasures. Now take the other path and torch the branches till you reach some stairs going up. Climb. Go down and slightly left, then examine the machine near the door to open it. You can now return to the save point if need be. Otherwise, go up and head up the stairs.

Head down the path, then when you can, go down for a chest with a Heavenly Robe. Continue up, then go up at the next intersection and torch the branches for Energy Tablets. At the next intersection, go up first for a pair of chests, then down to reach the room with the big freaking rock. Shoot the vines holding it with your ring a few times, then from here you'll have to return to the save point, and the lower half of this room. Once there, just go downstairs, hop on the big see-saw, run over to the other side and jump. Grab the chest and head up the stairs, then take the warp. Go down the stairs in this new area, and watch the cutscene.

Whuh-oh. Head up, then down and take both chests you find, then examine the (working) warp and use it. Walk down the massive spiral staircase and watch that cutscene. HADOKEN, SHEENA VERSION!!!

Well, things are not looking up. Follow the very linear and easy path to the save point and the next warp. Take it, and go up to the odd computer. More cutscene, more...well, you know. Follow the path again, but this time go down at the first intersection, then left and down to the save point. Saves time. More cutscenes. Another part of the dungeon which inevitably ends in a warp. Just go up and right till you find it. After taking it, go left and right at the big intersection for treasure, then head straight up. 'nother cutscene. I get the distinct impression your party members are trying to avoid you. In the next area, go right twice, up once, and left to get an EX gem, level 4. Afterwards, just go up and right to find the warp.

Head up and watch the cutscene. Save, then examine the sword embedded in the wall. Boss fight time!

+++++

Pronyma
No. 224 Type - Human
HP - 32000 EXP - 7000
TP - 850 Gald - 4800
ATK - 1720 DEF - 350
Item - Red Savory
Attack Attribute - None
Weakness - Light
Strength - Darkness

Who, evil bitch whuppin' time! See those two pansies flanking her? Take out those guys first, then focus on keeping ol' wacky-clothes (Pronyma) from casting her wide range of magicks. The flunkies don't stun easily, meaning they'll likely be able to hit you while you're attacking them, but they have low HP and fall pretty quickly. As for Pronyma, it's all about keeping her off-balance. She's a spellcaster at heart, so you needn't worry about physical attacks, but if she gets a chance to cast spells (and against all odds, she'll sneak one in on you every once in a while) you'll be hurting. So, beat on her and make sure she gets dead. Having Genis equipped with the Mystic Symbol and Faerie Ring helps quite a bit.

+++++

After the cutscene, Colette will rejoin, and depending who you talked to in Flanoir, so will a certain member of your party. Anyone else feel Yggdrasill needs a good kick in the grapenuts? Anyway, there's not much left to do, so... LET'S GET IT ON!

+++++

Yggdrasill

No. 239 Type - Angel
HP - 40000 EXP - 8320
TP - 3000 Gald - 4800
ATK - 1800 DEF - 380
Item - EX Gem Lv.4
 Energy Tablets
Attack Attribute - None
Weakness - Darkness
Strength - Light

This time there won't be a sudden blackout to save this bastard. However, this time he's also going all-out...mostly. Death Eater is an annoyingly powerful spell, and his regular attacks do near 500 damage per hit. There's also Thunder Arrow, and of course, the standard light-element spells like Ray, Holy Lance and Prism Sword. Plus, as if you didn't know, he has an Overlimit he'll bust out and really put the hurt on. Remember your first fight with him? Odds are he sent a blast out that did tons of damage and wiped you out. Well, he'll do it during his Overlimit and after, so stay as far away from him as possible and guard if you're going to be caught in the blast. Keep an eye on your party's HP, Yggdrasill's high-damage attacks can kill someone in the blink of an eye if you're not careful. If you're going to be using Sheena, let her summon Shadow if she goes into Overlimit. It'll do the most damage to this guy. Otherwise, keep your HP high at all times and give him a sound thrashing!

+++++

Take THAT! And THAT! And some of THIS! Hah! Well, anyway, leave the tower. There's still more to do, of course. Origin, here we come!

5h-3. The Pact With Origin

Go over to Ymir Forest. Quick-jump to Heimdall. After the scene, talk to Colette by the inn and rest. Go to the screen to the left and talk with the guard to enter Torent Forest. BUT FIRST! Should you have any pressing business in Heimdall (like naming the dog, finding the Wonder Chef) do it now. Really.

The thing about this forest is it loops in on itself, so you find yourself traversing the same screens, just in a different direction. However, you can help matters by shooting your ring at the tree stump where the animal hides. It will help guide you through the forest. Go up to the intersection, then head right. Go left first for the chest, then all the way right to the next screen. Keep heading right till you find a path split. Follow the center path right, then up to the next screen. Once again, go right until you reach a sealed save point. Use it if you want. There's an EX gem level 4 along the upper path here, and the lower path takes you to where you need to go.

At the next path split, go up and right to reach some chests with some armor. The lower path will lead to yet another screen. When you hit the next intersection, go up, then take the second path heading right. You'll find... well, I can't say. Ain't that a shame?

+++++

Spoiler Boss B - Part 3

No. 243 Type - Unknown

HP - 12000 EXP - 9990
TP - 1400 Gald - 5520
ATK - 1050 DEF - 320
Item - None
Attack Attribute - None
Weakness - None
Strength - Lightning, Light

It occurs to me anyone who's reached the Tower of Salvation the first time will know who I'm talking about. Oh well. Anyway, this is a duel-style battle, so you're all alone. Still, if your levels are in the high 50's or even the 60's, this won't be much trouble. This boss's favorite move is to cast Grave, which, odds are, you won't be able to stop. Combine that with other such techs as Lightning Blade and you'll be hurting rather quickly. The best way to fight is a careful setting of skills. You can actually link together multiple techs if you've got Lloyd's level 4 EX skill Ability Plus equipped. The way it works is you first use a level 1 tech, then level 2 and level 3, all without breaking the combo (thanks to the EX skill). If you aren't able to accomplish this, the only thing I can suggest is to make good use of your Lemon, Pineapple and Miracle Gels, and just make sure to use them when necessary. This boss is a real pain, but 12000 HP is nothing against a constant pounding.

+++++

Cutscenes abound! Origin...let's get it on!

+++++

Origin
No. 205 Type - Magical
HP - 40000 EXP - 10240
TP - 800 Gald - 9870
ATK - 1450 DEF - 350
Item - Reflect Ring
Attack Attribute - None
Weakness - None
Strength - None

While he may look fiercesome, Origin isn't as tough as all that. If you can back him into a corner and pound on him with techs and such, he won't have much of a chance to do anything. Granted, his regular attacks can shave off a lot of HP and his spells will really hurt, especially Rameesh and Absolute. Both can end up being cast when Origin teleports himself elsewhere (though by the time he'd done this, his HP was down to 15000 for me). Best to keep Raine's Revitalize on a C-stick shortcut and make sure she casts it anytime Origin begins casting a spell. When Origin goes into Overlimit, his HP will be almost gone, but he'll also be able to cast Rameesh and Absolute without fail (likely in quick succession). Perservere, because this guy's hardly immortal.

+++++

More cutscenes, including a FMV sequence! Sweet! Well, Heimdall's not in the best of shape. Head left and up when you regain control to save an elf. Go to the elder's house and speak with him to save the ingrate. Now return to the first screen of the village and head towards the entrance. After all the cutscenes (HOLY HELL!) leave Heimdall.

Before going to Sylvarant, we're going to pick up three recipes. The first can be found in the House of Guidance southeast of Heimdall. Set Regal as your on-screen character and talk to the chef inside. Now to to the House near

Meltokio. Speak to the chef with Regal. Now go to Sylvarant and fly to Asgard. Still with Regal, go to the second inn (the one with the windmill and the chef in front of it) and speak to the chef. Finally, go to Dirk's house. Enter for a cutscene.

Now, at this point, if you spoke to a certain someone in Flanoir, he will rejoin your party, this time for good. Otherwise, you'll just receive the Material Sword, which is, ironically, not as good as the Kusanagi Blade. If you haven't beaten the third Sword Dancer, then you'll be able to enjoy the cool look of the Material Blade for a bit longer. Well. We're almost at the end. Better make sure you're ready.

5h-4. Once More Unto the Breach

Head up till you trigger a cutscene, along with a great title for Lloyd. Once in Derris-Kharlan, go straight till you reach an intersection. Head up to the chest, then follow the right path to another chest until it curves back to the beginning. Return to the first intersection and take the other route to get to the next screen. Here, go left at the first intersection, then right, then down at the third for an EX gem level 4. Return and go up till you see a circular blue spot. Make sure you're done here for now, because this is one of those 'can't go back' points. Though, you can come back, just later in the game.

Anyway, step on the blue circle for a scene, then go up and use the warp. In the new screen, go up for another scene. Afterwards, use the warp to reach Welgaia. Go right to the second part of Welgaia (with all the elevators) and go to the lower half of the screen. Take the rightmost elevator and examine the cell with Raine and Genis. After all the cutscenes, examine the cell for a quick boss battle.

+++++

The Neglected

No. 210	Type - Unknown
HP - 20000	EXP - 2800
TP - 500	Gald - 3200
ATK - 1950	DEF - 215
Item - Defense Ring	
Attack Attribute - None	
Weakness - None	
Strength - Fire, Ice, Light, Darkness	

All this thing is is a magic-user with high HP. While you won't be able to stop it from tossing out spells (its casting time is too low, and it doesn't stun easily) with Raine and Genis on your side, it'll die very quickly. Keep Genis casting high-tier spells and Raine on stand-by for healing purposes, and just unload enough attacks and techs to make it die a painful death.

+++++

Now go back up the elevator and return to the first screen of Welgaia, where you arrived the first time you entered the city. Save on the way if you want. After the cutscenes, go right and examine the glowing circle to fight another goddamned easy boss battle.

+++++

The Fugitive

No. 210	Type - Unknown
HP - 20000	EXP - 2800
TP - 500	Gald - 3200
ATK - 1950	DEF - 215
Item - Magic Ring	
Attack Attribute - None	
Weakness - None	
Strength - Water, Lightning, Light, Darkness	

This one's even easier than the last, because you have a greater pool of party members to choose from. Like the last one, it's a spellcaster, but it'll also toss out a regular attack that'll deal 400+ damage for 3 hits, plus a sort of light orb dash that does quite a bit of damage. Still, I finished it off in a matter of seconds, which just goes to show I either leveled up far too much, or this guy's a pansy. Probably both.

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Now then, take the warp in the lower left corner of Welgaia to reach the cells where you were thrown in the first time you arrived. After the scenes, inspect the puddle of blood. 'nother boss.

+++++

The Judged

No. 211	Type - Unknown
HP - 20000	EXP - 2800
TP - 500	Gald - 3200
ATK - 1950	DEF - 215
Item - Magic Ring	
Attack Attribute - None	
Weakness - None	
Strength - Wind, Earth, Light, Darkness	

This guy is not the same. Don't rush up to him without immediately guarding, because he can whip off a quick multi-hit energy attack, often one after another. The best time to attack is when he's casting a spell, since at that moment you have an opening to strike without him retaliating. Best thing to do is use Rising Falcon while Genis casts Indignation or a spell that doesn't fall under this boss's strengths as Raine heals and your other party member does what they do best. Even with its annoyingly powerful attacks, it's still only got 20000 HP, so it dies pretty quick.

+++++

Now then, return to Welgaia proper and head up to the next screen. You should have seen a glowing blue circle like the one that trapped your party earlier, blocking the way to a giant teleporter. Well, the trap is dead, and your way is clear. Head to the big warp to get the Derris Emblem, then take the warp.

This is Vinheim, the final dungeon. Well...sorta. Head up the stairs and kill the dragon, then open the big doors ahead and go in. After the cutscenes, RUN BACK! DON'T GO FORWARD, OR YOU'LL FIGHT THE FINAL BOSS! While some of you may be thinking, "Hey, final boss, great! Let's pound the little twerp!" there's a lot we can do now that you've recovered all party members and acquired the Derris Emblem. Yes, that's right, even more sidequests! But first, we're going to explore the castle and get some treasure.

From the base of the big stairs, go right to the next room. Head around the

stairs here and kill the angel monster lurking behind them. That'll cause a chest to appear. Leave this room the way you came in and head to the far left of the main chamber's stairs. There are two doors here. Go in the northmost door to reach a twisting staircase. Go on up. Ignore the first two doors and enter the third for an Elixir. Continue up the stairs till you reach the next door and go in. There should be a stationary angel monster. Kill it, then grab what's in the chest that appears. Now go back DOWN the stairs, to the very first room you saw (that would be the third room you pass going down).

In this new screen, go into the lower left room. Head up the stairs on the left side of this room, and when you reach an intersection, take the right stairs to the next screen. Follow the path up here till you hit the next room, then take what's in the dark chest. Hah, now we have the stones of Past and Future.

NOW SMASH THEM TO BITS AND DESTROY ALL OF CREATION!!! BWAHAHAHAHA!!!

Er, sorry, power rush. Besides, we'd need the Present Stone to do that. May as well be thorough. Anyway, go all the way back to where you first entered the castle, where you fought the dark dragon. You may have noticed some warp points to the left and right of the central stairs. Well, as soon as you enter the central chamber the Past Stone will create a few blocks for you. Head over to the other side of the room to get some blocks out of the Future Stone. We'll start at the Past Stone.

What you need to do is push the blocks onto the warp, then shove them into a hole in the new screen to create a bridge, then take one more block and use it to open the path to a chest. They also must be in a certain order. For the Past Stone, it goes black, dark blue, then red for the bridge. Once that's done, go over to the Future Stone and take the purple block over to the Past warp. Shove it across the bridge you made and drop it in the indentation near the force field blocking your path to the chest. Return to the main chamber.

As for the Future Stone warp, the order for the bridge is yellow, green, then light blue. The last remaining block (white) should be used for the indentation. When everything's in place, the chest will be yours for the taking. The Sacred Stone, while not an immediately impressive reward, will allow you to use the castle's warp to go from Vinheim straight to the Tower of Salvation, letting us skip Welgaia and Derris Kharlan altogether. Take the warp back to the surface. It's sidequesting time!

5h-5. Final Tour

This time I mean the 'final' bit. First go to Meltokio and set Regal as your on-screen character. Go up to the castle. Unless you did this previously, you should see the Wonder Chef and an 'evil' chef to the left of the castle stairs. Go towards them for a cutscene resulting in what should be the final recipe and a costume for Regal. Now enter the castle. Take a left, then take the stairs down to the prison. Check the lower left cell to speak to a prisoner. Now head for the hot springs and talk to the old man near the spring itself for a scene. You will receive the Dynast, Regal's most powerful weapon, if he's at least level 80, so you might have to come back later for it. The next stop is Heimdall.

In Heimdall, talk to the kids just to the right of the entrance for a cutscene. Now go to the far east of this screen to find an old man and some young upstart. After the cutscene, Genis will learn Meteor Swarm (his most powerful spell) and earn a new title. Also, anyone else notice the reference to Crowley of Konami's Suikoden series? Hmm...

Return to Iselia now. Watch the skit, then go to the Martel Temple. Head up to the warp for a cutscene. While you don't technically get anything from this, it's heartwarming just the same.

Anyway, if you want to fight in the Coliseum, check the Advanced Coliseum FAQ on Gamefags to learn a few cheap tricks for an easy win in the Singles circuit. You can now win a powerful weapon for each character, along with a great title. If you fought in the Coliseum after meeting Seles and before the scenes in Flanoir, then likely you'll have seen the cutscenes with Seles outside the Coliseum. If so, then if you beat the Advanced Singles with any character, you will fight...

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Seles

No. 231 Type - Human
HP - 12000 EXP - 8960
TP - 800 Gald - 12000
ATK - 1300 DEF - 420
Item - Last Fencer
 Elemental Circlet
Attack Attribute - None
Weakness - None
Strength - Water, Wind, Fire, Earth

Seles is actually weaker in HP power than the Dragon Knight, and easier to beat unless you took a pounding from said Dragon Knight and didn't cook or couldn't heal yourself completely. Anyway, strategy. She uses Absolute, an area-effect spell which can be avoided by guarding and tapping backward on the control stick to leap out of the way. She also uses a projectile spell with limited range, so if you stay far enough away from her, she'll waste TP. If you're using Lloyd, this battle is only slightly challenging because you can't use items to heal yourself. However, 12000 HP is still child's play, so it's not that hard to win. Remember to guard, because she does have damaging physical attacks. If you're not using Lloyd, see the Coliseum FAQ for in-depth 'cheese' strategies for a relatively easy victory.

As a final note, if you lose, you can always fight her again. She'll reappear in the Coliseum after you beat the Advanced Singles class until you defeat her.

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Now, if you fight in the Advanced Team circuit, at the end of it you will fight an exhibition match. Trust me when I say it will be challenging.

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Garr

No. 232 Type - Human
HP - 20000 EXP - 3200
TP - 150 Gald - 4800
ATK - 1650 DEF - 450
Item - Mumbane
Attack Attribute - None
Weakness - None
Strength - Earth, Lightning, Ice,
 Darkness

Farah Oested

No. 233 Type - Human
HP - 20000 EXP - 3300
TP - 150 Gald - 2800
ATK - 1705 DEF - 455
Item - Star Cloak
Attack Attribute - None
Weakness - None
Strength - Fire

No. 234 Type - Human
HP - 16000 EXP - 2100
TP - 1450 Gald - 2800
ATK - 800 DEF - 390
Item - Krona Symbol
Attack Attribute - None
Weakness - None
Strength - None

This can be one of the most challenging fights in the game if you haven't unlocked the full power of the Devil's Arms. Meredy is to be the FIRST you defeat, because she can and will cast Resurrection to bring back her fallen comrades. Farah should be the second taken down, because she hits harder and more often than Garr. Your party should consist of Lloyd, Raine and one other (I used Presea). If you've got Raine's EX skill Concentrate, great. Use her to heal as much as possible. If not, remember that YOU CAN USE ITEMS! While in any other Coliseum battle they would be locked, this is an exhibition match and thus you can use Gels and such to help your cause. Just make sure Meredy dies and stays dead, and the other two will become fodder.

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Enough of that. Next stop, Ozette. There will be a guy, Ralph, standing in front of the grave. He'll give Presea her Gaia Cleaver, the strongest weapon for her in the game, though the requirements are the same as Regal: reach level 80, and he'll hand it over.

Exire! Maxwell! This lord of the Summon Spirits can only be fought after you've gotten the Derris Emblem, but we have it now, so go to Exire! First of all, equip the Ruby, Garnet, Opal and Aquamarine to each of the four people who will be taking part in this battle. It doesn't matter who equips what as long as everyone equips at least one each. Now then, head to the elder's house. Walk around the right side of it, along a thin ledge around the house, till you find a hidden path leading to another island. Walk along the path till you reach a gravestone and examine it. Make sure you have the proper jewels equipped, and Maxwell will appear. Remember that you can remove the jewels and equip proper accessories AFTER the battle's started.

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Maxwell
No. 204 Type - Magical
HP - 60000 EXP - 10800
TP - 800 Gald - 8250
ATK - 1550 DEF - 370
Item - Spirit Robe
Attack Attribute - None
Weakness - None
Strength - None

Maxwell is all sorcerer, and you know what that means. Keep Raine on constant healing and support, while Genis or whoever your final member is keeps Maxwell busy with spells and/or attacking. This particular Summon Spirit has a full boat of spells to unleash upon you, many of which you can't avoid due to his low casting time. However, he can be stunned, so you should make the best attempt you can to keep him off-balance. Sword Rain Beta is your best bet if he starts casting a spell and you're nearby. Meteor Swarm is the real trouble, as he'll cast it without prejudice. Heal immediately when he casts this, and keep on him so he can't cast it again...at least till he teleports away like the bastard he is. While he does have a physical attack, it's not strong

enough to warrant caution. Pound on the old geezer till he croaks!

+++++

That's it, you've got all the Summon Spirits. There are still a few things to do, but they involve having rather high levels. At least level 70, bare minimum. 75-80 would be better. To accomplish this, you can fight the Gold Dragon, which is waiting in the third screen of Torent Forest. It will give over 1000 EXP per fight for a while, and it's just as easy to kill as the Dragon in the Temple of Earth.

Now then, remember Abyssion? Well, by this time you should have all nine Devil's Arms and that guy should be waiting for you in the Temple of Darkness. He's in the lowest level, where you fought Shadow earlier. Use the save point, because this battle is easily the hardest in the game.

As for preparations, Lloyd is a given, as is Raine for healing. Genis should be involved for spellpower, and your final member can be who you want, but I prefer Presea. If you've got the EX gems for it, I highly, highly recommend setting Genis and Raine's EX skills to:

Genis

- Lv.3 Rhythm
- Lv.4 Speed Cast
- Lv.4 Spell Save
- Lv.4 Spell Charge

Raine

- Lv.3 Speed Spell
- Lv.4 Item Pro
- Lv.4 Spell Save
- Lv.4 Happiness

This will give them the Compound EX skill Concentrate, which prevents them from being stunned out of an incantation. If you've got a Mystic Symbol or two, make sure they're equipped. If your levels are in the low 70's, I would recommend an All-Divide. The battle will go on much longer, but you'll have a higher rate of survival. I kid you not, even at high levels, this boss is a powerhouse. My levels were around 76 each and I still barely survived.

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Abyssion

No. 235	Type - Human
HP - 120000	EXP - 8000
TP - 8200	Gald - 6800
ATK - 2250	DEF - 425
Item - Hyper Gauntlet	
Jet Boots	
Attack Attribute - None	
Weakness - None	
Strength - None	

Look at that HP count. It ties for the highest HP among bosses (optional or not) with one other creature. Abyssion is a monster, no doubt. He has a multitude of physical attacks and techs I can't even begin to list, but rest assured they are all extremely powerful. Raine's first task should be to cast Field Barrier and Acuteness to raise your abilities, then set her to Heal mode

and keep her there. Most of Abyssion's spells are field-effect (Ground Dasher, Gravity Well, etc.) so if you can get out before the spell activates (it'll show up briefly before the damage starts) then do so. Don't have any illusions about stopping Abyssion from casting, just guard as much as you can and use his spellcasting time as an opening to attack. Rising Falcon is good for getting in a quick hit and getting behind him. Near the end of the battle he'll start casting Prism Sword, which is another field effect spell and your cue to get the hell out of the way IMMEDIATELY! As a final note, don't be shy about using things like Life Bottles and every Gel you have. This is what you've been saving them for. Well, this and the final battle.

+++++

Should you win (I'm optimistic like that) the seal on the Devil's Arms will be broken, and Presea will gain one of her best titles. Now, before, when you used the Devil's Arms, they had no attack power. Now, they still have no statistical power, but equip Lloyd's Nebilim anyway and use it in a battle. Gee, I didn't know Lloyd could do 1000+ damage per hit! Well, mine did 1500, but still. See, the Devil's Arms gain power based on how many enemies you've defeated. The count starts from the very beginning of the game all the way to the end, so all those monsters you killed on the way getting here have done their job by powering up the Devil's Arms for this moment. Note that each individual character's Arms are powered up in this way, so equipping Genis/Raine's Devil's Arm will likely result in them having very low attack power, whereas Lloyd and any melee fighter who kills a lot of enemies will see a boost in power.

There's one final sidequest. Go to Sybak. Enter the library. On one of the shelves is an unusual-looking book you should inspect. This is the entrance to Niflheim, the underworld. Leave and go to Heimdall. On the second screen is an elf wandering around. Talk to him and he'll speak of the cursed book. Return to Sybak and inspect the book again to be able to enter it. Now, I won't be covering Niflheim for a pair of reasons:

1. The entire dungeon is randomized, meaning any directions I gave would be completely useless to anyone but me, and in fact to myself if I were to leave and return.
2. There's already a FAQ on Niflheim on Gamefaqs with more detailed information than I'm willing to write up.

So, if you want to traverse the underworld, feel free to do so. You'll run into a pair of optional bosses on the way down to the depths, and you can go through the dungeon again and again for experience and general treasure purposes. The only thing I can recommend is to fight as many battles as possible, as the monsters early on will be weak and getting low battle times will increase your Soulfire. Also, using your Sorcerer's Ring costs 10 Soulfire per use, so don't use it on monsters, and make damn sure you've got a line of sight on any torches or switches. If you've fought and beaten Abyssion, you can defeat the two bosses of the underworld, especially considering the power of Lloyd's Nebilim.

Anyway, that is it, folks. Oh, you can still fight in the Coliseum (and should, if you haven't done Party mode) and any sidequests or sub-events you didn't do before can now be taken on and finished, so make sure you're all done and ready before...

5h-6. The Final Battle

Well, there's only one place left to go. Head to the Tower of Salvation and

take the warp up to Vinheim. Go in the big double doors and take the warp to the final boss. Watch the cutscenes, then FIGHT!

+++++

Final Boss

No. 240 Type - Human
HP - 55000 EXP - 8280
TP - 5000 Gald - 1690
ATK - 2000 DEF - 410
Item - None
Attack Attribute - None
Weakness - None
Strength - Light

Now this is a final boss! If you haven't fought Abyssion, he should be quite a challenge, and even so, he'll give you a run for your money. Retribution will inflict random status effects, while spells like Ray and Judgement can really hurt you. He also has a light spark attack that does around 250 damage for 4-5 hits, but he doesn't do it as often as cast spells and use techs. Raine should be on call to heal status effects, else you may end up cursed and unable to use techs. Make sure any light-elemental spells are turned off, and beat on him as best you can. In all likelihood, you won't be able to stun him from casting spells, so just focus on keeping your HP high and dealing constant damage. If your levels are at 60 or above, you can win. If they're lower, I question what the hell you've been doing all this time. Anyway, if you're having trouble, chuck out an All-Divide to help matters.

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There will be another cutscene, and then, because every final boss has a second form...

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Final Boss - Part 2

No. 241 Type - Unknown
HP - 60000 EXP - 0
TP - 1500 Gald - 0
ATK - 2150 DEF - 265
Item - EX Gem Max (Drop)
 EX Gem Max (Steal)
Attack Attribute - None
Weakness - None
Strength - All elements!

While he has 5000 more HP, he's not as tough as the last battle. Use Rising Falcon to get behind him, then beat on him while Raine continues her healing vigil. All the same spells and abilities from the last battle return, including Judgement. Even so, the same strategy applies. Keep your HP high, get yourself behind the boss when you can, and make sure he takes a beating. I find it rather disappointing that the first form was more difficult than the second, but I guess that's how it goes.

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Assuming you win (optimism again) congratulations! You've saved the world! Enjoy the ending, it's definitely worth the trouble. Finally, an ending that actually goes the distance in terms of production value. Think Xenogears, but with better voice acting. Anyway, that's it! It's over! Time for the New

Game+! See the Grade Shop section for advice on what to purchase for your revisit into the world of Tales of Symphonia.

6. Extras

6a. Donations for Luin

At a certain point in the game you will be asked to make donations to the city of Luin. Doing so can eventually lead to Luin's weapon shop containing some very powerful weapons (though they're also damned expensive). To donate properly, give the exact amount of gald listed per donation, then leave Luin and return before donating again. It doesn't matter how much time has passed between donations, as soon as you leave, you can come back and make the next donation. Do NOT donate more gald than is necessary! It will be wasted! I kid you not! Also, see #7 on the list? Until you visit Tethe'alla for the first time, you can't donate past that point. Well, you can, but again, it will be wasted money.

- 1st - 5000 (Pietro gives his gratitude)
- 2nd - 12,000 (Woman wanders around near Pietro)
- 3rd - 21,500 (Name changes to Luin: City of Rebirth)
- 4th - 15,000 (New workers appear)
- 5th - 20,000 (More people arrive)
- 6th - 25,000 (Even more workers)
- 7th - 35,000 (Music changes, inn and item shop open)
- 8th - 40,000 (Adventurers populate the town)
- 9th - 45,000 (Katz team returns to Luin)
- 10th - 50,000 (Luin fully restored; weapon/customization shop reopens)
- 11th - 75,000 (Flagstone streets, weapon shop sells more powerful equipment)
- 12th - 100,000 (Renamed to Luin: City of Water; upgraded buildings and bridges)
- 13th - 5000 (Statue of Sheena near weapon shop)
- 14th - 5000 (Statue of Lloyd at the fountain)
- 15th - 5000 (Statue of Raine near item shop; Pietro leaves Luin)

6b. The Imposters

The imposters, as it were, are a group of con artists pretending to be the Chosen and company. You can encounter these screwballs several times during the course of the game. You also have to meet them in the order given, or they will not appear in the next area.

1. In Asgard, after defeating the fake wind guardian. Go up to the large altar to meet with them.
2. At the Balacruf Museum.
3. Luin, after the 10th donation (see list above).
4. Asgard, after you've completed disc 1. This will be your final encounter.

6c. Devil's Arms

The Devil's Arms are cursed weapons that have the potential to be the strongest weapons in the game, but getting them to be like that is a difficult challenge. You must first collect all nine, no mean feat and one that will take you a good part of the game to complete. Please note you CANNOT acquire certain Devil's Arms if you don't have eight party members, so if you have seven or less, you'll have to wait till later.

Lloyd (Nebilim) - Acquired from Abyssion in Flanoir, along with the Nebilim Key you'll need for the rest of the Devil's Arms. He's standing near the closed building right nearby the entrance. Note that you cannot get this or any other Devil's Arms without first getting Colette's Evil Eye.

Colette (Evil Eye) - Inside the spinning stone slab in the Toize mine. You have to lure it into the path of the boulder trap and make sure it's hit. Lloyd's level 2 EX gem skill Personal will let you move faster in the dungeon and help with this.

Genis (Disaster) - After a certain cutscene where you learn Regal's true identity, go to the hotel and reserve a room, but don't go to sleep right away. Instead, take the tram at night to the casino. On the bridge leading to the Katz play, there will be a young blond guy who's down on his luck and will sell you this Devil's Arm. Make sure Genis is your on-screen character. As a note to everyone who seems to have trouble finding this guy, he only appears at night and he is NOT in the casino. If he won't sell you the Devil's Arm, try collecting the other available Arms first.

Raine (Heart of Chaos) - After acquiring eight of the nine Devil's Arms, speak to Abyssion in Flanoir, then go to Hakonesia Peak and talk to Koton. You'll receive the Devil's Arm.

Kratos/Zelos (Fafnir) - Fafnir is acquired in Gaoracchia forest. Enter from the Mizuho side and go up and left to the next screen, then go up till you find a mess of vines covering a black chest. Dispel the vines with the light-bearing Sorcerer's Ring and use the Nebilim Key to open the chest.

Kratos/Zelos (Soul Eater) - After returning to Sylvarant, go to Triet. Talk to the turban-wearing guy near the dog on the second screen, then speak to the guy near the item shop to learn of the worm. Now leave Triet and walk northwest to see a skit point containing a battle with said worm. Defeat it for this Devil's Arm.

Sheena (Gates of Hell) - After clearing the Temple of Earth, talk to the Gnomelette in Altessa's home. Now return to where the Dragon is flying around and go past him to find the other four Gnomelettes. When they leave, the black chest containing the Devil's Arm is right behind them.

Presea (Diablos) - In Latheon Gorge, on the second screen. Head up the first hill and from there, go left. It's found in the area where you first arrive, so don't think you have to ride any wind currents to get to it.

Regal (Apocalypse) - When you first enter Welgaia after transporting from the prison area, go into the building in the north end of the screen. Inside, check the left room for this Devil's Arm.

After locating all nine Devil's Arms, go to the Temple of Darkness and head to where you battled Shadow. You'll meet Abyssion, then have to fight him. I would highly recommend you be near, at or above level 75. Level 80 would help a lot. It will be a truly difficult fight.

6d. Sword Dancers

The Sword Dancers are optional bosses that can be found throughout the game. Defeating one releases the next, and defeating all three unlocks a powerful weapon for Lloyd. They're tough to beat, but the reward is well worth the effort. Take special note of the 'Available' bit. If you pass the point where that particular Sword Dancer is available, it will disappear and you will not be able to fight it. In addition, missing one Sword Dancer will disqualify you from fighting subsequent versions. Meaning, if you miss the first, you can't fight the second or third. If you miss the second, you can't fight the third. So, be alert.

+++++

Sword Dancer 1
HP - 8888
Recommended Level - 15-20+
Reward - Yata Mirror

Location: Ossa Trail. Enter from the Izoold side and enter the mine (the large opening where Sheena appeared at the end of the trail). The Sword Dancer is in the back room, along with a few chests.

Available: Until you enter the Tower of Salvation. After that it will be gone.

Sword Dancer 2
HP - 33333
Recommended Level - 40-50+
Reward - Yasakani Jewel

Location: Gaoracchia Forest. Enter from the Mizuho side. Go up and left to the next screen, then follow the trail till you can go down and left. Do so, and you'll run into this Sword Dancer.

Available: Until you reach disc 2. After that it will be gone.

Boss - Sword Dancer 3
HP - 99999
Recommended Level - 65-70+
Reward - Kusanagi Blade

Location: Iselia Forest. Enter from Dirk's side. He'll be right there in front of you.

Available: After visiting the doctor in Flanoir. However, you must have eight party members, which is not always possible at that stage in the game. If you have seven or less, you'll have to wait until nearly the end of the game to get your companions back and fight this guy. Fortunately, as long as you meet these conditions, you can fight him at any time. He won't disappear like the others.

+++++

6e. Duel with Kuchinawa

At some point during the game you will be challenged to a duel by Kuchinawa of Mizuho. When this happens, you will not be able to return to Mizuho without triggering the duel. To elaborate, you won't be able to leave Mizuho without fighting said duel. So, it's something that should be done. Simply enter Mizuho to start the event, then speak to Orochi when you're ready to begin. Make sure you're ready. You will be battling as Sheena, and won't be able to use any items. Being at level 60 and above helps.

+++++

Kuchinawa

No. 228	Type - Human
HP - 10000	EXP - 4800
TP - 60	Gald - 2860
ATK - 800	DEF - 125
Item - Asura	
Attack Attribute - None	
Weakness - None	
Strength - None	

There are a few ways to fight this duel. The first is to simply set Sheena on auto and trust the computer to fight for you. This is actually a better method than you may think if you outfit Sheena properly. The Money Bags weapon from Luin's improved weapon shop is one of the strongest weapons for Sheena, and is highly recommended for use in this battle. You can also equip her with two Black Onyx accessories, both of which are sold in the Flanoir accessory shop. They boost max HP by 30%, and the effects stack. After Sheena has taken some damage, remove one of them and equip her with a Holy Symbol, if you have one. That particular item will restore 3% of her HP at a fixed rate. Handy.

If fighting manually, what you should do is hit him with a regular combo, then use Pyre Seal or any other seal that doesn't require charge time (like Serpent Seal Pinion). Kuchinawa will be knocked down, at which point you should guard until he stops flashing, then attack when you see an opening and repeat till he's dead. If he jumps up, run underneath him. If Sheena should go into Overlimit, run away and summon something as fast as you can. Undine will heal you as well as damage him, so she's recommended. Oh yes, and guard like your life depends on it, because odds are, it will.

As a final note, you don't need to win. If you're defeated, the game will continue as per normal with no adverse consequences. However, if you win, you will receive a weapon for Sheena (though it's not as powerful as the Money Bags, making winning a little overrated if you have them already...)

+++++

If you win, however, you'll be given a choice. Do the honorable thing, hm? While your choice doesn't affect the game as a whole, it will affect your relationship with Sheena.

6f. Colette the Dog Lover

Throughout the game there are a total of 30 dogs just running around. If Colette is your on-screen character, she will name the dogs. Name all the dogs and you'll receive a title for her.

- 1 - Iselia. Can only be found during disc 2.

- 2 - House of Salvation on the first continent. Easy find.
- 3 - Triet, on the second screen along the path.
- 4 - Izoold, right near the entrance to town.
- 5 - Palmacosta, near the docks. Name this dog as soon as you can.
- 6 - Palmacosta, in the large open area on the same screen as City Hall. Name this dog as soon as you can.
- 7 - The House of Salvation between Palmacosta and Hakonesia Peak.
- 8 - Thoda Geyser Docks, right in plain sight.
- 9 - Thoda Geyser, also in plain sight by the geyser itself.
- 10 - The Asgard House of Salvation, right where you can see it.
- 11 - Asgard, near the item shop.
- 12 - Asgard, on the eastern screen by some children playing hide and seek.
- 13 - Luin, after you've donated a certain amount of money.
- 14 - Hima, near the inn in plain sight.
- 15 - Hima, near the graves. Follow the hill leading up behind the inn.
- 16 - Meltokio, in the rich side of town.
- 17 - Also Meltokio, in the slums, north end.
- 18 - It's in Sybak, near the library where you first enter.
- 19 - In the west screen of Sybak, near the Academy, by a man.
- 20 - Mizuho, near the equipment shop.
- 21 - Ozette, wandering around outside the equipment shop and inn. Name this dog as soon as you can.
- 22 - Ozette, near the item shop on the upper level of town. Name this dog as soon as you can.
- 23 - Altamira, by the large hotel.
- 24 - Altamira, by the casino. Can only be found at night.
- 25 - Flanoir, right where you enter the city.
- 26 - Also Flanoir, near the vegetable cart.
- 27 - Heimdall, behind a secret passage underneath the inn. Name this dog as soon as you can.
- 28 - Heimdall, in the second screen. Name this dog as soon as you can.
- 29 - Exire, along the path from the entrance to the tall building.

30 - Exire, on one of the islands in the second screen.

6g. Grade Shop

After completing the game, you can continue from your clear data. Upon entering this mystical shop of wonders, you can buy certain things that influence your New Game+. Some things are useful, some are not. This is primarily a list and my reasoning behind some of the more unusual items. Remember that you CANNOT carry over levels or items/weapons between games, only those things listed. You will gain 1000 Grade after the final boss battle.

Product	Usefulness	Price	Description
1/2 EXP	*	10	1/2 EXP gained from battles
10x EXP	****	3000	Ten times the EXP gain from battles
2x EXP	****	1000	Twice the EXP gain from battles
30 Items	**	500	Carry up to 30 items
Affection	***	10	Inherit how much each character likes you
Battle Info	***	10	Inherit information on encounters and maximum combos
Combos	**	50	Increase bonus EXP from combos
Cooking Ability	***	50	Inherit cooking skills
Collector's Book	****	10	Inherit Collector's Book data
EX Gems	***	600	Inherit EX gems in inventory
EX Skills	****	400	Inherit equipped EX skills
Figurines	**	10	Inherit Figurine Book data
Gald	***	1000	Inherit gald earned
Grade	*****	100	Increase Grade given after battles
Increase Tension	**	100	Overlimit is easier to attain
Max HP	**	500	Start the new game with 500 more HP
Memory Circles	***	20	Inherit any unlocked memory seals
Min HP	*	10	Start the new game with only 160 HP
Mini Game	***	10	Inherit mini game data
Monster List	****	10	Inherit Monster List data
Play Time	*	10	Inherit previous playing time
Recipes	***	50	Inherit learned recipes
Tech	**	1000	Inherit all learned techs
Tech Usage	***	25	Inherit tech usage data
Titles	*****	1000	Inherit all learned titles
World Map	**	10	Inherit world map data

1/2 EXP - Now, some people like to take this for a challenge, but it's really pointless. It just halves your EXP gains, which is just resolved by fighting twice the battles. Pointless. If you want a challenge, avoid battles so your levels remain low.

10x EXP - Just about the only way you'll ever reach the maximum level, 250, without a cheat device. The price is exorbitant, so I'd recommend not going for this your first time.

2x EXP - If you're going to get an EXP bonus, this should be it. At 1000 Grade, you can get this and a few other things after the final battle.

30 Items - Quite frankly, this is not worth it for the attached price. At the beginning of the game you can rarely manage to max out items, and later on you

don't go for too long between shops. Only really useful for holding more food items. If it's your third game and have enough Grade, though, it's a nice purchase.

Affection - For 10 Grade, it's not a bad purchase. If you don't want to bother making everyone like you all over again, you can just pick this and have everyone love you...or hate you, depending on how you played.

Battle Info - It transfers over statistics of the battles, such as enemies fought, etc. Because it copies the number of enemies each person kills, it will stack with the enemies you kill in the next game, meaning your Devil's Arms will become that much more powerful. Not a terrible purchase at 10 Grade.

Combos - This increases the EXP bonuses you get from combos. Moderately useful, though you can't combine it with the flat EXP bonuses (10x, 2x, 1/2). Only take this if you can't afford the flat EXP bonuses.

Cooking Ability - Definitely worth the 50 Grade. Trust me, trying to max out everyone's cooking skill a second time is not worth saving that 50.

Collector's Book - A bargain at 10 Grade. Definitely carry it over.

EX Gems - The only reason this is worth anything is the final boss will drop an EX Gem Max, the best EX gem you'll ever get. However, the price is a bit too high for it to be of more worth.

EX Skills - Very helpful, if you can afford it. As long as you set your EX skills before the final battle, you can carry those over to your next game and take advantage of them.

Figurines - The same as the Collector's Book. Obviously if you skipped all the figurine stuff like I did, it's not worth it, even at the cheap price. But, if you did go into the figurine collecting, you'll want to carry them over.

Gald - Not worth the 1000 Grade. That much Grade is better spent elsewhere. The only time you really need the extra gald is in the very beginning, when you don't get a lot of gald per battle. Even still, you can easily get a Sephira early in the game to assist in your money troubles.

Grade - Essential, in my opinion. More Grade = good.

Increase Tension - Good for Sheena and her summons, but otherwise not that great. Decent purchase if you have a spare 100 Grade.

Max HP - This isn't really worth it, considering you can increase your max HP through items later in the game. If the price were lower, maybe, but...nah.

Memory Circles - Any sealed save points you've unlocked stay unlocked. Useful if you don't want to hunt down Memory Gems.

Min HP - Only for those who want a challenge. You'll start your next game with 160 max HP.

Mini Game - Up to you. This transfers over your mini game data, but I never played the mini games very much.

Monster List - For 10 Grade, get this. It's fun having an easy reference to some of the more stylish and difficult monsters in the game.

Play Time - Worthless. It just copies over your previous playing time.

Recipes - If you have 50 spare Grade and don't want anything else, you could get this. The thing is, you won't have the ingredients for most of the recipes till later in the game, usually when you would learn them normally.

Tech - Transfer over your techs...except just like recipes, you won't have the TP to use them. Plus, what if you want to learn different techs? Skip it.

Tech Usage - Now this I would recommend, simply because getting the lesser-used characters to use a lower-tier tech 50 times to learn a higher one is annoying and time-consuming. It's helpful mainly for spellcasters Genis and Raine, as they take longer to reach the required 50 uses of a tech. Definitely get it to have an easy time learning techs in your next game.

Titles - Essential! Needed! Must-get! Many titles are an absolute bitch to acquire, and many (like the Coliseum titles) can really help you out early in the game due to their high stat gains. If you're getting an EXP bonus, I highly recommend getting this as well.

World Map - Mostly worthless. By the time you beat the game you know where everything is. The only upside to this is all the Guideposts you previously enabled for Long-Range Mode will be active in the new game, but this isn't so important that you should spend Grade on this unless you have nothing else to get.

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7. Tech Chart
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A few things of note. All techs have both a level and usage requirement. For instance, to learn Lloyd's Double or Fierce Demon Fang, you must have used the Demon Fang tech at least 50 times, and you must be at least level 16 for it to be learned. The same goes for every tech that has a stated requirement. Also note, if you've learned certain Strike techs and that character's T-S bar has moved over to the Technical side, you will not be able to learn new techs unless you either forget the Strike techs, or make sure their T-S bar leans back toward the Strike side, or vice-versa. With that said, read on.

7a. Lloyd

Level	Technical	Strike	Requirement
1		Demon Fang	None
4		Sonic Thrust	None
7		Sword Rain	None
9		Tiger Blade	None
11		Tempest	None
14		Beast	None
16	Double Demon Fang	Fierce Demon Fang	Demon Fang
18	Hurricane Thrust	Super Sonic Thrust	Sonic Thrust

21	Sword Rain Alpha	Sonic Sword Rain	Sword Rain
24	Omega Tempest	Psi Tempest	Tempest
27	Tiger Rage	Heavy Tiger Blade	Tiger Blade
30	Raging Beast	Hunting Beast	Beast
32		Demonic Thrust	All Demon Fang and Sonic Thrust techs
35		Demonic Tiger Blade	All Demon Fang and Tiger Blade techs
38		Tempest Thrust	All Tempest and Sonic Thrust techs
40		Rising Falcon	None
41		Tempest Beast	All Tempest and Beast techs
44		Raining Tiger Blade	All Sword Rain and Tiger Blade techs
47		Beast Sword Rain	All Sword Rain and Beast techs
50	Demonic Chaos	Demonic Circle	Double or Fierce Demon Fang
54		Twin Tiger Blade	Heavy Tiger Blade
59	Sword Rain Beta		Sword Rain Alpha
N/A	Guardian		Special Event

7b. Colette

Level	Technical	Strike	Requirement
1		Ray Thrust	None
8		Pow Hammer	None
10		Item Thief	None
12		Ring Whirlwind	None
15	Dual Ray Thrust	Ray Satellite	Ray Thrust
18	Pow Pow Hammer	Para Ball	Pow Hammer
28		Item Rover	Item Thief
32		Grand Chariot	All Pow Hammer and Ray Thrust techs

36	Triple Ray Thrust	Triple Ray	Dual Ray Thrust or Ray Satellite techs
40	Ring Cyclone	Whirlwind Rush	Ring Whirlwind
44	Hammer Rain	Torrential Para Ball	Pow Pow Hammer or Para Ball tech(s)
50	Stardust Cross		All Pow Hammer and Ring Whirlwind techs
N/A	Damage Guard		Special Event
N/A	Angel Feathers		Special Event
N/A	Holy Song		Special Event
N/A	Sacrifice		Special Event
N/A	Judgement		Special Event

7c. Genis

Level	Technical	Strike	Requirement
1	Fire Ball		None
3	Stone Blast		None
5	Wind Blade		None
7	Aqua Edge		None
9	Lightning		None
11	Icicle		None
14	Stalagmite	Grave	Stone Blast
17	Spread	Aqua Laser	Aqua Edge
20	Air Thrust	Air Blade	Wind Blade
23	Eruption	Flame Lance	Fire Ball
26	Thunder Blade	Spark Wave	Lightning
29	Ice Tornado	Freeze Lacer	Icicle
32	Dreaded Wave		None
35	Raging Mist	Spiral Flare	Eruption/Spread or Flame Lance/Air Blade
38	Tidal Wave		Spread
40		Thunder Arrow	Spark Wave and Flame

			Lance
42	Gravity Well		Thunder Blade and Stalagmite
44		Absolute	Freeze Lancer and Grave
46	Ground Dasher		Stalagmite
48		Atlas	Air Blade and Aqua Laser
50	Cyclone		Air Thrust
53		Earth Bite	Grave and Spark Wave
56	Explosion		Eruption
58		Prism Sword	Absolute and Atlas
60	Indignation		Thunder Blade
N/A	Force Field		Special Event
N/A	Meteor Storm		Special Event

7d. Raine

Level	Technical	Strike	Requirement
1	First Aid		None
8	Charge		None
10	Barrier		None
12	Recover		None
14	Sharpness		None
16	Dispel		None
18	Photon		None
26	Nurse	Heal	First Aid
29	Field Barrier	Permaguard	Barrier
32	Purity	Restore	Recover
35	Acuteness	Keenness	Sharpness
38	Nullify	Anti-Magic	Dispel
42	Healing Circle	Cure	Nurse/Heal
46	Ray	Holy Lance	Photon

50	Revitalize	Revive	Healing Circle/Cure
N/A		Force Field	Special Event
N/A		Resurrection	Special Event

7e. Kratos/Zelos

Level	Technical	Strike	Requirement
1		Demon Fang	None
		Sonic Thrust	None
		Fire Ball	None
		First Aid	None
8		Wind Blade	None
10		Stone Blast	None
12		Lightning	None
15	Double Demon Fang	Fierce Demon Fang	Demon Fang
18		Air Thrust	Wind Blade
21		Thunder Blade	Lightning
23		Light Spear	None
26		Healing Wind	Air Thrust
28	Hurricane Thrust	Super Sonic Thrust	Sonic Thrust
31		Eruption	Fire Ball
34		Grave	Stone Blast
37		Lightning Blade	Thunder Blade
40		Hell Pyre	Eruption
43	Victory Light Spear	Light Spear Cannon	Light Spear
46		Healing Stream	Grave
49		Demon Spear	All Demon Fang and Light Spear techs
52	Super Lightning Blade		Thunder Blade and Air Thurst
N/A		Guardian	Special Event
N/A		Judgement (Kratos only!)	Special Event

7f. Sheena

Level	Technical	Strike	Requirement
1	Power Seal		None
	Pyre Seal		None
	Guardian Seal		None
	Summon Corrine		None
22	Life Seal		None
26	Mirage Seal		None
30	Spirit Seal		None
34	Serpent Seal		None
37	Power Seal Pinion	Power Seal Absolute	Power Seal
40	Force Seal		None
44	Mirage Seal Pinion	Mirage Seal Absolute	Mirage Seal
48	Purgatory Seal		None
52	Serpent Seal Pinion	Serpent Seal Absolute	Serpent Seal
56	Cyclone Seal		None
60	Demon Seal		Pyre Seal
N/A	Summon Water		Special Event
N/A	Summon Wind		Special Event
N/A	Summon Fire		Special Event
N/A	Summon Earth		Special Event
N/A	Summon Lightning		Special Event
N/A	Summon Ice		Special Event
N/A	Summon Light		Special Event
N/A	Summon Darkness		Special Event
N/A	Summon Origin		Special Event
N/A	Summon Birth		Special Event

7g. Presea

Level	Technical	Strike	Requirement
1	Destruction		None
	Infliction		None

	Beast		None
	Earthly Protection		None
25	Punishment		None
28	Devastation		None
33	Dual Infliction	Resolute Infliction	Infliction
36	Dual Punishment	Finality Punishment	Punishment
39	Deadly Destruction	Fiery Destruction	Destruction
40	Endless Infliction		Dual Infliction
42	Finite Devastation	Mass Devastation	Devastation
44	Rising Punishment		Dual Punishment
48	Fiery Infliction		All Destruction and Infliction techs
51	Eternal Damnation		All Destruction and Devastation techs
54		Eternal Devastation	Mass Devastation
56	Infinite Destruction		Deadly Destruction

7h. Regal

Level	Technical	Strike	Requirement
1	Crescent Moon Spin Kick Eagle Dive Healer Mirage Bastion		None
31	Swallow Kick		None
34	Rising Dragon		None
38	Triple Kick		Spin Kick
40	Swallow Dance	Dragon Dance	Swallow Kick
43	Eagle Rage	Eagle Fall	Eagle Dive
46	Dragon Fury	Dragon Rage	Rising Dragon
49	Heaven's Charge		None
52	Chi Healer	Grand Healer	Healer
55	Triple Rage Kick		All Eagle Dive and Spin Kick techs

57	Crecent Dark Moon	None
60	Wolverine	Triple Kick

8. Compound EX Skills

8a. Lloyd

Name - EX Attack
EX Gems - Lv.1 Strong
 Lv.1 Tough
Effect - Increases amount of damage dealt against guarding enemies.

Name - Taunt Guard
EX Gems - Lv.1 Strong
 Lv.1 Taunt
Effect - Impervious to stagger if hit during a taunt (not always effective).

Name - Critical Up
EX Gems - Lv.1 Strong
 Lv.2 Personal
Effect - Increases chances of a Critical Hit.

Name - Taunt Cancel
EX Gems - Lv.1 Tough
 Lv.2 Dodge
Effect - Able to cancel Taunt by guarding.

Name - Quick Turn
EX Gems - Lv.1 Tough
 Lv.2 Dash
Effect - Able to turn around instantly even when dashing.

Name - Run Away!
EX Gems - Lv.1 Taunt
 Lv.2 Dash
Effect - Reduces the amount of time needed to escape.

Name - Lucky Unison
EX Gems - Lv.1 Taunt
 Lv.2 Personal
Effect - The U. Attack Gauge occasionally stays full after a Unison Attack.

Name - Backstep Guard
EX Gems - Lv.1 Sharp-eyed
 Lv.2 Dash
Effect - Avoid staggering if hit during a backstep (not always effective).

Name - Unison Force
EX Gems - Lv.1 Defend
 Lv.3 Eternal
Effect - Increases Unison Attack power.

Name - Rebound

EX Gems - Lv.1 Sharp-eyed
Lv.4 Sky Combo

Effect - Able to attack after recovering from a midair hit.

Name - EX Defend

EX Gems - Lv.2 Dodge
Lv.2 Vitality

Effect - Occasionally avoid staggering when hit with physical attacks
(not always effective).

Name - Relax

EX Gems - Lv.2 Dodge
Lv.3 Spirit

Effect - Recover TP during battle if no action is taken for a while.

Name - Life Up

EX Gems - Lv.2 Vitality
Lv.3 Eternal

Effect - Max HP increases very occasionally.

Name - Over Limit

EX Gems - Lv.2 Personal
Lv.3 Eternal

Effect - Over Limit time is increased.

Name - Spirit Up

EX Gems - Lv.3 Spirit
Lv.3 Eternal

Effect - Max TP increases very occasionally.

Name - Physical Status

EX Gems - Lv.3 Eternal
Lv.4 Immunity

Effect - Prevents physical ailments.

Name - Counter

EX Gems - Lv.3 Guard Plus
Lv.4 Follow-up

Effect - Quickly press A after blocking an attack to retaliate without any
lag time.

Name - Sky Attack

EX Gems - Lv.4 Sky Combo
Lv.4 Ability Plus

Effect - Use certain Special Attacks in midair.

Name - EXP Plus

EX Gems - Lv.1 Taunt
Lv.2 Personal
Lv.3 Eternal

Effect - Increases amount of Experience earned.

Name - Self Cure

EX Gems - Lv.1 Tough
Lv.2 Vitality
Lv.4 Immunity

Effect - Recover from status effects automatically.

Name - Jump Combo

EX Gems - Lv.1 Sharp-eyed

Lv.3 Add Combo
Lv.4 Follow-up
Effect - Able to link attacks after landing from a jump attack.

Name - Technical
EX Gems - Lv.3 Spirit
Lv.3 Add Combo
Lv.4 Follow-up
Effect - Reduces the amount of TP consumed during battle.

Name - Aerial Guard
EX Gems - Lv.3 Guard Plus
Lv.4 Immunity
Lv.4 Sky Combo
Effect - Possible to guard in midair.

Name - Counter Combo
EX Gems - Lv.3 Guard Plus
Lv.4 Ability Plus
Lv.4 Follow-up
Effect - Able to link combo attacks to counters.

8b. Colette

Name - Critical Up
EX Gems - Lv.1 Strong
Lv.1 Tough
Effect - Increases chances of a Critical Hit.

Name - Regenerate
EX Gems - Lv.1 Strong
Lv.1 Taunt
Effect - Recover HP and TP during battle if no action is taken for a while.

Name - Item Finder
EX Gems - Lv.1 Tough
Lv.1 Sharp-eyed
Effect - Increases chances of finding items after battles.

Name - Taunt Cancel
EX Gems - Lv.1 Taunt
Lv.2 Dodge
Effect - Able to cancel Taunt by guarding.

Name - Gald Finder
EX Gems - Lv.1 Sharp-eyed
Lv.2 Dodge
Effect - Occasionally increases amount of Gald earned after battles.

Name - Lucky Unison
EX Gems - Lv.1 Taunt
Lv.2 Personal
Effect - The U. Attack Gauge occasionally stays full after a Unison Attack.

Name - Nullify
EX Gems - Lv.2 Dodge
Lv.2 Vitality
Effect - Occasionally nullifies received damage.

Name - Close Counter
EX Gems - Lv.1 Strong
Lv.3 Eternal
Effect - Damage increases when attack hits an attacking enemy.

Name - Super Guard
EX Gems - Lv.1 Tough
Lv.3 Resurrect
Effect - No damage taken if the special guard is used when the character's HP is low.

Name - Pow Hammer
EX Gems - Lv.1 Sharp-eyed
Lv.3 Lucky
Effect - Occasionally counter with Pow Hammer if attacked.

Name - Reflect
EX Gems - Lv.1 Tough
Lv.4 Immunity
Effect - Occasionally reflect the damage back against the enemy.

Name - Over Limit
EX Gems - Lv.2 Personal
Lv.3 Eternal
Effect - Over Limit time is increased.

Name - Life Up
EX Gems - Lv.2 Vitality
Lv.3 Eternal
Effect - Max HP increases very occasionally.

Name - Spirit Up
EX Gems - Lv.3 Spirit
Lv.3 Eternal
Effect - Max TP increases very occasionally.

Name - Life Thief
EX Gems - Lv.2 Vitality
Lv.4 Stat Boost
Effect - HP recovers in relation to the number of successful hits landed in a combination.

Name - Spirit Thief
EX Gems - Lv.3 Spirit
Lv.4 Stat Boost
Effect - TP recovers in relation to the number of successful hits landed in a combination.

Name - Physical Status
EX Gems - Lv.3 Eternal
Lv.4 Immunity
Effect - Prevents physical ailments.

Name - EXP Plus
EX Gems - Lv.1 Taunt
Lv.2 Personal
Lv.3 Eternal
Effect - Increases amount of Experience earned.

Name - Resilience
EX Gems - Lv.2 Magical
Lv.3 Resurrect
Lv.4 Angel Song
Effect - Prevent from staggering while casting Angel-type spells.

Name - Battle Cry
EX Gems - Lv.2 Personal
Lv.4 Stat Boost
Lv.4 Sky Combo
Effect - Character status increases at the start of battle.

Name - Item Getter
EX Gems - Lv.1 Sharp-eyed
Lv.2 Magical
Lv.3 Lucky
Lv.4 Stat Boost
Effect - Guaranteed to steal items when using Item Thief and Item Rover.

Name - EXP Plus A
EX Gems - Lv.1 Taunt
Lv.2 Personal
Lv.3 Eternal
Lv.4 Angel Song
Effect - Increases the party's earned EXP (cannot be combined with other EXP EX skills).

Name - Status Guard
EX Gems - Lv.3 Eternal
Lv.3 Lucky
Lv.4 Immunity
Lv.4 Angel Song
Effect - Nullifies all physical ailments.

Name - Angel's Tear
EX Gems - Lv.3 Eternal
Lv.3 Resurrect
Lv.4 Stat Boost
Lv.4 Angel Song
Effect - Revive automatically once per battle.

8c. Genis

Name - Magic Boost
EX Gems - Lv.1 Magical
Lv.1 Tough
Effect - Occasionally increase the effect of spells.

Name - Taunt Cancel
EX Gems - Lv.1 Taunt
Lv.1 Dodge
Effect - Able to cancel Taunt by guarding.

Name - Technical
EX Gems - Lv.1 Magical
Lv.2 Spirit
Effect - Reduces the amount of TP consumed during battle.

Name - Lucky Soul
EX Gems - Lv.1 Magical
Lv.2 Personal
Effect - Occasionally recover TP when the character is knocked to the ground.

Name - Roll
EX Gems - Lv.1 Tough
Lv.2 Dash
Effect - Decreases amount of incidental damage taken when knocked to the ground.

Name - Lucky Unison
EX Gems - Lv.1 Taunt
Lv.2 Personal
Effect - The U. Attack Gauge occasionally stays full after a Unison Attack.

Name - Relax
EX Gems - Lv.1 Dodge
Lv.2 Spirit
Effect - Recover TP during battle if no action is taken for a while.

Name - Air Brake
EX Gems - Lv.1 Taunt
Lv.3 Add Combo
Effect - Increases the amount of time the enemy staggers when hit with a midair attack.

Name - Randomizer
EX Gems - Lv.1 Tough
Lv.3 Rhythm
Effect - Randomizes spell casting time.

Name - Hard Hit
EX Gems - Lv.2 Dash
Lv.3 Add Combo
Effect - Increases the amount of time an enemy staggers when hit with a basic attack.

Name - Over Limit
EX Gems - Lv.2 Personal
Lv.3 Eternal
Effect - Over Limit time is increased.

Name - Spirit Up
EX Gems - Lv.2 Spirit
Lv.3 Eternal
Effect - Max TP increases very occasionally.

Name - Element Block
EX Gems - Lv.2 Guard Plus
Lv.3 Element Guard
Effect - Avoid staggering when hit with an elemental attack (not always effective).

Name - Reprise
EX Gems - Lv.2 Dash
Lv.4 Spell Save
Effect - Reduce casting time of a spell the second time it is used in a row.

Name - Physical Status

EX Gems - Lv.3 Eternal
Lv.4 Immunity
Effect - Prevent physical ailments.

Name - Magical Status
EX Gems - Lv.3 Element Guard
Lv.4 Immunity
Effect - Prevent magical ailments.

Name - Reducer
EX Gems - Lv.3 Rhythm
Lv.4 Speed Cast
Effect - Decreases TP consumption when spell is used twice in a row.

Name - Nimble Mage
EX Gems - Lv.3 Add Combo
Lv.4 Spell Charge
Effect - Able to move around immediately after a spell has been cast.

Name - Blood Spirit
EX Gems - Lv.1 Magical
Lv.2 Guard Plus
Lv.3 Element Guard
Effect - TP recovers when damaged.

Name - EXP Plus
EX Gems - Lv.1 Taunt
Lv.2 Personal
Lv.3 Eternal
Effect - Increases amount of Experience earned.

Name - Self Cure
EX Gems - Lv.1 Magical
Lv.3 Element Guard
Lv.4 Immunity
Effect - Recover from status effects automatically.

Name - Spell Defense
EX Gems - Lv.2 Guard Plus
Lv.4 Spell Save
Lv.4 Spell Charge
Effect - May avoid staggering when hit with an elemental attack during Spell Charge.

Name - Spell Revenge
EX Gems - Lv.3 Element Guard
Lv.4 Speed Cast
Lv.4 Spell Charge
Effect - Cast a novice spell when knocked away to execute a spell in midair.

Name - Concentrate
EX Gems - Lv.3 Rhythm
Lv.4 Speed Cast
Lv.4 Spell Save
Lv.4 Spell Charge
Effect - Avoid staggering while casting.

Name - Magic Boost
EX Gems - Lv.1 Magical
Lv.1 Tough
Effect - Occasionally increase the effect of spells.

Name - Taunt Cancel
EX Gems - Lv.1 Taunt
Lv.1 Dodge
Effect - Able to cancel Taunt by guarding.

Name - Lucky Unison
EX Gems - Lv.1 Taunt
Lv.2 Personal
Effect - The U. Attack Gauge occasionally stays full after a Unison Attack.

Name - Relax
EX Gems - Lv.1 Dodge
Lv.2 Spirit
Effect - Recover TP during battle if no action is taken for a while.

Name - Anti-Element
EX Gems - Lv.2 Neutralizer
Lv.2 Element Guard
Effect - Increases elemental defense. Decreases damage from elemental attacks.

Name - Unison Force
EX Gems - Lv.1 Tough
Lv.3 Eternal
Effect - Increases Unison Attack power.

Name - Lucky Soul
EX Gems - Lv.1 Magical
Lv.3 Add Combo
Effect - Occasionally recover TP when the character is knocked to the ground.

Name - Over Limit
EX Gems - Lv.2 Personal
Lv.3 Eternal
Effect - Over Limit time is increased.

Name - Spirit Up
EX Gems - Lv.2 Spirit
Lv.3 Eternal
Effect - Max TP increases very occasionally.

Name - Element Block
EX Gems - Lv.2 Guard Plus
Lv.3 Element Guard
Effect - Avoid staggering when hit with an elemental attack (not always effective).

Name - Nimble Mage
EX Gems - Lv.2 Personal
Lv.3 Speed Cast
Effect - Able to move around immediately after a spell has been cast.

Name - Hard Hit
EX Gems - Lv.3 Speed Cast
Lv.3 Add Combo

Effect - Increases the amount of time an enemy staggers when hit with a basic attack.

Name - Technical

EX Gems - Lv.2 Spirit
Lv.4 Item Pro

Effect - Reduces the amount of TP consumed during battle.

Name - Lucky Magic

EX Gems - Lv.2 Neutralizer
Lv.4 Happiness

Effect - Occasionally cast magic without consuming TP.

Name - Magic Status

EX Gems - Lv.2 Element Guard
Lv.4 Immunity

Effect - Prevent magical ailments.

Name - Physical Status

EX Gems - Lv.3 Eternal
Lv.4 Immunity

Effect - Prevents physical ailments.

Name - Reducer

EX Gems - Lv.3 Add Combo
Lv.4 Spell Save

Effect - Decreases TP consumption when spell is used twice in a row.

Name - Auto Aid

EX Gems - Lv.3 Guard Plus
Lv.4 Item Pro

Effect - Occasionally cast First Aid automatically when damaged.

Name - EXP Plus

EX Gems - Lv.1 Taunt
Lv.2 Personal
Lv.3 Eternal

Effect - Increases amount of Experience earned.

Name - Self Cure

EX Gems - Lv.1 Tough
Lv.2 Element Guard
Lv.4 Immunity

Effect - Recover from status effects automatically.

Name - Item Master

EX Gems - Lv.2 Neutralizer
Lv.4 Item Pro
Lv.4 Happiness

Effect - Increases the effectiveness of items used on Raine during battle.

Name - Quick Spell

EX Gems - Lv.2 Neutralizer
Lv.4 Spell Save
Lv.4 Happiness

Effect - Occasionally use a spell without any casting time.

Name - Concentrate

EX Gems - Lv.3 Speed Cast
Lv.4 Item Pro

Lv.4 Spell Save

Lv.4 Happiness

Effect - Avoid staggering during casting.

8e. Kratos/Zelos

Name - Taunt Guard

EX Gems - Lv.1 Strong

Lv.1 Taunt

Effect - Impervious to stagger if hit during a taunt (not always effective).

Name - Critical Up

EX Gems - Lv.1 Strong

Lv.2 Personal

Effect - Increases chances of a Critical Hit.

Name - Skill Boost

EX Gems - Lv.1 Magical

Lv.2 Spirit

Effect - Increases effectiveness and TP consumption of skills.

Name - EX Defend

EX Gems - Lv.1 Dodge

Lv.2 Vitality

Effect - Occasionally avoid staggering when hit with physical attacks (not always effective).

Name - Reprise

EX Gems - Lv.1 Magical

Lv.2 Personal

Effect - Reduce casting time of a spell the second time it is used in a row.

Name - EX Attack

EX Gems - Lv.2 Dash

Lv.2 Personal

Effect - Increases amount of damage dealt against guarding enemies.

Name - Backstep Guard

EX Gems - Lv.2 Spirit

Lv.2 Dash

Effect - Avoid staggering if hit during a backstep (not always effective).

Name - Chivalry

EX Gems - Lv.1 Strong

Lv.3 Slasher

Effect - Character status increases depending on the number of females in battle.

Name - Combo Force

EX Gems - Lv.1 Taunt

Lv.3 Slasher

Effect - Increases damage of combo hits.

Name - Solid Guard

EX Gems - Lv.1 Dodge

Lv.3 Guard Plus

Effect - Decreases amount of damage taken when guarding for a set period of time.

Name - Life Up
EX Gems - Lv.2 Vitality
Lv.3 Eternal
Effect - Max HP increases very occasionally.

Name - Spirit Up
EX Gems - Lv.2 Spirit
Lv.3 Eternal
Effect - Max TP increases very occasionally.

Name - Over Limit
EX Gems - Lv.2 Personal
Lv.3 Eternal
Effect - Over Limit time is increased.

Name - Healing
EX Gems - Lv.2 Vitality
Lv.3 Guard Plus
Effect - HP recovers during battle if the character stands still.

Name - Physical Status
EX Gems - Lv.3 Eternal
Lv.4 Immunity
Effect - Prevents physical ailments.

Name - Landing
EX Gems - Lv.3 Super Chain
Lv.4 Sky Combo
Effect - Decreases amount of time character is unable to move after landing.

Name - Dash Guard
EX Gems - Lv.1 Magical
Lv.2 Dash
Lv.3 Guard Plus
Effect - Avoid staggering when hit with magic while dashing (not always effective).

Name - EXP Plus
EX Gems - Lv.1 Taunt
Lv.2 Personal
Lv.3 Eternal
Effect - Increases amount of Experience earned.

Name - Super Blast
EX Gems - Lv.3 Eternal
Lv.3 Slasher
Lv.3 Super Chain
Effect - Able to connect Special Attacks after sixth hit of Slasher.

Name - Concentrate
EX Gems - Lv.3 Super Chain
Lv.4 Speed Cast
Lv.4 Spell Charge
Effect - Avoid staggering while casting.

Name - Spell Revenge
EX Gems - Lv.3 Guard Plus
Lv.4 Speed Cast
Lv.4 Spell Charge

Effect - Cast a novice spell while knocked away to execute a spell in midair.

Name - Aerial Guard

EX Gems - Lv.3 Guard Plus
Lv.4 Immunity
Lv.4 Sky Combo

Effect - Possible to guard in midair.

Name - Aerial Spell

EX Gems - Lv.4 Speed Cast
Lv.4 Sky Combo
Lv.4 Spell Charge

Effect - Cast a basic spell immediately after a midair attack.

8f. Sheena

Name - EX Attack

EX Gems - Lv.1 Strong
Lv.1 Tough

Effect - Increases amount of damage dealt against guarding enemies.

Name - Taunt Guard

EX Gems - Lv.1 Strong
Lv.1 Taunt

Effect - Impervious to stagger if hit during a taunt (not always effective).

Name - Taunt Cancel

EX Gems - Lv.1 Tough
Lv.2 Dodge

Effect - Able to cancel Taunt by guarding.

Name - Lucky Unison

EX Gems - Lv.1 Taunt
Lv.2 Personal

Effect - The U. Attack Gauge occasionally stays full after a Unison Attack.

Name - Unison Force

EX Gems - Lv.1 Defend
Lv.3 Eternal

Effect - Increases Unison Attack power.

Name - Critical Up

EX Gems - Lv.1 Sharp-eyed
Lv.3 Eternal

Effect - Increases chances of a Critical Hit.

Name - Jump Combo

EX Gems - Lv.1 Tough
Lv.4 Add Combo

Effect - Able to link attacks after landing from a jump attack.

Name - EX Defend

EX Gems - Lv.2 Dodge
Lv.2 Vitality

Effect - Occasionally avoid staggering when hit with physical attacks (not always effective).

Name - Over Limit

EX Gems - Lv.2 Personal
Lv.3 Eternal
Effect - Over Limit time is increased.

Name - Hard Hit
EX Gems - Lv.2 Dash
Lv.3 Prolong
Effect - Increases the amount of time the enemy staggers when hit with a basic attack.

Name - Life Up
EX Gems - Lv.2 Vitality
Lv.3 Eternal
Effect - Max HP increases very occasionally.

Name - Spirit Up
EX Gems - Lv.3 Spirit
Lv.3 Eternal
Effect - Max TP increases very occasionally.

Name - Combo Force
EX Gems - Lv.2 Dash
Lv.4 Add Combo
Effect - Increases damage of combo hits.

Name - Quick Turn
EX Gems - Lv.2 Dash
Lv.4 Speed Cast
Effect - Able to turn around instantly even when dashing.

Name - Physical Status
EX Gems - Lv.3 Eternal
Lv.4 Immunity
Effect - Prevents physical ailments.

Name - Spirit Healer
EX Gems - Lv.3 Spirit
Lv.4 Guard Plus
Effect - Increases amount of TP recovery after a battle.

Name - Magic Guardian
EX Gems - Lv.3 Element Guard
Lv.4 Guard Plus
Effect - Reduces the amount of damage taken while using the special guard.

Name - EXP Plus
EX Gems - Lv.1 Taunt
Lv.2 Personal
Lv.3 Eternal
Effect - Increases amount of Experience earned.

Name - Life Drain
EX Gems - Lv.1 Strong
Lv.2 Vitality
Lv.3 Element Guard
Effect - Increases the amount of HP drained by Life Seal.

Name - Spirit Drain
EX Gems - Lv.1 Strong
Lv.3 Spirit

Lv.3 Element Guard

Effect - Increases the amount of TP drained by Spirit Seal.

Name - Element Plus

EX Gems - Lv.3 Eternal
Lv.3 Element Guard
Lv.4 Speed Cast

Effect - Increases damage of elemental attacks.

Name - Anti-Element

EX Gems - Lv.3 Element Guard
Lv.4 Immunity
Lv.4 Add Combo

Effect - Occasionally reduce elemental damage by half.

Name - Blood Spirit

EX Gems - Lv.3 Prolong
Lv.4 Guard Plus
Lv.4 Speed Cast

Effect - TP recovers when damaged.

8g. Presea

Name - Taunt Guard

EX Gems - Lv.1 Strong
Lv.1 Taunt

Effect - Impervious to stagger if hit during a taunt (not always effective).

Name - EX Attack

EX Gems - Lv.1 Strong
Lv.2 Dash

Effect - Increases amount of damage dealt against guarding enemies.

Name - Critical Up

EX Gems - Lv.1 Strong
Lv.2 Personal

Effect - Increases chances of a Critical Hit.

Name - Lucky Unison

EX Gems - Lv.1 Taunt
Lv.2 Personal

Effect - The U. Attack Gauge occasionally stays full after a Unison Attack.

Name - Aerial Guard

EX Gems - Lv.1 Sharp-eyed
Lv.2 Rear Guard

Effect - Possible to guard in midair.

Name - Over Charge

EX Gems - Lv.1 Taunt
Lv.2 Power Charge

Effect - Increases strength of P. Charge, but sometimes fails.

Name - Unison Force

EX Gems - Lv.1 Tough
Lv.3 Eternal

Effect - Increases Unison Attack power.

Name - Rebound
EX Gems - Lv.1 Sharp-eyed
Lv.3 Guard Plus
Effect - Able to attack after recovering from a midair hit.

Name - Variable
EX Gems - Lv.1 Strong
Lv.4 Heavy Hit
Effect - Attack power fluctuates depending on HP.

Name - Hot Shot
EX Gems - Lv.1 Taunt
Lv.4 Revive
Effect - Recover HP during taunt.

Name - Solid Guard
EX Gems - Lv.2 Rear Guard
Lv.3 Guard Plus
Effect - Decreases amount of damage taken when guarding for a set period of time.

Name - Life Up
EX Gems - Lv.2 Vitality
Lv.3 Eternal
Effect - Max HP increases very occasionally.

Name - Over Limit
EX Gems - Lv.2 Personal
Lv.3 Eternal
Effect - Over Limit time is increased.

Name - Healing
EX Gems - Lv.2 Rear Guard
Lv.4 Revive
Effect - HP recovers during battle if the character stands still.

Name - Power Defense
EX Gems - Lv.3 Guard Plus
Lv.3 Power Charge
Effect - Avoid staggering when hit with non-elemental attacks during P.Charge.

Name - Physical Status
EX Gems - Lv.3 Eternal
Lv.4 Immunity
Effect - Prevents physical ailments.

Name - Guard Breaker
EX Gems - Lv.3 Power Charge
Lv.4 Savior
Effect - Guard Break enemy defenses during P. Charge.

Name - Nullify
EX Gems - Lv.3 Endure
Lv.4 Savior
Effect - Occasionally nullifies received damage.

Name - Power Dash
EX Gems - Lv.1 Sharp-eyed
Lv.2 Dash
Lv.3 Power Charge

Effect - Avoid staggering while dashing during P. Charge (not always effective).

Name - Self Cure

EX Gems - Lv.1 Tough
Lv.2 Vitality
Lv.4 Immunity

Effect - Recover from status effects automatically.

Name - EXP Plus ST

EX Gems - Lv.2 Personal
Lv.3 Endure
Lv.4 Revive

Effect - Increases Experience earned depending on the amount of HP left at end of battle.

Name - Suppress

EX Gems - Lv.2 Vitality
Lv.3 Guard Plus
Lv.4 Heavy Hit

Effect - Nullifies damage proportional to the character's max HP.

Name - Glory

EX Gems - Lv.2 Vitality
Lv.3 Endure
Lv.3 Guard Plus
Lv.4 Revive

Effect - Avoid staggering when hit (not always effective).

Name - Survivor

EX Gems - Lv.1 Tough
Lv.3 Endure
Lv.4 Immunity
Lv.4 Savior

Effect - One HP will always remain if the Defensive Special Attack is used.

8h. Regal

Name - EX Attack

EX Gems - Lv.1 Strong
Lv.1 Tough

Effect - Increases amount of damage dealt against guarding enemies.

Name - Quick Turn

EX Gems - Lv.1 Tough
Lv.2 Dash

Effect - Able to turn around instantly even when dashing.

Name - Taunt Cancel

EX Gems - Lv.1 Taunt
Lv.2 Dash

Effect - Able to cancel Taunt by guarding.

Name - Lucky Unison

EX Gems - Lv.1 Taunt
Lv.2 Personal

Effect - The U. Attack Gauge occasionally stays full after a Unison Attack.

Name - EX Defend
EX Gems - Lv.2 Dodge
Lv.2 Vitality
Effect - Occasionally avoid staggering when hit with physical attacks
(not always effective).

Name - HP Recover
EX Gems - Lv.1 Tough
Lv.3 Eternal
Effect - Slowly recover half the amount of the last hit.

Name - Armor
EX Gems - Lv.1 Strong
Lv.3 Guard Plus
Effect - Avoid staggering when hit in the first hit of the basic combo (not
always effective).

Name - Jump Combo
EX Gems - Lv.1 Sharp-eyed
Lv.4 Sky Combo
Effect - Able to link attacks after landing from a jump attack.

Name - Healer Taunt
EX Gems - Lv.1 Taunt
Lv.4 Guilt
Effect - Recover HP and TP during taunt.

Name - Backstep Guard
EX Gems - Lv.2 Dash
Lv.3 Guard Plus
Effect - Avoid staggering if hit during a backstep (not always effective).

Name - Relax
EX Gems - Lv.2 Dodge
Lv.3 Spirit
Effect - Recover TP in battle if no action is taken for a while.

Name - Magical Guardian
EX Gems - Lv.2 Dodge
Lv.3 Guard Plus
Effect - Reduces the amount of damage taken while using the special guard.

Name - Over Limit
EX Gems - Lv.2 Personal
Lv.3 Eternal
Effect - Over Limit time is increased.

Name - Life Up
EX Gems - Lv.2 Vitality
Lv.3 Eternal
Effect - Max HP increases very occasionally.

Name - Spirit Up
EX Gems - Lv.3 Spirit
Lv.3 Eternal
Effect - Max TP increases very occasionally.

Name - Counter
EX Gems - Lv.2 Vitality
Lv.4 Flash

Effect - Quickly press A after blocking an attack to retaliate without any lag time.

Name - Aerial Jump

EX Gems - Lv.3 Add Combo
Lv.4 Flash

Effect - Jump in midair.

Name - Rebound

EX Gems - Lv.3 Guard Plus
Lv.4 Sky Combo

Effect - Able to attack after recovering from a midair hit.

Name - Combo Force

EX Gems - Lv.4 Sky Combo
Lv.4 Flash

Effect - Increases damage of combo hits.

Name - EXP Plus

EX Gems - Lv.1 Taunt
Lv.2 Personal
Lv.3 Eternal

Effect - Increases amount of Experience earned.

Name - Physical Status

EX Gems - Lv.2 Vitality
Lv.3 Eternal
Lv.4 Immunity

Effect - Prevents physical ailments.

Name - Counter Combo

EX Gems - Lv.2 Vitality
Lv.4 Guilt
Lv.4 Flash

Effect - Able to link combo attacks to counters.

Name - Aerial Guard

EX Gems - Lv.3 Guard Plus
Lv.4 Immunity
Lv.4 Sky Combo

Effect - Possible to guard in midair.

Name - Glory

EX Gems - Lv.2 Vitality
Lv.3 Guard Plus
Lv.4 Guilt
Lv.4 Flash

Effect - Avoid staggering when hit (not always effective).

9. Revision History

0.01 - Just started. I'm really crap with the version numbers. I always try to get to 1.00 when the actual walkthrough is done, and somehow I pull it off. However, don't use these numbers as any indication of how 'done' I am with the guide, I always just guess until the whole thing is complete and I hit 1.00.

0.25 - Not even sure I'm that done, but the guide is quite a bit into the game.

Headed to the water seal next.

0.26 - Up to the third continent. Goody.

0.27 - Somehow 3200+ people decided to check my FAQ yesterday, so now I'm compelled to do a lot of work in it. Started a new game in another file to find out the stats for the first boss. Also, general walkthrough progress.

0.28 - I'm sort of halfway through the Asgard human ranch. I'll finish it up in the next update.

0.30 - Reached Tethe'alla. I'm finally at a point in the game that matches the version numbers, so I'll do regular updates now. And by 'regular,' I mean whenever I feel like it, but with an actual note about it in this section.

0.31 - Progress made in Tethe'alla. Can't wait to fly the Rheairds.

0.32 - More progress. The Gaoracchia Forest is next.

0.33 - Even more progress. I stopped just inside the Toize mines.

0.34 - Mine finished, Temple of Lightning next.

0.35 - Volt gotten, Tethe'alla Base is next on the hit list.

0.36 - More progress. Temple of Earth is up to bat.

0.37 - I finished the Temple of Earth, but stopped right at Flanoir. Sorry, I'll get to it later.

0.40 - And we're back in Sylvarant! Whew!

0.41 - Finished the next ranch and a few bosses that needed beating.

0.42 - I expanded on the 'Things to Do' section, so if you've been following the guide thus far, I recommend re-reading it. I mostly just added some Devil's Arms I found. Next update will have the Temple of Darkness, I promise.

0.43 - Okay, I lied. I wrote up a few lists, including the donation list for Luin, where to meet the imposters, and the Devil's Arms I've thus far uncovered. I figured I'd just write them up as small, quick-reference bits. The last two aren't complete yet, obviously, so I will be adding to them as time goes on. Also wrote up to the Iselia Human Ranch. I'll finish it in the next update.

0.55 - Finally made it to disc 2. The Imposters section is complete. Ymir Forest is next.

0.57 - Ymir Forest done. Some other random stuff added to the walkthrough.

0.58 - I added a couple Extras sections. Made an effort to leave out any pertinent story information and focus on strategy.

0.60 - Still more progress in the walkthrough.

0.63 - Wrote up another Things to Do section, meaning I finally jotted down all the sidequests that are doable at this point. I'll continue the walkthrough next update, I promise.

0.65 - I wrote more than what is represented here, but because there's an upcoming path split, I wanted to write up what happens in both routes. More

sidequests incoming.

0.70 - Completed the Devil's Arms and Sword Dancer sections, and wrote up a whole bunch of sidequests. I'm nearing the end...

0.74 - Some fixes, and more walkthrough progress.

0.80 - Continuing through the walkthrough...

0.82 - Revamped the boss sections. Added their weaknesses and the items dropped, thanks to the game's built-in monster encyclopedia.

0.85 - Right up at the end of the game. First comes all the sidequests, then the final battle.

0.95 - Final battle incoming. Next update, the walkthrough will be complete.

1.00 - The walkthrough is complete. I've added a Grade Shop section for the hell of it. Phew! Thanks for all who read this far and put up with my delays. The walkthrough may be complete, but I'm sure there will be many edits and improvements to come. Such is the Way of the Ninja...er, FAQ writer.

1.05 - Character techs added. I know, I know, I hate doing lists, but I'm done with the walkthrough and decided I might as well add on. I'll do the EX skills next, as soon as I can figure out how to format them.

1.06 - Wrote in most of the EX skills for Lloyd. The rest will have to wait till I have a bigger pool of EX gems to use. Also added a bit to the Water Seal section concerning a pair of chests I missed.

1.07 - Format fix in the techs section. Some clarification on Sheena's recruitment. Still waiting to be able to finish off the rest of the EX skills.

1.08 - Added a section for Colette's dogs.

1.09 - Some fixes, and I managed to complete Genis' Compound EX skills section. The rest I'll do when I can get my hands on some more level 4 EX gems.

1.10 - More and more compound EX skill progress. Two more level 4 EX gems, and it'll be finished. Also, minor additions and edits to the walkthrough.

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10. Acknowledgements
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Thanks to Namco and the development team responsible for creating this masterpiece of a game.

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11. Copyright Info
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