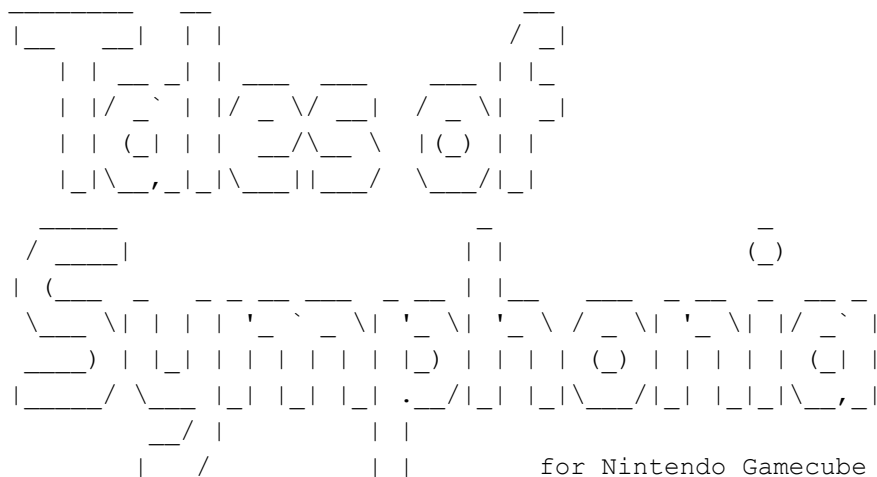


# Tales of Symphonia FAQ/Walkthrough

by maiwurm

Updated to v1.3 on Sep 26, 2004



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F.A.Q. / WALKTHROUGH Version 1.3  
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## 1. LEGAL ISSUES

### Disclaimer:

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This document was written by myself Jens Maiwurm.  
No pieces of text were copied from other peoples works.  
I am a private person and in no way associated with Nintendo,  
Namco, or any other company. No one is allowed to rewrite,  
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If someone wants to take pieces of information out of this text  
he has to contact me by E-mail.

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### Credits:

-----

I have written this document myself by formulating sentences  
out of hand-written notes during playing.  
For location names I looked up the two maps available at  
<http://www.gamefaqs.com/console/gamecube/game/32812.html>  
made by yokoshima. For translation of some other names I visited  
<http://www.din.or.jp/~albion/tales/>.

For general discussion about the game I would like to mention  
the Gamefaqs ToS Board at  
<http://cgi.gamefaqs.com/boards/gentopic.asp?board=32812>.

### SPECIAL THANKS:

I want to thank everyone who mailed me questions or information for  
their interest in this document. You brought back my enthusiasm in  
completing this guide!

---

### Contact:

-----  
If you want to contribute to this document or want more help,  
feel free to write to jens1983@yahoo.com.  
PLEASE include the words "Tales" or "Help" in your subject.

You can meet me online at the Gamefaqs community  
and the Man!ac community at www.maniac.de (German).  
If you want to contact me via ICQ,  
write me an E-Mail first and ask for my number.

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## 2. UPDATES

30.04.2004:

-----  
Version 1.0 of the document is online at  
<http://www.gamefaqs.com/console/gamecube/game/32812.html>.  
For now it's including the main Walkthrough and some F.A.Q.s.  
Note that the walkthrough is based on two times of playing through for now.  
I will update it with new information as often I play the game again.

23.07.2004:

-----  
Version 1.2 of the document is online.  
I changed the layout a bit and included more information on bosses as  
well as items to find. I put in the alternate route on Sylvarant and  
how to get Kratos back as well as new F.A.Q.s.  
More to come if my copy of the US Version has finally arrived.

26.07.2004:

-----  
Version 1.22 is online. Just fixed the names of the main characters  
as well as some bad spelling. Also changed some info according to  
all who mailed me. Added some more bosses data as well.  
Still don't have my US copy >\_<

05.08.2004:

-----  
First I wanted to make a major update after I beat the US game.  
But since I have so little time to play during the summer I decided  
to make a few smaller updates as I progress.  
This Version 1.25 includes spelling fixes and  
an updated walkthrough from Part I to Part II.1 !

29.08.2004:

-----  
Back from my holidays! Just a very small update.  
Updated the walkthrough part II.2 only.

26.09.2004:

-----

Updated almost everything according to the US release now.

Included item names and rewrote some silly parts.

As I'm very busy at working in my "real-life" these days

it is rather improbably that I will update this again in the near future!

---

### 3. INTRO

About this piece of work:

-----

First of all, I am from Germany and learned to speak and write in English during school so don't expect very intelligent and clean language.

As mentioned above I just played the game two times and took notes about what I did and where I went.

When I got some time I wrote simple sentences with instructions forming some kind of walkthrough.

You won't find any explanation about the progress of the story or about character development in here. This text will only concentrate on "where to go" and "what to do".

In the F.A.Q. section I will answer some general as well as in-depth questions so expect some spoilers in there. Expect the guide become much more helpful and informative when I finally get my hands on the U.S. release of the game.

---

About the game:

-----

During the game you control Lloyd and his friends on their quest to save two worlds at once. On your way you meet up to 8 playable characters (with Lloyd you come to 9 altogether) which all have their own feelings and background story. Unlike other Rpgs you are really drawn into the game's universe. During the game you have very much (voiced-) dialogue and several side-quests and optional events.

Also expect story-twists and tragic events as the story progresses.

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#### 4. BASIC INFORMATION:

The heroes:

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==Lloyd Irving==

The red-dressed junior swordsman is your main character. He lives along with his friends Colette and Genis in the peaceful village of Iselia. But on one day all of his life changes as he accompanies Colette on her journey. You'll use him about 90% of the game although you don't need to put him in your active party. He can equip a pair of swords and execute multi-hit attacks as well as special sword skills.

==Colette Brunel==

This blonde girl is chosen to be the maiden to rescue the world. She is kind of clumsy and seems to be not very happy with her mission at first. She is the main character along with Lloyd and despite her cute appearance a good fighter as well. She uses Chakrams to throw at the enemies as well as attack skills. She can also learn Light-elemental based magic.

==Genis Sage==

Lloyds best friend is the youngest member of the party and appears like some kind of mischief maker. In fact he is a friendly and helpful person and will do his best to help Colette on her quest. He gets very attracted to a certain pink-haired girl later. Genis is your usual black mage. While he's not a strong physical attacker, his magic makes up for that. He can learn several spells of all kinds of elements.

==Raine Sage==

Genis' older sister takes the role of a teacher in the beginning. Lloyd calls her Sensei through the game. As she and Genis have to live without their parents she took the burden of raising her brother for herself. She likes to freak-out sometimes if Genis doesn't behave. Her hobbies are all kinds of relics. Raine is your white mage and can use helpful defensive magic along with some light-elemental attack spells.

==Kratos Aurion==

The mysterious swordsman helps Lloyd in the events at Martel Shrine. He functions as Colettes bodyguard at first and has some good advice for Lloyd. Their relationship will change through the game and you can say that they become kind of rivals. Kratos is a strong fighter with his sword and shield. He learns sword skills as well as black magic.

==Sheena==

Sheena is a ninja from Tethe'Alla and wants to assassinate Colette. Later she will change her mind and become a helpful friend of the others.

Sheena is accompanied by her little spirit "Collin".  
She has basic fighting abilities but also supporting skills.  
She will challenge several spirits through the game which she can  
summon after they are defeated.

==Zelos Wilder==

The worlds greatest heartbreaker meets Lloyd and his friends in Meltokio.  
He likes to score on women and is a friendly character.  
Nevertheless his sometimes childish behaviour isn't that often  
appreciated by his friends.  
He can use the same equipment as Kratos and learns the same skills.  
Expect to have only one of them in your party at a time...

==Presea Combatir==

While Presea looks like an innocent girl she is very strong and  
very introverted as well. She takes the job of her father as a lumberjack.  
She lives alone in a house in the village of Ozett and appears  
like a cold-hearted and sad person. She is a good fighter with the axe  
and uses special fighting skills for great damage.

==Regal Bryant==

The last character that joins your party on Tethe'Alla.  
Regal is a mysterious middle-aged man with a dark past.  
As he has the burden of living with cuffed hands  
he relies on his feet in battles.  
He is a master of martial arts and can deal heavy damage with the  
plates on his shoes.  
He also can learn some healing spells to aid his allies  
which makes him a very good addition to your group.

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Some NPCs:

-----

==Botta==

The first bad guy you meet is Botta a leader of the Dezaian forces.  
He has the duty to hinder Colette on her quest  
and does so with the help of his soldiers.  
You have to fight him two times in the game.

==Remiel==

As Colette and her friends visit the Shrine of Martel  
suddenly an angel-like person appears.  
Remiel tells Colette about her quest and grants her new power.  
You meet him again several times at the other shrines on Sylvarant.

==Yggdrasil==

As your party arrives at the Tower of Salvation on Sylvarant

the real bad guy of the game appears.  
I will not tell you more details as I want to  
keep major spoilers out of this document :-p !

==Altezza==

Altezza is an old man living in a house near Ozett on Tehte'Alla.  
At first he seems to be unwillingly to help you  
but later you'll visit him very often and many important  
scenes take place at his home.  
He lives together with a green-dressed girl  
who seems to be rather unimportant in the story...

==Mithos==

After an accident in Ozett you find a blonde boy who  
befriends with your party and especially Genis.  
He travels with you for some time and plays a  
major role towards the end of the game.

---

How to play:

-----

Like in other RPGs you can walk through the world visiting towns and dungeons,  
meeting people and fighting monsters.  
But ToS focuses more than other games on character development and  
storytelling. Whenever you see a little Z Button  
flashing in the corner of the screen, press Z to view a "Skit".  
Skits are short or longer speeches between the members of your party.  
Sometimes they chat and sometimes they talk about things to do etc.

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-----  
The game MENU:

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On the front page you see your party's portraits.  
Push A over one of them to make this you "leading character".  
You will see this leading character on the field.  
Push Y to switch the order.  
The first four are your active party and will do the battles.  
The very first one will be your manual controlled character.

Top row from left to right:

-----

==TECH==

Change the characters skills to use, see the number of how often you used a skill etc.

Press R or L to switch between your characters.

Push START to view the information about the selected skill.

Push X to forget a skill and make room for new ones.

Push Y to deactivate skills for your CPU controlled allies.

==UNISON==

Change the skills you can use for Unisons attacks.

To use Unison combos you need to equip the necessary skills for them.

==TACTICS==

Select from three predefined tactics (the 3 options at the top).

You can also edit these tactics and save them under new names.

The graphic below shows how active/passive your characters will behave.

==STATUS==

View information about the characters and change their current title.

Titles can be acquired in events and determine

which stats will rise at Level Ups. Push down the C-Stick to see

the special abilities for the character gained from equipment.

==LOG==

Here you can list information about the events occurred.

Lower row from left to right:

-----

==ITEM==

Check your actual items.

Push L or R to cycle through several categories.

Push A to use a selected item or X to throw it away.

You can only carry 20 pieces per item!

==EX SKILLS==

During the game you'll find ExGems form Level 1 to 4.

Equip up to 4 per character and choose

from 2 T-Type and 2 S-Type abilities.

These give you some bonus abilities in battles.

Some abilities will grant you EX Skills if combined right.

-----  
Example: Exskill A needs ability X and Y. |

Equip both and fight one battle to get EX Skill A. |

|

Change your abilities to learn more. |  
Higher Level EX Gems will give you better abilities and |  
also mightier EX Skills. But beware: EX Skill A will only be active |  
if you keep abilities X and Y equipped (as for my example)! |  
Some EX Skills will use the same abilities though so it is possible |  
to have about 3 EX Skills activated in average. |  
(Sometimes more sometimes less)

==EQUIP==

Change the equipment for your party.  
Push START to see which stats are changed by the items.

==COOKING==

Select the character who should cook you a meal after a battle.  
When you meet the wandering Chef in the game he will grant  
you new recipes you can cook. Cooking after a battle will give you  
back more HP and TP and may change your status for the next battle.

==OPTIONS==

Save your game or load your game.  
The third choice brings up the option screen.

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Controls in DUNGEONS:  
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In dungeons you can see the enemies and avoid them if you want to.  
You can also shoot them with the "Sorcerers Ring"  
by pressing X. This will stun them for some time.  
The power of the ring can be changed in the  
dungeons and will help you to solve the puzzles.  
Press Y for the menu and A to use objects.  
You can find many treasure chests in the dungeons as well.  
To save in a dungeon you have to find some special gem to activate  
the local save point. This gem will be carried by an enemy  
so make sure to fight every enemy walking around at least once.  
Push Z to view skits (Dialogue scenes) if you see  
a little Z flashing in the corner.

---

Controls in TOWNS:  
-----

Walk around and talk to people. Buy items in shops or sleep at the Inn.  
Some blacksmiths give you the option to  
forge items by using the required other items.  
Push A to interact with people etc. Push Z to view skits if available.  
Push X to shoot your ring (has no real use in towns).

---

#### Controls on the OVERWORLD:

-----

Push START to switch your mini-map from small to big or deactivate it.

Push A near cities to enter them.

Push Y to reach the menu screen.

Push X to ride Noishu.

Push Z to view skits (Dialogue scenes).

Push R or L to rotate the camera.

Push B at piers to use your boat (later in the game)

Push B to start/stop flying your Rhea-Birds (later in the game)

Push left or right on the digital controls to view the world map in full screen.

You can find "Relationship Skit-Points" on the over world.

These are highlighted objects and if you touch them a special skit will occur.  
In these you can rise or lower the relationship between Lloyd and one  
of your other members based on the answers you choose during the dialogue.

On the map you'll see small as well as big enemies walking around.

Touch them to engage them in battle.

---

#### Controls in BATTLE:

-----

Push START to pause the battle.

Push A to attack with your weapon. Combine A with the analogue control

for different hits. Try to achieve multiple hits.

Your default attack with Lloyd for example should be "Forward + A" and then A two times.

Try to get used to fight with your other characters manually as well. For example Kratos can hit even more often as Lloyd with correct timing.

Push B to perform a skill with your character. You can assign 4 skills in the menu for "UP+B" "Down+B" "Left+B" and "Right+B". You can assign 2 more skills to the C-Stick but also 2 quick-skills for other allies. Just change the character when selecting the skill for "C upward" or "C downward".

Push R or to change the targeted enemy.

Push L to switch to "Reverse Formation".

Push X to defend. You can also use achieve a special skill allowing you to defend better by creating a green sphere around your character. Push "Down+X" to use it. Push the analogue stick away from your targeted enemy to jump back. You should also push X when you got knocked down with correct timing for a quick recover. This also works after hit in air.

Push Y to reach the menu. You can use items and escape but also change skills, order allies to use skills or change equipment as well as Unison skills. While in the menu you can push Z to switch the manually controlled character. Push START to switch the control of your first character form Manual to Semi-Auto and Auto.

Push Z when your red Unison-gauge is full to launch Unison attacks. Note that your controlled character must be in range to the targeted enemy as the Unison will fail if you don't hit the target. If you hit you can press A,B,Y,X in any order to launch the assigned skills. You can also choose the other skills by combining the buttons with the controller just like in regular attacks. After all attacks are used two characters will launch their special Unison combo. These combos consist of two skills which must be used by the characters.

-----  
Example: C1 uses skill X and C2 uses skill Y then the combo consisting |  
of the skills X and Y will be used. |  
If C1 uses skill Z instead of X then the combo won't be used!

Push the digital controls to choose from one of three tactics which you can modify in the tactics menu.

After the battle you earn Exp. and Gald (Money). Also you fighting style will be rated and determines how many GRADE points you earn (up to +20) or even loose (down to -20) (if you perform poor). Push X to cook and regain more health.

5. FREQUENTLY ASKED QUESTIONS (GENERAL)

=====  
Q: How to play this on Multiplayer ?

A: Insert 3 more pads in the Cube (or just 1 or 2).  
Then change the controls for your allies in their Skill Menus  
to Manual instead of Auto. You'll see markers for 2P,3P,4P in battle  
then. The other players can only fight the battles with you,nothing more.

=====  
Q: I got stuck...

A: If my walkthrough can't help you, ask your question at the GameFAQs  
message board: <http://cgi.gamefaqs.com/boards/gentopic.asp?board=32812>  
Or mail me your question to: [jens1983@yahoo.com](mailto:jens1983@yahoo.com)

=====  
Q: May I copy some text of your document and publish it elsewhere?

A: No!

=====  
Q: How does the battle system work?

A: Look for detailed answers in Cyllya's guide at:  
<http://www.gamefaqs.com/console/gamecube/game/32812.html>

=====  
Q: You leave many questions unanswered in your guide!

A: This is my first walkthrough ever and it will take much more  
work to reach the magical FINAL version!

=====  
Q: I'm from Germany,too! Can't you write a walkthrough in German as well?

A: This wouldn't help all the people who don't understand German!

=====  
Q: I don't know Japanese! Can you translate some text from the game for me?

A: My Japanese is very limited so I will only tell you about



this great website: <http://www.csse.monash.edu.au/~jwb/wwwjdic.html>

Q: How many blocks does the game need on my Memory Card?

A: 3 Blocks per saved state (You can have as many states as you have memory).

Q: Does the Japanese Import work on an US/PAL Cube with the Freeloader?

A: Yes, with all versions.

Q: Does the American Import work on an JAP/PAL Cube with the Freeloader?

A: Yes, with all versions.

Q: Is this game a sequel to a past TALES OF... game?

A: It seems to be based on the same universe as Tales of Phantasia.

Q: Is there voice acting in this game?

A: A lot of it! But not in every dialogue though.

Q: Are there Anime cutscenes in this game?

A: A few. The opening, the ending and some short clips.

Q: Will this game be released in Europe?

A: It's announced to be released in Europe in late 2004.

Q: Are there changes in the US version?

A: -The title song "Starry Heavens" was replaced with some theme.  
-The Skits (voice chats) aren't voiced in the US version.  
-You can't press START to see how Skills will evolve  
-The item "Manji Seal" has a changed graphic (it was a swastika rune)

-Many names were changed (but only in a few letters)

Most important name changes (JAP -> US):

- Colett -> Colette
- Genius -> Genis
- Refill -> Raine
- Shihna -> Sheena
- Nekonin -> Katz

---

## 6. WALKTHROUGH

Boot up your cube, watch the great intro and choose New Game on the title screen. Watch the short introduction and don't forget to lock the door for the next 50+ hours! To avoid getting stuck during the game: TALK! Talk to EVERYONE and talk to everyone at least TWICE!

---

### Part I: SYLVARANT

-----

=====  
Part I.1 : FROM ISELIA TO IZOOLD  
=====

-----  
I.1.a : ==ISELIA==  
-----

Items to get:

- (1) Magic Lens
  - (2) Title for Colette: "Klutz"
- 

Watch the scenes in the classroom.  
Talk to everybody and try to leave.

Choose the second answer to Genis.  
During the scenes choose the first answer then.

Before you leave check the hole in the back  
of the room to get a title for Colette (2).  
Talk to one of the children to get an item (1).

Go outside and watch the short scene with Colettes father.  
Talk to the villagers and try to leave through the northern exit.  
Fight two easy fights and get out of town.

---

---

I.1.b : ==SYLVARANT MAP==

---

Items to get:

- (1) Title for Lloyd: "Boorish General"
  - (2) Title for Colette: "Don't Run!"
  - (3) Title for Genis: "Dependent"
- 

Level up to 3.

Go back to Colettes house and talk to her father to get healed if needed.

Put a skill for each Colette and Genis on the C-Stick shortcut for Lloyd. Finish a battle with Lloyd in the lead while constantly giving your allies commands with the C-Stick. You get a new title for Lloyd afterwards (1).

Control Colette manually and finish a battle without running (just do nothing) for another title (2).

Set Genis to manual and let Lloyd and Colette win a battle alone. You must not do anything even not be hit. You get a title (3).

When youre ready go north,save and enter the MARTEL TEMPLE

---

---

I.1.c : ==MARTEL TEMPLE==

---

Items to get:

- (1) Training Manual
  - (2) Life Bottle
  - (3) Panacea Bottle
  - (4) Sorcerer's Ring
  - (5) Apple Gel
  - (6) 250 Gald
- 

Watch the scenes and fight the soldiers as well as the first BOSS.

---

MARTEL TEMPLE BOSS: VIDARR

-HP: 4.000

-TP: 30

-Offense: 210

-EXP: 115

-Gald: 25

-Defense: 21

-Items: Life Bottle

---

Defend if he attacks and then counterattack with a combo. |  
Repeat until Kratos joins and helps getting rid of him. |

-----  
Some talking follows.

Tell Kratos either answer.

Once inside Kratos gives Lloyd an item (1)

In the shrine go north and check the barrier  
then go right and downstairs.

Fight the golems and solve the easy puzzle.

Collect all the treasure (2,3)

in the chests including the Sorcerers Ring (4).

Take the upper left stairs to reach a room  
with 3 more items (5,6,2).

Go back to the main hall and go to the blue barrier.

Shoot it with the ring by pressing X.

Enter the teleport and watch the scenes.

Talk to your friends and warp back down.

After some scenes and skits you can go back to ISELIA.

In der Eingangshalle gibt dir Kratos ein paar Tips und passend dazu  
ein Buch mi

-----  
I.1.d : ==ISELIA==  
-----

Items to get:

(1) Title for Genis: "Brotherly Love"

(2) Grapes

(3) Collector's Book

(4) Beef

(5) Lettuce

(6) Bread

-----  
Visit Raine in the classrom to get a title (1).

Go around of the item shop and talk to one of the farmers.

He will give you some fruits (2).

Visit Colettes home and get the Collector's Book (3).

In Genis house you can check the kitchen to get an  
explanation about cooking as well as some items (4,5,6).

Go to the southern exit for a scene with Noishe.

-----  
==SYLVARANT MAP==

Enter the forest next to ISELIA.

-----  
I.1.e : ==ISELIA FOREST==  
-----

Items to get:

- (1): Apple Gel
- (2): Life Bottle
- (3): Orange Gel
- (4): Leather Glove
- (5): 500 Gald

-----  
Forest path:  
-----

Collect the items (1,2) along the way.  
Go up the path and save after the scene. Go left.

Iselia Human Ranch:  
-----

Go left and watch the scene.

Go right and jump up the hills. Jump right to find an chest (3).  
Watch some action and fight against the soldiers.

After Genis left go north and collect all the forest's treasure (2x 1,4,5,3).  
Leave through the north-eastern exit.  
-----

==SYLVARANT MAP==

Next to the forest you will find DIRKS HOUSE.

-----  
I.1.f : ==DIRKS HOUSE==  
-----

Items to get:

- (1) Apple Gel
- (2) Life Bottle
- (3) 500 Gald
- (4) Sylvarant Map

-----  
Enter the house and watch the scenes.  
Choose the first answer to speak with Colette or  
choose the second answer to be able to speak with the others first.

In the morning talk to Dirk at the grave who gives you  
some items (2x 1,2,3,4).  
-----

-----  
I.1.g : ==ISELIA==  
-----

Items to get:

- (1) Apple Gel
- (2) Orange Gel
- (3) Title for Lloyd: "Drifting Swordsman"

-----  
Reequip Genis and enter Colettes home.  
After the scenes go south and fight the soldiers.  
Go north again and then west to the classroom to fight some more  
and get a reward from the man (1,2).

Go to Genis home for a scene.

Heal and save at Colettes house and head to the southern exit.  
After the scene you fight the second BOSS.

-----  
ISELIA BOSS: EXBELUA |

-----  
-HP: 5.000 |

-TP: 38 |

-Offense: 190 |

-EXP: 280 |

-Gald: 320 |

-Defense: 10 |

-Items: Panacea Bottle |

-----  
Just too slow for being a thread. Genis keeps casting |  
spells and Lloyd should attack at the front. |

-----  
Talk to Colettes father and leave ISELIA for quite a while.  
Lloyd gains a new title at the exit (3).

-----  
I.1.h : ==SYLVARANT MAP==  
-----

Nova's Caravan:  
-----

On your way south you see a big caravan in the woods.  
Enter this place. You can sleep here for free.

Worldmap:  
-----

Back on the map you will have a scene with Lloyd, Genis and Noishe.  
EXSkills will be activated then.  
Continue south and enter the church-like outpost.

House of Salvation:  
-----

Watch the scene with the man who activates Long Range Mode.  
Talk to the people inside. You can also sleep in here.  
Head south into the desert, gain 1-2 levels and enter the town.

-----  
I.1.i : ==TRIETT==  
-----

Items to get:

- (1) Recipie: "Cabbage Rolls"
- (2) Pork
- (3) Cabbage

-----  
Watch the scene but do not look at the poster of Lloyd, yet.  
First talk to all villagers and buy some equipment.  
Inside of the Inn you can meet the Wonder Chef next to the

right door of the 1st floor. He teaches you a recipe (1) and gives you the needed food (2,3)

After you looked at the poster in front of the Inn try to leave. You will be attacked and then caught by the soldiers.

-----  
-----  
I.1.j : ==SYLVARANT BASE==  
-----

Items to get:

- (1) Beast Hide
- (2) Beast Fang
- (3) Magical Cloth

-----  
Cell Area:  
-----

Shoot the guard to get out of the cell.  
Open the other cells and take the item (1).  
In a chest to the upper right is your equipment.  
As you try to get out you will be attacked by some soldiers again.

Main Hall:  
-----

A scene shows you the solution to the puzzle.  
Press A in front of the orb device to change the Sorcerers Ring.  
Shoot the drones when they are just on the blue switches or shoot the switches before the drones step onto them.  
A soldier enemy in the next room should carry the Memory Gem.  
Go north and through the door.  
Here you can buy items from a machine and collect some treasure (2).  
Go back and to the left.

"GameCube room":  
-----

Check the terminal to the left.  
Now shoot the middle pillar with the ring and then the top one.  
The light will change RED and you can collect some treasure behind the southern door (3).  
Now shoot the top then the middle and finally the bottom pillar.  
The light will change again and the northern door will become unlocked.  
Save and go north to fight the BOSS.

-----  
SYLVARANT BASE BOSS: BOTTA |

-----  
Botta: |

-HP: 4.200 |

-TP: 224 |

-Offense: 205 |

-EXP: 475 |

-Gald: 1.500 |

-Defense: 35 |

-Items: Poison Charm

The only dangerous skills he has are Stone Blast |  
and Fireball. Watch out for his melee action as well. |

-----  
Watch the skit back on the map as you return to TRIETT.  
-----

-----  
I.1.k : ==TRIETT==  
-----

Items to get:

- (1) Monster List
- (2) Soft Leather
- (3) Dog: "Cammy"

-----  
After the scenes enter the right door to talk to Colette.  
Then enter the left door of the 1st floor and talk to Raine and Genis.  
Leave the room and choose first answer to follow Kratos if you want.  
Exit the Inn and Raine joins your party and hands over the Monster List (1).  
-----

As you have gotten a Beast Hide in the Base before talk to the man  
who wanted this item. He'll give you an item (2) and open his shop.  
There is a dog near the water. Check him with Colette (3).  
When you're ready leave and go to the Ruins west of Triett.  
-----

-----  
I.1.l : ==TRIETT RUINS (SEAL OF FIRE)==  
-----

Items to get:

- (1) Title for Raine: "Archeological Mania"
- (2) Title for Raine: "Item Keeper"
- (3) Lemon Gel
- (4) Apple Gel
- (5) Bracelet
- (6) Life Bottle
- (7) Mumei
- (8) 1000 Gald
- (9) Savory
- (10) Stiletto
- (11) Circlet

-----  
Outside:  
-----

Fight two Fire Elementals and watch the scenes.  
Lloyd, Colette, Raine and Genis all learn their defense skills.  
Proceed to the entrance and watch Raine going relicial.  
She also gets a title (1).  
Now you can enter the shrine.

Left Area:  
-----

While fighting a battle use 5 Magic Lenses on the enemies.  
Let Raine do it though! She will get a title then (2).

Follow the left path and shoot away the stones on  
the treasure chest to get the item (3).



Go through the door and look at the right gap with a torch in it.  
Don't shoot it with the ring, yet.  
First shoot the torch to the left of the room.  
An eagle enemy here should carry the Memory Gem.  
Go back to the main hall and through the middle door.

Central Area:

-----  
Collect all the treasure (4,) and push the two stones in the hole.  
Shoot the torch there and go up to collect some more items (7,8,9).

Right Area:

-----  
Back in the main hall you go north ignoring the chest.  
It is an hard enemy at the moment. If you want to fight it you  
should gain some levels and save first.

-----  
TRIETT RUINS FAKE CHEST

-----  
-HP: 400  
-TP: 50  
-Offense: 280  
-EXP: 30  
-Gald: 25  
-Defense: 250  
-Items: All Divide  
-Strong against: Every Element  
-----

This will be hard if you are not at Lv. 15 or up.  
Let Lloyd distract it while Genis and  
Kratos cast their strongest magic. Try it if you have  
some Lv2 spells already.  
The fake chests are only vulnerable to magic.  
You get an All Divide item if you win.  
Keep this item until the end of the game.  
-----

Fire at the candle in the north-western corner of the next room  
and push the stone in his hole to get an item (10).  
Head up the new path the torch opened up and take the item (11)  
Before you face the boss you should level up to 12.  
Use the teleport and watch the scene.

-----  
FIRE SEAL BOSS: KTUGACH

-----  
Ktugach:  
-HP: 5.000  
-TP: 50  
-Offense: 300  
-EXP: 628  
-Gald: 85  
-Defense: 28  
-Items: Red Quartz  
-Weak against: Water,Ice  
-Strong against: Fire  
-----

Ktugachling:

-HP: 1.500  
-TP: 180  
-Offense: 130  
-EXP: 60  
-Gald: 15  
-Defense: 40  
-Items: -  
-Weak against: Water,Ice  
-Strong against: Fire

-----  
Your first real challenge. Go after the helpers with  
Lloyd and Kratos while Genis keeps casting Aqua Edge  
and Icicle.Raine should give you backup with First Aid.  
The boss can cast Eruption which has a great range!  
-----

Watch Colette get some new power including the skill Angel Feathers.  
During the scene at night talk to Colette twice. Go back to Triett.  
-----

-----  
I.1.m : ==TRIETT==  
-----

Items to get:

(1) Title for Raine: "Sisterly Love"  
-----

After the scene Raine gets a title (1).

Leave the town and travel to the far east  
of the desert. You can find a guidepost nearby  
to activate Long Range Mode for the desert.  
Go east some more to reach a mountain pass.  
-----

-----  
I.1.n : ==OSSA TRAIL==  
-----

Items to get:

(1) Battle Staff  
(2) Melange Gel  
(3) Apple Gel  
(4) Orange Gel  
(5) Black Silver  
(6) Fine Guard  
(7) Beast Fang  
(8) EX Gem Lv1  
-----

Mountain path:  
-----

After the scene with Sheena choose an answer.  
Follow the path up the hill taking treasure (Staff,Gummies) on your way.  
On top of the hill,save and continue right and south.  
Prepare to fight.  
-----

MINI-BOSS: CLUMSY ASSASSIN

-----  
Clumsy Assassin:

-HP: 1.800

-TP: 131

-Offense: 247

-EXP: 200

-Gald: 128

-Defense: 48

-Items: Holy Bottle  
-----

Guardian:Wind:

-HP: 2.000

-TP: 400

-Offense: 280

-EXP: 250

-Gald: 250

-Defense: 38

-Items: Magic Lens  
-----

Attack them one after the other.

You may want to go after the creature first. Let the party attack all tghe same target to do more damage.  
-----

As you leave there is a skit with Lloyd and Kratos.

You can now use the Unison attack.

Save on the map and re-enter OSSA TRAIL.

Mountain cave:  
-----

Go into the cave and collect the treasure in the top-left (Armor) and bottom-right corners (Coal).

Then go north in another room and take the two items.

Don't talk to the skull yet.  
-----

-----  
I.1.o : ==SYLVARANT MAP==  
-----

Items to get:

(1) Skit Point: Kratos

(2) Lemon Gel  
-----

There is a Skit Point to the far south of Izoold on a peninsula.

To the far north you can find an item (2)

in a Field Treasure Chest (search in the woods).

(Editor's Note: Here was the Rename Gem in the Japanese Version!)

Go north some more and check the guidepost to activate

Long Range Mode for this coast.

Ignore the bridge to the third continent if you

don't want to do the "continental route".

Travel back south to a small town.  
-----  
-----

I.1.p : ==IZOOLD==

-----  
Items to get:

- (1) Dog: "Pookie"
  - (2) Recipie: "Rice Ball"
  - (3) Rice
  - (4) Lyla's Letter
- 

There is a dog near the entrance (1).

Talk to a man walking around in the first area.

He tells you something about a guy called Aifread.

Talk to the girl called Lyla in the top-left house.

In the house with the Katz on top you can meet the Wonder Chef.

He gives you a recipie (2) and the indigrient (3).

In the right part of the town you can play some timing game with the Katz.

Talk to the people and choose the first answer during a scene with

Lyla and Max at the harbor to get an rare item (4). If you

chosse "No" she won't give it to you but you can still board

the ship. Talk to everyone else and board the ship to PALMACOSTA.

-----

Continue with Part I.A2!!

=====

!!IMPORTANT PLEASE READ!!

-----

If you are not able to cross the ocean by boat you triggered the alternate route on Sylvarant. You can even go north from Izoold when the boat is there if you want to take the other route.

If so then continue with Part I.B2!

=====

-----  
=====  
Part I.A2 : FROM PALMACOSTA TO HAKONESIA PEAK  
=====

-----  
I.A2.a : ==PALMACOSTA==  
-----

Items to get:

- (1) Dog: "Teddy"
  - (2) Dog: "Pepe"
  - (3) Recipie: "Omelet"
  - (4) Rice
  - (5) Egg
  - (6) Title for Genis: "Honor Roll"
- 

After the skit do some usual talking and shopping.

There is a dog at the harbor (1).  
After the scene with the group go right and to the second house on the street.  
After the soldiers are gone you can buy wine from the woman.  
She gives you a clue if you can't afford it.

Give the wine to the group and they leave.  
Go back to the right and to the townsquare.  
Watch the scene and talk to the people.  
Also talk to the right guard and choose  
the second answer to train with Kratos.  
Enter the township and watch the scene,  
re-enter and talk to Kilia again.

Go north to the ship for another scene with Sheena.  
Visit the church and talk to the Pastor and to Chocolat  
inside to get another scene outside.  
There should be a dog walking on the plaza (2).

Now go into the school next to the church and choose the first answer.  
Check the object in this room for the Wonder Chef.  
You get a recipe (3) and the ingredients (3x 4, 3x 5).  
In the rooms of the 2nd floor some scenes take place.  
Try to answer the questions correctly.  
In the next scene a test takes place.  
Genis gets a new title afterwards (6).  
Re-enter the classrooms to talk to the pupils and teachers again.

Enter the second room of the 1st floor. If you have no  
money to buy a Palma Potion (Editor's Note: lousy translators ;-P)  
you can do some minigame here. Colette needs to deliver some food.  
Even if you do bad you will get the Potion from the Cook.

Leave the town when you've seen everything.

-----

-----

I.A2.b : ==SYLVARANT MAP==

-----

Items to get:

- (1) Linkite Nut
  - (2) EX Gem Lv2
  - (3) Dog: "Caramel"
  - (4) Magic Mist
  - (5) Dog: "Binky"
- 

Novas Caravan:

-----

To the north you can visit the carriage you seen near ISELIA before.  
Talk to all of the travellers twice.  
You get an rare item (1) from them.  
Back on the map go east around the mountain to  
find a Field Treasure (2).  
Travel north until you reach another church.

House of Salvation:

-----

Talk to the people at the church and choose the

first option during the scene indoors to learn the assassins name.

Outside you can find a dog (3).

Leave the church and go continue north.

On your way you can go east on a peninsula where you'll find a guidepost to activate Long Range Mode. Go north to the border.

Hakonesia Peak:

-----  
The guards won't let you pass,yet.  
Inside the house talk to the man and check the altar.  
He wants you to bring some items.  
Outside a scene occurs.

From Hakonesia Peak go east along the border to find a Field Treasure (4).  
Travel south again and along the eastern coast until you find a human ranch.

Palmacosta Ranch:

-----  
Lloyd will notice something and you leave again.  
There's nothing to do here right now so head to the south to a church-like building at the coast.

-----  
Editor's Note:

-----  
You can either do the Thoda Geyser quest  
(I.A2.c) or the Palmacosta quest (I.A2.d)  
first. It's your choice.  
-----

Thoda Dock:

-----  
There is a dog outside (5).  
In here talk to the woman at the counter and the party will paddle to the THODA GEYSER.  
-----

-----  
I.A2.c : ==THODA GEYSER (SEAL OF WATER)==  
-----

Items to get:

- (1) Dog: "Bob"
  - (2) Mermaid's Tear
  - (3) Life Bottle
  - (4) Circlet
  - (5) Stun Bracelet
  - (6) White Silver
  - (7) Orange Gel
- 

Outside:

-----  
There is a dog to the upper left (1).

Talk to the people here and go right to check the blue pedestal.

Main Hall:

-----

Inside the shrine follow the stairs and take the treasure (2,3,4).

Do not change the ring, yet.

Follow the lower right path.

Right Hall:

-----

An enemy here should carry the Memory Gem.

In this room take the items (5,4) and go through another door.

Lower Hall:

-----

Push the stone on the square near the door then backtrack to the main hall.

Upper Hall:

-----

In the Main Hall go through the left door and

enlight the two pedestals next to the scales.

Then go right between the pillars to reach two chests (6,7).

Main Hall:

-----

Change the ring in the hall and go back to the scales.

Upper Hall:

-----

Shoot the right scale.

Go down to the room where you pushed the stone before.

Lower Hall:

-----

Shoot at this right scale, too.

Go up again and save your game.

Upper Hall:

-----

Now you can face the boss.

I suggest a level above 16 for the fight.

-----  
WATER SEAL BOSS: ADULOCIA

-----  
Adulocia:

-HP: 10.000

-TP: 248

-Offense: 600

-EXP: 825

-Gald: 765

-Defense: 55

-Items: Mermaid's Tear

-Weak against: Lightning

-Strong against: Water, Ice

-----  
Amphitra x2:

-HP: 2.300

-TP: 120

-Offense: 475

-EXP: 150 |  
-Gald: 200 |  
-Defense: 20 |  
-Items: - |  
-Weak against: Fire,Lightning |  
-Strong against: Water,Ice |  
-Absorbs: Water |

----- |  
Even harder than the Triett Ruins boss. |  
Follow the same tactic as before just let Genis and |  
Kratos attack with Fire and Lightning spells.

Watch the scenes with Remiel.  
Paddle back to the Boarding Place and travel north to Hakonesia Peak  
if you weren't there already before. If you learned already about  
whats going on in Palmacosta go there immediately.

-----  
I.A2.d : ==PALMACOSTA==  
-----

Talk to the only man around and hurry to the townsquare.  
During the scenes you fight some soldiers.  
Before you leave you should talk to everbody again.  
Notice the woman near the town's exit.  
You can "escort" her directly to HAKONESIA PEAK.

Talk to the people here again.  
Choose the first answer in the scene.  
Head to the PALMACOSTA RANCH.  
-----

-----  
I.A2.e : ==PALMACOSTA HUMAN RANCH==  
-----

Items to get:

- (1) White Silver
- (2) Omega Shield
- (3) Orange Gel
- (4) Purple Card
- (5) Life Bottle
- (6) EX Gem Lv2
- (7) Mage Cloak
- (8) Red Card
- (9) Blue Card
- (10) Apple Gel
- (11) Melange Gel
- (12) Panacea Bottle
- (13\*) Pass

-----  
Outside:  
-----

-----  
Editor's Note: |



-----|  
You can either do the Palmacosta Ranch quest |  
(I.A2.e) or the next Palmacosta quest |  
(I.A2.f) first. It depends of the choice |  
you make during the talking with Neil here.

Go left and choose the option you want during the scene.  
Fight your way to the entrance (Or advance to I.A2.f).

If you did I.A2.f already then enter the left passage  
by entering the passcode 3341 at the terminal.  
You start in the Left Hall then.

-----

Main Hall:

-----

In the hall change your ring.  
You have to use the ring to reveal invisible items and to use some machines.

Right Hall:

-----

Go in the right hall and press X.  
Take the items you can see now (1,2).  
Note that the items appear as little stars  
while the enemys become invisible (but are still there!).  
Go to the gap and press X again.  
As long as the green light is active you can use the pillar  
next to the gap to create a bridge.  
Cross the new bridge and check the vending machine.  
It serves as a shop and can heal you.  
Take the item (3) to the right and  
kill the nearby enemy for item (4).  
North from the machine is another gap,  
make the bridge and take the item (5).

Main Hall:

-----

Go back to the main hall and use the teleport.  
The teleports in here will also work only after you used the ring.  
In the next room you save and go right.

Right Hall:

-----

Press X again to reveal some boxes.  
Push them in the four holes in the middle of the room to make a path  
back to the area you were before.  
Take the items (6,7) in this part of the hall and go right.  
Build a bridge and continue down the stairs.  
Colette will fetch you a card (8).  
Disable the bridge after you crossed it and go back to the savepoint.  
Now go through the left door. You get the last card (9).

Left Hall:

-----

Go back to the main hall and to the left wing.  
An enemy here should carry the Memory Gem.  
Check the area for some items (10,2x 3,5).  
After you've collected everything go back to the vending machine.

Right Hall:

-----

Heal here and disable the two bridges  
before you return to the savepoint.  
Now save and use the northern teleporter.  
Don't get confused now because the rooms of  
this teleporter-maze look very similar.  
Also pick up only the items I mention because the others  
are only traps which will summon some soldiers.

Teleporter Maze 1:

-----

1st room: Go left,take the item (11) and use the yellow teleport next to it  
2nd room: Use the northern,yellow teleporter  
3rd room: Use the northern green teleporter  
You end up in the big hall you were before but as long as  
the three bridges are disabled you can walk upstairs and take the item (12).  
Warp back and use the white teleporter in the center.  
You're back at the start.  
Heal,save and use the northern teleport again.

Teleporter Maze 2:

-----

1st room: Use the left,yellow TP  
2nd room: Use the left,red TP  
3rd room: Use the northern,yellow TP  
4th room: Use the left,yellow TP  
5th room: Use the northern,yellow TP  
6th room: Use the left,red TP  
Fight the soldiers and save.  
Watch the scene and fight more soldiers and then the BOSS.  
You will get item (13\*) here if you already did Part I.A2.f !

-----

PALMACOSTA HUMAN RANCH BOSS: Magnius	
-----	
-HP: 8.500	
-TP: 120	
-Offense: 450	
-EXP: 675	
-Gald: 1.700	
-Defense: 65	
-Items: Warrior Symbol, EX Gem Lv1	
-Strong against: Fire	

The easiest of the ranch guardians. Just watch out for  
Eruption. Use water or earth spells on him.

-----

Watch the scene and the "awesome" looking explosion.

-----

==SYLVARANT MAP==

Head back to PALMACOSTA if you haven't got the PASS,yet.

-----

I.A2.f : ==PALMACOSTA==

-----

Items to get:

(1\*) Card Key

(2\*) Pass

-----  
Save and heal at the Inn.  
Talk to the woman you saved again.  
Then enter the basement of the township.  
Watch the scene and get ready to fight.

-----  
MINI BOSS: KILIA

-----  
-HP: 10.000  
-TP: 400  
-Offense: 490  
-EXP: 500  
-Gald: 500  
-Defense: 65  
-Items: Heal Bracelet  
-Weak against: Light  
-Strong against: Darkness  
-----

At first it is fairly easy. But after you damaged her  
enough she will grow tentacles and become a bit stronger.  
Let Colette use Angel Feather and Raine use Photon.  
-----

Choose the first answer during the scene.  
You get an item from the General :  
(1 - Only if you didn't finish Part I.A2.e yet).  
(2 - If you already finished Part I.A2.e)

Before you leave the town check the bookcase in the house  
where you bought the wine earlier if you haven't already.  
Let the woman near the exit take you to HAKONESIA PEAK.  
There you can finally cross the border.

Or do Part I.A2.e if you haven't yet.  
-----

=====  
Part I.A3 : FROM ASGARD TO SYLVARANT BASE  
=====

==SYLVARANT MAP==

Enter the city near the mountains to the west of HAKONESIA PEAK.  
-----

I.A3.a : ==ASGARD==

-----  
Items to get:

- (1) Dog: "Hal"
  - (2) Dog: "Murry"
  - (3) Map of Balacruf
  - (4) Recipie: "Meat Stew"
  - (5) Kelp
  - (6) Juicy Meat
- 

Talk to everybody and buy items.

There is a dog near the item shop (1).

Go up the big stairway to advance the story.

When you can move look whats going on in the back of the place.

Watch the scene with Harley and his pal.

After you've talked to the people upstairs again,

go to the eastern part of town.

Another dog is walking around here (2).

Go upstairs and in the right house.

Re-enter the house after the scenes and talk to the people again.

Now heal and save at the Inn and return up the big stairs.

Watch the scene and fight a BOSS.

-----

MINI BOSS: WINDMASTER |

----- |  
-HP: 10.000 |

-TP: 220 |

-Offense: 580 |

-EXP: 1.325 |

-Gald: 800 |

-Defense: 86 |

-Items: Map of Balacruf,Talisman |

-Strong against: Wind |

----- |  
Block his spinning-attack and let your allies cast magic |  
from the back. Should be no problem. |

-----  
Exit the Inn and visit Aisha's house for the next scene.

Raine joins you again and you get the stone tablet (3).

On the second floor of this house you can find the Wonder Chef.

He grants you (4) and the needed items (5,6).

Leave the town.

-----

-----  
I.A3.b : ==SYLVARANT MAP==

-----  
Items to get:

- (1) Title for Colette: "Oblivious"
  - (2) Dog: "Monmon"
  - (3) Skit point: Raine
  - (4) Skit point: Kratos
- 

With the tablet form ASGARD you can enter the next shrine.

But before that you should do some optional stuff!

Fight the monsters around. The Grasshoppers can poison you.  
Let Colette become poisoned and don't heal her for about  
3 more battles so she will get a new title (1).

From ASGARD go a little north to find another church.

House of Salvation:

-----  
Visit it and talk to the travellers there.  
There is also a dog around (2). and heal after fights.  
Go north some more till you arrive at some lakeside.

Lake Umacy

-----  
The scene her shows you a trapped unicorn but you cant help,yet.  
Leave and travel north to the mountains.  
There is a skit point nearby (3).  
Go north-west some more to another ranch.

Asgard Human Ranch:

-----  
You can't do anything here,too so leave.  
Ignore the big tower you can see on the map because you can't enter it either.  
Visit the city at a lake near the ranch instead.  
To the west of the city (on a plateau) you can find a skit (4).  
-----

-----  
I.A3.c : ==Luin==  
-----

Items to get:

- (1) Recipie: "Seafood Stew"
  - (2) Kelp
  - (3) Snapper
- 

Do your usual sightseeing.  
The town's Wonder Chef is located next to the counter of the item shop.  
He gives you a recipie (1) and the neccessary items (2,3).

At the place with the fountain you get a scene with Sheena.

Travel west to a small village next to the mountains.  
-----

-----  
I.A3.d : ==HIMA==  
-----

Items to get:

- (1) Dog: "Boo"
  - (2) Dog: "Rockie"
  - (3) Recipie: "Risotto"
  - (4) Rice
  - (5) Cheese
- 

Talk to the travellers here and forge some good weapons if you have the items.

A dog is sitting outside of the inn (1) and another one along the path up the hill (2).  
The Wonder Chef is hiding in the right room of the Inn.  
He teaches you a recipe and gives you the ingredients (4,5) for it.  
Watch a scene on top of the hill then leave.

---

---

I.A3.e : ==SYLVARANT MAP==

---

Items to get:

- (1) Skit point: Colette
  - (2) Skit point: Genis
- 

In this area you can battle the strongest enemys of the overworld.  
So level up to 20 at least.

From HIMA go south and east around the mountains to find a guidepost for Longa Range Mode. Next to it you'll see a skit point (1).

Now travel north again and then west.  
On the mapscreen you can see a small junction between the 3. and the 1. continent.  
Go there and check the skit point near the bridge (2).  
Now cross the bridge.

From here you can go south to heal at Izoold and revisit OSSA TRAIL.

---

---

OPTIONAL ==SWORD DANCER 1==

---

Enter the cave and talk to the skull in the last room.  
Choose the first option to fight him.

---

OPTIONAL BOSS: SWORD DANCER 1

---

-HP: 8.888  
-TP: 38  
-Offense: 600  
-EXP: 150  
-Gald: 2.000  
-Defense: 75  
-Items: Yata Mirror  
-Weak against: Light

---

Block his multi-hit-attacks with Lloyd while Genis and Kratos take down his HP with magic. Let Raine heal and try to do some damage with Lloyd, too. But beware if the boss goes after one of your allys as he can slice them up very fast.

---

-----  
I.A3.f : ==SYLVARANT MAP==  
-----

Items to get:

- (1) Field Treasure: Technical Ring
  - (2) Skit point: Raine
  - (3) Field Treasure: Strike Ring
- 

Travel back over the bridge. Near LUIN go north onto a peninsula where you can get a treasure (1) and a skit (2). There is another peninsula to the east where you can find another guidepost for Long Range Mode.

Backtrack all the way to the HOUSE OF SALVATION of the third continent. From there go east to a big peninsula. Along thw way to the temple you can find a treasure (3).

-----

-----  
I.A3.g : ==BALACRUF (SEAL OF WIND)==  
-----

Items to get:

- (1) 1800 Gald
  - (2) Beast Fang
  - (3) Beast Hide
  - (4) Iron Guard
  - (5) Blue Ribbon
  - (6) EX Gem Lv2
- 

Outside:  
-----

Talk to the people here and take the Gald from the chest (1). Watch the scene at the entrance. The door is unlocked by the tablet you got in Asgard. In the shrine you follow the right path to the save point and take the treasure (2).

Inside:  
-----

Now follow the path with the three traps that try to crush you. Avoid two more traps along the way. Enlight the two candles next to the sealed door to open it. Don't enter it yet, instead go right some more to change your ring. To the south and east you can find 3 more chests (3,4,5). To get to the boss you have to push the stones onto some switches. They deactivate the blowing winds so you can enlight the candles. When the candles are burning you can read some hints to solve the following puzzle. But of course you can just use my instructions below! Enter the door you unlocked before.

Windmill Puzzle:  
-----

Here you have to shoot the little windmills with the ring to get two items and to open the path to the boss.

For (6) shoot the windmills in this order:

Upper-left (Red)  
Upper-right (Green)  
Lower-right (Yellow)  
Lower-left (White)  
Center (Blue)

For (5) shoot the windmills in this order:

Center (Blue)  
Upper-left (Red)  
Lower-right (Yellow)  
Lower-left (White)  
Upper-right (Green)

To advance to the boss shoot the windmills in this order:

Upper-left (Red)  
Lower-right (Yellow)  
Upper-right (Green)  
Lower-left (White)  
Center (Blue)

Now open the door at the top and heal and save before you enter it.

-----  
WIND SEAL BOSS: IAPYX |

-----  
-HP: 14.000 |  
-TP: 88 |  
-Offense: 690 |  
-EXP: 1.324 |  
-Gald: 2.000 |  
-Defense: 100 |  
-Items: Paralysis Charm, Spirit Bangle |  
-Strong against: Wind, Lightning

Disable Kratos/Genis Wind spells and |  
attack him with earth elemental magic and Lloyds |  
strongest skills. Run away or use your shield skill when |  
he casts Air Thrust.

Back in the shrine avoid the enemies as you have to fight Sheena  
and her creature at the exit.  
You can't save between the bosses!

-----  
MINI BOSS: RESOLUTE ASSASSIN |

-----  
Resolute Assassin: |  
-HP: 4.500 |  
-TP: 164 |  
-Offense: 500 |  
-EXP: 300 |  
-Gald: 450 |  
-Defense: 62 |  
-Items: Dark Bottle



Guardian:Lightning: |  
-HP: 5.500 |  
-TP: 400 |  
-Offense: 471 |  
-EXP: 250 |  
-Gald: 250 |  
-Defense: 46 |  
-Items: Fine Pellets,Magic Lens |

----- |  
As easy as the first fight. Take them out one after |  
the other. They have a little more HP but you are also |  
stronger now.

-----  
==SYLVARANT MAP==

Revisit the town at the lake, Luin.

-----  
I.A3.h : ==Luin==  
-----

The only thing you can do here is going to the fountain.  
Sheena will join your party if you told her "you are nice" before.

Watch a skit as you leave.  
Head to the ranch near Luin.  
-----

-----  
I.A3.i : ==ASGARD HUMAN RANCH==  
-----

Items to get:

- (1) Beast Hide
  - (2) White Robe
  - (3) Iron Bracelet
- 

Outside:  
-----

You watch some scenes and fight soldiers to take their clothes.  
You can pass the guards without being attacked  
so collect the treasure outside (1) and enter the ranch.

Saferoom:  
-----

Inside go through the only available door and watch the scenes.

Assembly Hall:  
-----

In the next room just follow the path and collect the items (2,3).  
At the end of the way a scene takes place.  
You leave the ranch for now and head for Luin again.  
-----

==Luin==

Watch the scene at the campfire

Sheena will join you if she hasn't already.

Re-enter the city and go to the man who wears a backpack at the fountain.

He can send you to HIMA directly if you don't want to walk.

-----  
I.A3.j : ==HIMA==  
-----

Items to get:

(1) Desian Orb  
-----

Talk to Sophia, the woman in the Inn.

Go up the hill for a scene at the grave.

Go to the first floor of the Inn and talk to the couple again.

You get an item to enter the ranch (1).

Now head back to the ranch.

You can ask the man at the exit to warp you to Luin.  
-----

-----  
I.A3.k : ==ASGARD HUMAN RANCH==  
-----

Items to get:

- (1) Pellets
  - (2) Lamellar Leather
  - (3) Cleric's Hat
  - (4) EX Gem Lv2
  - (5) Card of Earth
  - (6) Stun Charm
  - (7) Figurine Book
- 

Outside:  
-----

Check the boulder and you get into the building.

Saferoom:  
-----

The party decides to split up so pick two of them for Lloyd (first choice).

I suggest taking Kratos and Genis.

The machine in this room can heal you.

Machine Room:  
-----

Head into the upper-left door and take the treasure from this room and shut off the machines at the terminal.

Now back to the main room.

Go through the left door and you're back at the assembly-lines.

Assembly Hall:  
-----

Change your ring to a powerful fireball.

Use this to shoot the 6 pillars in the room as you drive on the lines.

After all pillars are hit, the lines stop and you can go upstairs.

Take the item here and enter the door.

Here you can save and try to use the teleporter.

Saferoom:

-----

Now your other party is needed.

With your second group leave the building.

Outside:

-----

Push/Pull the crates to the right to reach another door.

In here go the right way and north.

Take the weapon (5) and activate the blue switch.

Go left, fight two wizards and watch the scene.

In this hall go left also and take the relic (6) + use the switch.

Now you can activate the green switches on both sides of the area.

The teleport will be working then, but save before you use it.

-----  
ASGARD HUMAN RANCH BOSS: KVAR |

Kvar: |

-HP: 10.000 |

-TP: 340 |

-Offense: 410 |

-EXP: 1.680 |

-Gald: 1.500 |

-Defense: 65 |

-Items: ?,Lv1 EXGem |

-Strong against: Lightning |

-----  
Drones: |

-HP: 5.500 |

-TP: 100 |

-Offense: 350 |

-EXP: 300 |

-Gald: 765 |

-Defense: 20 |

-Strong against: Every Element |

-----  
If you are strong enough go after him immediately. |

If you get wiped out,take out the drones first as |

they go after your allies. |

-----  
After he's history you get to see another breathtaking explosion.

You end up in ASGARD after the scenes.

Leave the Inn and go up the big stairs to  
meet the imposters again.

Leave the Inn once more and go to  
the house in a wall below the one of Aisha and Linar.

You can meet Harley in the right room.

He gives you a special item (7).

-----  
==SYLVARANT MAP==

Now back to HIMA.

-----  
I.A3.1 : ==HIMA==  
-----

Items to get:

- (1) Tower Key
- (2) EX Gem Lv2

-----  
Go to the Inn for a scene.

You get the key to the big tower near the ranch (1).

Travel to the MANA TOWER. To the left of  
the tower on the worldmap is a Field Treasure (2).

-----  
I.A3.m : ==MANA TOWER (SEAL OF LIGHT)==  
-----

Items to get:

- (1) Armet Helm
- (2) EX Gem Lv2
- (3) Moon Robe
- (4) Lunar Guard
- (5) Stinger Ring
- (6) Iron Mail
- (7) EX Gem Lv2
- (8) Boltzman's Book

-----  
After the scene you can choose one of your members  
to go with Lloyd and Colette.

With Lloyd you go all the way upstairs,  
take the helmet (1) and go through the door.

First Puzzle:  
-----

In this room you shoot the red curtain with the ring.

The beam of light that appeared has to hit the orb to the right.

To achieve this you just have to push the box into the light until the  
reflected light hits the orb. It's easier as it sounds like!

A door opens and you can go in the next room, save and use the machine there  
to switch groups.

Second Puzzle:  
-----

With the other party go north and burn the curtain here  
and push the box in the light like before.

Third Puzzle:  
-----

In the next hall the puzzle is more complex but just look which box reflects  
the light in which way and then arrange them so that all orbs are hit.

Take the items (2,3,4) and go north.

Take the Chakrams here (5) and go right and in the next room go south.

Head upstairs to the next floor.

In the upper hall you take the items (6,7).

Go over the bridge to some teleports.

Now you can regroup and face the boss but don't forget to save!

-----  
LIGHT SHRINE BOSS: IUBARIS |

-----  
-HP: 16.800 |  
-TP: 1.500 |  
-Offense: 860 |  
-EXP: 2.650 |  
-Gald: 2.500 |  
-Defense: 80 |  
-Items: Brass |  
-Weak against: Darkness |  
-Strong against: Fire,Lightning,Light

Bad luck that you won't have any Dark-elemental spell |  
right now. He's very strong. Forget about magic in this |  
battle. Use Kratos+Lloyds skills and Raine only to heal. |  
Block the deadly attacks of the spinning spikes on his |  
feet. Sheena is ver useful here,too.

Before you leave the tower you HAVE to read the books in the entrance  
hall, especially the one in the top left bookcase.  
Raine will say something then and you get an item (8).  
If you forget this you have to come back later to read the book.  
You need it to heal Pietro at Hima.  
Now go out and watch another scene at night.

-----  
==SYLVARANT MAP==

Your next target is the lake you saw the unicorn earlier.

-----  
I.A3.n : ==LAKE UMACY==  
-----

Watch the scene but to rescue the unicorn you need the help from Undine.  
You can find her in the WATER SHRINE.  
So head all the way back to THODA GEYSER.  
-----

-----  
I.A3.o : ==THODA GEYSER==  
-----

Go back through the shrine and save.  
Add Sheena to your party and warp to the boss room.  
Talk to UNDINE and fight her.

-----  
WATER SPIRIT: UNDINE |

-----  
-HP: 13.000 |  
-TP: 320 |  
-Offense: 580 |  
-EXP: 2.110 |  
-Gald: 765 |  
-Defense: 88

-Items: Guardian Symbol |  
-Strong against: Water,Ice
Easy for an Spirit battle. Let Genis cast Lightning |  
spells and Kratos Raijinken if you have it. |  
-----|

After the fight she grants you her powers.  
Sheena will get a skill to summon her and a skill to change an  
ally's weapon attribute to water.  
Every spirit will give you these two skills,  
in their own elemental attribute of course.  
You also get an Elemental Ring.  
-----

==SYLVARANT MAP==  
Head back to LAKE UMACY.

-----  
I.A3.p : ==LAKE UMACY==  
-----

Items to get:

- (1) Unicorn Horn
- (1) Title for Raine: "Grand Healer"

-----  
Watch the scenes and aquire the unicorn's horn as well as a title and  
skill for Raine. You can now go to HIMA.  
-----

-----  
I.A3.q : ==HIMA==  
-----

Items to get:

- (1) Assassin's Ring

-----  
Go to the ill man at the first floor of the Inn and watch the scene.  
Next go up the hill and talk to the man.  
After the scene you can talk to your friends.  
Talk to Colette at last and pick the second choice.  
After the scene with Yuan you get an item (1).  
Now you are able to fly to the TOWER OF SALVATION.  
But before you do make sure you are at about level 25 and have  
the best equipment so far.  
-----

-----  
\*\*EDITOR'S NOTE\*\*  
-----

You are able to fight EFREET and SYLPH before you head to the  
Tower of salvation. If you want them now, go back to the altar rooms  
of the FIRE SHRINE / WIND SHRINE.  
You have to fight them to aquire their powers.  
You can still get them later in the game when  
you return to Sylvarant. They will be easier to defeat then and you'll  
-----

also see a special scene with their elemental counterparts after you've won.

OPTIONAL ==EFREET & SYLPH==

Items to get:

- (1) Exsphere Shard
- (2) Onion
- (3) Metal Sphere
- (4) EX Gem Lv3

Triett Ruins

Travel back to the Fire Seal and go to the altar room.

FIRE SPIRIT: EFREET

-HP: 18.000  
-TP: 850  
-Offense: 500  
-EXP: 2.430  
-Gald: 945  
-Defense: 35  
-Items: Attack Symbol  
-Strong against: Fire

A lot harder than Undine. Let Genis cast strong spells (Not Fire elemental as it heals him!). Kratos should assist Lloyd. Beware as he can cast Explode. You may want Raine to cast all of her supporting magic.

Visit DIRKS HOUSE if you want.

Dirks House

Talk to Dirk to tell him about the Figurine Book.  
Talk to him again and he will give you some items (1,2,3,4).  
You can do this later,too.

Balacruf

Travel back to the Wind Seal and go to the altar room.

WIND SPIRITS: SYLPHS

Sephie:  
-HP: 7.320  
-TP: 220  
-Offense: 713  
-EXP: 880  
-Gald: 320  
-Defense: 81  
-Items: ?

-Strong against: Wind

-----  
Yutis:

-HP: 6.480

-TP: 80

-Offense: 699

-EXP: 770

-Gald: 290

-Defense: 76

-Items: ?

-Strong against: Wind  
-----

Fairess:

-HP: 6.190

-TP: 250

-Offense: 738

-EXP: 690

-Gald: 285

-Defense: 84

-Items: ?

-Strong against: Wind  
-----

Even harder than Efreet as they are three. You may need to adjust you allies tactics setting here. Let them all attack the same target as Lloyd. Or let Kratos and Sheena distract two of them as you beat one with Lloyd. Take Colette with in this battle as Genis and Raine will get pounded too much.  
-----

-----  
==HIMA==

Go to the top of the hill and you can choose either Genis,Raine or Sheena to fly with Lloyd on the dragon's back.

-----  
\*\*EDITOR'S NOTE\*\*  
-----

MAJOR SPOILERS AHEAD !

I`VE WARNED YOU !  
-----



-----  
I.A3.r : ==TOWER OF SALVATION==  
-----

Once you're here there is no turning back.  
Meet your allys at the entrance and enter.  
Use the teleport, watch the long scene and  
get ready for three bosses in a row.

-----  
TOWER OF SALVATION BOSS 1: REMIEL

-HP: 16.000 |  
-TP: 258 |  
-Offense: 530 |  
-EXP: 2.795 |  
-Gald: 1.840 |  
-Defense: 112 |  
-Items: Lv.1 EXGem, Rune Bottle |  
-Strong against: Light

Be careful as he warps around and uses Holy Lance. |  
Not too hard on the other hand if you are strong enough

After he's defeated there are more scenes and you fight two more bosses.

-----  
TOWER OF SALVATION BOSS 2: KRATOS AURION

-HP: 22.500 |  
-TP: 1.500 |  
-Offense: 750 |  
-EXP: 3.280 |  
-Gald: 2.900 |  
-Defense: 150 |  
-Items: ? |  
-Strong against: Light

One of the hardest fight in the game if you don't have |  
EXPx2 or EXPx10. If you are seriously wounded by Remiel |  
you have a BIG disadvantage here. But you don't even have |  
to defeat him. The game continues even if you lose.

Either if you win or lose you get attacked by the next boss.

-----  
TOWER OF SALVATION BOSS 3: YGGDRASIL

-HP: 40.000 |  
-TP: 3.000 |

-Offense: 1.800 |  
-EXP: 3.000 |  
-Gald: 0 |  
-Defense: 350 |  
-Weak against: Darkness |  
-Strong against: Light |

-----|  
He will take only 1 HP damage if you hit him. |  
It doesn't matter if you lose here,too. If you have |  
Exp10 and are at a high level you can bring his HP down |  
but then the battle just ends in no other way.

Watch the following scenes.  
Lloyd wakes up in SYLVARANT BASE.

-----  
I.A3.s : ==SYLVARANT BASE==  
-----

Items to get:

- (1) Straw Hat
- (2) EX Gem Lv2
- (3) Protect Ring

-----  
After you escaped go right then north and right again.  
In the next room you can buy items at the machine and save.  
In the hall you change the ring and go to the southern part of the room.

Here you have to push the two crates onto  
the elevator so you can reach the platform with the grey crate on it.  
Push the grey crate over the edge and then to the far right into a small gap.  
Push the other two crates in a gap to the south.  
You can now collect two items (1,2).

Next you have top pull the grey crate onto the blue switch and the two others  
on the elevator again. But this time place them so that they form  
a vertical line on the left side.

Now go down the set of stairs that appeared.  
In this floor you shoot the pillar to the left and use the terminal.  
If you have placed the crates correct you can reach the other side.  
Here you shoot the pillar and use the blue display to drain the water.  
Cross the trench again and push the grey crate over the edge.

On the other side you can go down the stairs and push the  
crate onto the switch.  
The gate opens and you shoot a final pillar.  
As you walk upstairs again the camera angle reveals  
you a chest hidden behind the display (3).  
Take the ring from it and leave through the southern door.

After the scene go left and north.  
Watch the scene and curse Namco for using silly real-time cutscenes  
instead of Anime or CG FMVs...  
-----

Continue with Part II !

=====

---

=====  
Part I.B2 : FROM HIMA TO IZOOLD  
=====

-----  
I.B2.a : ==SYLVARANT MAP==  
-----

Items to get:

(1) Linkite Nut  
-----

Sylvarant Map:  
-----

If you are not able to cross the ocean by boat you triggered  
the alternate route on Sylvarant.  
Now you need to walk your way north to the small junction  
between the two continents. You will find a bridge there.  
Cross it and visit the caravan along the way around the mountains.

Novas Caravan:  
-----

To the north you can visit the carriage you seen near ISELIA before.  
Talk to all of the people here to get an item (1).

Eventually you'll reach HIMA (looks like a path leading up the mountains).  
-----

-----  
I.B2.b : ==HIMA==  
-----

Meet Sheena here again.  
Then enter the Inn and talk to the woman on the stairs.  
During the speech in the bedroom of the ill man choose the first answer.  
-----

==SYLVARANT MAP==

Continue you way to the north-east.  
Visit the city at the lakes, Luin.  
-----

I.B2.c : ==LUIN==  
-----

Talk to the people here and buy equipment.  
Meet Sheena at the fountain and choose the first answer.

-----  
==SYLVARANT MAP==

From Luin walk east to find a lake in the woods.

==LAKE UMACY==

Watch the scene here then leave.

On the map go south and to the city near the mountains.

-----  
I.B2.d : ==ASGARD==  
-----

For the events in this city read above at Part I.A3.a !  
-----

==SYLVARANT MAP==

Go northeast to a peninsula to reach a temple.

-----  
I.B2.e : ==BALACRUF (WIND SHRINE)==  
-----

For the events in this dungeon read above at Part I.A3.g !  
-----

==LAKE UMACY==

The scene her shows you a trapped unicorn but you cant help,yet.  
Head west to the MANA TOWER.

==MANA TOWER (LIGHT SHRINE)==

Watch a scene in front of the door.

You need a key to enter the tower.

Revisit Luin.

-----  
I.B2.f : ==LUIN==  
-----

Visit the chapel next to the Item Shop of the city.

You will find some priest in here.

Talk to him and watch the scene.

Now return to BALACRUF.  
-----

-----  
I.B2.g : ==BALACRUF (WIND SHRINE)==  
-----

Items to get:

(1) Tower Key  
-----

Talk to the priest here who will give you the key for the MANA TOWER (1).  
-----

-----  
I.B2.h : ==MANA TOWER (SEAL OF LIGHT)==  
-----

For the events in this dungeon read above at Part I.A3.m !  
-----

==Luin==

You will find the city destroyed.  
Go to the fountain and talk to Sheena who will join you.  
Now visit the ASGARD HUMAN RANCH in the north.

-----  
I.B2.i : ==ASGARD HUMAN RANCH==  
-----

For the events here read above at Part I.A3.i !  
-----

==Luin==

Watch the scene at night.  
Re-enter the city and go to the man who wears a backpack at the fountain.  
He can send you to HIMA directly if you don't want to walk.

-----  
I.B2.j : ==HIMA==  
-----

Items to get:

(1) Desian Orb  
-----

Talk to Sophia, the woman in the Inn.  
Go up the hill for a scene at the grave.  
Go to the first floor of the Inn and talk to the couple again.  
You get an item to enter the ranch (1).  
Now head back to the ranch.  
You can ask the man at the exit to warp you to Luin.  
-----

-----  
I.B2.k : ==ASGARD HUMAN RANCH==  
-----

For the events in this dungeon read above at Part I.A3.k !  
-----

==SYLVARANT MAP==

After the events at ASGARD head to LAKE UMACY again.

-----  
I.B2.l : ==LAKE UMACY==  
-----

Watch the scene but to rescue the unicorn you need the help from Undine.  
You can find her at THODA GEYSER on the second continent.

So head all the way back to IZOOLD.

I.B2.m : ==IZOOLD==

Items to get:

(1) Lyla's Letter

Now that you did all the events on the third continent the boat should be back. Talk to the girl in the house and to the man at the boat a few times until you are asked if you want to cross the ocean. Do so.

=====  
Part I.B3 : FROM PALMACOSTA TO SYLVARANT BASE  
=====

I.B3.a : ==PALMACOSTA==

Read above at Part I.A2.a for what you should do here.

==SYLVARANT MAP==

Walk north and to the eastern coast to find an outpost at the ocean.

==THODA DOCK==

Talk to the woman at the counter.  
You are not able to get to THODA GEYSER yet.  
Leave and head all the way north to the mountain-border.

I.B3.b : ==HAKONESIA PEAK==

Talk to everybody here, especially to the man in the building.  
Watch a scene and return to PALMACOSTA.

I.B3.c : ==PALMACOSTA==

Talk to the only man around and hurry to the townsquare.  
During the scenes you fight some soldiers.  
Before you leave you should talk to everybody again.

Notice the woman near the town's exit.  
You can "escort" her directly to HAKONESIA PEAK.

Talk to the people here again.  
Choose the first answer in the scene.  
Head to the PALMACOSTA RANCH.

-----

-----

I.B3.d : ==PALMACOSTA HUMAN RANCH==

-----

For the events in this dungeon read above at Part I.A2.e !

-----

-----

I.B3.e : ==PALMACOSTA==

-----

Read above at Part I.A2.f for what you should do here this time.

-----

==SYLVARANT MAP==

Head north to HAKONESIA PEAK again.

==HAKONESIA PEAK==

Talk to the people here again and watch a scene.  
Then travel south and to the place at the coast again.

==THODA DOCK==

Talk to the woman at the counter again.  
Now you can finally paddle to the THODA GEYSER

-----

I.B3.f : ==THODA GEYSER (SEAL OF WATER)==

-----

For the events in this dungeon read above at Part I.A2.c !

After the first boss you are able to get UNDINE.  
Heal and save then you can head to the altar again.  
Talk to UNDINE and fight her.

-----

==SYLVARANT MAP==

Head north to HAKONESIA PEAK again.  
Cross the border and go straight to LAKE UMACY.

-----

I.B3.g : ==LAKE UMACY:==

-----

Items to get:

- (1) Unicorn Horn
- (1) Title for Raine: "Grand Healer"

-----  
Watch the scenes and aquire the unicorn's horn as well as a title and  
skill for Raine. You can now go to HIMA.  
-----

-----  
I.B3.h : ==HIMA==  
-----

Items to get:

(1) Assassin's Ring  
-----

Go to the ill man at the first floor of the Inn and watch the scene.

Next go up the hill and talk to the man.

After the scene you can talk to your friends.

Talk to Colette at last and pick the second choice.

After the scene with Yuan you get an item (1).

Now you are able to fly to the TOWER OF SALVATION.

But before you do make sure you are at about level 25 and have  
the best equipment so far.  
-----

-----  
\*\*EDITOR'S NOTE\*\*  
-----

You are able to fight EFREET and SYLPH before you head to the  
Tower of salvation. If you want them now, go back to the altar rooms  
of the FIRE SHRINE / WIND SHRINE.

You have to fight them to aquire their powers.

You can still get them later in the game when

you return to Sylvarant. They will be easier to defeat then and you'll  
also see a special scene with their elemental counterparts after you've won.

You are also able to fight SWORD DANCER 1 at OSSA TRAIL.  
-----

-----  
OPTIONAL ==SWORD DANCER 1==  
-----

OSSA TRAIL:  
-----

Enter the cave and talk to the skull in the last room.

Choose the first option to fight him.  
-----

OPTIONAL BOSS: SWORD DANCER 1  
-----

-HP: 8.888

-TP: 38

-Offense: 600

-EXP: 150

-Gald: 2.000

-Defense: 75

-Items: Yata Mirror

-Weak against: Light  
-----



Block his multi-hit-attacks with Lloyd while  
Genis and Kratos take down his HP with magic.  
Let Raine heal and try to do some damage with Lloyd,too.  
But beware if the boss goes after one of your allys as  
he can slice them up very fast.

-----  
-----  
-----  
OPTIONAL ==EFREET & SYLPH==  
-----

Items to get:

- (1) Exsphere Shard
  - (2) Onion
  - (3) Metal Sphere
  - (4) EX Gem Lv3
- 

Triett Ruins  
-----

Travel back to the Fire Seal and go to the altar room.

-----  
FIRE SPIRIT: EFREET

-----  
-HP: 18.000  
-TP: 850  
-Offense: 500  
-EXP: 2.430  
-Gald: 945  
-Defense: 35  
-Items: Attack Symbol  
-Strong against: Fire  
-----

A lot harder than Undine. Let Genis cast strong spells  
(Not Fire elemental as it heals him!). Kratos should  
assist Lloyd. Beware as he can cast Explode. You may want  
Raine to cast all of her supporting magic.

-----  
Visit DIRKS HOUSE if you want.

Dirks House  
-----

Talk to Dirk to tell him about the Figurine Book.  
Talk to him again and he will give you some items (1,2,3,4).  
You can do this later,too.

Balacruf  
-----

Travel back to the Wind Seal and go to the altar room.

-----  
WIND SPIRITS: SYLPHS

-----  
Sephie:  
-HP: 7.320

-TP: 220  
-Offense: 713  
-EXP: 880  
-Gald: 320  
-Defense: 81  
-Items: ?  
-Strong against: Wind

-----  
Yutis:

-HP: 6.480  
-TP: 80  
-Offense: 699  
-EXP: 770  
-Gald: 290  
-Defense: 76  
-Items: ?  
-Strong against: Wind

-----  
Fairess:

-HP: 6.190  
-TP: 250  
-Offense: 738  
-EXP: 690  
-Gald: 285  
-Defense: 84  
-Items: ?  
-Strong against: Wind

-----  
Even harder than Efreet as they are three. You may need  
to adjust you allies tactics setting here. Let them all  
attack the same target as Lloyd. Or let Kratos and Sheena  
distract two of them as you beat one with Lloyd.  
Take Colette with in this battle as Genis and  
Raine will get pounded too much.  
-----

-----  
==HIMA==

Go to the top of the hill and you can choose either Genis,Raine or  
Sheena to fly with Lloyd on the dragon's back.

-----  
I.B3.i : ==TOWER OF SALVATION==  
-----

Read above at Part I.A3.r for what happens here!  
-----

-----  
I.B3.j : ==SYLVARANT BASE==  
-----

Read above at Part I.A3.s for what happens here,too!  
-----

Continue with Part II !

=====

---

Part II: TETHE'ALLA

=====  
Part II.1 : FROM FUUJI MOUNTAIN TO GAORACCHIA FOREST  
=====

-----  
II.1.a : ==FUUJI MOUNTAIN==  
-----

Items to get:

- (1) EX Gem Lv2
- (2) Cool Orbit
- (3) Card of Fire
- (4) Black Onyx
- (5) Misty Robe

-----  
After the landing you can save and head down the path defeating enemies  
and collecting items (1,2,3,4,5).  
-----

-----  
II.1.b : ==TETHE'ALLA MAP==  
-----

Items to get:

- (1) Skit point: Raine

-----  
Go south and east around the mountains.  
On your way you can find a skit (1) and near the forests  
is a guidepost to activate Long Range Mode.

Continue north along the coast to find a church.  
(Note that on Tehte'Alla the churches don't look like outposts  
but like small houses).  
In here you can buy rare items with Grade Points  
from the man outside and also talk to some people inside the church.  
On the first floor is your usual bedroom.

Leave the church and head north to a big city.  
-----

-----  
II.1.c : ==MELTOKIO==  
-----

Items to get:

- (1) Sheena's Letter
  - (2) Recipie: Steak
  - (3) Onion
  - (4) Juicy Meat
  - (5) Recipie: Fruit Cocktail
  - (6) Strawberry
- 

As you enter the town Sheena leaves your party (1).  
Watch the scene with Colette and the dog then explore the city.  
On the first level of the city you have an item shop to the left  
and the Inn to the right.  
There is also some kind of laboratory which you have to visit later again.  
South of the laboratory is a path to the right which leads to the slums of  
Meltokio.

Go and talk to the poor people there then head up  
the stairs near the Inn to the second level.  
Watch the scene with Zelos & gang then go right to find  
the armor shop. Buy some new armor if you can afford it.  
Go the left way to the weapon shop.  
In here check the little cat for a new recipie from the Chef (2,3,4).  
Next to the weapon shop lies the arena.  
Talk to the people and read some notice on the blackboard.  
You can't enter the contest yet, so head back to the stairs and advance  
to the highest level of the city.

Ignore the castle for now, instead go the right way  
to the area where only rich people live.  
In the first house you can't do anything.  
In the second house you can talk to the butler  
and find another Chef on the first floor  
if you inspect the red present box (5,6).  
Go to the last house to the right with a piano in it.  
Talk to the three persons and note this house for later.  
Now go back to the castle and try to enter it.

The guards won't let you in so enter the church to the left.  
Talk to the priests in here and leave.  
Watch the scenes with Presea.  
After the scenes you are free to explore the castle.  
You have a left wing and a right wing with some rooms and people to talk with.  
When you're ready go to the second floor where a soldier  
is guarding the king's room.  
Talk to him and watch the scenes.  
Take the first answer during the speech.  
Then go out of the castle and enter the church.  
Talk to Zelos and he joins you.  
Leave Meltokio and go to the great bridge at the coast.

---

---

II.1.d : ==GRAND TETHE'ALLA BRIDGE==

---

Watch the scene and talk to the man.  
Cross the long bridge and talk to the  
Katz-Boy along the way for some Minigame (Red-Light / Green-Light).

---

==TETHE'ALLA MAP==

Straight ahead lies the next town.

-----  
II.1.e : ==SYBAK==  
-----

Items to get:

- (1) Fried Rice
- (2) Egg
- (3) Rice
- (4) Title for Colette: "Ill-fated Girl"
- (5) Tethe'alla Map

-----  
Enter the library next to the merchants to find the Chef  
hiding in some H-Mags (1,2,3).

Go to the left part of town,  
talk to the researchers around and enter the academy.  
After the scene in which Colette gets a new title (4)  
you are in one of many rooms.  
Explore all the other rooms to the left and right  
then go all the way right to the entrance hall with the skeleton.  
Here you can go north to the cafeteria with two food shops.  
If you go upstairs from the hall you  
can find some more rooms with researchers.

Leave the academy and talk to the man between the rubbish and the blacksmith  
at the townsquare. Then talk to the woman in front of the academy.  
Inside go to the left floor and enter the second door.  
After the scene go back to the entrance hall for another scene.  
Genis and Raine get arrested but Sheena comes back.  
You also acquire a worldmap for TETHE'ALLA (5).  
Now exit through the secret door and leave the town.

-----  
II.1.f : ==TETHE'ALLA MAP==  
-----

Worldmap:

-----  
Go north to a forest.  
You can't go further,yet so leave the forest for now.  
Go back to the bridge.

Tethe'alla Bridge:

-----  
Pass the bridge and fight some soldiers to free Raine and Genis.  
Return to Meltokio.

Meltokio:

-----  
You can't enter the city anymore but the right guard sells you items.

Worldmap:

Go back west to FUUJI MOUNTAIN.

-----  
-----  
II.1.g : ==FUUJI MOUNTAIN==  
-----

Head up the path (there are new enemies along the way)  
and save BEFORE you go left.  
Now go left, watch the scenes and prepare to fight.

-----  
FUUJI MOUNTAIN BOSS: PRONYMA |

----- |  
-HP: 18.000 |  
-TP: 750 |  
-Offense: 1.150 |  
-EXP: 3.000 |  
-Gald: 1.500 |  
-Defense: 150 |  
-Items: ?,Lv.2 EXGem |  
-Weak against: Light |  
-Strong against: Darkness

Be careful with this one as she has strong magic attacks. |  
Use Colette and Raine for some good Light damage.

After the fight, Colette is healed and can talk again.  
Head back to MELTOKIO.

-----  
-----  
II.1.h : ==MELTOKIO SEWERS==  
-----

Items to get:

- (1) EX Gem Lv3
  - (2) Title for Zelos: "Casanova"
  - (3) Title for Raine: "Crimson Rose"
  - (4) Great Ax
  - (5) Spirit Ring
  - (6) Breastplate
  - (7) EX Gem Lv1
  - (8) 2500 Gald
  - (9) Thunderbolt
  - (10) Card of Lightning
  - (11) Dog: "Chibi"
  - (12) Dog: "Pudding"
  - (13) Wing Pack
- 

First Area  
-----

Watch the scene and enter the sewers to the left.  
Change the ring along the way and watch the scenes  
that explain how you can use it.  
Cross the web and go up the stairs to a sealed door.  
Take the Exgem (1) form the chest and go up the stairs.

YOU can get two net titles by now.

Fight one battle with Zelos, Sheena, Presea and Raine or Colette for a title for Zelos (2).

Fight one battle with Raine and three more girls for a new title for her (3).

Watch the scene at the machine and use it to create a block of junk.

Push it left and down the second edge from above.

Create another and push it all south and over the left edge and then another block over the right edge.

Enter the rat hole left of the machine by using the ring.

You find an axe for Presea in here (4).

Go down the stairs and use the ring to cross the walkway to the blue switch.

Use the switch to open the first sealed door.

After you crossed the walkway again, take the relic hidden behind the stairs (5).

Enter the blue door to the second area.

#### Cage Area

-----

Go down the stairs to the right and collect an armor behind the stairs (6).

Then go left from the savepoint and down the stairs there.

Use the ring so you can board the swimming crate.

It will transport you to the red switch.

Use it to open the sealed door near the machine

you created the blocks earlier.

Use the ring to cross the walkway and head up the stairs to the red door.

It leads you to the top floor where another machine is located.

#### Top Floor

-----

Create a block here and push it along the walkway to the south.

If you can't push it further AVOID pushing it over the edge.

Instead of it use your ring so you can cross the web in the corner.

After you're big again you can pull the block one time.

Then you have to make yourself small again to cross the web once more.

When you are big you can now push the block to the right and over the edge.

#### Cage Area

-----

Now go back to the stairs before the savepoint in the second area.

Go down and use the ring to cross the walkway.

If you have pushed the block over the correct edge you can reach the cage in the center of the area.

As long as you're small you can enter the cage by passing just

through the bars. In the cage is a hidden switch which you have to activate.

You need to drop another box from the top floor.

Leave the cage by opening a door to the right and go back to the top floor.

#### Top Floor

-----

As you enter the camera shows you that there is a new web.

Now you can use the tactic of pushing and pulling and crossing the webs

I explained before till you reach the fourth corner of the walkway.

Push the block over the right edge here and it lands in front of the cage.

#### Cage Area

-----

Head back down to the cage and push the box onto the hidden switch.

It creates a bridge to the left.

But to continue you have to push down a block of junk once more.

#### Top Floor

-----

Back at the top floor, the camera shows you another new web.

You are now able to push/pull a block to the last corner of the way.

Push it down the right edge here and it lands near the yellow door.

#### Cage Area

-----

Go to the yellow door and push the block down the only edge around.

Enter the rathole behind of you and take an EX Gem (7).

Now cross the bridge and use the ring to reach the yellow switch.

Save and enter the yellow door.

#### Last Area

-----

In the last area you can take 2500 Gald from a chest (8)

and find two ratholes with weapons for Genis and Sheena inside (9,10).

Follow the way until you are attacked by three prisoners.

Watch the scenes after this easy fight.

Ignore the last chest and climb up the ladder.

Back at the daylight you can sleep at the Inn and save.

Go back down the ladder into the sewer and

check the chest I mentioned before.

#### MELTOKIO SEWERS FAKE CHEST

-----  
-HP: 2.800

-TP: 250

-Offense: ?

-EXP: 239

-Gald: 650

-Defense: ?

-Items: All Divide

-Strong against: Every Element  
-----

An easy fight. Let Lloyd distract it while Genis and

Zelos cast their strongest magic.

You get an All Divide and an Elixir for defeating it.  
-----

#### Meltokio

-----

After you have won go back to the laboratory in the upper right corner of the first area in Meltokio.

After the scenes talk to the researchers again and leave.

As Colette is healed by now go to the slums and find the dog around (11).

You can't enter neither the castle nor the church for now.

Form the castle go right. There is another dog in front of the house with the piano inside (12).

Go into the house with the butler (Zelos Mansion).

After the scene you can talk to your friends and finally to the butler.

Choose the first answer to sleep then go back to the laboratory.

You get a device you need for the boat (13).

Leave the city through the sewers and go to the BRIDGE.  
-----



-----  
II.1.i : ==GRAND TETHE'ALLA BRIDGE==  
-----

Items to get:

(1) Kuchinawa's Charm  
-----

Go to a door at the right side of the first screen.  
Go down and talk to the Ninja at the dock (1).  
After the scene you are back on the map.  
You can now use the boat on the ocean.  
Drive north along the bridge and to a dock near SYBAK.  
Press B to land and enter SYBAK.  
-----

-----  
II.1.j : ==SYBACK==  
-----

Items to get:

(1) Dog: "Turbie"  
(2) Dog: "Chappy"  
-----

After the scene go to the academy.  
With Colette you can now name the dog at the water (1).  
You can't enter through the front door so use the secret passage to the left.  
In the room talk to Kate and watch the scene.  
There is another dog near the Inn (2).  
Leave the town and go north to the forest.  
Save before you enter it.  
-----

-----  
II.1.k : ==GAORACCHIA FOREST==  
-----

Items to get:

(1) Drain Charm  
(2) Phoenix Rod  
(3) Witch's Robe  
(4) Pretty Ribbon  
(5) Angel Bracelet  
(6) Skit Point: Sheena  
-----

First Area  
-----

A scene takes place and you have to fight some soldiers.  
Follow the path and change your ring.  
You can use it to shoot the vines inside the forest.  
They will open up then and allow you to pass.  
Note the yellow bar on the screen that indicates how much energy you  
have for the ring.  
You can reload it by stepping on some shiny flowers you'll find on your way.  
Ignore the upper-left path as it leads to a dead-end on the map.  
Instead of it take the right path.

## Second Area

-----

In the next area you can load your ring's power to maximum by stepping on the flowers.

There is a chest hidden near the flowers.

Get the relic (1) and go north where you can shoot the bunch of vines to reveal another chest.

Take the staff (2) and exit the screen to the right to the next area.

## Third Area

-----

Go right and south to a chest covered by vines.

Take the robe (3) and continue south past some vines.

>From here go right if you need to reload the ring.

Go left again and south past another bunch of vines.

Follow the path south and then right to a chest hidden in vines.

Shoot it several times to acquire a ribbon (4).

Go right from this chest.

Avoid the other exits in this area as they may lead you in dead-ends.

## Fourth Area

-----

In the next area go right to the flowers and then north to more flowers.

Head right to the next area.

## Fifth Area

-----

Here go right and north past the vines.

An enemy here should carry the Memory Gem.

Follow the left way north past vines and flowers.

## Fourth Area

-----

Leave to the left and in this area go north to a covered chest.

Take the item (5) and go back from where you came.

## Fifth Area

-----

Return south till you find another bunch of vines.

After you opened the vines an enemy attacks you.

The chest you revealed can't be opened ,yet.

Remember its location as it's containing a Darkness Weapon.

Continue south.

The right path leads to the exit but on the left path you can encounter the OPTIONAL BOSS 2

(only available if you defeated the first at OSSA TRAIL).

But don't think of fighting him before you are over level 40

as he is very strong. So ignore the left path for now.

Go right and south to the next screen.

## Sixth Area

-----

Here you should heal up and save your game.

Go south to encounter a mysterios man.

-----  
GAORACCHIA FOREST BOSS: CONVICT |

-----  
-HP: 12.000 |  
-TP: 320 |  
-Offense: 800 |  
-EXP: 2.250 |  
-Gald: 1.500 |  
-Defense: 120 |  
-Items: Elixir

He can be hard as he is fast. But he is alone and |  
you have four members. So just have an eye on your HP |  
while pounding him.

After the fight you can only use the southern exit.  
Do so and enter the village near the forest.  
There is also a skit point near Mizuho (6).  
-----

=====  
Part II.2 : FROM MIZUHO TO LIGHTNING SHRINE  
=====

-----  
II.2.a : ==MIZUHO==  
-----

Items to get:

- (1): Title for Lloyd: "Gentle Idealist"
  - (2): Recipie: "Ramen"
  - (3): Seaweed
  - (4): Black Satay
  - (5): Panyan
  - (6): Dog: "Tiggy"
- 

Watch the scene then talk to Orochi, the blue dressed ninja  
in front of the second house.  
During the scene you aquire a title for Lloyd (1).  
Go outside and Regal joins you.  
Re-enter the house and check the object near the door  
to find the Wonder Chef. You get (2,3,4,5) from him.  
You can sleep for free by talking to the sitting man.  
Go outside again and talk to all the people.  
Near the item shop is a dog (6).  
Make sure you buy some Mizuho Potion here as you need it later.  
Now go back into the FOREST and take the right exit.  
-----

==TETHE'ALLA MAP==

Go over the bridge and enter the town near the mountains.

---

II.2.b : ==OZETTE==

---

Items to get:

- (1): Dog: "Sammy"
  - (2): Recipie: "Tenderloin"
  - (3): Onion
  - (4): Tomato
  - (5): Meat
  - (6): Dog: "Kalcy"
- 

After the scene talk to the people in town.

Go left up the path to the item shop.

There is a dog nearby (1).

In the Inn you can find the Chef (2,3,4,5) by checking the parrot.

There is another dog in front of the armor shop (6).

Go down the right path to Presea's home.

After the scene you can see what's in the bed.

Go out and leave through the southern exit.

Enter the small place near OZETTE.

---

==ALTESSA'S HOUSE==

Enter the house and watch the scenes.

Now go back to OZETTE.

==OZETTE==

You can't enter Presea's house so go up to the item shop for a short scene.

Then leave the town through the main exit.

---

II.2.c : ==TETHE'ALLA MAP==

---

Items to get:

- (1): Skit point: Regal
- 

Worldmap:

-----  
Ignore the bridge you came from and go to the coast instead.

There is a dock nearby.

Board your boat and you can drive over the whole ocean now.

The only place you need to drive to is the southern coast of the  
THIRD CONTINENT (The southern one, not the ice-continent).

Here you can find two docks.

One on a peninsula where a church is located.

SE ABBEY:

-----  
You can talk to two people outside the church.

Inside are only two guards which guard the first floor.

You have to come back here later.

Worldmap:

-----

Now drive to another dock to the west.

To the right on the map is a skit point (1).

Go north from here to a mine.

If you want to level up go west from the mine till you can't go further.

Here you should encounter parties of 1 "Black Eagle", 1 "Mother Boar"

and two "Baby Boars" which are worth over 700 Exp.

But beware of the boar's charging attacks.

Before you enter the mine you should be at maximum health and save, of course.

-----

-----  
II.2.d : ==TOIZE VALLEY MINE==  
-----

Items to get:

- (1): Saint Rapier
- (2): Sand Saber
- (3): Iron Greaves
- (4): Battlesuit
- (5): Silk Robe
- (6): Evil Eye
- (7): Thunder Cape
- (8): Super Pellets
- (9): EX Gem Lv3
- (10): Inhibitor Ore
- (11): Sage
- (12): EX Gem Lv1

-----  
After the scene you fight the wall.

-----  
TOIZ VALLEY MINE BOSS: DEFENSE SYSTEM

-----  
Defense System:

-HP: 12.000

-TP: 100

-Offense: 800

-EXP: 2.350

-Gald: 0

-Defense: 240

-Items: Metal Sphere

-----  
Orbit x2:

-HP: 3.000

-TP: 500

-Offense: 650

-EXP: 180

-Gald: 800

-Defense: 100

-Weak against: Lightning

-----  
Guard Arm x4:

-HP: 8.000

-TP: 0

```
-Offense: 900 |
-EXP: 150 |
-Gald: 0 |
-Defense: 20 |
-Items: Mythril |
-----|
Auto Repair Unit: |
-HP: 5.500 |
-TP: 0 |
-Offense: 0 |
-EXP: 1.000 |
-Gald: 0 |
-Defense: 100 |
-----|
You should destroy the drones first then the object |
in the middle. Then just pound the main door. |
-----|
```

Go in the main hall and note the boulder blocking the left path.  
To the right is a machine where you can push a button.  
It activates some lift.  
Go right wait for the lift and let it transport you right.  
Enter the door here to find another boulder.  
Back on the lift you have to shoot the panel with your ring.  
It changes the lift's direction so the lift will transport you north.  
Here you can check the sealed door but you can't enter it.  
Near the door is a lift which will take you to the lower level of the area.  
Here you can get two swords to the left (1,2).

To the right is the orb to change the ring.  
Head back up and you can bomb away the boulder to the left.  
The enemy around here should carry the Memory Gem.  
Get back down and change the ring to normal again.  
Then you have to shoot the panel of the first lift again.  
Jump over the edge to the left and you can change the ring once more.  
Back up you can take the lift to the right door  
and blast the boulder in there.

In this area you have to bomb some more boulders and gather the items along  
the way (3,4,5).  
You'll also find two machines which you should activate  
as well as some small gnome.  
Now save and take a path to the right.  
On the way you step on a switch and do some Indiana-Jones-action.  
Continue right, ignore the switch in the wall and go to the rotating stone.  
After the scene you have to go near it till it tries to hit you.  
By running left it will start to follow you.  
Do so until you are right before the trap, then step on it and let  
the boulder smash the spinning stone.

Use the switch in the wall to disable  
the trap and go back to a lift taking you  
down to the lower area and to the pieces of the smashed stone.

Check them to find the first DARKNESS WEAPON (6).  
Take the other two items as well (7,8)  
Now you can go to the far right.

On the next screen you will find an Exgem below (9).  
Cross the bridge and watch the scene.

Bomb the crates to find the ore you were searching for (10).  
Return to the exit and watch a scene.  
Before you leave collect two items in the very first hall  
where you battled the boss (11,12).  
You can leave the mine now and head back to OZETTE.

---

==OZETTE==

Go up into the town, watch the scene and fight some soldiers again.  
Colette is captured by the Wyvern.  
Choose the first answers during the scenes that follow.

==MIZUHO==

Talk to Tiga in the second house.  
After the scene you can talk to your friends.  
Talk to Sheena for more scenes.

==TETHE'ALLA MAP==

Board your boat and drive to the north-eastern peak of the SECOND CONTINENT.  
You find a tower there.

---

II.2.e : ==LIGHTNING SHRINE==

---

Items to get:

- (1): Silver Guard
  - (2): EX Gem Lv3
  - (3): Duel Helm
  - (4): Thunder Scepter
  - (5): Spirit Bottle
  - (6): Shining Star
  - (7): EX Gem Lv2
  - (8): Power Greaves
  - (10): Corrine's Bell
  - (11): Sardonyx
  - (12): Title for Sheena: "Summoner"
- 

Entrance Area

---

Go north after the scene avoiding the traps.  
By pressing A at a pedestal you can (de-) activate some kind of conductor.  
You need to activate the conductor on the left pedestal while the other  
two have to be deactivated.  
Then step on the switch in the middle path.  
The left pedestal should shoot some lightning and destroy the crate.  
Now you can change your ring to a BLUE lightning.  
Go right and north to two BLUE crates.  
Shoot them and take the armor (1).  
Follow the central stairs to the next area.

Volt Hall

---

In this hall shoot the BLUE crate ahead of you and another one upstairs.  
Note that there are YELLOW and RED crates as well.

As you will summon VOLT in this hall I will name this area VOLT HALL.  
Exit through the lower door to the WATERY HALL.

#### Watery Hall

-----

Shoot the crate on the left if you want.  
It will only reveal an enemy.  
The machine to the right is useless right now.  
Try to step in the water for a scene.  
Go up the stairs to the left and through the door.  
In this dark passage avoid going near the edge as you can fall down.  
You'll fall back to the VOLT HALL, wasting time.  
Once you are upstairs you'll reach the UPPER AREA.

#### Upper Area

-----

Take the door at the bottom to the BALCONY HALL.

#### Balcony Hall

-----

Shoot the hanging BLUE crate then press A at the pedestal.  
Now take the EXGEM (2) and go north and left.  
Shoot another crate and press A at the pedestal here.  
On the next balcony you have two crates to shoot.  
Then take the item (3) and use the pedestal to conduct the lightning.  
Take the staff (4) and before you leave conduct the lightning once more.  
Follow the dark passage, go right to a hidden chest (5) then  
jump over the edge into the VOLT HALL.  
Go through the door again into the WATERY HALL.

#### Watery Hall

-----

You can now change your ring to the YELLOW lightning.  
Go back to the very first area and head left.  
South of the save point are two YELLOW crates.  
Shoot them and get a weapon for Genis (6).

#### Volt Hall

-----

Back in the VOLT HALL shoot the three YELLOW crates in here  
and take the upper right exit.  
Go up the dark passage and shoot the floating crate.  
Jump back down to the VOLT HALL and enter the WATERY HALL.

#### Watery Hall

-----

Activate the conductor on the machine to the right and head up the stairs  
to the left to the UPPER AREA collecting an item (7) on the way.

#### Upper Area

-----

Cross the bridge to the right and enter the door to the lower right.  
Go down through the dark passage without  
falling down to reach the BALCONY HALL again.  
Deactivate the conductor in here.  
Jump down in the passage to the VOLT HALL.

#### Watery Hall

-----

Enter the WATERY HALL and deactivate the machine to the right.



Now go upstairs again to the UPPER AREA.

#### Upper Area

-----

Cross the bridge and check the machine here.  
After the scene check it again for 3 choices.  
The first will activate some energy that will start to flow through the pillars.  
It has to reach the pillar in the MIDDLE so you have to shoot some of the yellow crates to deactivate the links between pillars.  
After you're sure the middle pillar will get the energy, activate the machine.  
The energy will hit the boulder at the top which crushes the bridge.  
(The enemy around here has the Memory Gem)

Go down the bridge and into the door.  
Change the ring to the RED lightning.  
Re-enter the UPPER AREA and go to the dark passage to the right.  
Jump down to the VOLT HALL and go back to the first area.

#### Entrance Area

-----

Here go right and south, shoot the RED crates and take the Exgem (2).

#### Volt Hall

-----

Head back to the VOLT HALL and shoot the last red crate at the altar then take the upper left door.  
Head up the dark passage, destroy more red crates and get a weapon for Regal (8).  
Jump back down and heal and save.  
Check the pedestal in the VOLT HALL for a scene.

-----  
LIGHTNING SPIRIT: VOLT

-----  
-HP: 24.000

-TP: 240

-Offense: 950

-EXP: 3.580

-Gald: 2.800

-Defense: 180

-Items: Emerald Ring

-Strong against: Lightning

-----  
As Volt is a "living Spark Web" he can be a pain.

Equip supporting relics for the fight and don't equip the Shiden weapon for Lloyd you got in Mizuho.

-----  
You get items (10,11) and a title (12) after the scenes.  
Return to the exit to meet the blue ninja again.  
-----

---

=====  
Part II.3: FROM TEHTE'ALLA BASE TO ALTAMIRA  
=====

==TETHE'ALLA MAP==

Drive your boat to the FOURTH CONTINENT and find the dock  
between the many snowy islands.  
Enter the blue dome here.

-----  
II.3.a : ==TETHE'ALLA BASE==  
-----

Items to get:

- (1): EX Gem Lv2
- (2): Card of Ice
- (3): EX Gem Lv3
- (4): Silver Circlet
- (5): Lightning Sword
- (6): Dragon Tooth
- (7): Silver Mail
- (8): Lavender
- (9): Tomahawk Lance
- (10): Beam Shield
- (11): Aqua Cape

-----  
After the scene you are in a saferoom where you can save and change your ring.  
You can buy items from the machine to the left and the ninja heals you  
if you talk to him.  
Go south and take the left door.

The puzzles are fairly easy in here.  
To pass the laser barriers just block it by pushing a crate in its way.  
Do so to reach two items in the lower left rooms (1,2).  
Now block the northern laser and go north.  
In the next room go left and into the room.  
Kill the enemy for a PASSWORD and take the item (3).

Now head back to the main hall and through the right door.  
Block the right laser and kill the enemy behind the door for another PASSWORD.  
Back in the previous room take the path to the north.  
You'll reach a hall with many lasers.

Take the item (4) and push the crate left and then north to the only exit.  
In the next hallway take the lower left door.  
In this hall kill the enemy for a PASSWORD and shoot the pillar  
to activate the elevator controls.  
Use the controls so the elevator transports  
a crate to the upper level of the room.

Now head back to the very first hall.  
Take the left door again then go all the way north.  
You can now go up the stairs and pull the crate near the stairs.  
Push it over the edge to destroy the laser barriers below.  
The enemy around here carries the Memory Gem.

Go back to the lower area of this hall and take the two weapons (5,6).  
Exit and go north.  
In this hall you can save and take an armor (7) from the chest to the right.

To reach the boss you have to activate several terminals in the room.  
Push the two crates on the floor into the spaces in the left corner.  
You can reach a chest (8) and shoot the generator ahead of it.

Pull the right crate out of the space and onto the now active elevator.  
Place it in the upper-right corner.  
Place yourself in the upper left corner and activate the lift.  
On the upper floor push the crate north and take the lift back down.  
Go up the stairs to the left and to the crate.  
Pull it all the way to the right and push it over the edge.  
You can shoot the next generator now.

Back down pull the left crate out of its space and  
onto the elevator to the far right.  
Take it to the second floor.  
Push the crate you took with you in the space in front of the chest.  
Collect the axe (9) then go left  
and north to acquire a shield (10).  
Activate the generator near the lift and take it down to the first floor.

Push the crate into the space to the right and take the EX Gem (3).  
Exit the room and head back to get healed by the ninja.

Back in the hall with the elevators save and  
push the two crates left in a space next to the stairs.  
Now go halfway up the stairs and across the crates to find a chest (11).

Take one of the crates with you to the second floor.  
Push it into the space to the upper right to reach the final lift.

Up at the third floor use the terminal and enter the choices in the  
following order: 2.Answer then 1. then 3.  
If you followed my instructions exactly then this order should work.

As far as i know the order is determined by the order in which  
you killed the enemies who held the PASSWORDS!

The door should open.  
Make sure you are at full HP/TP and about Level 40.

```
-----  
TETHE'ALLA BASE BOSS: YUAN AND BOTTA |  
-----  
Yuan: |  
-HP: 16.000 |  
-TP: 652 |  
-Offense: 900 |  
-EXP: 4.890 |  
-Gald: 3.150 |  
-Defense: 215 |  
-Items: Lv.4 EXGem |  
-Strong against: Lightning |  
-----  
Botta: |  
-HP: 12.000 |  
-TP: 580 |
```

-Offense: 780 |  
-EXP: 1.680 |  
-Gald: 2.800 |  
-Defense: 205 |  
-Strong against: Earth |

-----|  
Yuan is the harder one. Botta isn't much harder than the |  
last time you fought him. Get rid of him first. If you |  
use Raine, keep Yuan away from her.

After the fight you escape with the RHEA BIRDS  
(called Rheairds in the US O\_o ).

-----  
II.3.b : ==TETHE'ALLA MAP==  
-----

Items to get:

- (1): Recipie: "Curry"
- (2): Rice
- (3): Onion
- (4): Red Satay
- (5): EX Gem Lv4
- (6): Skit point: Regal
- (7): Recipie: "Quiche"
- (8): Juicy Meat
- (9): Egg

-----  
You are now able to reach almost every area of the map.  
Note that you don't need to land to save your game!  
Fly to ALTESSAS HOUSE next to OZETTE.

Altessas House:

-----  
Talk to Tabatha for a recipie and some items (1,2,3,4).

Worldmap:

-----  
Fly to the group of islands to the very north west.  
Land on the islands and search for a chest (5) and a skit point (6).  
Fly south from these islands to another one  
where you can visit the HOT SPRING.

Fly to the single island between the second and third continent.  
Enter the city at the coast.

Altamira:

-----  
Regal won't enter the city and will wait for you at the exit.  
Talk to the people and the only place you need to visit for now is the  
hotel to the right. Use the elevator to the second floor.  
Here you can buy strong equipment.

Forget about the other locations as you can't enter them for now.

Fly to the snowy continent and enter the city there.

Flanoir:

-----

Talk to the people, to the left is the Inn.  
Go right and talk to the kid  
and the man who will tell you about the CELSIUS TEAR.  
Go north and visit the doctor (you'll need him much later).  
You can buy food from the kid at the carriage.  
Go left and talk to the people.  
Go up the stairs and visit the house with the old woman and the relic shop.  
>From here you can reach the church to the right.  
Inside you can find the Wonder Chef who grants you another  
recipie (7,8,9).  
Back down there is a blacksmith to the left.  
Buy new equipment here and look at the sculptures (!) next to the house.  
Go south and leave the town.

Worldmap:

-----

You should gain some levels to about LV 45.  
The best place is the third continent where you can fight the boars.  
If you're ready, heal and save then fly to the east of the map.

-----  
II.3.c : ==DRAGONS NEST==  
-----

Watch the scene and fight the beasts.

-----  
MINI BOSS: THE DRAGONS

-----  
Flying Dragon:

-HP: 18.000

-TP: 400

-Offense: 1.400

-EXP: 2.450

-Gald: 1.200

-Defense: 86

-Items: ?,?

-----  
Baby Dragon x2:

-HP: 12.000

-TP: 800

-Offense: 1.030

-EXP: 1.250

-Gald: 500

-Defense: 68

-----  
Ignore the big one and kill the two small ones first.

The big one is a piece of cake all alone.

Just avoid Ground Dasher in the middle of the area.

-----  
Watch some more scenes and you end up near the EARTH SHRINE.  
-----

-----  
II.3.d : ==TEMPLE OF EARTH==  
-----

Items to get:

- (1): Mythril Guard
  - (2): Mythril Bracelet
  - (3): Bellebane
  - (4): EX Gem Lv3
  - (5): Ancient Rod
  - (6): Bardiche
  - (7): Ghost Shell
  - (8): EX Gem Lv2
  - (9): EX Gem Lv1
  - (10): Ruby
- 

First Visit  
-----

Change your ring. It can now make the earth shake.  
Use it near the stone barrier ahead to destroy it.  
(Avoid using the ring aimlessly because you can't stun the enemies with it  
and there is a chance that you'll summon some caterpillars to attack you)

Talk to the gnome on the bridge.  
You can't cross the bridge unless you talk to the gnome's brother again.

Back to the TOIZ VALLEY MINE  
-----

Remember him? He's walking around in the TOIZ VALLEY MINE.  
Before you go there make sure to buy at least one bottle of MIZUHO POTION.  
You can get it from the shop in MIZUHO.  
Go back to the TOIZ MINE then and talk  
to the gnome in the area where you destroyed some boulders before.  
Choose the first answer to give him the potion.  
He'll head to the TEMPLE OF EARTH so you do as well.

Second Visit  
-----

Back in the TEMPLE talk to the gnome on the bridge who will let you pass.  
Change your ring to the "SHAKER" again.  
Take the path to the right and use the ring near a gap next to some signpost.

Cross the new path and go left.  
Use the ring near the pillar of stones and it will crumble.  
Take the item (1) and go right into a door.  
Go down the path and take the bracelet (2).  
You'll reach a dead end here and Raine mentions something.  
Go all the way back to the signpost and take the right path here.

Cross the bridge and talk to the gnome.  
During the scene you can choose someone to make Curry  
(For this you need the recipe from TABATHA as well  
as the necessary food items).  
After the scene talk to the other gnome and he'll jump down.  
Take the upper path to an Herb (3), then step on one of the  
wooden platforms and press X.  
It will shatter and you'll land one level lower.  
Sometimes you'll also crush through the next platform as well.

As you see there are some chests on every level.  
To acquire them all you'll have to backtrack to the upper floor and crush through different platforms everytime.

#### First Route

-----

- Crush the first of the three platforms
- Take the item (4)
- Crash through 3 more platforms
- Crush the second of three platforms
- Take the item (5)
- From this chest crush the northern platform
- Take the item (6)

Once you're at the bottom of the room talk to the gnome and he should step away from the door.

To the left patrols some big dragon.  
He is worth over 800 Exp as well as 10000 Gald.  
So fight him several times.  
Talk to the gnome to the right.  
Then exit to the left.

You are back in the main hallway.  
Go right again and try a different route in the hall with the wooden platforms.

#### Second Route

-----

- Crush the second of the three platforms
- Crush the next one
- Take the item (7)
- Crash through any other platforms

And another time for the last items:

#### Third Route

-----

- Crush the third of the three platforms
- Crush the next one
- Take the item (8)
- Crash through the only platform here
- Take the item (9)

Back in the main hallway talk to the gnome with the red cap.  
He'll start walking during the funny music.  
You have to kill off enemies along the way because the gnome will stop if an enemy touched him.  
Once he stops talk to him again.  
It can happen that you'll have to pay him some money (can be 5000 Gald and up) or give him some potion as a penalty.

Eventually he'll exit through the next door.  
Follow him and talk to him on the wooden bridge.  
Take the second answer and some mini-game begins.  
You have to press X when the gnome is jumping.  
After three times the bridge should crumble.  
You can now reach the save point.  
Heal and save then proceed to the altar.  
Watch the scene and fight GNOME.

-----  
EARTH SPIRIT: GNOME |

-----  
-HP: 28.000 |  
-TP: 682 |  
-Offense: 1.100 |  
-EXP: 5.890 |  
-Gald: 4.280 |  
-Defense: 255 |  
-Items: ? |  
-Strong against: Earth

It has some good Earth spells and many HP |  
but you won't have a problem with that as long as you |  
use Wind or Water attacks.

You get Gnome as a Summon as well as his ring (10).  
Leave the Shrine after the fight.  
-----

-----  
II.3.e : ==GETTING SOME DEVILS ARMS==  
-----

Items to get:

- (1): Nebilim
  - (2): Nebilim's Key
  - (3): Dog: "Poochi"
  - (4): Dog: "Penny"
  - (5): Gates of Hell
  - (6): Fafnir
- 

After you got Gnome your next target will be the ICE SHRINE.  
Before you go there visit FLANOIR again.

Flanoir  
-----

Talk to the adventurer who is sitting in  
front of a house in the very first screen.  
He'll give you an item (2) as well as the second  
Devils Arms (1).  
You are now able to open the sealed treasure chests  
containing the darkness weapons.

As you have Colette back in your party you can now name  
the two dogs in this town. One is near the Inn (3) and  
the other one (4) near the food-selling kid.  
Leave the town and fly to ALTESSAS HOUSE.

Alteساس House  
-----

Here you will find a Gnomelette to the left.  
Talk to him then head to the EARTH TEMPLE again.

TEMPLE OF EARTH  
-----



In here go through the door to the left.  
Fight the dragon and talk to the gnomes.  
They'll go away and you can reach  
another chest to get the third Devils Arms (5).

#### Gaoracchia Forest

-----

Now enter GAORACCHIA FOREST using the entrance near MIZUHO.  
Go north to the sealed chest.  
You can open it to get the fourth Devils Arms (6).  
Now head to the ICE TEMPLE on the snowy continent.

-----

#### II.3.f : ==TEMPLE OF ICE PART 1==

-----

Items to get:

- (1): Ancient Robe
  - (2): Defender
  - (3): Mythril Shield
  - (4): Ice Coffin
  - (5): Mythril Gauntlet
  - (6): Mythril Armor
  - (7): EX Gem Lv2
- 

In the outer area take the three items (1,2,3) then go inside the cave.  
Change your ring to an ice beam and follow the path to the right.  
Take the sword (4) and an armband (5) on your way and cross the frozen bridge.

Go south then east and then north to some stalactite.  
Shoot it with the ring to form a block.  
Push it down the edge to the lower left so you can cross the gap.  
Go left and notice the four statues.  
Then head south to another stalactite.  
Shoot it and push the block into the gap to the left.  
Go left and press A near the waterfall.  
Then shoot the waterfall.  
During the scene with Genis choose the second options if  
you want some more hints about what to do next.

Backtrack the path over the frozen bridge then head up.  
Take the item (6) and enter the door.  
Once outside go right and shoot the stalactite to cross the gap.  
Enter the next door and take the EXGem (7) then try to take the CELSIUS TEAR.  
Go back outside and slide down the frozen path to the left.  
Before you head back to FLANOIR check if you have  
at least 3 Penguinist Quills (dropped by the Penguin enemies).  
Exit and fly to FLANOIR.

-----

#### II.3.g : ==FLANOIR==

-----

Items to get:

- (1): Penguinist gloves
-

Find the house with the old man inside (near the stairs to the church).  
Talk to him and choose the first answer.  
He will make you special gloves (1) to take the Celsius Tear.  
Go back to the ICE SHRINE.

-----  
-----  
II.3.h : ==TEMPLE OF ICE PART 2==  
-----

Items to get:

- (1): Celsius Tear
- (2): Rosemary
- (3): EX Gem Lv3

-----  
Change your ring to the "ice beam" again.  
Head back all the way to the CELSIUS TEAR and take it with you (1).  
Then make your way to the waterfall at the lake.  
Press A to freeze the lake.

Take the left entrance onto the lake and slide:

UP  
LEFT  
UP  
RIGHT  
DOWN  
LEFT

Get the Herb (2) and take the very bottom entrance from here. Slide:

RIGHT  
UP  
LEFT  
DOWN  
LEFT  
RIGHT  
UP  
RIGHT.

Take the EXGem (3) and go north.  
Press A at the statues to change the direction they're facing.

Turn them until:

- the north one is facing left,
- the east one is facing down
- and the south and west ones are facing right.

The door opens then.  
Before you enter make sure you are at full health, of course.  
If necessary you may want to backtrack to save.

-----  
ICE SPIRIT: CELSIUS |

-----  
Celsius: |  
-HP: 18.000 |  
-TP: 600 |

-Offense: 1.020 |  
-EXP: 5.120 |  
-Gald: 5.800 |  
-Defense: 205 |  
-Items: ? |  
-Weak against: Fire |  
-Strong against: Water,Ice |

----- |  
Fenrir: |  
-HP: 12.000 |  
-TP: 300 |  
-Offense: 860 |  
-EXP: 2.600 |  
-Gald: 1.380 |  
-Defense: 185 |  
-Items: ? |  
-Weak against: Fire,Lightning |  
-Strong against: Water,Ice |

----- |  
Fenrir is fast but Celsius is stronger. Attack with |  
Genis and Zelos Fire spells. This battle will be |  
easier if you already have gotten Efreet. |  
Cast Fire Attack with Sheena on Lloyd then.

As you are about to leave the shrine a scene occurs.

-----  
II.3.i : ==OZETTE==  
-----

Items to get:

- (1): Recipie: "Gratin"
- (2): Milk
- (3): Cheese
- (4): Pasta

-----  
After the scene with Mithos enter Presea's home.  
Check the bear standing next to the bed to meet the Chef.  
He teaches you a recipie and gies you items (1,2,3,4).

Note that you cannot enter the other part of the village anymore.  
Leave and go to Altessas home.  
After the scene talk to Altessa again for yet another scene.  
As you leave the next day choose the first answer during the scene.

-----  
==TETHE'ALLA MAP==

As you should be at least at Level 40 with everybody,  
you can now try to take on the second SWORD DANCER.  
You'll find him in GAORACCHIA FOREST.

-----  
OPTIONAL ==SWORD DANCER 2==  
-----

Take the entrance near MIZUHO and go north but take a path to the lower left

before you reach the chest containing one of the DARKNESS WEAPONS.  
Here you'll find a brown skull waiting.  
He'll only be there if you defeated his first  
form back in OSSA TRAIL on SYLVARANT.

-----  
OPTIONAL BOSS: SWORD DANCER 2

-----  
-HP: 33.333  
-TP:  
-Offense:  
-EXP:  
-Gald:  
-Defense:  
-Items:  
-Weak against: Light  
-Strong against:

-----  
My party were: Lloyd for blocking and quick hits,  
Raine for healing and holy-elemental damage,  
Colette for holy-elemental damage and Genis for distant  
magic attacks. This time the enemies physical attacks  
hit for about 1500 HP if not blocked so it is very  
important that you block his attacks with Lloyd while  
your allies attack from the distance.  
Your Unison attacks should do about 3000 HP damage  
so have your bar filled before you start the fight.  
Keep healing with Raine and do only counters  
with Lloyd directly after you got hit physically.  
As you will see the boss also casts level 2 S-Type magic.  
Heal your allies if they were targeted.  
Keep an eye on Lloyds HP.  
If he dies your allies will be very easy targets.

-----  
Eventually you'll defeat him and get a relic.

-----  
==TETHE'ALLA MAP==  
Fly to ALTAMIRA.

-----  
II.3.j : ==ALTAMIRA==  
-----

Items to get:

(1): Dog: "Lulu"  
(2): Employee ID

-----  
Regal will still not come with you.  
As you have Colette back in your party now  
you can name a dog near the grave (1).  
Go to the grave next to the hotel and talk to the George.  
He'll give you a keycard (2).  
Now take the ferry to the company HQ.

Talk to the people here and show the guards your keycard.  
Take the elevator to the second and then to the third floor,

talking to everybody.  
Then take the elevator to the roof.  
Watch the scene then head back down for another scene.

---

Part III: Travelling between the worlds

---

=====  
Part III.1 : FROM OTHERWORLDLY GATE TO REMOTE ISLAND RANCH  
=====

==TETHE'ALLA MAP==

You are now able to get back to SYLVARANT.  
But before you do make sure you went everywhere  
on TETHE'ALLA and have talked to everyone.  
If you haven't defeated the second Sword Dancer yet then do it now.  
When you're ready, fly to a small island next to the north-east corner  
of the third continent.

-----  
III.1.a : ==OTHERWORLDLY GATE==  
-----

Raine is waiting for you here.  
Watch the scene and fight three soldiers.  
Finally you end up next to PALMACOSTA.

To advance the story enter PALMACOSTA.  
But before you do you may visit some other locations.

---

-----  
III.1.b : ==GETTING DEVILS ARM 5==  
-----

Items to get:

(1): Soul Eater

---

Revisit Triett and talk to everybody.  
At least two people tell you about a man who was  
eaten by a monster in the desert.  
In the desert you'll find a skit point near a mountain between the  
FIRE TEMPLE and SYLVARANT BASE.  
Save before you touch it as you'll fight a monster.

---

MINI BOSS: SAND WORM

-----  
-HP: 13.500  
-TP: 0  
-Offense: 2.500  
-EXP: 999  
-Gald: 5.800  
-Defense: 250  
-Items: All Divide  
-Weak against: Water  
-Strong against: Wind,Fire,Earth,Lightning,Ice,Darkness  
-----

Pummel him until he starts going underground.  
Then attack him with magic as he rises.  
Don't let him shoot you with his  
breath as it will do major damage.  
-----

After the fight you aquire a Devils Arm (1).  
-----

-----  
III.1.c : DIRKS HOUSE  
-----

Items to get:

- (1): Recipie: "Miso Stew"
  - (2): Miso
  - (3): Kelp
  - (4): Egg
- 

Let Dirk process all of your Pellets you collected to make  
some figurines for your collection.  
Enter the second floor and check the object next to the bed.  
The Wonder Chef wil grant you a recipie (1,2,3,4).  
-----

==SYLVARANT MAP==

Fly to the single island to the far north-west of the map.  
You find a village at the northerntip of the island.  
-----

III.1.d : ==KATZ VILLAGE==  
-----

You can buy food at the shop near the entrance.  
Climb the stairs to the Inn.  
Talk to the Mayor on the highest point of the village for  
some kind of "skit-theater" if you beat the game already once.  
After you talked to all the Katzs leave and fly to PALMACOSTA to  
advance the story.  
-----

-----  
OPTIONAL ==EFREET & SYLPH==  
-----

If you haven't gotten EFREET and the SYLPH summons early in the game

then you have to do it now. Backtrack to the altar room of TRIETT RUINS to fight EFREET. For his stats check Part I.A3. But this time he is stronger and has 30.000 HP.

To get the SYLPH summon go to the BALACRUF RUINS altar room. Their stats are the same as in Part I.A3 but their HP are now 13.000 (Sword), 12.000 (Bow) and 10.000 (Shield).

If you can't beat them now, come back at around Level 50.

-----

-----

III.1.e : ==PALMACOSTA==

-----

Items to get:

(1): Mithos' Panpipe

-----

Re-visit the city, talk to everyone and enter the township. After the scene Mithos is staying there. He gives you an item (1). If you haven't named the two dogs in this town already you should do it now.

Fly north to the PALMACOSTA HUMAN RANCH. Watch the scene, then talk to Botta again and choose the first answer if you want to enter the next dungeon.

-----

-----

III.1.f : ==REMOTE ISLAND RANCH==

-----

Items to get:

(1): Vajra  
(2): Holy Staff  
(3): Stone Charm  
(4): EX Gem Lv2  
(5): Mythril Ax  
(6): Minazuki  
(7): EX Gem Lv4  
(8): oly Cloak  
(9): Saffron  
(10): Revive Ring  
(11): Mythril Greaves  
(12): EX Gem Lv3

-----

You get here by talking to Botta at the PALMACOSTA RANCH.

First Area

-----

After the scene go north then take the middle door. In the next room you have to walk over the floor until all lights are glowing.

For the first pattern you just "walk an 8".

Now you can cross the gap to the right to reach another pattern.

Here you go:

2 squares down,  
2 squares right,  
2 squares down,  
2 squares right,  
2 squares up,  
2 squares left,  
4 squares up,  
2 squares right,  
4 squares down,  
2 squares right,  
2 squares up  
and finally 4 squares left.

#### Prison Area

-----

Go right through the door.  
Change your ring and use the elevator in the center.  
Exit the elevator and in the next room take the items (1,2,3)  
and press the 4 switches to free the prisoners.  
After the scene go around the tower and talk to them.  
Then go back to the elevator and take it to the next floor.

#### Lift Area

-----

Use the ring near the floating rail to summon some kind of lift.  
On the lift you can use the ring to change the direction the lift will take  
once the rails split.  
Take the lift to the highest level avoiding the dead-ends.  
Once you're there enter the door and then the right door.

#### Teleporter Area

-----

Use the ring near the white light until it's red step on it to be warped up.  
Take the item here (4) and turn the light to blue.  
You'll be warped to the next exit.

Here you can save but not enter the exit,yet.  
Step on the green light and then walk up the stairs.  
Push A at the machine to open LOCK 3.

Then go down the stairs till you reach a chest (5).  
Step on the blue light to the right then go down  
and take the two items (6,7).  
Take the red teleport and go down the stairs to find  
a robe (8) then use the green teleport.  
Take two blue teleports to end up at the start.

Change the first light to green and step on it.  
Take the herb (9) here and warp back.  
Now change the light to blue and the next to red.  
You'll reach another machine to open LOCK 2.

Warp back till you are back at the start once more.  
Make the light red and the next one blue to warp to the save point.  
Here take the red light and head down the stairs.  
Collect the items (10,11) here and use the blue teleport.  
Turn the light you arrived at red and step on it to be warped



to a chest (12).  
Warp back then take the blue and then the next red teleport.  
Turn the light you arrived at green and step on it.  
Collect another EXGem (12) to the left then cross the walkway  
to open LOCK 1 at the machine.

Warp back and turn the light blue to reach a chest (4).  
Make your way back to the exit and save.  
Enter the unlocked door.  
Use the elevator and go right.  
Watch the scene and fight the BOSS.

```
-----  
REMOTE ISLAND RANCH BOSS: RODYLE |  
-----  
-HP: 35.000 |  
-TP: 500 |  
-Offense: 1.350 |  
-EXP: 6.240 |  
-Gald: 5.800 |  
-Defense: 210 |  
-Strong against: Earth |  
-----  
His physical attacks do major damage so be sure to step |  
back after your hits. Use Lloyd and Preseas Beast attacks |  
to knock him down and Genius for Lv3 magic. |  
In Overlimits he likes to cast Gravity Well. |  
-----
```

Cook after the fight as you have to fight three wyvern during the  
following scenes. Don't let them trap you!

You'll end up in PALMACOSTA. Choose the first option  
at the exit to be transported to SYLVARANT BASE.  
After the next scene you're back at ALTESSAS HOUSE.  
Watch the scene and leave.

```
=====  
Part III.2 : FROM ALTAMIRA TO ISELIA HUMAN RANCH  
=====
```

==TETHE'ALLA MAP==

You are now able to travel between the two planets by pressing A  
while flying over either TETHE'ALLA BASE or SYLVARANT BASE.  
Fly to ALTAMIRA.

```
-----  
III.2.a : ==ALTAMIRA==  
-----
```

Items to get:

- (1): Title for Regal: "El Presidente"
- (2): Dog: "Kenny"
- (3): Disaster
- (4): Recipie: "Spaghetti"
- (5): Pasta
- (6): Onion
- (7): Tomato

---

Now Regal will come with you.  
Talk to everybody and visit the company HQ for a scene and some flashbacks.  
Regal gets a new title (1).

Check in at the Hotel and decide to go out at night.  
Take the railway to the Casino.  
In front of it is a dog (2).  
Go right over the bridge and talk to the man standing around.  
He will sell you a Devils Arm for 1.000 Gald (3).  
Head back to the Hotel and enter the fourth floor.  
Check the pumpkin and get items from the Wonder Chef (4,5,6,7).  
Now go to floor 5 and go to sleep.

Leave the town and head to the very south of the first continent  
to the TEMPLE OF DARKNESS.  
Enter it and watch the scene.  
Now fly to MELTOKIO.

---

III.2.b : ==MELTOKIO==

Items to get:

- (1): Blue Candle

---

Enter through the sewers.  
On your way to the laboratory you meet Kratos.  
Next you learn that Kate got arrested.  
After the scene talk to the researchers again then head to the arena.  
Talk to the woman behind the counter and choose  
one member of your party to fight.  
Choose Zelos for free entry as well as a sneak peek  
on his secret costume.  
Talk to the fighters in the next room and finally to the guard  
in front of the northern exit.  
You have to fight one arena battle.

Back in the waiting room you can enter the right door to some prison.  
Watch the scenes and you aquire a candle (1).  
Before you leave go to the third area of the city.  
>From the castle go right and into the house with the piano in it.  
Talk to the woman for a short scene with Presea.  
Choose the first answer as you try to leave.  
Fly to the TEMPLE OF DARKNESS again.

---

---

-----  
Items to get:

- (1): EX Gem Lv2
  - (2): Headband
  - (3): EX Gem Lv3
  - (4): Shadow Dancer
  - (5): EX Gem Lv4
- 

Go left past the bridge and take a EXGEM (1).  
Cross the bridge and enter the shrine.  
Look at the little shadow then go right and into the door.  
Go down the stairs and stop by the enlightened window.  
Enter it and change the ring.  
Pull the block one time then go out and down the stairs.  
Find the bandana (2) below then head back up.

Now pass by the shadow and shoot the light so the shadow can follow you.  
Go south and down the southern stairs to two blocks and a second shadow.  
Shoot the right block and watch the scene.

Now push the block into the wall.  
After this shoot the left block and pull it out.  
Together with the first two shadows  
go down to the green block which was dropped to the  
lower level and push it north.  
Now you are able to take the third shadow with you.  
Push the long block next to you into the wall.  
The skull enemy along the way carries the Memory Gem.

Go to the far right corner to find a EXGem (3) hidden from the camera.  
Then take the three shadows down to the lower floor near the save point.  
The shadows will wait here for you.

Go right and down to get back to the stairs.  
Go up the stairs and take the shadow as well  
as an item (4) with you.  
Take the same way as you did with the other shadows.  
Now go back to the ring-changer and pull the block out one step.  
Go up to the block left to the entrance of the main hall and push it  
all the way into the wall.  
The block near the ring-changer will now be  
pushed out so you can reach the last shadow.  
To reach him go back down the stairs and then to a walkway in the main hall.

Do not push or pull any other block or you have to start over again.  
-----

Take the last shadow to the others.  
Touch all of them and take them down the path in the back of the platform.

In the next area follow the path till it splits in three.  
Go the lower way and the right way to find two items (1,5)  
then take the northern way.  
Follow the path down some stairs until you reach the next save point.  
Go down the stairs to the left to reach the altar.  
Watch the scenes.

-----

DARKNESS SPIRIT: SHADOW

-----  
-HP: 30.000  
-TP: 800  
-Offense: 1.520  
-EXP: 6.320  
-Gald: 4.500  
-Defense: 232  
-Items: ?  
-Strong against: Shadow  
-----

Take Colette in your party for some good Light damage.  
Beware as he likes to teleport away from Lloyd just  
to attack your allys from the back.  
Raines Holy Lance will toast him if she get the  
chance to cast it.  
-----

Watch the scenes after the battle and leave.  
-----

==TETHE'ALLA MAP==

Fly to the TETHE'ALLA BASE and warp to SYLVARANT.

==SYLVARANT MAP==

Fly a bit north from the base and search for a small tree  
surrounded by mountains.  
Land and enter the place.

-----  
III.2.d : ==LINKITE TREE==  
-----

Items to get:

(1): Linkite Ocarina  
-----

Press A at the tree and watch the scene.  
If the tree won't be revived you have to find the caravan you visited earlier.  
Its position on the map seems to be random.  
Search for it near Hakonesia Peak first.  
Talk to the people at the caravan and fly back to the LINKITE TREE.  
After the tree has been revived you have to revisit the MANA TOWER.  
-----

-----  
III.2.e : ==MANA TOWER (LIGHT SHRINE)==  
-----

Items to get:

(1): Title for Kratos: "Traitor"  
-----

Take the door to the north and walk up to the top floor.  
Go south and save before you go to the teleporter.  
Watch the scene then teleport to the altar.  
-----

LIGHT SPIRIT: LUNA

-----  
Luna:

-HP: 18.000

-TP: 720

-Offense: 1.120

-EXP: 3.250

-Gald: 4.800

-Defense: 292

-Items: ?

-Strong against: Light  
-----

Asuka:

-HP: 19.650

-TP: 600

-Offense: 1.120

-EXP: 3.480

-Gald: 2.800

-Defense: 245

-Items: ?

-Strong against: Every Element but Darkness  
-----

Hard. Another team spirit battle. Asuka is the harder one. You should use Sheenas Darkness Attack skill to give her, Lloyd and Zelos Darkness as attack attribute.  
-----

After the fight you see many scenes as well as the first real Anime cutscene. Kratos will join you for some time and get a new title (1).  
-----

-----  
III.2.f : ==ISELIA HUMAN RANCH==  
-----

Items to get:

(1): Lovely Mittens

(2): Murasama

(3): Cor Leonis

(4): Solar Spinner

(5): Rune Staff

(6): Ether Sword

(7): Rune Robe

(8): Aqua Greaves

(9): Rune Shield

(10): Rune Mail

(11): Rune Guard

(12): Hairpin

(13): Rune Gauntlet

(14): Rune Cloak

(15): Rune Circlet

(16): War Hammer  
-----

In the entrance hall change the ring and save.

Go north for a scene.

Choose three allies to come with Lloyd (first choice).

The left machine heals you and the right one sells items.

There is also a chest nearby containing some gloves (1).

First of all take the northern way.  
Go left from here to find 3 chests (2,3,4)  
then go right to find two more (5,6).

Back at the room where the party divided  
you shoot the two pillars next to the door to open it.  
In the next room watch the scene and fight the soldiers.  
Take the door to the right on the bottom floor.

In the next hallway go right to a chest (7).  
Then head north and to a door to the left.  
Open it and collect the three items here (8,9,10).  
Go back and take the right path.

To the north are three more chests behind a door (11,12,13).  
Go back and continue right then south down the stairs and past the traps.  
Open the door with the ring and take the two items (14,15).  
Go back up the stairs then around the corner to the right.  
To the south is a save point.

Enter the door right to it.  
In here you'll find another chest (16) and  
the enemy carries the Memory Gem.  
You can activate the elevator and take it to the top floor.  
Head back to the room with the machines.  
Heal and buy healing items as well.  
Go back down using the elevator.

Save at the save point in the hallway then go all the way north past the  
traps to a teleport.  
Watch the scene and fight the BOSS.

-----  
ISELIA HUMAN RANCH BOSS: FORCYSTUS |

-----  
Boss: |  
-HP: 20.000 |  
-TP: 400 |  
-Offense: 1.200 |  
-EXP: 7.100 |  
-Gald: 5.800 |  
-Defense: 300 |  
-Items: ? |  
-Strong against: Wind

Helpers: |  
-HP: 6.000 |  
-TP: 320 |  
-Offense: 1.000 |  
-EXP: 0 |  
-Gald: 0 |  
-Defense: 250 |  
-Strong against: Wind

Destroy the drones first because they'll constantly |  
cast wind-elemental spells. |  
I suggest focusing on physical combat in this battle. |  
Equip your weaker characters with Wind-defensive items.

After the scene leave the ranch and watch more scenes outside.  
Finally you see another anime cutscene and you have to switch to CD 2!

=====  
Part III.3 : FROM ISELIA TO TOWER OF SALVATION  
=====

-----  
III.3.a : ==ISELIA==  
-----

After the scene talk to Kratos and Phaidra.  
Try to go upstairs then leave.  
Go left to the classroom and watch the scene.  
Talk to Raine in front of her house.  
Visit the other parts of the village then go to the southern exit.

-----  
==DIRKS HOUSE==

Watch the skit and some scenes.  
Talk to all of your friends and finally to  
the character waiting for you on the balcony.

-----  
III.3.b : ==SYLVARANT MAP==  
-----

Items to get:

- (1): Dog: "Bunz"
- (2): Dog: "Lucky"

-----  
Iselia  
-----

Return to Iselia and let Colette name the dog  
in front of Genis' house (1).

-----  
Luin  
-----

As you now should have a lot of money  
you can spend some Gald (and time) in  
restoring Luin. Give Pietro the following  
amounts of money in single steps:

- 5000
- 12.000
- 21.500

15.000  
20.000  
25.000  
35.000  
40.000  
45.000  
50.000  
75.000  
100.000  
5000  
5000  
5000

After each donation leave the town and re-enter.  
If you run out of money fight the DRAGON in  
the TEMPLE OF EARTH with a BLUE SEPHIRA equipped.  
You'll get 20.000 Gald per fight.

After the town got complete, check the dog in front of  
the weapon shop (2). If you still got some money  
you can buy very special weapons here!

Now fly to Sylvarant Base and warp to TETHE'ALLA!

---

==TETHE'ALLA MAP==

Visit ALTESSAs HOUSE again.

==ALTESSAS HOUSE==

Enter the house for a scene.

Re-enter and look at the red EXSPHERE on the table.

After the scene you are in the TOIZE VALLEY MINE.

Go to the last area of the mine and watch the scene at the waterfall.

Back in Altessas house another scene takes place.

Leave and head for SYBAK.

==SYBAK==

Go left to the academy and talk to the man  
with a dog who is standing at the water.

Go back right and choose the first answer to Presea.

Then enter the library at the townsquare and watch the scene.

Fly to MELTOKIO.

---

III.3.c : ==MELTOKIO==

---

Items to get:

(1): Title for Colette: "Spiritua Reborn"

(2): King's Letter

---

Enter the sewers where you encounter Vharley.

Head up the ladder into town and go to the castle.

A scene with Kratos may happen here.

Enter the cathedral and go through the left door.

You finally uncover the motifs of the pope.



Colette gets a new title during the following scenes (1).

You are now in the king's bedroom.  
Leave and go right and down the first set of stairs.  
Enter the door to the right for a scene in the royal archives.  
Revisit the other rooms and talk to Princess Hilda  
in the throne room to get an item (2).

Leave the castle and go right to the houses.  
Talk to the woman in the house to the far right for another scene with Presea.  
Choose the first answer.  
Leave Meltokio and head for ALTAMIRA.  
Note that you never have to take the passage through the sewers again.

-----  
-----  
III.3.d : ==ALTAMIRA==  
-----

Items to get:

(1): Title for Presea: "Mature Kid"  
(2): Title for Regal: "Eternal Sinner"

-----  
Visit the grave again for a scene.  
Presea gets a title (2).  
When you cross the bridge a scene may take place if  
you get the Pink Pearl Ring in Sybak.  
A woman will talk to you and  
if you choose the second option you'll be given 5000 Gald.

Take the ferry to the company HQ and talk to George two times.  
Regal will gain a new title (2).  
Now go to 2F and check the archives.  
Kuchinawa appears again and Sheena challenges him to a  
final duel at the Isle of Decision.

Now head to Sybak!

-----  
-----  
III.3.e : ==SYBAK==  
-----

Items to get:

(1): Zircon

-----  
If you met Rosa in Altamira before  
you can now give Joshua the 5000 Gald

You can re-enter the academy now.  
In the academy watch a scene then go left and  
take the first door to get the piece of Zircon from the chest (1).

-----  
==TETHE'ALLA MAP==

Now it's time to visit the floating city.  
It changes its location randomly so look for a red spot over the sea

on your Minimap.

Once you've found it press B above of it to land.

---

III.3.f : ==FLOATING CITY EXIRE==

---

Items to get:

- (1): Dog: "Simon"
  - (2): Recipie: Short Cake
  - (3): Pineapple
  - (4): Egg
  - (5): Milk
  - (6): Dog: "Chuchu"
  - (7): Virginia's Diary
- 

Talk to the villagers and visit the houses.

There is no shop nor an Inn.

Find the dog near one of the exit-platforms (1).

From here go into the next available house and learn of Virginia.

Behind this house you can find a long walkway to a single part of the town.

A monolith stands here which is of no use for now.

In the house with 2 floors look at some Rhea-Bird figurine

to meet the Chef for a recipe and ingredients (2,3,4,5).

Another dog can be found near a destroyed house (6).

Find the house with an old woman next to it.

Talk to her and enter the house for a special scene with Virginia.

Head back to the house with the man for another scene.

Choose the first answer and read the diary

which you will take thereafter (7).

Now go back into the house with the old woman for yet another scene.

Leave the city by stepping on the area to the left and pressing A.

---

==TETHE'ALLA MAP==

It's now time to reach the Elven village, HEIMDALL.

Fly to the third continent and find the big forest there. Enter it.

---

III.3.g : ==YMIR FOREST==

---

Items to get:

- (1): Resist Ring
  - (2): Solar Guard
  - (3): Gladius
  - (4): Blue Seed
  - (5): Crystal Shell
  - (6): White Seed
  - (7): Maid's Hairband
  - (8): Ymir Fruit
  - (9): Metal Sphere
- 

Watch the skit and change your ring to some whistle.

Note that you can't stun the enemies with it.  
Step on the tree stump with the red flower on it and use your ring.  
Watch the scene then go behind the tree to find  
a hidden chest containing an item (1).

#### Planting the BLUE SEED

-----

Follow the footbridge to the right.  
Go south to a locked chest.  
Press X on the left tree stump and watch the boar.  
Now you can take an armor (2).  
Go north from here to a tree.  
Look behind it to find a chest (3).  
Take the path to the left and follow it to the next screen.

Immediately go left and step on the stump near the boulder.  
Call the boar.  
To crush the boulder you have to call the boar from the other side later.  
Go back to the previous screen and take the upper left way.  
Watch the shark-like beasts and return right.  
Go all the way right from here to a tree.  
Your character mentions something about the tree.  
Press X on the stump nearby.  
Collect the BLUE SEED (4) that fell down.  
Check behind the tree to find a weapon (5).

Head back to the very first area.  
Next to the ring-changer grows a red flower in some flowerbed.  
Press A to plant the BLUE SEED you aquired.  
Now some blue flowers grow on the water lilies around the forest.

#### Planting the WHITE SEED

-----

Take the path to the left and go up the branch to the upper footbridge.  
Follow the path to the next screen.  
Go down at the next branch and then left to find a water lily.  
Step on it and press X to call a fish.  
It will ram a leaf with a chest on it.

To get to the chest head right and then north to the next branch.  
Go up the branch and then south and down the branch to the left.  
Take the WHITE SEED (6) from the chest on the leaf and  
an item (7) from a chest hidden behind the tree.  
Talk to the nearby Elven girl.  
She wants you to find a Ymir Fruit to cure her mother.

Now go all the way back to the first area again.  
Plant the new aquired WHITE SEED next to the other flowers.  
White flowers will grow on some branches.

#### Getting the YMIR FRUIT

-----

Take the right path and head up the very first branch.  
As you see the white flower jump next to it and use the ring.  
An eagle will carry you onto another tree.  
Push the wooden box down the edge and fly back.  
Go down the branch  
to the lower path and follow it north to the next screen.

Here you go right to the next branch.

Continue on the upper footbridge north and then left.  
Jump to the white flower and call the eagle.

You appear to the left of the boulder you saw earlier.  
Here you step on the tree stump and call a boar again.  
It will finally smash the boulder.  
Fly back and go right and down the second branch.  
Go right some more and over the crate you pushed down before.  
Press X on the stump here.  
The Ymir Fruit will fall in the water but you  
can't reach it from here.  
You need the help of the fish now.

Go back to a branch to the left and head up again.  
Go south and down the very next branch.  
Press X on the stump to the north.  
While the shark is feeding, go right to find a water lily  
next to the fruit.  
Step on it and press X.  
The fish will carry the red fruit past the shark.  
Head back left and up the next branch.  
Go north and down the branch.  
Go left and step on the stump near the fruit and use the ring again.  
Take the upper footbridge south again then go down and left to a water lily.  
Call the fish from here and it takes the fruit further.  
Go left and follow the upper left path to the sharks.

Stand on the water lily and wait for the left shark to swim away.  
Press Y when the shark is away so the fish can continue his journey.  
If you time it wrong you have to start all over again.  
Head back to the very first area and follow the left path around  
the corner to another water lily.  
Use the ring here and the fish takes the fruit near the ring-changer.  
Go there and step on the leaf to finally collect the fruit (8).  
Now return north to the girl and talk to her again.  
She will reward you with an object (9).  
Proceed north to reach HEIMDALL.

-----  
-----  
III.3.h : ==HEIMDALL==  
-----

Items to get:

- (1): Dog: "Coco"
- (2): Dog: "Cookie"
- (3): Elf Elders' Staff
- (4): Recipie: "Cream Stew"
- (5): Milk
- (6): Onion
- (7): Carrot

-----  
You may meet Kratos here for a short dialogue.  
Raine and Genis are not allowed to enter  
so they wait for you at the entrance.  
Explore the village and do your usual talking and shopping.  
Go through a small passage under the Inn to reach a dog (1).

In the screen with the windmill go north and through another

passage. You end up behind of the Elder's House. Cross the water and name a second dog (2).  
Now visit the village elder in his house.  
He tells you about the Latheon Gorge and gives you his staff to show the guard there (3).  
Enter the door in the back and look at the picture to meet the Chef.  
He grants you the usual stuff (4,5,6,7).

As you leave the village Raine and Genis join you again.  
Choose the first option at the exit to be taken to the worldmap.

-----

==TETHE'ALLA MAP==

Fly east from YMIR FOREST to find a valley in the mountains.

-----

III.3.i : ==LATHEON GORGE==

-----

Items to get:

- (1): EX Gem Lv4
  - (2): Rare Pellets
  - (3): Kirima
  - (4): EX Gem Lv3
  - (5): Diablos
  - (6): Amango
  - (7): Star Cap
  - (8): Rare Shield
  - (9): EX Gem Lv3
  - (10): Flare Greaves
  - (11): Toroid
  - (12): Draupnir
  - (13): Battle Pick
  - (14): Recipie: "Pescatore"
  - (15): Pasta
  - (16): Tomato
  - (17): Cod
  - (18): Mana Leaf Herb
- 

1st Area:

-----

After the scene go north for a EXGem (1) then south to change the ring.  
You can summon a bubble around you so the wind-blowing flowers can shoot you around.  
Go right and north to another item (2) then walk up the path.  
Position yourself in front of the flower here and press X to make a bubble.  
The flower hits you with some gust and you are transported to the other side.  
Check the weak flower then find a tree to the upper right.  
Take some Kirima (3) until you have enough.  
Press A at the weak flower and choose the first option to revive it.  
Let it transport you to the next hill and go along the path.  
Cross the bridge to area 2.

2nd Area:

-----

Find a chest (4) to the right then head up the path to the left.  
Take the item (4) here and go right and down the path to a black chest.

Take the seventh Devils Arms (5).  
Go up again and continue right past the berry tree to a weak flower.  
Revive it and go to the flower near the tree below.  
You'll be transported to the upper hill.  
Watch a scene at the next berry tree and take  
some Amango (6).  
Go north to area 3.

3rd Area:

-----  
Continue north and then left to find a chest (1).  
Revive the weak flower above and press X  
in front of the big purple one to the left.  
The big flower shoots you to the left.  
You are now in the waterfall area.

Waterfall Area:

-----  
Use the upper flower to reach an item (7) behind the waterfall.  
Fly back and then south with help of the bottom flower.  
Take the shield (8) here and fly south.

You're now back in area 2 near the black chest.  
Use the same way as before to reach area 3 again.

3rd Area again:

-----  
Head up the right hill.  
Revive the weak flower here but use the bottom one to fly left.  
Use the northern flower to get to the upper hill.  
Take the two items (10,11) and revive the flower on top of the hill.  
Go back left and fly back to the bottom hill.  
Let the big flower here transport you to area 4.

4th Area:

-----  
Head up the right hill and fly to the next hill.  
Disable the right flower (second option) and use the left one.  
Here you heal the right flower but in order to reach  
your target you have to disable the flower which is  
interfering with its gust (The first one you've used).  
Once you are at the next hill, revive the flower here and let  
the upper left one transport you up.

5th Area:

-----  
Let the flower take you left and the next big one should take you right.  
The next transports you up and right and the next finally left.  
Revive ALL disabled flowers along your way.  
Eventually you'll reach an entrance.  
Enter it to a cave.

Cave Area:

-----  
The first chest you see is a fake one.  
Fight it if you want for an All Divide and an Elixir.

-----  
LATHEON GORGE FAKE CHEST

-HP: 7.800 |  
-TP: 350 |  
-Offense: ? |  
-EXP: ? |  
-Gald: ? |  
-Defense: ? |  
-Items: All Divide |

|  
-Strong against: Every Element |

-----|  
You should have no problem with this enemy anymore. |  
Just remember to attack it with magic.

Go north and up the hills to find an armlet (12).  
Go back to the door you came from and go left  
till you can go south to an exit.  
Let the flower outside take you right.  
Eventually you'll reach a path leading north.

Upper Waterfall Area:

-----  
Next to the bridge are two flowers you must revive.  
Make a bubble and fly up and you'll land on a rock  
which will crumble down into the water.  
It divides the waterfall so you can  
reach the next cave.  
Go left past the hut and down to a chest.  
Take the axe (13) then enter the nearby hut.

Talk to the storyteller and watch the scene.  
Re-enter the house and talk to him again.  
Look at the bird-like statue behind him to meet the Chef.  
He gives you a recipe and ingredients (14,15,16,17).  
Leave and take the path to the south.  
Fly over the gap and save your game.  
Enter the cave, watch the scene and fight a BOSS.

-----|  
LATHEON GORGE BOSS: PLANTIX |

-----|  
-HP: 36.000 |  
-TP: 250 |  
-Offense: 1.300 |  
-EXP: 7.500 |  
-Gald: 1.250 |  
-Defense: 310 |  
-Items: ? |  
-Weak against: Fire |  
-Strong against: Earth

Block off his attack of releasing a swarm of insects if  
possible as it covers a lot of the battlefield. |  
Take down his many HP with fire based attacks.

You get the Mana Leaf Herb after the fight (18).  
Watch the skit that occurs and head back to the Storyteller.  
After the scene you are back at the entrance of the valley.  
Leave and fly to ALTESSA'S HOUSE.

-----  
-----  
III.3.j : ==ALTESSAS HOUSE==  
-----

Items to get:

(1): Title for Genis: "Friend"  
-----

Enter the house and talk to Mithos.  
Watch the scene of Raine becoming sick.  
Choose the second answer for a scene about Genis and Mithos.  
Genis gains a new title (1).  
Talk to Mithos again when you're back at Altessa's.  
-----

-----  
\*\*EDITOR'S NOTE\*\*

-----  
As for now I don't know if you can leave MIZUHO during the following events. |  
You seem to have to fight the red ninja without getting a chance |  
of gaining levels before. |  
So make sure you have Sheena above level 70 at least |  
before you enter Mizuho again. |  
It's also advised that you learn how to use Sheena manually.

-----  
OPTIONAL ==KUCHINAWA==  
-----

Items to get:

(1): Corrines Bell  
(2): Asura  
-----

After the scene you stay over night.  
Talk to all of your friends in the village.  
Try to leave but I think you can't.  
Re-equip Sheena and talk to the blue ninja and choose the first answer.  
Watch the scene and fight a duel with Sheena against the red ninja.

-----  
OPTIONAL BOSS: KUCHINAWA |

-----  
-HP: 10.000 |  
-TP: 60 |  
-Offense: 800 |  
-EXP: 4.800 |  
-Gald: 2.860 |  
-Defense: 125 |  
-Items: ?

Equip Sheena with your best supporting relics. |  
During the fight you can't use items so keep your HP up. |  
Block ALL of his attacks and |  
strike with your best skills. |



-----  
If you manage to win you get a new weapon for Sheena (2)  
as well as some bell (1).  
If you loose you get only the bell (1).  
You can't fight him again though.  
-----

==TETHE'ALLA MAP==

Fly to the south of the THIRD CONTINENT.  
Near the TOIZ MINE is a church you may have visited earlier.

==SE ABBEY==

Inside you can now pass by the guards and head to the second floor.  
You meet Seles who gives Zelos back his Cruxis Crystal.  
You are now able to enter the TOWER OF SALVATION again.  
Before you do so you may want to do some sidequests first.

-----  
III.3.k : ==MELTOKIO==  
-----

Items to get:

- (1): Title for Zelos: "Masked Swordsman"
  - (2): Title for Zelos: "Princess Guard"
- 

Approach the area where the rich people live.  
If you already met Joshua and Rosa before you'll meet Rosa  
again and learn a bit more of their story.

After this go to Zelos' house. His "cute hunnies" come by  
and there is some struggle after which Zelos gains a costume (1).

Now enter Zelos' house and talk to Sebastian.  
Next go to the castle and talk with the king.  
You have to rescue the princess at the GRAND TETHE'ALLA BRIDGE.  
Once there the exchange fails and you are back at Zelos' house.  
Finally fly to GAORACCHIA FOREST and enter it from  
the MIZUHO entrance to encounter the Pope again.  
You have to battle 2 Duelists and a Heavy Armor.  
After you rescued the princess Zelos gets another title (2).  
Note that the King invites you to a dinner which will be  
held some quests later.

The COLISEUM is now open für your warriors to fight for prizes!  
-----

-----  
III.3.1 : ==TOWER OF SALVATION==  
-----

After the scenes follow the way to a teleport.  
Warp to the next scene and get ready.  
-----

TOWER OF SALVATION BOSS: KRATOS

-HP: 25.000 |  
-TP: 980 |  
-Offense: 1.200 |  
-EXP: 7.600 |  
-Gald: 4.800 |  
-Defense: 400 |  
-Items: Lv.4 EXGem,? |  
-Strong against: Lightning,Light |

-----|  
Beware as he likes to cast Judgement which hits for |  
about 1.000 HP. But as you already know his other moves |  
he won't be a real problem. Give him all that you got.

Watch the scenes after the fight.  
-----

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#### Part IV: The final events

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=====  
Part IV.1 : FROM WELGAIA TO HEIMDALL  
=====

-----  
IV.1.a : ==WELGAIA==  
-----

Items to get:

- (1): Mana Fragment
  - (2): Apocalypse
- 

After you escaped from the prison cell press A at the platform.  
Go left to a save point and then to the teleport.  
Watch the scene and as Colette push the left block to the left and the  
upper block also to reveal another teleport.  
Warp up and watch the scene.  
Talk to the angels and enter the building to the right.  
In here you talk to the soldier and get an item (1).

Back in the city enter the top building and go through the door to the left.  
Take Devils Arm Nr.8 (2) from the dark chest.  
Visit the other floors of the building and talk to the angels.  
Leave the building and take the path to the left.

Save here and talk to the soldier to the upper left.  
As he won't let you pass without an indentification  
look around in the right area of the city.  
Talk to the angels here.  
Use the several elevators to reach some machines

which can heal you and sell items.  
Examine the lower terminals to learn about the emergency exit.  
The next terminal to the right provides valuable information.  
Go left and then down to reach a platform taking you to the exit.  
After the scene you escape to the next dungeon.

---

---

IV.1.1.b : ==WELGAIA DUNGEON==

---

Items to get:

- (1): EX Gem Lv3
  - (2): EX Gem Lv4
  - (3): Rare Guard
  - (4): Nagazuki
  - (5): Laser Blade
  - (6): Dragon Fang
  - (7): Holy Robe
  - (8): Energy Tablets
  - (9): Holy Circlet
  - (10): Elevator Key
  - (11): EX Gem Lv2
- 

You can't warp back so go left to a save point and then down the stairs.  
You are now in the first hallway.  
Take a EXGem from a chest (1) near the lower wall  
and follow the path left to the next stairs leading south.  
In the next hallway go right to find a door.  
Enter the door and watch the scene.

In the first zero-gravity area slide:

right,  
down,  
left,  
up,  
left,  
up,  
left,  
down,  
left,  
up,  
left,  
down,  
right,  
down,  
right,  
down,  
right,  
up,  
right.

In the next room take the EXGem (2) and push the red button.  
Back in the zero-gravity area make your way back  
to the entrance and head back in the hallway.

Here go south and right to an item (3).  
Then return upstairs to the first hall.

You can now go north and then left to another set of stairs.  
In this hall you'll find some items (4,5)  
along with a blue button you should press.  
Go back upstairs and into the door to the right (just ahead of you).

Go immediately right and south down the stairs.  
Eventually you'll find an EXGem (1) as well as a new weapon for Regal (6).  
Follow the way east till the next set of stairs.  
Head upstairs and north to a chest (7).  
Go left and into the doorway in the southern wall  
to the arrive in the first hall again.  
Take the left path to the southern stairs again  
and then head south and right back to the first zero-gravity area.

This time slide:

right,  
down,  
left,  
up,  
left,  
up,  
left,  
down,  
left,  
up,  
left,  
down,  
left,  
down,  
right,  
up,  
right.

Use the lift to the second area.

Here slide:

down,  
right,  
up,  
left,  
up,  
right,  
up,  
right,  
down,  
right,  
down,  
right,  
up,  
left,  
up.

Enter the door and follow the hallway to the far right for an item (8).  
Then go back left a bit and to a door to the south.  
You are back in the second zero-gravity area but this time you  
enter it from the right wall.

Slide:

left,  
up,

left,  
down,  
right,  
down,  
right,  
down,  
right,  
up,  
left,  
down  
to an elevator.  
Use it to the next area.  
Here just slide left to the next elevator.

In the third area slide:

left,  
up,  
right,  
up,  
right,  
down,  
right,  
down,  
left,  
down,  
left,  
up,  
left,  
down,  
left,  
up,  
right,  
down,  
right,  
up,  
right.  
Enter the door and take an item (9) as well as  
a keycard (10) from the machine to the right.

Make your way back through the zero-gravity areas till you are  
back in the hallway.  
Head back to the very first hall.

Save, then take the door to the right.  
In the next hallway go north to the drone which is guarding a sealed door.  
Left of the door you'll find a hard-to-spot switch in the wall.  
Just press A left of the door until you find it.  
With your keycard you can now open the door and use the next elevator.  
In the next hall go left to find an EXGem (11) in the corner then  
head north and left to some stairs.  
Use the teleport.  
Watch the scene and learn something about Yggdrasils motifs.

```
-----  
WILLGAIA DUNGEON BOSS: YGGDRASIL |  
-----  
-HP: 40.000 |  
-TP: 3.000 |  
-Offense: 1.800 |
```

-EXP: 3.000 |  
-Gald: 0 |  
-Defense: 350 |  
-Weak against: Darkness |  
-Strong against: Light |

----- |  
After you have damaged him for about 10000 HP |  
the battle will end. Should be no problem to survive.

After the scenes check the Eternal Sword for a skit  
then go south to the teleport and leave the tower.

-----

#### ==ALTESSAS HOUSE==

Use the save point to the right and enter the house.  
Altessa is able to finally make a Rune Crest for saving Colette.  
During the long scenes at night you have to fight 3 angels.  
When you are able to move again talk to Raine,  
Tabatha and finally to Yuan.  
After the scenes fly to FLANOIR.

#### -----

#### \*\*EDITOR'S NOTE\*\*

-----

After the events at FLANOR you will either get Zelos or Kratos.  
The conditions seem to be some kind of friendship-level between  
Lloyd and either Kratos and Zelos.  
This level depends on your decisions during the game and also on  
the number of skit points you got on the world map.  
Some of the events later could change if you get Kratos back.  
Read at the FAQs below for tips getting Kratos.

-----

#### -----

#### IV.1.c : ==FLANOIR==

-----

Items to get:

- (1): Snow Hare
  - or
  - (2): The Chosen's Orb
  - or
  - (3): Kratos' Locket
- 

Talk to Abyssion if you collected 8 of the Devils Arms and he  
will go to the Darkness Temple. Genis suggests that Koton at  
HAKONESIA PEAK may have the last Devils Arm.

Go right and north to the doctor's house.  
Zelos will speak to himself abit and will rejoin you.  
Now save your game at the Inn!

After you asked the doctor for help he will take 4 members of your  
party to escort him to Altessa. These 4 are the ones who like Lloyd  
the least. The 3 remaining friends are the ones who like Lloyd the most.

They will ask Lloyd to go out with them and watch the snow one after another.

Choose the first answer for a scene in front of the church or decline their wish to make the next in list ask for a walk.

If you want Kratos back in your party you have to deny all 3 of them to get a scene with Kratos. If there is no scene, your relationship with Kratos isn't good enough. Load your game if you're not happy with the outcome of these scenes.

You can also get 3 rare items in these scenes. At least these items will take you 3 playthroughs of the whole game to collect 100% Items (!!!)  
If you chose Colette for a walk in the snow you get (1).  
If you chose Zelos you get (2) and if you chose nobody but saw the scene with Kratos you get (3).

Your next stop will be the TOWER OF SALVATION again.  
But you may want to do some more sidequests first of all which may not be available after the events there!

-----  
-----  
IV.1.d : ==MELTOKIO==  
-----

Items to get:

- (1): Title for Genis: "Katz Katz Katz"
  - (2): Title for Lloyd: "Nobleman"
  - (3): Formal Costumes for 4 party members
- 

Meltokio Slums  
-----

Make Genis your on-screen character and enter the SLUMS.  
You'll see a scene about Vice who wants to show his grandpa a Katz. Next you must talk with the Katz guy at the Item Shop.

Katz Village  
-----

Now fly to Sylvarant and enter the KATZ VILLAGE  
Talk to the mayor on top of the mountain and he'll give you a Katz outfit. Fly back to MELTOKIO.

Meltokio Slums  
-----

Approach the Slums again and watch the scene after which Genis gets a new costume (1).

Meltokio noble Area  
-----

Again in Meltokio, if you got Zelos' Princess Guard title earlier you can now talk to Sebastian at Zelos' house again. YOU will attend the dinner party now.  
Lloyd has to fetch his wardrobe from the castle. He gets a title (2). Now choose another member of your party for which you want to have a special scene with.  
In the dinner room talk to 3 more friends who will also get a costume each.  
You can only get 4 costumes per playthrough (3).  
-----

---

IV.1.e : ==HOT SPRING OF GUIDANCE==

---

Items to get:

- (1): Title for Colette: "Ironing Board"
  - (2): Title for Sheena: "WOW!"
  - (3): Title for Lloyd: "Peeping Tom"
- 

If you met Kratos in Flanoir before, you have to do this event before you head to the Tower of Salvation!  
Talk to the priest and the boys will take a bath.  
Rightafter talk to him again and let the females take a bath,too. During the amusing scenes  
Colette,Sheena and Lloyd will get titles (1,2,3).

---

---

IV.1.f : ==THE LAST DEVILS ARM==

---

Items to get:

- (1): Heart of Chaos
- 

Talk to Koton in the house.  
You will get the last Devil Arm (1).  
Talk to him again and leave.

---

---

==TETHE'ALLA MAP==

Your next target storywise is the TOWER OF SALVATION again.

---

---

IV.1.g : ==TOWER OF SALVATION==

---

Items to get:

- (1): Diamond Shell
- (2): Ogre Ax
- (3): Hanuman's Staff
- (4): Southern Cross
- (5): Heavenly Robe
- (6): Energy Tablets
- (7): EX Gem Lv4
- (8): Star Mail
- (9): Phoenix Cloak
- (10): Star Guard
- (11): Shaman Dress
- (12): EX Gem Lv3
- (13): Star Helm
- (14): Star Shield
- (15): Star Circlet
- (16): Star Gauntlet
- (17): EX Gem Lv2
- (18): Star Bracelet



(19): Spirit Bottle

-----  
Yuan shows you a secret entrance to a cave.

As you can move buy some items at the machine then use the teleport to reach the Final Seal again.

If you met anybody but Kratos at the snow scene in FLANOIR before you will fight...

-----  
MINI BOSS: GATEKEEPER |

-----  
-HP: 18.000 |

-TP: 800 |

-Offense: 1.180 |

-EXP: 8.880 |

-Gald: 8.970 |

-Defense: 210 |

-Items: ? |

-Strong against: Light |

-----  
An easy battle. |

-----  
Only if you met Kratos in FLANOIR before you will fight...

\*\*\*SPOILERS AHEAD\*\*\*

-----  
MINI BOSS: ZELOS |

-----  
-HP: 28.000 |

-TP: 1.200 |

-Offense: 1.150 |

-EXP: 9.300 |

-Gald: 9.800 |

-Defense: 365 |  
-Items: ? |  
-Strong against: Lightning,Light |

----- |  
He's a lot like your last battle with Kratos. |  
He has more HP and speed but less stamina. He can also |  
cast Judgement. Don't hold back and beat him up.

After either battle some scenes occur and you end up in a dungeon.  
In the next hallway you can save and shoot the vines with X to proceed.  
Press A at the gap to hop onto the bridge.  
You end up to the lower left.  
Take the weapon (1) here and head back up.  
Hop on the bridge again and cross it to the right.  
Enter the door.  
Follow the path and shoot the vines blocking your way 3 times.  
To the upper right you can find three chests (2,3,4).  
Continue the path to the upper left leading west, and go upstairs.

Up here you can open the door to the south  
to get back to the entrance and the save point.  
Take the stairs nearby to the next floor.  
Follow the path.  
You can find an item (5) to the south  
and then another item (6) if you go all the way north past the vines.  
>From here go right and north again for another two items (7,8).  
Go back south and then left and finally right to a door.

Take the robe from the chest (9).  
Shoot the vines around the stone three times so the stone falls down.  
Return to the first area near the save point  
and enter the door to return to the bridge.  
Cross it again, jump off and take the armor (10)  
from the chest in the back then use the teleport upstairs.

In the dome fight some angels and watch the scene with Regal.  
-----

In the next area go south for a Robe (11) and a vending machine.  
Go north to an EXGem (12) then use the teleport.

Head down the stairs and watch a scene with Sheena.  
-----

In the next area follow the path and find a Helmet (13) on your way.  
Eventually you'll reach a teleport.

Watch the scene with Raine and fight two battles in between.  
-----

In the next area go all the way north and then right.  
Take the first way south to a chest (14).  
Then go left two times to the teleport.  
Go downstairs to a door.

Watch the scene with Presea.  
-----

In the next area go either way to the enemy.

>From here you can go right to a chest (15) and north to a save point.  
>From the save point head right, south and left to an item (16).  
Go back and then north to reach the next teleport.  
Before you use it go left till you find another chest.  
Take the item (12) and return to the teleport.

In the next hallway take the items to the left (17) and right (18).  
Go north for a scene with Genis.

-----  
You end up in the last area with just Lloyd alone.  
Take the path to the north and go right to find an item (19).  
Go back left and continue north to a save point.  
>From here go right to a teleport.  
Before you use it you can find another item if you go south.  
When you can't go south any further go left, north and left again.  
Take the EXGem (7) and return to the teleport.  
Warp and watch the scene. Save and check the sword in the wall above.  
Watch the long scenes and regroup.

-----  
TOWER OF SALVATION BOSS 1: PRONYMA |

Pronyma: |

-HP: 32.000 |

-TP: 850 |

-Offense: 1.720 |

-EXP: 7.000 |

-Gald: 4.800 |

-Defense: 350 |

-Items: ? |

-Weak against: Light |

-Strong against: Darkness |

-----  
Idun x2: |

-HP: 11.000 |

-TP: 0 |

-Offense: 1.150 |

-EXP: 1.200 |

-Gald: 1.200 |

-Defense: 220 |

-Items: ? |

-Absorbs: Darkness |

-----  
Destroy the evil helpers as they are strong. Pronyma  
herself is a bit stronger than the last time. But just  
beat her up with physical attacks. |

-----  
Cook after the battle and check your status  
in the menu as you have to fight Yggdrasil again.

-----  
TOWER OF SALVATION BOSS 2: YGGDRASIL |

-HP: 40.000 |

-TP: 3.000 |

-Offense: 1.800 |

-EXP: 8.320 |

-Gald: 4.800 |

-Defense: 380  
-Items: Lv.4 EXGem,?  
-Weak against: Darkness  
-Strong against: Light

-----  
This can be nasty. This time you have to win or it's  
Game Over! He throws many strong spells at you and  
warps around like hell. I reccomend Presea and Regal  
for your party. Also equip protective items for Light.  
-----

After the scenes leave the place and fly to HEIMDALL.  
-----

-----  
IV.1.h : ==HEIMDALL==  
-----

-----  
Watch the scene then talk to your friends around the village.  
Talk to Raine and choose the second answer.

-----  
\*\*EDITOR'S NOTE\*\*

-----  
If you take the first answer during your dialogue with Raine  
you'll have to make your way through the forest alone with Lloyd.  
You can even leave to the world map with just Lloyd alone.  
Your friends will join you after the scenes in WELGAIA later.  
I recommend that you choose this option only if you are playing  
with EXPx10 or are at Lv.80+ on Normal difficulty.  
-----

Talk to Colette and choose the second answer.  
Talk to her again and choose the first answer to proceed.  
The friend who likes you the most will meet you  
outside at night for a dialogue.  
Leave the Inn the next morning and talk to the guard  
near the path to the forest.  
-----

-----  
Part IV.2 : FROM TORENT FOREST TO FIN  
-----

-----  
IV.2.a : ==TORENT FOREST==  
-----

Items to get:

- (1): Stardust
  - (2): Crystal Dagger
  - (3): Acalanatha
  - (4): Angel's Tear
  - (5): Mana Protector
  - (6): EX Gem Lv4
  - (7): EX Gem Lv3
  - (8): Shield Ring
  - (9): Warlock Grab
- 

First area:  
-----

Watch the scene with the squirrel-like animal.  
You have to shoot the tree stumps in the forest.  
If you do the squirrel will show you the correct path to follow.  
If you take the wrong path you may end up running in circles.  
Although the first squirrel will go right you take the left way first.  
Go south to a chest (1).  
Then go north again and take the left exit.  
You arrive in the same area as before near another chest (2)  
Go left to arrive at the stump again.  
Shoot it and follow the squirrel north.

Second area:  
-----

Shoot the stump and go left to an item (3).  
Then go right, north and right to another (4).  
Continue right past the waterfall to find the squirrel waiting for you.

Third area:  
-----

Go all the way right past the pond.  
Fight the golden dragon and continue right to the tree stump.  
Shoot it and follow the squirrel left and the second path north.  
Fight the plant enemy before leaving because it carries the Memory Gem.

Fourth area:  
-----

First of all take the path to the left for 2 items (5,6)  
to the north and to the south.  
Return to the right and follow the right path.  
Go north for another item (7) and right to a save point.  
>From the save point take the upper path  
for an item (6) and the lower one  
for two more (8,9) behind the waterfall.  
Go back and take the first path to the south.  
Shoot the stump to the right and follow the squirrel.

Fifth area:  
-----

Go right, north and right to the exit past the stump.  
Heal and re-equip Lloyd and continue right.  
Watch the scene and fight a final duel against Kratos.

-----  
TRENT FOREST BOSS 1: KRATOS |

-----  
-HP: 12.000 |  
-TP: 1.400 |  
-Offense: 1.050 |  
-EXP: 9.990 |  
-Gald: 5.520 |  
-Defense: 320 |  
-Strong against: Lightning,Light

You have to win this time or it's Game Over! |  
You battle with Lloyd alone. Use your best supporting |  
items to get an advantage. Attack with all you have and |  
keep blocking. Try to jump over him and attack his back! |  
Or keep him at distance with Demonic Chaos.

After the fight more scenes occur and you'll battle ORIGIN.

-----  
TRENT FOREST BOSS 2: ORIGIN |

-----  
-HP: 40.000 |  
-TP: 800 |  
-Offense: 1.450 |  
-EXP: 10.240 |  
-Gald: 9.870 |  
-Defense: 350 |  
-Items: ?

He has got nasty spells and can warp as well. Also his |  
physical attacks are similar to the Sword Dancers. Try |  
to surround him with your melee fighters while Genis |  
blasts his Level 3 spells. With Lloyd alone: Good Luck!

Watch more scenes as well as a CG cutscene.

-----  
==HEIMDALL==

Go left and save the elf.  
Go north into the house and talk to the elder.  
Save the last elf in the village and try to leave for  
another animated cutscene and more scenes.

-----  
==TETHE'ALLA MAP==

Warp to SYLVARANT and enter DIRKS HOUSE.

-----  
IV.2.b : ==DIRKS HOUSE==  
-----

Items to get:

- (1): Material Blade
- (2): Eternal Ring
- (3): Title for Kratos: "Judgement"

(4): Title for Kratos: "Dad"

---

Kratos provides Dirk with the necessary items to forge Lloyd a new weapon (1). You get also a new ring (2).

If you got Zelos back in your party Kratos will stay here for the rest of the game. Else Kratos will finally join you again and get a title (3). Outside a skit with Lloyd and Kratos may occur in which Kratos gets another title (4).

If you check the oven in the corner you get a new option. Dirk can forge you rare relics then.

---

==SYLVARANT MAP==

Warp back to TETHE'ALLA and fly to the remains of the tower.

---

IV.2.c : ==TOWER OF SALVATION==

---

Items to get:

(1): Title for Lloyd: "Eternal Swordsman"

---

Lloyd is now able to use the Eternal Sword for himself. He gets anew title (1) and wishes to be able to rescue Colette. You'll be transported to the last dungeon.

---

IV.2.d : ==DERRIS-KHARLAN==

---

Items to get:

- (1): EX Gem Lv2
  - (2): EX Gem Lv3
  - (3): Golden Helm
  - (4): EX Gem Lv4
  - (5): Magical Ribbon
- 

First area:

---

Take the right path to find an EXGem (1). Continue on this path until you arrive at a chest (2). >From here go south and then right to the next screen.

Second area:

---

Take a Helmet (3) straight ahead and follow the path to the right. Eventually you'll reach another EXGem (2). >From here follow the path to the left until you find yet another Exgem (4). Continue left to a blue platform. Don't step on it yet.

Take the southern way which will take you south,

left and finally north to a chest (5).  
>From here go south and immediatly right until you reach  
a crossroads leading south and north.  
Go south to an item (4) and then all the way  
north to return to the platform.  
Step on it for a scene and then use the teleport ahead of you.  
Use the next teleport and you are back in Welgaia

-----  
-----  
IV.2.e : ==WELGAIA==  
-----

Items to get:

- (1): Spider Figurine
- (2): Chipped Dagger
- (3): Mirror Shard
- (4): Derris Emblem

-----  
Go left to the main plaza for a scene with Sheena and Zelos/Kratos.  
You get an object thereafter (1).

Use the teleport to return to the prison area.  
Take the platform to the left cell and watch a scene with Regal and Presea.  
You get another object (2).

Ignore the red spot there for now and head to the area where you escaped  
to the Dungeon some time ago.  
Use the lower right elevator there to reach a mirror with Raine behind.  
Watch a scene about Raine, Genis and their parents.  
You get some Shard object (3).  
Heal at the machines above and save your game.

Check the green circlce at the main plaza to fight...

-----  
WILGAIA BOSS 1: THE FUGITIVE |

----- |  
-HP: 20.000 |  
-TP: 500 |  
-Offense: 1.950 |  
-EXP: 2.800 |  
-Gald: 3.200 |  
-Defense: 215 |  
-Items: Magic Ring |  
-Strong against: Water,Lightning,Light,Dark

It casts all kinds of water and Lightning spells. |  
Just pummel it with your fighters but watch out for |  
it's close-range multi-hit attacks.

Check the broken mirror where you saw Raine to fight..

-----  
WELGAIA BOSS 2: THE NEGLECTED |

----- |  
-HP: 20.000 |  
-TP: 500 |



-Offense: 1.950 |  
-EXP: 2.800 |  
-Gald: 3.200 |  
-Defense: 215 |  
-Items: Defense Ring |  
-Strong against: Fire, Ice, Light, Darkness |

----- |  
This is just like the first one. But this time it casts |  
Fire and Ice spells. Knock him down with strong physical |  
attacks.

Finally, check the spot of blood in front of the prison cell to fight...

----- |  
WILGAIA BOSS 3: THE JUDGED
-HP: 20.000 |  
-TP: 500 |  
-Offense: 1.950 |  
-EXP: 2.800 |  
-Gald: 3.200 |  
-Defense: 215 |  
-Items: Attack Ring |  
-Strong against: Wind, Earth, Light, Darkness |

----- |  
Almost the same like the others above. He's casting |  
Wind and Earth elemental magic.

Return to the area with the bridges and go north  
for a scene where you get the Derris Emblem (4) then use the teleport.  
In the next room use another teleport to arrive at the final dungeon.

----- |  
IV.2.f : ==VINHEIM==

Items to get:

- (1): Energey Tablets
- (2): Prism Guard
- (3): Elixir
- (4): Past Stone
- (5): Elemental Guard
- (6): Ninja Sword
- (7): Spirit Bottle
- (8): Mortality Cloak
- (9): EX Gem Lv4
- (10): Future Stone
- (11): Demon's Seal
- (12): Shield Ring
- (13): Blue Shield
- (14): Sacred Stone
- (15): Vinheim Key

----- |  
The whole dungeon is optional,  
you can just go ahead and fight the last three bosses.  
But I suggest exploring the castle first!

### Getting the first tablet

-----  
Go right, use the save point and enter the right door.  
Fight the waiting angel in here to make a special chest appear.  
Head through the door to the right and take the item (1).  
Go back and upstairs into the upper right door.  
Find an armor (2) hidden behind the couch.  
Leave and enter the upper left door.

Cross the bridge to the left and enter the upper left door here.  
Follow the stairway upwards entering the doors on your way.  
As the first room is empty the second contains an Elixir (3).  
Fight the angel in the third room  
to make a chest appear which contains TABLET 1 (4).  
On top of the stairway you'll find a door  
leading to the rooftop of the castle.

### Getting the second tablet

-----  
There are two items hidden behind the brown walls  
to the upper left and upper right.  
Just walk near the railing and behind the walls.  
You find a strong armor (5) and powerful swords for Lloyd (6).

Take the right door and head down the stairway.  
In the first room you find a chest (7)  
and a second hidden behind the couch (8)  
The second room is empty and the third one leads back to the bridge.  
Before you enter the third door continue  
downstairs to find a EXGem (9).  
Back at the bridge cross it again and this time enter the lower left door.  
Here go left and upstairs to a door to the upper right.  
Cross the balcony and enter the door to the right.  
Get TABLET 2 from the special chest (10).

### Getting the Sacred Stone

-----  
Return to the previous area and take the stairs  
to the upper left for another room with a chest in it (11).  
Head down the stairs and enter the lower left door.  
Take an item (12) here as well.  
Then go back right and to the bridge.  
Enter the upper left door again and follow  
the stairs all the way down to another chest (13).  
Enter the door above to return to the main hall.  
One of your tablets will react to the black circle and some coloured  
crates appear. Go right and the same happens for your second tablet.

Now push the BLACK CRATE onto the left black circle (it's another teleport).  
You are warped to a platform on the roof.  
Push the BLACK CRATE down the lower right edge.  
Then do the same with the BLUE CRATE and finally with the RED CRATE.  
At last you push the PURPLE CRATE over your newly created bridge  
and into some opening.

Now push the YELLOW CRATE on the black teleport to the right.  
Then do the same with the GREEN CRATE and finally with the LIGHT-BLUE CRATE.  
Finally push the WHITE CRATE over the bridge and into the hole.  
The barrier will disappear and you get a special item (14) which allows

you to warp directly back to the entrance of the tower.  
You don't have to make all the way through DERRIS-KHARLAN again.

Beating the game

-----  
Heal and save then defeat the big dragon waiting in the hall.

-----  
DERRIS-KHARLAN BOSS: ZOMBIE DRAGON

-----  
-HP: 19.000  
-TP: 0  
-Offense: 1.250  
-EXP: 1.418  
-Gald: 534  
-Defense: 48  
-Items: ?  
-----

No challenge for you anymore. He's just like any other  
big dragon. He has much attack power. Try to get behind  
him or below his head and beat him up.  
-----

You now get a key item (15).

Open the door and enter the realm.

Watch the scene.

If you want to return to the Worldmap, leave the realm and  
stand on the teleport you came from. Choose the first option  
to be transported to the entrance of the TOWER OF SALVATION.

If you want to take on the two final bosses press A at the edge.  
Before you do you should re-equip heal and save.

-----  
FINAL BOSS 1: MITHOS

-----  
-HP: 55.000  
-TP: 5.000  
-Offense: 2.000  
-EXP: 8.280  
-Gald: 1.690  
-Defense: 410  
-Strong against: Light  
-----

An updated Yggdrasil. He warps very often and has short  
casting times. He attacks with all kinds of Light magic  
as well as Grand Dasher and physical hits. Also he can  
cast an "Anti Holy Song" which gives bad status for  
your party. Prepare for a long battle and don't hold  
back your most useful items.  
-----

After your victory watch some scenes and prepare for the last duel.

-----  
FINAL BOSS 2: ULTIMATE MITHOS

-----  
-HP: 60.000  
-TP: 1.500  
-----

-Offense: 2.150 |  
-EXP: 0 |  
-Gald: 0 |  
-Defense: 265 |  
-Items: EX Gem MAX |  
-Strong against: Every Element |

-----|  
Don't be afraid of him. Use all your items you have left |  
and hammer him with your skills. He usually casts |  
Lv2 spells and is very similar to the bosses you fought |  
in Welgaia before, only very faster.

Enjoy the ending FMV as well as the credits and some more scenes.  
-----

---

#### Part V: Optional things to do

-----

You can get these events when you leave the final dungeon after  
you opened the door behind the Zombie Dragon boss.  
Some of them can also be done earlier in the game though.

-----  
V.1 : ==MAXWELL==  
-----

Visit the floating city on Tethe'Alla again. Go to the monolith  
standing behind the house with a man in it you visited earlier.  
Check the monolith for a scene.  
In order to fight Maxwell you have to equip the elemental rings for  
Water, Fire, Earth and Wind (gotten from the spirits).  
Check the monolith again to fight him.

-----  
ETERNAL SPIRIT: MAXWELL

-HP: 60.000 |  
-TP: 800 |  
-Offense: 1.550 |  
-EXP: 10.800 |  
-Gald: 8.250 |  
-Defense: 370 |  
-Items: ?

Keep your guard up or his spells will eat up your HP. |  
He casts Gravity and Meteor Storm and has a buch of |  
HP. But he has no good defense and can be punished |  
with strong melee fighters.

After the fight Sheena will make a contract with Maxwell.

-----  
-----  
V.2 : ==THE FORBIDDEN BOOK==  
-----

Fly to SYBAK and check a special book in the library.  
After the scene fly to HEIMDALL.  
Go north and left to the second area and talk to the elf here.  
Now return to SYBAK and check the book again.  
Choose the second answer if you want to enter the SPECIAL DUNGEON.

Rules for the FORBIDDEN BOOK:  
-----

- You get several handicaps on each floor  
(Menu disabled / Items disabled etc.)
  - At the start of some floors you can also choose from  
some options determining the handicap.
  - Either you have to find the teleport  
(if there are objects which look like ring-changers)  
or you have to defeat all enemies on the floor to make the teleport appear.
  - There are candles around which you can enlighten with the ring.  
They will heal you or give the choice to leave the dungeon.  
(If you leave you have to start at the first floor again the next time)
  - There is a countdown which depletes as you walk.  
If it reaches 0 it's GAME OVER!
  - Every enemy defeated will raise the countdown's number up 5.
  - The candles will raise the countdown up 20-50 or so.
  - Everytime the ring is shot the countdown depletes about 10 numbers.
  - You can't save!
- Reach the 10th floor to fight:

-----  
FORBIDDEN BOOK BOSS 1: HELL KNIGHT |

-----  
-HP: 88.000 |  
-TP: 9.800 |  
-Offense: 2.500 |  
-EXP: 11.000 |  
-Gald: 30.000 |  
-Defense: 325 |  
-Items: ? |  
-Weak against: Light |  
-Strong against: Fire, Lightning, Darkness

An overpowered dragon rider guy. Attack him with  
Light elemental skills for better damage. Block  
his dangerous attacks as often as possible.

- Reach the 15th floor to fight:

-----  
FORBIDDEN BOOK BOSS 2: LIVING ARMOR |

-----  
-HP: 120.000 |  
-TP: 0 |  
-Offense: 3.750

-EXP: 13.000  
-Gald: 25.000  
-Defense: 410  
-Strong against: Fire,Lightning,Darkness

-----  
Don't be scared. Give him all you got. He has good  
strenght and HP and his attacks can do serious damage.  
Your key for winning is speed! I suggest Raine for  
healing+Holy Lance , Genis for Meteor Storm and  
Kratos or Regal for melee.  
-----

-----  
V.3 : ==SWORD DANCER 3==  
-----

Fly to ISELIA FOREST and enter it through the entrance near DIRKS HOUSE.  
The SWORD DANCER will wait for you here if you defeated him twice before.

-----  
OPTIONAL BOSS: SWORD DANCER 3  
-----

-HP: 99.999  
-TP:  
-Offense:  
-EXP:  
-Gald:  
-Defense:  
-Items:  
-Weak against:  
-Strong against:

-----  
This time he has wings and uses up to Level 3 magic  
like Indignation. His physical slashes will do about  
3000 HP damage if not blocked.  
Take Raine and Genis with you as  
Raine needs to heal and cast  
Ray while Genis launches his strongest magic.  
Lloyd should hinder the enemy of casting magic  
by trying to knock him down.  
Defend his attacks and use your magic shield.  
Note that the enemy can cast his spells very fast.  
If you see the wide aura of a Level 3 spell  
try to get out of it. Defend and let Raine cast Recover.  
Use your strongest skills and Unison  
attacks to defeat him finally.  
-----

-----  
V.4 : ==ABYSSION==  
-----

As you have all 9 DARKNESS WEAPONS you can face the hardest enemy of the game.  
You find him standing in front of the DARKNESS TEMPLE's altar  
where you battled SHADOW before.  
Talk to him and the fight will start after a scene.

-----  
OPTIONAL BOSS: ABYSSION |

-----  
-HP: 120.000 |  
-TP: 8.200 |  
-Offense: 2.250 |  
-EXP: 8.000 |  
-Gald: 6.800 |  
-Defense: 425 |  
-Items: ?,?

His speed and strength can easily overwhelm you as he |  
runs over the battlefield and attacks EVERY member |  
of your team. He attacks very fast for big damage so |  
try to be at level 80 at last. |  
You can use the item called ALL DIVIDE to lower |  
the damage taken and given by all allies and enemies.

After your victory the Darkness Weapons will unleash their powers.  
Try to fight with them despite their low stats.  
In battle these weapons can be extremely powerful although  
AFAIR each weapon is bound to a requirement for its attack power.

-----  
==BEATING ABYSSION AT LV. 65==  
-----

Julio Cruz (reeboo@bellsouth.net) sent in this great strategy  
and tips on how to beat Abyssion at a seemingly low level:  
-----

Lloyd, Genis, Raine, Regal all around level 65, but none above.  
Of course, I had the best equipment (that I knew of) at the time.

Items:  
-----

You need 20 of each gel.  
If Gald is an issue, kill the Dragon in the  
Earth Temple over and over again and take this  
opportunity to learn new techs.

Unison Attack:  
-----

I had Raine and Genis set with Ray and Explosion for the  
Compound Unison Attack: Prism Stars.

All-Divide was the first item I used.  
Otherwise he hits for about 3000+ points of damage at that level.

-----  
Lloyd:  
-----

Basically, I endlessly hacked away at Abyssion.  
When I saw him begin to cast spells I used Raging Beast.  
Also, whenever I needed to use an item,  
I had Lloyd use it on whoever needed it.

Accessories:

-----  
Black Onyx is a MUST have for Lloyd.

-----  
Genis:  
-----

I turned off all the spells Genis had that were not defined as Advanced. Leaving him with Indignation, etc. (level 3) spells. Genis MUST be set on L-Range under Strategy menu. Otherwise he'll wander near Abyssion (and Abyssion will try to attack him if they get near each other).

Accessories:  
-----

Genis MUST have any accessories that reduce TP costs and a Moonstone (TP +30%), and also the Compound Ex-Skill which reduces TP costs ("Technical").

-----  
Raine:  
-----

Raine is a strange character to use some think, but if you manage to learn Revitalize before taking on Abyssion, she can help incredibly in terms of how many HP healing gels you use. However, you should turn off all her "buffing" techs like Field Barrier. They help so little, that all they do is serve to waste precious TP. Also, she's needed for her holy spells and the Compound Unison Attack.

Accessories:  
-----

Just like Genis, she needs accessories that reduce TP costs (her TP will run out quickly if not) and she needs a Moonstone (TP +30%). Also, the Compound Ex-Skill "Technical." Raine should also be set on L-Range Strategy.

-----  
Regal/Presea:  
-----

I used Regal because at the time he "seemed" better than Presea. However, Presea is also a viable and perhaps better character to use. Her defense is higher and her attack is stronger. So, in either case (whether you use Presea or Regal) they're both just there to help Lloyd take hits and keep Abyssion off the mages. However, Regal has one -major- advantage over Presea. He can heal with Healer of Grand Healer, both VERY useful techs when Raine is low on TP and you need HP in a tight spot.

Accessories:  
-----

No matter which you choose, another Black Onyx is needed.

Stratghey:  
-----



Should be set on Protect Friend, in the event Abyssion gets near Genis and Raine, Regal can distract him long enough so you can regain control of his attacks onto Lloyd.

General Strategy:

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Keep everyone alive, but don't panic if someone dies, you should have 20 Life Bottles on-hand, and Raine at the ready with Ressurrection.

Try not to allow anyone's HP/TP drop too low, but also don't over-use gels. Towards the end of the fight, I found myself rationing gels, because I had exhausted all of my Melange and Miracle Gels too quickly.

While keeping this in mind, don't be stingy! You -will- have to use the majority of your gels, and this is where Magic Lens becomes your best friend. With the Lens you can see what Abyssion's remaining HPs are and you can judge better (in my opinion) how many gels you may need for the remainder of the battle. Try to avoid using Spirit Bottles and Energy Tablets, but I did use 1 of each towards the end; in retrospect, I really didn't need them.

Misc:

-----

If you happen to have any accessories that increase Dark resistance, you might consider equipping them, but they're not essential. The Charm that defends against Weak and Curse (I forgot the name) or the ring you get from Shadow would work, but if you use them, only equip them on your two melee characters.

-----

V.5 : ==MELTOKIO ARENA==

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As you have high levels for your characters try some battles in the arena of MELTOKIO. Talk to the waitress and choose a person to fight. You have to pay some fee to enter the tournament.

If you win the first stage (BEGINNER CLASS) you can choose to fight in the INTERMEDIATE CLASS, too. Another waitress will appear to the left which can sign you up for battles with two more allies. There are also very hard EXPERT CLASSES for the SINGLE and PARTY battles. The entrance fees will reach very high amounts then, so save before you enter a new stage.

If you beat the hardest class of the Party Battles you will be challenged by a group of special characters:

-----

ARENA SPECIAL BATTLE	
-----	
Woodrow:	
-HP: 20.000	

-TP: 150  
-Offense: 1.650  
-EXP: 3.200  
-Gald: 4.800  
-Defense: 250  
-Items: ?  
-Strong against: Earth,Lightning,Ice,Darkness

-----  
Farah:  
-HP: 20.000  
-TP: 150  
-Offense: 1.705  
-EXP: 3.300  
-Gald: 2.800  
-Defense: 455  
-Strong against: Fire

-----  
Meredy:  
-HP: 16.000  
-TP: 1.450  
-Offense: 800  
-EXP: 2.100  
-Gald: 2.800  
-Defense: 390  
-Items: ?

-----  
It's 3 on 3 in here. The girls are casting bad spells  
and the archer guy gives you trouble as well.  
You better be at high levels (90+) for this fight.  
Let Rain use the dispel magic to heal bad satus effects.  
Genis' best spells will deal good damage.

-----  
You can also get very good titles for your party here.  
Beat the hardest single battle class with each character.  
Each one will be rewarded with a new title. Of course  
it will be hard especially with Raine and Genis alone.

-----  
V.6 : ==SECRET COSTUMES==  
-----

ZELOS:  
-----

As you approach Zelo's house in MELTOKIO an event with  
Zelos and his hunnies can occur. Zelos will get a costume with some mask.

REGAL:  
-----

You can find the wandering CHEF as well as his master (or so)  
in front of MELTOKIO CASTLE later in the game.  
After the scenes Regal acquires a chef outfit.

PRESEA:  
-----

In ALTAMIRA a scene should occur when you talk to George at the  
company there. Presea will get a Klonoa costume.

RAINE:

-----

Return to ASGARD and head up the big stairs later in the game.  
Another scene with Raine will happen and she gets some summoner costume.

Sheena:

-----

Visit MIZUHO later in the game.  
Talk to the blue ninja as well as the sitting man.  
Enter the LIGHTNING SHRINE again.  
After the scene go to VOLTS altar.  
After some scenes Shina acquires a special kimono.

THE BEACH COSTUMES:

-----

Revisit ALTAMIRA late in the game  
and talk to a woman standing in front of the hotel.  
She wants you to bring back her children.

1. a boy standing to the south of the beach.
2. a girl at the entrance of the amusement park.  
Talk to her then leave and talk to the mother again. Then  
go back to the girl talk to her once more.
3. a girl on the second floor of the hotel.  
You need to make KRATOS or ZELOS to your party leader  
before you talk to her.
4. a girl at the cocktail bar at the beach.

After the family is reunited talk to the woman behind the hotel's counter.  
You can now choose a character from your party.  
Now Lloyd and the friend you chose as well as  
two others will go to the beach and acquire a swimming dress each.  
(So Lloyd is going swimming with his swords ?!)

BALLROOM COSTUMES:

-----

Kafeithykeaton (kafeithykeaton@yahoo.com)  
contributed info about getting the  
"Ballroom Costumes":

After going to Derris-Kharlan, I went back to Meltokio.  
There I went in to talk to the butler in Zelos's manner,  
and an event occurred of a kidnapping.

In this event, you go back to the castle, then to  
grand Tethe'allia bridge, then to the very end of GAORACCHIA forest.

After that event, and the brief fight, you will reappear at the castle.  
Then go to Zelos's Manner, and talk to the butler.  
Now you will gain control of Lloyd.  
Then you go to the castle.

After so, Lloyd will have to go to the 1st mansion while entering  
the right passage from Meltokio castle.  
In there, talk to the guy at the counter,  
and he says that you will meet someone at the terrace.

Whoever you choose, gets a costume, as well as LLOYD,  
and the first three people you talk to when you enter the doors.

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V.7 : ==METEOR STORM==

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Visit HEIMDALL and go north and right for a scene with two men talking.  
Genis will acquire the 80 TP spell METEOR STORM and a new title.

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V.8 : ==THE HOT SPRING OF GUIDANCE==

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If you got Zelos for the final events you can do this everytime.  
If you got Kratos you have to do it right after the Flanoir events.

Fly to a single island north of the TEMPLE OF EARTH.  
Enter the church there and talk to the man at the path.  
Later in the game he will let you pass and you can choose to let the girls  
or the boys take some bath in the hot spring.  
There are some amusing scenes to watch as you will see...

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V.9 : ==ALTESSAS CUSTOMIZATION SHOP==

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Talk to Altessa again and he will forge you rare relics.

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V.10 : ==CORRINES BELL==

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If you battled KUCHINAWA before you got an Bell item after the fight.  
Visit the MARTEL SHRINE later in the game for a scene.  
Head to the altar room to watch a special scene with Corrine.

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V.11 : ==THE LAST RECIPIES==

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After you got Regals special costume, make him your party leader and  
talk to the cooks in the churches on TETHE'ALLA. One is near MELTOKIO  
the other is near the TOIZ VALLEY MINE. Both cooks in there will grant  
you a new recipe. When you have all but 1 recipes talk to the  
man walking around in front of the hotel in ASGARD. (The one right  
to the big stairs). Talk to him with Regal as your leader.

---

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V.12 : ==PRESEAS BEST WEAPON==

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Visit OZETT later in the game. A man should be standing in front of

the grave. Talk to him and choose the first option. Enter the house.  
Leave the house and talk to the man again to get an axe for Presea.

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-----  
V.13 : ==REGALS BEST WEAPON==  
-----

Late in the game head to the prison in MELTOKIO CASTLE.  
A convict will talk to Regal in here.  
Now fly to the HOT SPRING and talk to the man around here.  
After Regal got over Lv. 80 talk to this man again  
to get Regal's best weapon.

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-----  
V.14 : ==CLARA IN IZOOLD==  
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Go to the beach in the first screen later in the game.  
Watch a scene about Clara, the wife of Palmacostas mayor.

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-----  
V.15 : ==NOISHE IN HEIMDALL==  
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Talk to the two boys near the entrance for a scene about Noishe.

-----  
-----  
V.16 : ==MINIGAMES==  
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- Genis can play EB with the Katz in IZOOLD
- Genis can also play Red Light/ Green Light with  
the Katz-Boy on the GRAND TETHE'ALLA BRIDGE.
- Lloyd can play the Uncle Game with a man in TRIETT.

=====  
In nearly every other city a new scene should take place  
and there are also many more secrets to discover!  
As mentioned way above, the events can change if you have  
KRATOS with you instead of ZELOS.  
=====

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7. FREQUENTLY ASKED QUESTIONS II (GAME RELATED)

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Q: What are these things I can do after I beat the game?

A: After the credits you reach the GRADE SHOP. Use your collected GRADE points to pay the options you select.  
For example you can buy EXP x10 for a lot of GRADE points.  
If you now start NEW GAME+ you will get 10 times the EXP from battles.  
You can also transfer your Coletteed data, EXGems, Titles etc.  
to a NEW GAME+ !

=====

Q: How to get Kratos back in my party?

A: Your "relationship level" between Lloyd and Kratos has to be higher than the one between Lloyd and Zelos when you visit FLANOR to find the doctor. You can change the relationship with choices you made during the game and by checking the "Relationship Skits" on the world map.

I for myself got Kratos back by using him in every battle until he left. Also I took the choices during skits which seemed to be better. Then I never used Zelos while he was with me. And in skits with Zelos I took the choices wich made him angry. During the scenes at the Doctor's house in Flanor I chose the second option to Colette, Sheena and Presea and then I met Kratos.

=====

Q: Where do I find the Darkness Weapons?

- A:
1. Colette: Smash the rotating stone in TOIZ VALLEY MINE and check its junk.
  2. Lloyd: Talk to Abicion in Flanor after you beat Gnome.
  3. Sheena: Talk to a gnome in ALTESSAs House. Revisit the Earth Shrine and talk to the Dwarves standing near the Dragon.
  4. Zelos: In a chest hidden by a bowl of vines in GAORACCHIA Forest. North of the path to the 2nd Sword Dancer.
  5. Kratos: Defeat the Sandworm in the desert near Triett. You trigger the fight by talking to someone in Triett. Then find a skit point in the desert.
  6. Genis: Visit Altamira at night (Option at the Hotel). Talk to a man on the bridge near the Casino.
  7. Presea: In a chest at the 2nd area of LAHRTHEON VALLEY.
  8. Regal: In a chest at the left room of the first floor of the building in Wilgaia.
  9. Raine: Talk to the man in the house of Hakonesia Peak, after you have the other 8 and talked to Abicion again.
- =====

Q: The gnome in the EARTH SHRINE keeps blocking the bridge!

A: Talk to his brother in the TOIZ VALLEY MINE  
(Give him some wine/potion you bought in MIZUHO)

Q: There is no ship taking me to Palmacosta! Do I have to restart?

A: No, you triggered the "continental route".  
Read Parts I.B2 + I.B3 for a detailed guide.

Q: I can't get Sheena to join me!

A: Check if you have...  
...battled her 2 times  
...talked to her at HIMA,Luin  
...Saw scenes at LAKE UMACY,ASGARD HUMAN RANCH

Update:

The time of her joining is determined by your  
choice in LUIN at Part I.A3.c :

If you tell her she is nice (first choice),  
she will join you after Part I.A3.h !

If you tell her she is cute (second choice),  
she will join you after Part I.A3.i !

Q: Where are good places to gain Levels?

A: Sylvarant Overworld around HIMA (Ogres,Cockatrices)  
Mana Tower (Living Swords, Grim Reapers)  
Tethe'Alla Overworld around YMIR FOREST (Boars,Eagles,Bees)  
Derris-Kharan: At the start (Demons)  
Forbidden Book: On the deeper Levels (Demons)  
Meltokio Arena: Do the hardest class over and over again  
Trent Forest: The Golden Dragon

Q: Although I raise levels my stats keep staying low...

A: You can change your character's title in the STATUS MENU.  
Titles determine which stats will raise at Level-Ups.  
Try to change titles to develop well-balanced fighters.

Q: Why are some of my skills in blue colour and some red?

A: If a skill is written in blue colour your character is starting to learn it. Press START in the menu to see from which skill this new one will evolve.  
If you are at a certain level and have used the parent skill a number of times (often it's 50) you have to use the parent skill in battle once more to unlock the new skill. If a skill is red it mean that you TP are just to low to use it at the moment.

=====

Q: Are there no "Tents" like in FF games to heal all allies HP and TP at once?

A: No, there are not! Later you can find elixirs which fill up one characters HP and TP to the max.  
Try cooking after battles to not run out of health.

=====

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## 8. OUTRO

ToDo List:

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- Fix spelling
- Include more FAQs

Greetings:

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...go out to

- yokoshima
- Cyllya
- dgjk
- Kouli
- Holystar
- GallyYouko

...as well as

NAMCO, NINTENDO, GAMEFAQS, AND ALL MAN!ACS !

---

by Jens Maiwurm (jens1983@yahoo.com)

\*\*END OF DOCUMENT\*\*



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