

# Tales of Symphonia FAQ/Walkthrough

by LadyKatana

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/\\_Tales of Symphonia Walkthrough/\\_\  
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WARNING: As a gamer, I know what it's like to find a walkthrough that does not have a warning on it that tells you that it contains spoilers. For that reason, I'm putting one here at the very beginning that tells you that this one does. If you wish to use a walkthrough that does not contain spoilers, Alex Eagleson has an excellent one posted at GameFAQs.com, so please use that one. Thank you and enjoy. ^-^

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Controls  
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Field Controls  
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Control Stick - Move avatar character  
Control Pad - Opens World Map  
C Stick - Rotates the camera  
A Button - Enter/Exit towns, dungeons, buildings and homes  
B Button - Take Off on/Land Rheaird (anywhere on map, once acquired);  
Embark/Disembark EC (at docks, once acquired)  
X Button - Mount/Dismount Noishe on World Map (After finding area Guidepost Monument)  
Y Button - Opens Central Menu  
Z Button - Press to start a Z Skit  
L Button/R Button - Rotates the camera left or right  
Start/Pause - Changes the corner World Map to Local, Full or Off

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Town, Dungeon, Building and Home Controls  
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Control Stick - Move avatar character  
Control Pad - Rotate avatar character 45 degrees (can only be done while standing still)  
C Stick - Not used  
A Button - Action (Speak, Examine, etc.)  
B Button - Not used  
X Button - Activate Sorcerer's Ring  
Y Button - Opens Central Menu  
Z Button - Press to start a Z Skit

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Battle Controls  
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Control Stick - Move character controlled by player/select commands on Central Menu

Control Pad - Select strategic orders  
A Button - Attack targeted enemy (when set to Semi-Auto)/Use weapon (when set to Manual)  
B Button - Perform a spell/technique  
C Stick - Spell/Technique shortcut (set on Tech Menu)  
X Button - Block/Cancel magic technique  
Y Button - Opens Central Menu  
Z Button - Begin a Unison Attack (after completing the Ossa Trail)/Taunt (When "Taunt" EX Skill is active)  
L Button - Delay spell/technique  
R Button - Change target (hold and use Control Stick to select a target)  
Start/Pause - Pause game

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Part I- The Oracle Arrives...  
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/\_\\_Introduction\\_/\_\\_

At the very beginning of the game, you will learn the Preface to the World Regeneration Legend...

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Narrator: Once upon a time, there existed a giant tree that was the source of mana. A war, however, caused this tree to wither away, and a hero's life was sacrificed in order to take its place. Grieving over the loss, the goddess disappeared unto the heavens.

The goddess left the angels with this edict: "You must wake me, for if I should sleep, the world shall be destroyed."

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

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You will hear someone calling Lloyd Irving and telling him to wake up. Lloyd is the main character of this game, so get to know him well. Once the picture comes in, you'll see Lloyd standing at the back of the classroom holding water buckets\*. His teacher, Professor Raine Sage, will throw an eraser at him to wake him up and admonish him for being able to sleep while standing. She'll then call on another student, Genis Sage (her younger brother,) to answer the question she had intended for Lloyd.

The class' lesson focuses on what the Chosen's journey of regeneration is and why it happens. The Desians, a group mainly comprised of half-elves, is currently terrorizing the world. In order to break the hold they have over the world, the Chosen must go on a journey to regenerate the world, returning mana, the essential element, to the land. This will also seal the Desians.

Once Genis answers Raine's question, she will call on Colette Brunel (the Chosen) to go more in depth. She will also answer correctly. Raine will start to lecture again, but will be interrupted when the Light of the Oracle suddenly comes shining through the window. Once she manages to calm everyone down, she

will run out of the room, telling everyone to study on their own. Colette will offer to come along as well, but Raine tells her that the priests from the temple will come for her at the school if it is indeed the light of the oracle. With that, the scene ends.

(\*Special Author's Note: For those of you unfamiliar, in Japanese anime and games, it's a tradition that schoolchildren are made to hold water buckets in the hall or in the back of the classroom for disrupting class or slacking off while class is in session.)

Once you have control of Lloyd, you can talk to any of your classmates, if you wish. Once you're ready to get going, head over to the door and another small scene will occur.

Genis will stop and yell at Lloyd saying that Raine told them to stay in the schoolhouse and study. When you have the option, choose "It's research." Genis will get an exasperated bubble over his head and relent. Lloyd then asks him to come along, as well as Colette, which they do. Congratulations! You now have a party.

Before you leave the schoolhouse, head over to the back of the classroom and examine the hole in the wall for a small scene.

Lloyd will ask where the big hole in wall came from and Genis and Colette will remind him that Colette did it when she managed to fall through the wall during spring cleaning the previous year. Colette will then attain the title of "Klutz."

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Titles  
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During the course of the game, when you meet certain requirements, you will receive different titles for your characters. Titles will give your characters boosts to certain stats when they level up, depending on which title is currently active for them. Some titles may even help unlock secret moves for some characters. As an example, let's change Colette's title right now, since she just got a new one.

Open the Central Menu, then open the Status Menu. Go to Colette's status screen (you can scroll through the character's status screens using the L and R buttons) and you'll find that her current title, "Fledgling Chosen," is already highlighted. To switch the title, press A and a dropdown list of all the titles available for Colette will appear, the titles being "Fledgling Chosen" and "Klutz". Highlight "Klutz" with the Control Stick and hit A. Congrats, you just changed Colette's title. Simple, no?

As a note, increases or decreases to stat boosts from the title change will be indicated in the bar at the bottom of the screen (green means an increase in boost based on the current title; red means a decrease). Try and get all the titles for your party members.

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Now head out of the schoolhouse and into...

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/\_\\_The Village of Oracles: Iselia\_\\_/\

Once you're outside, a small scene will start where Lloyd will mention how the village is so quiet. Colette's father, Frank, will then arrive on the scene and

tell the party how Desians attacked the village not too long ago, breaking the non-aggression treaty the village has with them. Colette will then say she will head to the temple, as is her duty as the Chosen, but Lloyd, being the chivalrous devil he is, won't let her go by herself. Frank feels uneasy with Lloyd accompanying her alone with Genis, but allows it. He will then say that if you need anything, you can come to Colette's house. (At this point, Colette's house becomes somewhat of a makeshift Inn that's free.) He also says that Phaidra, Colette's grandmother, is at the temple. The scene ends there.

There is a Memory Circle (save point) right above you beside the school, so it may be wise to make use of it.

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#### How to Use Memory Circles

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To use a Memory Circle, simply step on it and press A. You'll be taken to the save screen and asked to choose a slot on your Memory Card to save your game on. Keep in mind that for Tales of Symphonia, saving on a Memory Card takes up 3 blocks of memory. To save over your file (for continuing the same game), simply choose the file you've already saved to save on.

Another thing to take into account: You can save on the World Map at anytime you wish. Simply open the Central Menu with the Y Button and select "System." A small dropdown menu will appear. Choose "Save" to save your game.

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After that, you can head down the southeastern path to reach Halo, the local variety shop.

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#### Halo

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Apple Gel- 100 Gald  
Orange Gel- 200 Gald  
Life Bottle- 300 Gald  
Magic Lens- 10 Gald  
Wooden Blade- 700 Gald  
Chakram- 200 Gald  
Nova- 600 Gald  
Soft Leather- 480 Gald  
Boots- 100 Gald  
Chicken- 120 Gald  
Lettuce- 80 Gald  
Tomato- 60 Gald  
Bread- 70 Gald  
Egg- 50 Gald

All of the weapons and armor here are already equipped to their appropriate party members, so you don't have to worry about that.

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#### Shopping for Equipment

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When you buy equipment for your characters, you may notice small icons blinking on your party member's pictures. These icons are very helpful, as they tell how that item will affect your character's performance in battle.

A green, upward facing arrow means it will increase stats; an orange, downward facing arrow means it will decrease stats; a blinking, green E means that this character has that item equipped already; a grey, U-like symbol with two triangles on either side means that item has the same effect as another item already equipped, but will increase the character's Intelligence stat; a small, white X means that item cannot be equipped to that character.

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If you don't feel comfortable with the number of healing items your party currently has and you feel like squandering what little money you have, go ahead and buy whatever you wish. Either way, once you're done, head back up to the exit near the schoolhouse.

Once you're there, there will be another small scene about how monsters are part of the Trial of the Chosen, and you'll be thrust into your first battle. Hopefully, you've already set up some techniques of Lloyd's to make the battle easier, but if not, the fight is still very easy.

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How to Set Up Techniques  
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To set up techniques, press Y to open the Central Menu, and then highlight Tech with the Control Stick and press A. Highlight Lloyd, as he's who you're controlling at the moment, and you'll be taken to his Tech screen.

You can set techniques by selecting a Control Stick direction, then a technique. Use the technique by holding the Control Stick in that direction and pressing B while in battle. Personally, I had Lloyd set up as follows (please keep in mind that this is my third time playing this through and I have special upgrades you get after clearing the entire game, so this may include techniques you don't have yet):

B Button = Demon Fang  
Up + B = Tiger Blade  
Down + B = Sonic Thrust  
Left/Right + B = Sword Rain

Not only are these the general directions these attacks are performed towards, but they also go in this order on the attack list, so they're easy to set up.

Also, while we're here, you can also control which attacks other characters in your party can use. Take Genis, for instance. Right now, Genis knows Aqua Edge, Fire Ball, Lightning, Wind Blade and Stone Blast (your Genis probably only knows Fire Ball). If you want, you can "turn off" all Genis spells except Fire Ball by hovering over all the other spells he knows and pressing the Y Button (pressing Y again turns the spells back "on"). Now all Genis can do is use Fire Ball. You can do this for all your other characters as well. It's very convenient if you're trying to train your character to learn a new technique or spell or if you find a boss' weakness that you want to exploit. You are also able to make characters forget techniques by hovering over them and pressing the X Button. Some techniques cannot be forgotten, however.

Do keep in mind that it is easy to lose track of how much TP (Technical Points) you have left, so be sure to keep all your characters well-stocked with it via Gels or you may find yourself a sitting duck in the middle of a battle.

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Anyway, after the battle, there will be another small scene in which Colette will tell you that magic works better on non-corporeal beings (i.e. Ghosts),



while physical attacks work better on solid beings (i.e. Zombies). Remember this, as both types will be in this next easy battle. Also remember that, to switch targets, press and hold the R button and toggle targets with the Control Stick. After this battle, it's finally time to head out of the village. Go heal up via Frank (you can get to Colette's house by going right from where you are currently), then head out to the...

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/\\_Martel Temple\\_/\

When you reach the temple, a scene will start.

All three of your party members will gaze up at the Light of the Oracle, and Colette will become dazzled. Lloyd will say she should start acting more Chosen-like since she's about to become the Chosen of Regeneration, which Colette finds funny. They then hear a ruckus coming from the entrance to the temple and an injured priest will come stumbling down the stairs. With his last breaths, he tells them all that the Desians attacked the temple and that he regrets being unable to accompany and protect the Chosen on her journey. He then dies and Genis and Colette cry. Afterwards, Colette suddenly gets an iron will and says that she's going to the temple. Genis turns to Lloyd and asks if he's really going to let her go by herself. Once you have the option, choose "I'm going with you." Lloyd and Genis both vow to accompany her and help stop the Desians at the temple, even after Colette tells them that it'll be dangerous. The scene ends there.

If you're hurting from field battles with the local animals, go back to Colette's house and have Frank heal you, being careful not to get into any battles on the way back. Otherwise, head up the stairs.

Once you get to the top, another scene will start where some Desians are pressuring Phaidra into telling them where the Chosen is. At that time, Lloyd, Colette and Genis reach the top of the stairs and Phaidra tells them to run. The Desians and their leader, Botta, spot Colette and vow to kill her. Lloyd and Genis come to her defense, yelling at them about how they violated the non-aggression treaty. The Desians laugh at their remark, which Genis gets angry about. You are then launched into battle.

Three small mini-bosses here, namely three Foot Soldiers, each with 600 HP. They're really not all that hard to deal with, even with your weapons, so you should be able to take care of them in no time. Just be sure to have the proper strategy going for you and you should be fine.

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### How to Set Up Strategies

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On the Battle Menu or the Central Menu, select "Strat" and press A. You will be taken to the Strategies screen and will be able to customize how your characters fight in battle. Depending on what your characters are capable of, the options will be different.

Right now, all your characters are set to Attack Freely, Use Freely and Move Freely. To switch the commands, highlight one and a list of all the commands for that category will appear. Highlight each one for a brief explanation of what they'll make the character do. To select a command, highlight it and hit A. It's that easy.

For right now, the following set-up might be in your best interest, but it's up to you:

Genis:  
Attack Freely  
Moderation  
L-Range Magic

Colette:  
Attack Same  
Moderation  
Frontlines

Leave Lloyd as is, since you're controlling him.  
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Anyway, after the battle, the three wimps will back off, leaving you to fight the big boy, Vidarr (4,000 HP). This guy is the hardest thing that you've had to face thus far. He will lay a hurt on you if you're not careful, so keep an eye on your HP. Also, if you get knocked up into the air by one of his attacks, hit X to land on your feet, otherwise you'll land on your back and take extra damage.

When you've got about a quarter of his HP gone, a scene will start. Lloyd will say that the guy is tough and just as Vidarr is about to hit Lloyd with a seemingly fatal blow, a mysterious swordsman appears from nowhere and blocks it. Once the two swordsmen see each other, the mystery guy immediately tells Lloyd to stay out of the way, and you are put back into the battle again.

Even though he may not seem very mannerable, be thankful this guy showed up, because he can heal. His First Aid technique is invaluable currently, and he's also pretty handy with a sword. You should be able to toast Vidarr in no time with him around.

After the battle comes yet another scene. Botta flees at the unexpected arrival of the swordsman, but vows to kill the Chosen in true "Saturday morning cartoon bad guy" fashion. Phaidra will thank Lloyd for his help, and the mystery man will become surprised when he hears Lloyd's name. He asks Lloyd if that is indeed his name and Lloyd responds with his soon-to-be-famous "Give me your name and I'll give you mine." After staring at Lloyd for a few minutes, the swordsman introduces himself as Kratos, a traveling mercenary that would agree to protect the Chosen on her journey if the price is right. Phaidra agrees and the deal is set. Lloyd then steps up and says that he's going too, only to have Kratos tell him that "children should stay home." When you have the option, choose "...Gotcha." Lloyd will say that he understands and that he'll just follow Colette and Kratos on his own. Kratos will say that he's a stubborn kid and can do as he wishes. Genis will say that he knew Lloyd was going to say that and Lloyd will ask Genis if he's coming too. Kratos will say that the journey isn't a field trip and walk into the temple. The scene will end there.

If you're hurting and Kratos has enough TP, First Aid your party up to fighting-fit condition, disperse some Orange Gels amongst them and be on your way. If not, head back to Iselia and get Frank to heal you (be sure to pick up some more stuff at Halo on your way out).

Once inside the temple, a scene will start where Kratos asks Lloyd if his swordsmanship is self-taught. When Lloyd says yes, Kratos will walk over to him and hand him the Training Manual\*, saying that he should at least learn the basics. Lloyd will get annoyed and grumble about it. The scene will end there.

(\*Author's Note: As the game progresses, items will be added to the Training Manual regarding how certain things in the game work.)

After this scene, head straight up and watch another small scene where the group finds that they've been stopped cold by a seal that blocks the way to the upper floor where the Chosen receives the oracle. Colette mentions that the Sorcerer's Ring that's enshrined at the temple would probably help, but she doesn't know where it is. With a whine, Lloyd says that they should go searching for it and the scene ends.

Head down the stairs and to the right this time, then down the stairs when you get there. Once you've gotten to the bottom, a small scene occurs where Lloyd and the others spot the Sorcerer's Ring on a pedestal not too far from where they are. The gang suddenly hears Colette says she found something: a Golem. Kratos will rush to save her and a battle follows. He's nothing too hard, really, but when he starts spinning his arms, remember to hit X to block. When you've defeated it, it will turn into a movable block.

After the battle, the scene continues. Colette, using her super klutz powers, will knock the block into the hole beside it, making it fall down into place in the broken path below the raised platform that you're standing on. Both Kratos and Genis will get what has to be done while Lloyd and Colette will still be in the dark. Genis will figure out that the Golem will respawn, which it does, and tells the others that they should take care of it to get to the Sorcerer's Ring.

Remember, in order to get the Golem to respawn, you have to push the previous Golem's block into part of the path. (As a side note, it would be in your best interest to turn off all Genis' spells except Aqua Edge for this puzzle.)

Start by shoving a block in the top middle hole to start the bridge to the Ring. Push another block into the hole again, but don't push it up to complete the path just yet. Pull this block down, and then push it along the path going left and into the hole, completing the path. Watch out for the enemy here and open the chest for a Life Bottle. Using the same method, finish the path that goes right to get to a treasure chest that contains a Panacea Bottle. Finally, after killing one more Golem, push the final block into the north path, finishing the way to the Sorcerer's Ring. Run up the stairs to get it. A small scene will occur where you get to witness more of Lloyd's eagerness, which Genis makes fun of. Kratos mentions that they should be able to bypass most traps and obstacles with the Ring. The scene ends.

The Sorcerer's Ring can be activated by pressing the X Button in dungeons.

After getting the Ring, head back down the stairs and around the path, taking the first path down and around to the Memory Circle to save your game. Be careful if you're hurting, as there's a random enemy running around down there. Head back up the stairs to where the Golem was, but instead of going back the way you came, head up the left-hand staircase. Continue down the path and grab the three treasure chests containing a Life Bottle, an Orange Gel and 250 Gald. Now head back to the entrance of the temple.

Head back up the central staircase and use your spankin' new Sorcerer's Ring to break the seal. Step on the warp panel and hit A to go up.

A scene will occur where Colette will finally accept the task of the Chosen and her Cruxis Crystal from Remiel, an emissary of Cruxis, who are directly responsible for overseeing the doings of the Church of the Goddess Martel. Once Colette accepts the task of the Chosen, Remiel will announce that Cruxis blesses her and the Tower of Salvation is bestowed upon Sylvarant. A small cutscene will occur where you get to see the Tower, then go back to the normal scene back in the temple. Remiel will tell Colette to head south to the Seal of Fire and begin to leave. As he does, Colette stops him and asks if he's her

real father, which he says yes to, in a very roundabout way. Colette, Lloyd and Genis talk about the revelation briefly before the scene ends.

You can talk to everyone afterward, though you don't really need to. After talking to all three or trying to warp on the portal, a scene will start where Kratos says that he and Colette should return to her house and he returns to the bottom floor. Before she follows, Colette asks Lloyd and Genis to stop by her house later. After she's gone, Genis tells Lloyd that there was a rumor of how Colette's dad was really an angel and not related to Frank, to which Lloyd responds with a "so what," pretty much. Once you have control of Lloyd, step on the warp panel and head to the bottom floor.

Start to head out of the temple to trigger a scene. Lloyd and Genis will find Raine in the entrance of the temple, marveling over how wonderful it is. Lloyd will catch her attention, startling her. She then starts yelling at them about how they should be at school instead of at the temple. She collars Genis and starts spanking him while Lloyd averts his gaze and then she kicks Lloyd across the room. She then tells them both to go back to the village. When they ask what she's going to do, she responds by saying that she'll stay and study the temple, since it's not often Phaidra allows normal citizens access to the temple like this. They agree and as they leave, they hear maniacal laughter echoing from the inner sanctums of the temple. Lloyd asks what's going on, to which Genis responds that he's better off not knowing. Afterwards, head back to Iselia.

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/\\_Iselia\\_/\

Once you're back in Iselia, head over to the schoolhouse, where you'll find Raine. Talk to her to trigger a small scene where she will tell them that she will be accompanying Colette on her journey. Genis will tell her to be careful and make sure that she comes back. Afterwards, Genis will attain the title of "Brotherly Love." Leave the schoolhouse and head over to Colette's house.

When you enter, a scene will start. The Mayor of Iselia will say that he'll entrust the protection of the Chosen to Kratos and Raine. Phaidra will then notice Lloyd and Genis and thank them for their help at the temple. She'll reward them with the Collector's Book. Afterward, Lloyd says how much he wants to go on the journey, only to have both Kratos and the mayor tell him that it's too dangerous. After a bit more talking, both Lloyd and Genis leave the house, only to be chased after by Colette. After falling and picking herself up off the ground, she'll thank Lloyd and Genis and say that she wants them to come on the journey. She promises Lloyd that once she finds out when they're leaving, she'll come and tell him, which makes Lloyd happy.

Afterwards, Genis will wish Colette a happy birthday after having almost forgotten and give her a gift of cookies. Lloyd tells her that he also has a present for her, but it's not quite finished yet. Colette says that it's all right and that he can give it to her later when she comes to tell him the time of their departure. Colette then goes back in the house. When she closes the door, Genis quickly calls Lloyd on his bluff. Lloyd responds by saying that if he starts working on it now, it'll get done. Genis dismisses it with a wave, and then asks Lloyd if he's heading back home. When Lloyd says yes, he asks to come along part of the way, as he has a friend he wants to visit. Lloyd is surprised by the fact that he has other friends outside the village besides him, but Genis dismisses the subject. He then asks Lloyd to take him to his house to pick up his things. Do so. The Professor and Genis' house is located on the west side of the village, right before you get to the plaza.

Once you arrive at the house, an automatic scene will occur. Genis had come

back just to get some ingredients for Sandwiches. Lloyd will ask if it really serves a purpose, which Genis reminds him that it does, since they don't know how to heal themselves. You can then get an explanation on cooking and learn the recipe for Sandwich.

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How to Cook  
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Cooking is simple to do, a little harder to master. At the end of battles and anytime you can open the Central Menu in the game (except during battle), you can have one of your characters cook for the entire party. There are various recipes you can collect throughout the game. These recipes can help recover HP and TP, heal status effects, and temporarily increase special stats.

To set things up right now, open the Central Menu with Y and select Cooking. Right now, you should have Lloyd set to be your cook. At the present time (since there are only two people in your party), you can either have Lloyd or Genis be your cook. Choose Genis right now by highlighting the character's name, then moving the cursor over to Genis. Right now, the only recipe you know is Sandwich, so there's nothing to change on the recipe menu right now, but as the game progresses, you'll learn more.

You can tell how well a character makes a certain dish by choosing that recipe, then hovering over each character's picture and checking the Star Rating beside his or her name. Obviously, the higher number of stars, the higher the rating, the higher chance of success and the more healing you get out of having that character make it. If the star rating is low, that means that that character has a higher chance of failing to make the dish. Of course, even your cook does have an extremely high rating, there is always an off chance you can fail, but you'll almost always get a little bit of healing out of it, so don't worry. Just think of it as less money you have to spend on Gels and more TP you can use casting spells.

You can increase the character's Star Rating by having them cook the dish several times. If you manage to max out the Star Ratings for all the recipes for a character, you will be able to receive a new title for them later in the game.

One final, but important, note: You can't cook if you don't have the proper ingredients. Ingredients can be purchased from shops and dropped by/stolen from enemies throughout the game, so don't just sell them if you need some chump change. Think of food as Gels in the making.

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Before you leave the house, head over to the west wall and examine the bookcase there to start a small scene. Lloyd will notice the tough-looking books there and ask Genis if the Professor really reads them. Genis informs Lloyd that the books are his and says that he just couldn't help but read them. Lloyd gets a sweat drop bubble over his head and the scene ends. You can examine the bookcase again to read an excerpt from the book "Desians: A Linage of Darkness" to learn a bit about the Desians.

Now that that's done and over with, it's finally time to head out of Iselia. Head to the southern exit where a small scene will start. You'll meet Noishe, Lloyd's pet...dog. The guards ask Lloyd to take care of him, as he was trying to get into the village. Lloyd scolds him for it and Genis scolds Lloyd for yelling at him when Lloyd always has Noishe bring him to the village for school. Lloyd apologizes and as the three are about to leave, one of the guards stops them with a question from the Mayor in regards to the human ranch that

can be accessed from Lloyd's route home. Lloyd says that he hasn't been playing around there and then says Genis hasn't either, to which Genis hesitantly agrees. The guards then tell Lloyd to be sure he doesn't go around there and Genis practically rushes him off. The scene ends there. Once you're out of the village and on the World Map, just head left (Lloyd's right), and you're in...

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/\\_Iselia Forest\\_/\

When you enter the forest, a scene starts automatically. As Lloyd, Genis and Noishe start to walk into the forest, Noishe suddenly starts to get spooked. Lloyd will remember that Noishe doesn't like places with lots of monsters, like the forest. Eventually, Noishe gets so scared that he takes off, leaving Lloyd and Genis on their own. Genis comments that if he's going to run off, that he should at least take the two of them with him and the scene ends.

Start by heading up the path and taking the first left to get a treasure chest containing an Apple Gel. Going down the right path will yield a treasure chest containing a Life Bottle. Now keep on going up the path and a scene will eventually occur.

Genis tells Lloyd that this is his stop: the Iselia Human Ranch. Lloyd tells Genis that it's dangerous and would break the non-aggression treaty Iselia has with the Desians, but Genis reminds him that the Desians already broke the treaty when they attacked the temple. Lloyd decides to let Genis go, but only if he comes along as well. With that, the scene ends.

Head left to the Memory Circle and save your game, then continue on to the...

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/\\_Iselia Human Ranch\\_/\

A scene will automatically start where you will get to see just how horribly people are treated at the human ranch. Once you have control of Lloyd, head over to the left side of the ranch where you will get to meet Marble, the friend Genis was talking about. Genis introduces Lloyd to Marble and mentions to her how the Tower of Salvation appeared. Marble said that she saw it and she hopes the Chosen succeeds this time. Lloyd asks her if the last Chosen failed and she says yes. It's then that Lloyd notices Marble's Exsphere. He tells her and Genis about how Exspheres lacking Key Crests cause illnesses in the people that wear them. Genis asks Lloyd to get Marble a Key Crest, but Lloyd says there's nothing he can do, as Key Crests are dwarven technology. Genis rebuts by saying that Lloyd's dad is a dwarf and tells him ask him. When you have the option, choose "Fine." Genis will be happy, as will Marble.

The Desians on duty will finally notice that Marble isn't working and start yelling at her. She tells Lloyd and Genis to run away. When you have the option, choose "...Okay." Lloyd will apologize to Marble and both he and Genis will run off. The Desian guards will show up and hassle Marble, says that she has an attitude problem and they need to teach her a lesson. The scene will switch to Lloyd and Genis and mention how they are taking Marble to the back. Lloyd decides they need to get to higher ground to see what's going on.

When you have control of Lloyd, head over to the cliff face on the right side of the ranch. You will then receive a small explanation of the Action Button (the A Button). Basically, whatever word appears next to the A Button in certain areas is what you can do (i.e. when you're near a treasure chest, you can "Examine" it). Right now, what you can do is "Jump."

Jump up the first cliff, then head over to the right and jump up this cliff to

get a treasure chest containing an Orange Gel. Jump back down to the first cliff and jump onto the left cliff this time. Run forward and a scene will start.

Lloyd and Genis will see Marble being whipped by the Desians. Being the little heroes they are, they decide to help her. Lloyd tells Genis to cast magic at the Desians and distract them. He'll then run by and attract their attention as Genis runs down the cliff back to the village. Genis grudgingly agrees and after he gives Lloyd some cookies to completely heal him, the plan gets underway.

Genis casts Fire Ball towards the guards, singeing them all. As they turn around to see who attacked them, Lloyd hops on top of the gate and starts to draw them away from Marble. As they begin to chase after him, other captives help Marble to safety. She thanks Lloyd and Genis silently.

As the Desians begin to look for Lloyd, Genis tries to make his way toward the village, but trips and yelps in pain. This catches the guards' attention and Lloyd has to double back to stop them from catching Genis. He accidentally lets them see his face and you're thrown into battle.

It's nothing that's really all that hard, but since you're completely by yourself on this one, it may seem that way. A nice combo of your best techniques should send them packing, though. Once you've defeated them, more guards appear and begin chasing Lloyd. Lloyd, however, in truly cool fashion, leaps off the nearby cliff and escapes. As the Desians look after him, a man walks up to the cliff and demands that they look at the surveillance footage to see who it was that attacked them. He then wonders quietly how a human could have made the long jump down.

The scene continues down below when Lloyd meets Genis at the bottom of the cliff. He explains how he defeated the Desians that saw his face and that Genis shouldn't worry after Genis starts apologizing for almost getting Lloyd caught. Lloyd then tells Genis that he should head back to the village and that he's going home himself. They say their goodbyes and the scene ends.

You're all on your own in the forest now, so you can fight the local wildlife if you want. Save your game at the Memory Circle before you head off deeper into the forest.

Head up and once you get to a three-way fork, head up and left for an Apple Gel, and right for a Leather Glove (that you need to equip to Lloyd). Go back and head across the bridge now, grabbing the treasure chest after it for a cool 500 Gald. Head up now, and you should see a bag on top of a fallen tree. To get to it, simply circle around to the left once you reach the top of the hill and climb the trunk. Inside it is an Orange Gel. Now go back down to the ground and up, out of the forest and onto the World Map.

Simply follow the trail here and you'll end up at...

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/\\_Dirk's House\\_/\

Head inside the house and a scene will begin.

Dirk welcomes Lloyd back, and Lloyd asks him to make him a Key Crest. Dirk asks why and Lloyd says that he wants to give it to a person that he met who doesn't have one. He then asks if it's too late once an Exsphere has been attached to someone, but Dirk says that all you have to do is make an accessory out of Inhibitor Ore and make that a Key Crest instead. He then asks Lloyd who exactly

needs the Key Crest and Lloyd lies, saying that it's a traveling mercenary. Dirk calls him on his bluff, saying that if a mercenary had an Exsphere, he would have got it off a Desian, which would have already had a Key Crest attached to it. After quoting the Dwarven Vows, he makes Lloyd fess up to the fact that he went to the ranch. After hearing this, Dirk immediately asks if they saw his Exsphere. Lloyd says no, and asks why it's such a big deal whether or not they saw it. Dirk then explains how Lloyd's Exsphere is Lloyd's mother's keepsake, as she was killed by Desians. Upon hearing this, Lloyd nearly flies into a rage about it, asking why Dirk never told him. Dirk responds that if he had, Lloyd would have more than likely gone to the ranch trying to kill the lot of them, just throwing his life away. He then tells him that his mother wouldn't want Lloyd throwing neither the Exsphere nor his life away. Lloyd, still angry about it, asks Dirk if he'll make the Key Crest. Dirk gets angry, asking Lloyd if he'd been listening. Lloyd said he had, but he's crazy if Dirk expects him not to do anything. Dirk then strikes Lloyd and Lloyd runs out of the house.

Lloyd unexpectedly runs into Colette, Genis, Kratos and Raine outside, and becomes embarrassed because they had probably heard the whole thing. Genis apologizes for getting Lloyd in trouble, but Lloyd shrugs it off. Colette then asks if she can talk to Lloyd up on the terrace. When you have the option and if you want to talk to the other people present, choose "Just a minute," and Colette will go wait for you on the bench beside Noishe's pen. Small conversations with the other characters follow. When you're done or if you just want to talk to Colette, choose "Sure" when you talk to her. You'll automatically be taken to the terrace outside Lloyd's room and a scene will start.

Lloyd will apologize to Colette for not finishing her present in time, but Colette tells him that it's all right. As the scene goes on, Colette tells Lloyd how she's looking forward to going on her journey and regenerating the world. She also talks about being the child of an angel, but Lloyd tells her to just consider herself lucky that she has two fathers. He then asks if it's okay to go with her on her journey, to which Colette hesitantly says yes and tells Lloyd that they'll all be leaving at noon the next day. Genis and Raine then come out on the terrace and ask Colette if she's ready to leave. She says yes and Lloyd tells her that he'll have her present ready for her when they meet up tomorrow. Colette thanks him, says goodbye and leaves with Genis and Raine. A few minutes later, the three of them wave goodbye to Lloyd from the front yard and Lloyd goes back into his house to work on Colette's present.

The scene continues the next morning with Lloyd announcing that he finished Colette's present, but he should have a talk with his dad before he heads off. The scene ends.

Once you have control of Lloyd, head downstairs and save your game at the Memory Circle under the stairs, then head outside. You'll find Dirk in front of Lloyd's mother's grave. Talk to him to start a scene.

Lloyd apologizes for acting rashly the previous night and Dirk forgives him. Dirk hands Lloyd the Key Crest he asked for citing Dwarven Vow #2: "Never abandon someone in need." Lloyd thanks him and tells him that he's going with Colette on her journey. Figuring Lloyd would say that, Dirk prepared some things for him. He'll give you some Apple and Orange Gels, 500 Gald and a Sylvarant Map\*.

(\*Special Author's Note: Anytime you're on the World Map, you can press D-Pad -> to open it.)

After that, Lloyd calls Noishe to be on his way, but is surprised to see Genis



running along with him. Genis yells at him, asking him why he's still at his house. Lloyd tells Genis he has good timing, as he got Dirk to make Marble's Key Crest. Genis tells him that that's all well and good, but Colette has already left on her journey. He'd come to the house to see why Lloyd never showed up. Lloyd, surprised and angry, tells Genis that Colette said she would be leaving at noon. Dirk tells Lloyd he should go to the village. You're taken there automatically.

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/\\_Iselia\\_/\

Once you enter the village, one of the guards at the entrance tells Lloyd that Phaidra is looking for him. Head up to Colette's house via the east-northeast path.

Enter Colette's house to start a scene. Lloyd asks Phaidra if it's true that Colette already left and she says it is. Frank then says Colette asked him to give Lloyd something and hands him a letter.

In the letter, Colette apologizes to Lloyd for lying to him. She says that she didn't want him to be hurt and that she wished him all the best in the regenerated world. After reading the letter, Lloyd mentions how it almost sounds like a will. Frank says it's something like that and tells Lloyd that there's something the family had been keeping from everyone in the village. Just as he's about to reveal it, the house is rocked by an explosion from outside. Once you have control of Lloyd, head outside to investigate.

Once you're out the door, you'll see that Desians have attacked the village and are burning homes. At the entrance to the village, the man from the Iselia Human Ranch reappears. Lloyd and Genis then decide to help the villagers.

Once you have control of Lloyd, head up and save at the Memory Circle in front of Colette's house. Afterwards, head down the southeastern path and witness a small scene where you'll find two Desian guards having fun burning down a house. Lloyd and Genis demand them to stop and you are thrust into a battle. It's nothing hard, so you should be to beat them relatively quickly. Once that's over, heal if you need to via Frank and (from Colette's house) head straight west to the schoolhouse. Approach it to start another small scene where some Desians are hassling one of the village's minutemen. Genis will say that they have to help him. Run over and confront the lowlifes, then defeat them in battle. The guy will give you an Apple and Orange Gel for saving him. If you want, go over to Raine and Genis' house to see a small scene where it burns and Genis worries about what he's going to tell Raine. He'll also say that it Iselia finally looked like a place they could settle down, but Lloyd doesn't manage to hear him. Genis will say that they need to help the other villagers and Lloyd agrees. You're then given control of Lloyd again. Whether you decide to view the scene or not, go heal up via Frank (you really need to, this time), save and head to the entrance of the village. A scene will start when you arrive.

The man, who happens to be the leader of the Iselia Human Ranch, will announce himself to be a "superior half-elf" named Forcystus and demand Lloyd to come forward. Both Lloyd and Genis run onto the scene and face him. Forcystus charges Lloyd with breaking the non-aggression treaty by coming in contact with Host Body F192 (Marble) and attacking the guards. Genis fires back that they broke the treaty first by attacking the temple, which gets a laugh from one of the soldiers, saying that "they" must be after the Chosen. Lloyd tells him to explain, which Forcystus plainly refuses. The mayor will walk in front of Lloyd and yell at him for going to the ranch, which Lloyd apologizes for. Forcystus then says that since Lloyd broke the treaty, he and the entire village would

have to be punished. He's prepared a proper opponent for him and allows it to come into the village.

A large, grotesque creature known as an Exbelua (5,000 HP) will tromp onto the scene and a fight will ensue. It has some powerful attacks, so be very careful when fighting it. Remember that if you're knocked into the air, tap X to land on your feet and get back in there. If you have Lloyd's Sword Rain technique by now (which you should), it'll really help the fight along. If you see it preparing to smash you with one of its arms, blocking with X (or running) works wonders to not have a huge chunk of HP taken away from you.

Once the enemy has been defeated, the scene will continue. The guards notice that Lloyd has an Exsphere and Forcystus says that it must be the one from the Angelus Project that they had been looking for. He begins to move it to try and take it and just as Lloyd starts to defend himself, the Exbelua you just defeated will come up behind Forcystus and grab him. It will then tell Lloyd and Genis to hurry and run away. Genis recognizes the Exbelua's voice as none other than Marble's. Marble will thank Genis and tell him that he was like a grandson to her. She will then self-destruct, causing a massive explosion. Marble's Exsphere will land in front of Genis, and he will pick it up, screaming Marble's name. The Desian guards will move in to protect Forcystus, and he vows that the Desians will always come after Lloyd as long as he has that Exsphere. They then leave.

The mayor will start to let Lloyd have it for bringing such devastation to the village and Lloyd will apologize. The mayor will ask Lloyd if he really thinks apologizing will help and some of the other townspeople will agree with him. Genis will come to Lloyd's defense and ask if he's really going to exile Lloyd, saying that they only wanted to help Marble. One of the villagers will mention how the people at the ranch were just going to die there anyway and the mayor agrees. When he says yes, Genis demands to be banished as well, as he was just as guilty as Lloyd was for the disaster. After a little thought, the mayor agrees and banishes both Lloyd and Genis from the village, ordering them to get out. Lloyd apologizes to everyone as they storm off.

After everyone leaves, Genis vows to Lloyd that he'll follow Lloyd forever since they're both in the same boat right now. Lloyd thanks him and tells Genis that he should use Marble's Exsphere, since it's her memento. Genis agrees and Lloyd tells him that he'll show him how to use the Key Crest later. A bit more talking about catching up with Colette, then you should have control of Lloyd. Go ahead and save your game at Colette's house, then pick up some things at Halo. When you're ready, talk to Phaidra to have her tell Lloyd that he should catch up with Colette and that she headed toward the southern desert. When you leave the village, Lloyd will attain the title of "Drifting Swordsman."

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Part II- The Start of the Journey  
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Once you're on the World Map, head straight south. A little ways along, you should see a small, cart-like object. Enter the area to heal up and save, then exit. Continue heading south and eventually, a scene will automatically occur.

Noishe will come up behind Lloyd and Genis with something in his mouth. Genis says that Lloyd probably dropped it on his own since his bag was open. It turns out to be a letter from Dirk. It basically says that Lloyd's grown now and that Dirk is proud of him and all that. After a little more talking, you will get a lesson on EX Gems, how to set them, and how it will affect your characters as the game goes on.

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## How to Use EX Gems

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EX Gems are found all over the world in treasure chests or dropped by some bosses. Combined with Exspheres and depending on the character they're attached to, they can produce special effects that can help the character perform better in and out of battle.

There are four levels of EX Gems and each grants a level of skill (Lv. 1-Lv. 4.) To set an EX Gem to a character, select EX Gems on the Central Menu and choose a character. Each character has four Gem Slots and you can set one gem in each Slot. Once the Gem has been set, you must choose one of four EX Skills the Gem can give to your character. After this, the Gem cannot be removed, but a new Gem can be set over it. Please be aware that if you do set a new Gem over an old one that the effects the old Gem had will disappear, so be careful.

Some EX Skills can be combined to create a Compound EX Skill, which are usually quite beneficial to your character. For instance, a combination for Lloyd would be Strong (a Lv. 1 skill) and Personal (a Lv. 2 skill) resulting in the Compound EX Skill "Over Limit," which allows Lloyd to stay in Over Limit longer than normal. (Over Limit is a special state that characters go into once they've received a certain amount of damage in battle or cooked a lot of meals. While in Over Limit, damage taken from enemies is halved and the character can't be interrupted while performing a spell or technique). Please keep in mind that Compound EX Skills are only available while both EX Skills required to make it are active.

The last thing about EX Skills is that all of them have one of two types: S(trike)-Type or T(echnical)-Type. Depending on which one of these you choose, the types of techniques your character will learn will be different.

For example, take Lloyd's Sword Rain. If you raise Lloyd as an S-Type, the next level for that technique that he will learn is Sonic Sword Rain. If you raise him as a T-Type, the next level for that technique he will learn is Sword Rain: Alpha. In this way, you can have your characters learn a variety of different moves.

There are two items known as the Strike and Technical Rings that will make your character a constant S or T-Type respectively, regardless of EX Skills. If you want your character to learn all of his or her techniques, try to find them. Also, to check and see what type your character is, press Start while on the Central Menu. It will tell you in the bottom left-hand corner what type each of your characters are.

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Anyway, while you're heading south, you'll eventually come across the Iselia House of Salvation. Go ahead and enter it.

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## Houses of Salvation

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Houses of Salvation are scattered all over the world and are devoted to the teachings of Martel. Each of them has an Inn on the second floor, as well as a Memory Circle. It costs 100 Gald to rest there.

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As you run up to the House, a scene will start. Genis and Lloyd decide that it's best to ask everyone they meet if they've seen Colette, so they decide to

ask a guy they see standing near a fence. The guy says he hasn't seen the Chosen, then asks them if they're on a pilgrimage. The two boys say yes and the guy decides to help them out and teach them about Long-Range Mode.

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### Long-Range Mode

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Long-Range Mode is a special way of getting around the World Map when you're trying to get from place to place.

In order to activate Long-Range Mode, you need to find the Guidepost Monument in that area (they look like little obelisks or small, gray towers with points at the top). Once you find it, press the X Button to mount Noishe (Pressing X again gets you down). The camera will pull back and you'll have a wider view of the surrounding area. It's a great way to get somewhere fast, but there is a drawback. While in Long-Range Mode, you cannot view items that are lying on the field in treasure chests, so if you're looking to collect all the treasure chests in the game, remember this.

There is a bright side, though. While in Long-Range Mode, enemy icons on the field won't move as long you're not moving, so you can control which enemies you fight. (Some enemies have a tendency to run up on you from behind while you're going about on foot).

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When the explanation is done, Long-Range Mode will be active for the Iselia region. Heal if you need to and head back out to the World Map.

Hop on Noishe if you want and continue heading south into the desert and an automatic Z Skit, "I Don't Sleep in Class," will start. Lloyd will complain about how hot the desert is and Genis will tell him that somewhere in the region is a gate that leads to Efreet, whose presence affects the weather in this area. It suddenly dawns on the two that that's probably the Seal of Fire where Colette was headed and head off with newfound energy.

Keep going south until you finally arrive at...

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### /\\_The Desert Oasis: Triet\\_/\

Once you're in Triet, a scene will start. Lloyd and Genis will spot some Desian foot soldiers milling around talking about how Forcystus has demanded Lloyd's capture. As they begin to scatter around and start the search, one of them will post a sign on a nearby wall. The scene ends.

Afterwards, run up and examine it to see a Desian artist's rendering of Lloyd. Head to the right and go into the local Inn, the Mirage. Go up the stairs to the end of the landing and you should be able to examine the turtle shell lamp there to start a small scene.

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### The Wonder Chef

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Remember how I told you that you would be able to learn more cooking recipes as the game continued? Well, the incredible Wonder Chef is the guy who's going to teach them to you. Using mysterious ninja skills, he'll disguise himself as random items in buildings and homes all over the world, so make sure you check everything to learn them all. This time, the Wonder Chef will teach you the

recipe for Cabbage Rolls.

By the way, when you learn a new recipe, the Wonder Chef will always give you the ingredients to prepare it at least once.

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Afterwards, rest if you need to (it costs 100 Gald,) save at the save point near the southwestern wall and head back outside. Now, if you've got some Gald burning a hole in your pocket, let's upgrade our equipment, shall we?

The very first stall you see in the market bazaar is the item shop, the Traveler's Mate.

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Traveler's Mate  
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Apple Gel- 100 Gald  
Orange Gel- 200 Gald  
Panacea Bottle- 150 Gald  
Life Bottle- 300 Gald  
Holy Bottle- 200 Gald  
Magic Lens- 10 Gald

Heading towards the next stall will start a scene. The proprietor will stop you and ask for a moment of your time. When you have the option, choose "Sure." He'll be happy and tell you that he's a customizer. Customization shops are all over Sylvarant and are free to use, in a way. Customizers take weapons and armor that isn't equipped to characters and combine them with other items to make new, stronger equipment. As an example, he asks you to bring him some Beast Hide. (You should already have one if you fought with the animals in Iselia Forest.) If you have it, he'll give you some Soft Leather. You'll then be taken inside the customization shop, Vermillion Blades. Select the Hard Leather and get it. Lloyd will be surprised that he doesn't have to pay, but the nice guy just laughs and tells him not to worry about it. He also tells Lloyd that depending on who does the customizing, the end result will be different, so you're advised to be careful.

The next stall over is the weapons shop, Heat Storm.

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Heat Storm  
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Knight's Saber- 800 Gald  
Flying Disk- 880 Gald  
Fine Star- 800 Gald  
Rod- 800 Gald  
Long Sword- 790 Gald

The last stall that's facing toward you is the armor shop, Sand Shield.

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Sand Shield  
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Soft Leather- 480 Gald  
Leather Guard- 280 Gald  
White Cloak- 800 Gald  
Robe- 600 Gald

Ribbon- 240 Gald  
Beret- 200 Gald  
Wooden Shield- 600 Gald  
Leather Glove- 200 Gald  
Gloves- 100 Gald  
Cape- 100 Gald

Now, if you can, purchase a Knight's Saber and Beret for Lloyd (unless you gave him Genis' Beret. Give Genis this Beret, if you did.) Get a Fine Star and White Cloak for Genis. If you don't have that much cash on you, at least make sure you buy a Knight's Saber. Once you're through with all that, head over to the building beside the Sand Shield and examine the hole in the wall for a small scene.

Lloyd will immediately recognize what shape it is and sweat drop. Genis will be angry, since he thinks the hole was caused by the Desians who recently attacked Triet, but the owner, who is quite proud of it, will tell him that it's the perfect shape of the Chosen of Regeneration. (Yup, Colette's super klutz powers strike again.) The scene ends with Genis simply staring at the hole.

Stock up on healing items at the Traveler's Mate, then head up the northern alleyway. You may notice some strange people on your way up there. These creatures are known as Katz.

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The Katz Exploration Team  
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The Katz Exploration Team is a group of treasure hunters that will help you complete your map, as well as get you information on local monsters and help you find treasure chests you may have missed in the area. The only catch is, it costs a fair amount of money for them to be effective.

You can also buy EX Gems from Gem-Katz, but only equal to the level of ones you've already acquired (for instance, if you've already found a Lv. 1 EX Gem in the field, you can buy them from Gem-Katz, but you can't buy a Lv. 2 Gem yet until you find one in the field.) EX Gems can only be purchased with GRADE, which is given to you after you finish a battle. More GRADE is given for a better performance (i.e. pulling off big combos, etc.), so aim to impress if you want to earn lots of it. Once you finish the game, you can use it to buy special upgrades at the GRADE Shop to start a new game with.

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Anyway, continue on to the next section of town and follow the path around to the tent at the back. Enter it and speak with the fortune-teller to start a scene.

Lloyd will ask her to divine where Colette went and she'll "channel" the location. She then says that she wants 100 Gald to give up the info. Lloyd complains that that's expensive, but you have to pay, anyway, so when you have the option, choose "Pay." She'll then tell you that the Chosen headed over the Triet Ruins. When Lloyd asks her if she's sure, she responds that she knows she's right since the Chosen's companion said that's where they were going. Afterwards, Lloyd and Genis leave. You can go back anytime you want for free "friendship readings" to see how much your other party members like you. They're a little accurate, so you may want to give them some heed. After that, head back to the Inn and save, then head for the exit. When you try to leave, a scene will start.

The Desian soldiers from before spot Lloyd and Genis and recognizes Lloyd from

the wanted poster. After a bit of ever-so-friendly chatting, you're thrust into a battle with these clowns. If you bought a Knight's Saber and equipped it to Lloyd like I suggested, this battle should be pretty easy. You and Genis should be able to take these guys out fairly quickly.

After the battle, the scene continues. Genis tells Lloyd not to drop his guard, but Lloyd says there's nothing to worry about. Of course, five seconds later, Lloyd is hit in the back with an electric charge and knocked unconscious. More Desians show up and arrest Lloyd. Genis feigns innocence and merely follows after them all (as does an annoyed Noishe) as they take Lloyd to the...

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### /\\_Sylvarant Base\\_/\

The scene continues as they get to the base. Genis continues playing innocent, saying that he didn't want to come, but Lloyd dragged him along. He then starts crying, so because of that, because he's a "fellow kinsman" and since Forcystus didn't say anything about capturing him as well, the guards decide to let him go. Genis thanks them and runs off, only to finally notice that Noishe had been following them. He and Noishe then run off to find the others for help.

Meanwhile, Lloyd is thrown into a jail cell and finally wakes up just in time to hear that he's on the block for execution. Another guard shows up and tells the two other ones on duty that Botta wants a word with them, so they walk off, leaving one guard to make sure Lloyd doesn't escape. Knowing he can't stick around there, Lloyd hatches a cunning plan to get out. He decides to try and hit the guard with a blast from the Sorcerer's Ring to get him to run off. Once you have control of Lloyd, run up to the bars of the cell and do just that. The guard will run off in agony and the cell door will open. Sweet freedom!

Run to the left and examine the panel on the left side of the cell to open the next door and get to a chest containing a Beast Hide. Open the next door the same way to access a Memory Circle, but don't use it yet. Instead, run over to the right and up when you can, opening the chest to retrieve your equipment. Now go back and save, then continue onward. When you get to the split hallway, take the north exit to start a scene. Two guards will come through the door and see that Lloyd has escaped. Pull your swords out, take these two down quickly and continue north. You'll be in a large room with two blue panels on the floor. A scene will start when you enter.

During the scene, two guards will talk about how "that kid in red" escaped. After searching the room for Lloyd (and somehow ending up unsuccessful), these two goobers will inadvertently show Lloyd how to open the door to the next section. It seems you have to shoot the two robots with electricity while they're over the two panels to get the door open. After they leave, Lloyd grumbles about how his outfit doesn't stick out that much and the scene ends.

Now that you know how to continue on, where are you going to get electricity, you say? That's where the handy green and white Pedestal of Glowing Salvation (as I called it when I first played) comes in. (By the way, I'll be calling these things "Function-Changing Pedestals" in this guide from now on.)

Walk up and examine the Pedestal to change the function of your Sorcerer's Ring. The small scene that follows reveals that it can now fire electricity. Joy upon joys!

Now that you have your charged Sorcerer's Ring, lure the two robots over their respective panels and shoot them with the ring, electrifying them and opening the northwestern door. Go ahead and dash through it.

In the corridor, run left and up when you have the chance, taking on the guard you find in the hallway. Once you defeat him, you'll be rewarded with a Memory Gem. I'll explain how this works in a bit.

Continue upwards and into the room. The machine here is a sort of vending machine that sells everything you could need at the moment in regards to healing items. Stock up on what you need to, then grab the Beast Fang in the treasure chest to the left, then go back to the corridor. Once you're back outside the room, head down to the main corridor and continue back going left, where you'll end up in another large room with a huge GameCube in the center. Walk forward a bit and notice your first sealed Memory Circle.

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Memory Gems and Sealed Memory Circles  
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Memory Gems are found in almost every dungeon, but are in the possession of a random enemy in the dungeon. You must defeat that enemy in order to acquire the Memory Gem for that dungeon.

A sealed Memory Circle is also somewhere in the dungeon, usually right before you battle the boss. If you have the Memory Gem and you step on the sealed Memory Circle, you will be able to examine and unseal it. Needless to say, these are quite convenient, as it saves you the trouble of traipsing through the entire dungeon all over again if you so happen to bite it at the boss.

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Now then, unseal the Memory Circle, save, then continue left. You'll come to three large pillars. From top to bottom, by shooting the pillars with electricity, you can rotate the GameCube dais 180, 90 and 45 degrees. To open the door to where you need to go, shoot the top and bottom pillars. The room should then be cast in a green light and you should save, then head in the northern door. A scene will start when you go through it.

Some more guards will spot Lloyd and he will dash into a nearby room. As he breathes a sigh of relief, he's surprised to hear a voice behind him ask just who the hell he is. Lloyd turns around to face the leader of the base and does his "Give me your name and I'll give you mine" spiel. After flinging a few insults back and forth to one another, the guy noticing Lloyd's Exsphere and saying that he "sees the resemblance," Botta comes running in the room with some lackeys to tell the guy that the Chosen's group has infiltrated the facility. The mystery man suddenly decides to make a break for it, saying everything will be ruined if "he" sees him. He vows to get Lloyd the next time they meet, and just as the door closes behind him and Botta moves in on Lloyd, the other door opens and the rest of the party comes through the door, led by Genis. Mystery Man has already entrusted the handling of the intruders to Botta, so now that the gang's all here, get ready for a showdown.

Botta (4,200 HP) does not screw around when it comes to attacks. His Rock Breaker and normal sword swings are enough to knock you flat on your back, so it would be in your best interest to go after his much weaker lackeys first. They only have a little over 820 HP, so they should go down fast. Once they're gone, bumrush Botta. Have Kratos and Colette set the following Strategy for optimum combat:

Attack Same  
At Once  
Frontlines

This is the fastest way for them to use and lose TP, but it's also the fastest



way to take care of Botta. Get yourself some nice combos going and Botta should go down in no time.

If you do find yourself in trouble in the HP department and you're low on Gels for some reason, turn off all Kratos' techniques except First Aid and switch his Strategy to Healer Mode as follows:

Protect Friend  
Heal  
L-Range Magic

You can also change the last setting to Don't Pursue, but if you do that, Kratos won't move when Botta gets near him, putting him in danger of taking some damage, which you wouldn't want have happen to your healer.

Anywho, after the battle, Botta throws down his sword saying that he underestimated everyone, and runs out the door. After that, Raine picks up the Exsphere that Botta had embedded in his sword. Lloyd will be surprised to see Raine and she'll say that she apologizes for the trouble that Genis has caused him. Kratos tells them to save the chit-chat for later and suggests that they leave. Raine will agree and say that she opened the escape path already. The party then makes its daring escape. Once outside, Lloyd will be happy to see Noishe and Raine will ask if the crystalline object in Botta's sword is an Exsphere. Kratos will say that it is, but it would be better to explain about them once thy reach Triet. A bit more talking, and you'll once again be on the World Map. Head to your right to get back to Triet.

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/\\_Triet\\_/\

Once you're back in Triet, a scene will start where everyone agrees that its time to settle down at the Inn for the night. You'll be automatically taken there.

At the Inn, Raine is informed about Exspheres and she wonders if she can use one. Kratos will tell her that it would be difficult, since she doesn't have a Key Crest. He goes on to say that Key Crests are made from Inhibitor Ore, and the art of making Key Crests is known only to dwarves. Lloyd says that if he had some processed ore, he could make one himself. Raine immediately spreads out some things that she brought from home on the floor, which Lloyd (unwisely) calls "junk." As Raine starts to get on his case, Kratos notices something shining among the relics. It turns out to be a Key Crest with the charm half-worn off. Raine tells Kratos she found it in front of the Iselia Ranch one day and was interested in because it had angelic language written on it. Kratos will hand it to Lloyd and after glancing at it, Lloyd says that he can fix it and Raine can equip her Exsphere the next day. This part of the scene will then end.

The next part will show Lloyd saying that he's finished the Key Crest and that he should give it to the Professor. Once you have control of him, talk to Kratos if you want, then head out the door. Go up the stairs to the left. The Professor and Genis' room is the first door you come across. Skip it for right now and go into the second room for a scene with Colette.

It's just her normal apology for this, apology for that, Lloyd telling her to stop apologizing and Colette apologizing for apologizing too much. Just your basic fluff.

Anywho, after the scene, go back to the Professor and Genis' room for a scene with Raine. Lloyd will hand over the Key Crest and Raine will thank him while

telling him to get some rest. Lloyd will be surprised that Raine is actually saying that he and Genis can come along on the journey, but Raine will call him on it, saying that that was his intention from the start. Lloyd will chuckle and then start to head off to bed.

Once you have control of Lloyd again, head over to Genis' bed and talk to him to start a small scene.

Genis will be sleeping and Lloyd will comment on how loudly he snores. If you want to improve your relationship with Genis, when you have the option, choose "Let's not wake him." If you want to be mean to him, choose "Pinch his nose!"

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#### Character Relationship Levels

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In the game, certain choices you make during scenes and skits will affect how the characters will feel towards Lloyd. (This is why you should pay attention to the fortune-teller in Triet when you go get a friendship fortune.)

The character relationship level that Lloyd has with a character will affect some scenes in the game. It may change them entirely or it may allow you to see extended versions of some of them. Some choices will change the ending of the game itself. Try and view them all.

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Talk to Raine again to start another small scene where Lloyd will apologize to her for dragging Genis along. Raine will tell him that it's okay and Lloyd will leave the room. After he's gone, Raine will start marveling over her new Exsphere.

After you leave Raine and Genis' room, another scene will start. Lloyd will see Kratos heading out of the inn. Lloyd will wonder where he's going. When you have the option, choose "Let's follow him."

The scene will continue outside when Lloyd finds Kratos standing outside of Noishe's pen. Lloyd will come up behind him and Kratos will draw his sword, nearly taking Lloyd's head off. Once he realizes it's Lloyd, Kratos will sheath his sword and apologize for startling him. Lloyd tells him that "'startled' isn't the word," and Kratos advises him not to stand behind him anymore. Lloyd says he won't, and then asks Kratos if he likes animals. Kratos says he's not too fond of them, and Lloyd tells him that he's surprised that Noishe is so comfortable around Kratos, since Noishe doesn't really like strangers. Kratos says that he had a pet a long time ago and Lloyd asks him if that's really true. Kratos then turns to Lloyd and Lloyd gets creeped out by the way Kratos stares at him. Kratos will then tell Lloyd that his (Lloyd's) swordsmanship is unrefined and he should work on eliminating his weaknesses if he values his life, then leave. After he's gone, Lloyd will complain about how Kratos said what he did and about the fact that Kratos is a better swordsman than him. The scene ends there.

You'll wake up the next day and have full control of Lloyd. Head outside to start another scene.

Lloyd will run up to the others, embarrassed because he overslept. Everyone will agree that it's time to head to the Seal of Fire. Raine will suddenly remember that she has something to give to Lloyd and she will hand him the Monster List.

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## Monster List

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The Monster List is a compilation of data on the enemies that you encounter in the game. In order to add data to the List, you have to scan each enemy with a Magic Lens, which you can buy in almost every shop for a measly 10 Gald or pick up from some enemies. The Monster List's data includes where the monster is usually found, the monster's main attribute, what types of attacks it is strong and weak to, HP, TP, Attack, Defense, Magic, how much Gald and Experience are given for killing it, what is dropped by the enemy and what can be stolen from it.

The only way to know what an enemy drops is by defeating it with a Technical Smash (i.e. High-Speed Kill, No Damage, et. al.) and the only way to know what can be stolen from it is by having Colette in your party and having her attack enemies with Item Thief/Item Rover. However, it is rare that Colette will be able to steal anything unless you have her "Item Getter" Compound EX Skill, which isn't really available until late in the game, as you require skills from each level of EX Gem to make the skill. Another thing to note is that the only way to get the monster's location is to have Raine be the one that scans it with the Lens.

If you wind up completing the List, you can get a new title for Raine later in the game.

A few final, small notes: You can toggle the view of the Monster List from List to Full by pressing the X Button. You can also change the view by selecting a monster's name in List Mode and pressing the A Button to view its full information. Also, to flip through pages quickly, use the C Stick while in List Mode and the L/R Buttons while in Full Mode to go ten pages at a time. Use the Control Stick or the D-Pad to go one by one.

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A bit more talking and the scene will end. Raine will then join the party. You can put her in your battle party or not, it's up to you, but at this point, both she and Kratos can pretty much do the same things, so it might be better to just leave Kratos in there at the moment.

If you haven't already and if you have enough Gald, upgrade your other party member's equipment. Be sure to customize Colette's Chakram and the Beast Hide you just found in the Base together to get her a Duel Ring.

When you're ready, head out of town and southwest to the...

### /\\_Triet Ruins\\_/\

When you arrive, a scene will start. Lloyd will say that he's beat from walking in the desert for so long and Genis will say that's what he gets for being overeager. Noishe will then start to wig out and Kratos will tell everyone to be on their guard, as there are enemies about. You're then thrust into battle.

These are the first elementals that you've ever faced, but they're nothing hard, even though they can cast magic. Just take them out like you would any other enemy.

After the battle, the scene will continue. Kratos will say that "this is going to be a nuisance," and when Lloyd asks him what is, he shrugs off the subject. He then tells everyone that it would be best to learn a proper way to defend themselves and Colette will ask if he means self-defense training. Kratos will

say that it's something like that, as he means special techniques to protect themselves during battle. Lloyd will then learn Guardian, Colette will learn Damage Guard and Raine and Genis will learn Force Field. Afterwards, Lloyd will say how he doesn't quite get it, but he already feels stronger. Genis will say that it's just his imagination. Raine will notice that Noishe has disappeared. Lloyd will concur and Kratos will say that it would be best not to count on Noishe in places with monsters\*. Lloyd will get annoyed with him and the scene will end.

(\*Special Author's Note: What Kratos is implying is that Long-Rang Mode is not available in dungeons. Smooth.)

When you have control of Lloyd, run to the left a bit to start another scene.

Raine will start to get excited when she sees the entrance to the seal and start analyzing the doorway, as it seems to be polycarbonate, a substance dating back to the Ancient Kharlan War that helped defend against magic. Kratos will ask if she's always like this and Genis won't answer him. After a few seconds, Lloyd will also ask and Genis will say that he's been trying to hide it so well. Raine will then attain the title of "Archaeological Mania."

Raine will suddenly spot a small pedestal with angelic language written on it reading "oracle stone." Figuring that it's enchanted with magic to identify the Chosen, she'll ask Colette to put her hand on it. When she does, the door to the seal opens. Now that it's open, it's time to head inside. The scene will end, so go ahead and go in.

(Special Author's Hint: If you have Genis in your battle party, be sure to turn off all his spells except Aqua Edge.)

Run ahead and go into the first door you come across (right in front of you) to enter the inner sanctum of the seal. You should see two gray blocks in close proximity to you. Push and pull these blocks to the hole on the left to gain access to a torch that you can light with your Sorcerer's Ring. Don't light it yet, however. Head back up and around the corner (being careful of the enemy wandering about) and pick up the two treasure chests that contain a Bracelet for Genis and a Life Bottle. Head back to the area where you pushed the two blocks in the hole and head down, picking up another treasure chest containing an Apple Gel. Now head back out to the main hallway.

Go down this time, and you should see a treasure chest buried by rocks near a doorway. Use your Sorcerer's Ring to blast them off and then get the Lemon Gel inside. Now head through the door. Defeat the bird enemy here to get this dungeon's Memory Gem, then run up to the torch on the wall to start a small scene.

Raine will tell Lloyd that this seal was actually once a city that was destroyed by Efreet's hellfire, so lighting the torch with the Sorcerer's Ring might do something. Lloyd agrees and the scene ends. Now, light the torch and a platform will rise. Another small scene will start with commentary on it and a decision to light every torch they see. Once that's over, go back down to where you entered this part of the room and to the right, lighting the torch there. Now exit to the main hallway.

Return to the middle room and run up the ramp, still ignoring the torch for now. Grab the treasure chest containing Savory, then head around and open two chests at the end of the path for 1,000 Gald and a Mumei for Lloyd. Head back down the path, this time finally lighting the torch to give you access to a ramp leading to the warp portal you need. Now exit this part of the room.

Head up now and you'll see another doorway and a treasure chest...or is it? If you want to stay fit for the fight ahead, ignore it, but if you're feeling up to an interesting battle, go ahead and open it. Then get ready to fight your first Fake.

Fakes are a real pain to fight for one major reason: They are impervious to physical damage, meaning regular attacks don't hurt them. The only way to kill a Fake is with magic, so if you've gotten yourself into this fight, Genis and Kratos are going to be working overtime. Your job right now, since Lloyd can't cast magic, is to play decoy and lure the Fake away from Genis and Kratos as they keep blasting it. Or, if you've managed to pick up a Red Quartz, use it on Lloyd to give his weapon a Fire attribute. You'll be able to do damage now.

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Quartz  
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Quartz is only found by stealing it from enemies or collecting it with other loot upon an enemy's defeat. It is mostly only found in elemental dungeons, but there are a few enemies in the wild that carry it.

Quartz can be used anytime in battle on any character. When it is, its corresponding element will be attributed to the character's weapon that the quartz was used on. However, quartz has a very limited effectiveness, as it only last about one minute. That being said, use it with caution and sparingly.

One small note: There are items in the world that allow your character's weapons to be attributed to a specific element as long as they wear them. I'll tell you about them as they become available.

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It is vital that you **block with X** since a Fake's attacks can be quite powerful. It also has about 400 HP, so it may take a minute at Kratos and Genis' current level to beat this guy. When you win, you'll be rewarded with a Spirit Bottle for your troubles. Heal up if you need to with some Gels and head through the door.

Go around to a block that you should drag and push into the hole, giving you access to another torch and a treasure chest containing a Stiletto for Kratos. Light the torch to finally gain access to the ramp leading to the warp portal. Head around to the platform you raised and up the ramp, making sure to grab the Circlet for Colette right before you hit the sealed Memory Circle. After you've got it, go unseal the Memory Circle and save, making sure your party is totally healed and has all their new equipment on. You may also want to take this time to put Colette in your party (unfortunately having to switch out Kratos or perhaps Raine, if you're feeling bold). If you have the Tempest technique for Lloyd, you may want to set that to all your B technique controls, as it will make things easier. After all that is said and done, step on the warp panel and head on up.

Once you arrive on the top floor, a scene will start. Genis will start to feel mana well up from the altar in front of everyone. If you haven't placed Colette in your party yet, the game will tell you to do so. After you have, it's time for your very first Seal Guardian battle.

The Ktugach (5,000 HP) and the two Ktugachlings (1,500 HP) that are with it make a very powerful combo. They're all able to cast mid-level fire magic, making them extremely dangerous. It would be in your best interest to go after the Ktugachlings first, as they're weaker and cast magic far more often. After they're dead, go after the Ktugach. Using Tempest will make sure you get in

lots of hits on this behemoth, so you should be fine. Just make sure Raine/Kratos is constantly healing (using items when you have to), Genis is constantly casting Aqua Edge, and Colette is slamming this thing with Pow Hammers and Ray Thrusts and you should be fine.

After the battle, another scene starts. Colette will release the seal, then Remiel will come down and praise Colette for defeating the guardian. He will then grant Colette the power of the angels and Colette will gain a beautiful pair of wings. Remiel will tell her that gaining the angel power will not be without pain and say that the next seal lies to the east, across the sea. After telling her that he will meet her there, Remiel will take his leave.

Lloyd and Genis will comment on how Colette now has angel wings and she'll show them how she can take them out and put them away at will. She'll then entertain Genis by flapping them. While this is going on, the others will talk about how they need to get to the next seal. Eventually, Lloyd will stop Genis and Colette's fun and the scene will end. Colette will learn Angel Feathers.

Backtrack out of the dungeon (and remember to turn Genis' spells back on) and head outside to start another scene.

As the group leaves, Colette will suddenly collapse. Genis will start to feel bad, as he thinks that her collapse is because he made Colette take her wings in and out back in the temple, but Lloyd will say that he doesn't think that has anything to do with it. Raine will notice that her lips are turning purple and say that they need to get her to a doctor, but Kratos will stop her and tell her that it's best to let Colette rest where they are. When Lloyd asks why, Kratos says to remember Remiel's words about the trial Colette will have to go through to become an angel. Colette apologizes for causing everyone so much trouble and the scene ends. You'll automatically be taken to the...

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/\\_\\_Nighttime Campfire\\_/\\_

You'll gain control of Lloyd at that night's campfire. If you want to build up your relationship levels with the other characters, read on. If you just want to get this part over with, scroll down or hit Ctrl+F and type in "\*\*\*" without the quotation marks.

Talk to Kratos for he and Lloyd to talk about how Lloyd's life has been hard because the Desians killed his mother and have ruined so much of it recently. When you have the option, choose "Yeah, you're right." After a bit of talking, Kratos tells Lloyd that he must become strong and Lloyd will get agitated. The conversation ends there.

Talk to Genis and he will ask you how the tofu curry tasted. When you have the option, choose "It was missing something." Genis will be surprised that Lloyd noticed and say that he wished he could have added some Kirima fruit. Lloyd will ask him if he really made it, and when Genis says yes, Lloyd will say that he thought the Professor made it. Raine will then ask Lloyd if he'll try her cooking next time and Genis advises him against it. The conversation ends there.

Talk to Raine to have she and Lloyd talk about Colette's transformation into an angel. When you have the option, choose "Colette is Colette." Raine will say that Lloyd has a knack for pointing out the truth and thank him. The conversation ends there.

\*\*\*

Talk to Colette and Lloyd will finally give her the present he'd promised her,

only it happened to break somehow. He'll apologize and Colette will tell him that it's okay. Lloyd will say that it's not and tell Colette that he'll make her another one. After a bit more talking, the conversation will end. Talk to Colette again to have her say that she's going for a walk. When Lloyd offers to come along, she'll say that she'd rather go by herself. She'll then leave. When Colette's gone, Genis will make fun of Lloyd and Lloyd will tell Genis to shut up. The scene will then shift to Colette as she coughs and wonders what is happening to her, then end.

When you find yourself on the World Map outside the Triet Ruins, a prompt for the Z Skit, "To Palmacosta" will appear. Go ahead and start it. It will be said that the party needs to find a place where a ship can be found and Kratos will say that in order to get to anywhere like that, they'd have to cross the Ossa Trail. Lloyd will then suggest that they pick up supplies in Triet and the skit will end. Even if you don't need supplies, go there.

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/\\_Triet\\_/\

When you enter Triet, a scene will start. Genis will run into the city and Raine will tell him to be careful. Genis will say he's fine and continue running, then trip two seconds later. Raine will run over to check on him and the others will follow. Raine will fuss over the scrape Genis has on his knee, saying that it might get infected from the fine sands of Triet. Lloyd will comment how he can't tell if the Professor is angry or not, and Colette will say that it's obvious she's worried. Kratos will say that it's probably her love for her brother that makes her act this way and Raine will attain the title of "Sisterly Love."

Resting at the Inn will cause a scene where someone will come into Lloyd's room and startle him. The rest of the group will come down to check on him and he'll say that a weird guy came in the room. Kratos will tell him to be on his guard since there are those that would try to eliminate the Chosen. Lloyd will then tell Raine and Colette to be careful and the scene will end.

Head outside and pick up anything you may need at the Traveler's Mate, then head on out of Triet. Once you on the World Map, head East and look towards the mountains on the right. Eventually, you'll arrive at the...

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/\\_Ossa Trail\\_/\

Walk up the trail a bit and a scene will start. A female voice will demand everyone to stop and a woman clad in lavender will jump off the cliff. Colette will ask Lloyd if she's a friend of his and Lloyd will say no. The mystery woman will then ask if the Chosen of Mana is among them. When Colette says that she's the Chosen, the woman will run at her in an attempt to kill her. Just as she's about to reach Colette, Colette's dormant klutz powers will activate once again and she'll fall backwards onto a lever. A door will then open under the assassin's feet and she will fall into a hole. Colette will start apologizing and wondering if the girl is okay. When you have the option, choose "Well, I do feel a bit sorry for her." Genis will come forward, and in a very scientific way, say that she should have survived the fall. Lloyd will comment that she has some bad luck standing on a trap door, and Raine will tell him that it's not a trap, but a door to an underground maintenance passage for the trail. Kratos will eventually say that they should get moving since their present position would be a bad place to linger, as the footing is poor and such. Lloyd will grudgingly agree and the scene will end.

When you get control of Lloyd, head straight up the path. Continue along the

path until find a small fork that goes off left that leads to a treasure chest. Open it to find a Battle Staff for Raine. Continue on down the path and onto the next section.

When you get the chance, head down to find a Memory Circle and two treasure chest containing an Apple Gel and a Melange Gel. Save your game, then continue on down the path to the right. On your way down, grab the treasure chest containing the Orange Gel and keep going. Once you reach the bottom, a scene will start.

The group will hear a loud noise and turn around behind them to see a large wooden structure fall revealing...the assassin! Colette will be happy that she's okay, and the woman becomes flustered. She then says that she \*will\* kill Colette and you're thrust into battle.

The Clumsy Assassin (1,800 HP) isn't alone in this fight. She has a Guardian-Wind (2,000 HP), and this guy is the real threat here. Take him out first. You may have to use jumping attacks a lot since he hovers off the ground. After he's gone, go after the assassin. Her Pyre Seal attack will blow you back, so be wary of it. Since she doesn't really have all that much HP, she should go down quickly.

After the battle, Lloyd asks why there are people trying to kill them. Kratos responds that there are always those that reject salvation. After a bit more talking, the scene ends.

Head into the cavern the assassin came from and you should see a prompt for the Z Skit, "Ossa Trail." Colette and Raine will talk about how they wonder why the tunnels look like they've been recently abandoned and the skit will end. When you come to the three-way fork, go right and down to get a treasure chest containing Black Silver. Go back to the fork and head left then up to grab a Fine Guard for Colette. Go back to the fork one more time and head straight up.

In this small room, there are two treasure chests containing a Beast Fang and an EX Gem Lv. 1. There is also an enemy indicator that's sitting on the left hand side of the room. Unless you are Lv. 20 or above, don't consider talking to it at the present time. There is a way to come back here when you're stronger. If you are Lv. 20 or feeling pretty bold, go ahead and talk to it. If you'd like to skip this part all together, hit Ctrl+F and type "\*\*\*" without the quotation marks.

The skull will tell you that it fights strong ones and will ask you to fight. If you're willing to take it on, when you have the option, choose "Fight." The skull will tell you to prepare to die, and you'll officially be in a fight with the Elite from the Underworld, more commonly known as the Sword Dancer.

The Sword Dancer (8,888 HP) is tough. Really tough. In fact, if you're not strong enough, his attacks will kill you in one barrage, since he has four arms and each of them has a sword attached to it. If you attack him, he will \*always\* counterattack, so press X to block so that you're not killed. Have Genis casting his most powerful spells and Colette constantly casting Angel Feathers (as the Sword Dancer is weak against all Light-based attacks). If Raine has Photon, use that as well.

As Lloyd, you may want to use Tiger Blade a lot since you'll be able to get in two solid attacks that way, as well as Sword Rain. If you're skilled enough, you'll be able to defeat him and you'll gain the Yata Mirror for your victory.

An automatic Z Skit, "Elite form the Underworld," will start after the battle. Raine will go into how what they just fought was the result of an Elite from



the Underworld. Genis will be surprised, as he always thought the Underworld was a myth, but Raine says that the Underworld is the place where demons and supernatural creatures usually come from. Everyone will wonder why it came from the Underworld and guess that it will show up again sometime. The skit will then end.

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Heal up and save your game at the Memory Circle at the top of the mountain. Then head back down to the exit of the Ossa Trail for another Z Skit, "Team Coordination," to start. Kratos will tell Lloyd that it is important for him to remember that he isn't alone and that coordination among the group is important in battle. Lloyd will say that he knows and after a few more words between them, the skit will end and Unison Attack will become available.

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Unison Attack  
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Unison Attacks are attacks performed by all battle party members, and are usually quite powerful.

To set up the techniques for Unison attacks, go to U. Attack on the Central Menu and hit A. You'll then be taken to the Tech Screen. On the Tech Screen, select an attack for a character and set it to a direction (it's sort of like setting up techniques for Lloyd, only your doing it for everyone). For right now, it would be wise to just set the same attack to every direction, that way you know the character will do use the move you want them to. Once you get used to it, however, you can set different attacks to each direction and do it that way. Also, during a U. Attack, characters do not use TP.

The Unison Attack Bar must be full (you can tell when it is when the bar turns red and a Ready sign begins to flash over it) to perform a Unison Attack. To initiate a U. Attack, run up to the enemy and press the Z Button. If the initial strike hits, the Unison Attack will begin. If it doesn't hit, the attack will fail, and the U. Attack Bar will empty.

To have your characters use their U. Attack techniques, you must press their corresponding button. The buttons work as follows:

Position 1 (player-controlled character): A Button  
Position 2: X Button  
Position 3: Y Button  
Position 4: B Button

The attacks will go in the order you press the buttons. Take this as an example:

Say you were fighting the Sword Dancer and you had the U. Attack option available. You successfully land the initial strike and the U. Attack begins. You have your party set up in this fashion:

Position 1: Lloyd (using Tiger Blade)  
Position 2: Genis (using Lightning)  
Position 3: Colette (using Angel Feathers)  
Position 4: Raine (not using anything)

You press the attack buttons in the following manner: A, Y, X, B. This means the attack will start with Lloyd's Tiger Blade, followed by Colette's Angel Feathers and lastly Genis' Lightning (Raine isn't included since she doesn't have anything set as a U. Attack technique).

There are special U. Attacks called Compound U. Attacks that are created when two characters use the moves to create the technique. In the above example are the makings of such an attack in Lloyd's Tiger Blade and Genis' Lightning. When you use those attacks during a U. Attack, they'll combine to form the Compound U. Attack "Lightning Tiger Blade." Compound Attacks are usually extremely powerful and can also add to your combo count.

Combo counts are important, as they can get you new titles for Lloyd. A 10-Hit Combo will get you the title, "Combo Newbie;" a 30-Hit Combo will get you the title, "Comboist;" a 60-Hit Combo will get you the title, "Combo Expert;" a 100-Hit Combo will get you the title, "Combo Master." Keep this in mind as you get more powerful attacks in the future.

Compound U. Attacks can be formed by any two characters, but if you form two of them in the same Unison Attack, only the one higher on the list of initial attacks will be performed.

Ex.

Party:

Lloyd (using Tempest)

Raine (using Photon)

Kratos (using Lightning)

Colette (using Pow Hammer)

(Buttons are pressed in A, X, Y, B fashion.)

Lloyd's Tempest and Raine's Photon will form the Compound Attack "Photon Tempest." Kratos' Lightning and Colette's Pow Hammer will form the Compound Attack "Mjollnir." However, since Lloyd and Raine went first on the list of initial attacks, only Photon Tempest will be performed.

Please keep this in mind for future battles.

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Head out onto the field right now and instead of going southeast to the little town you see, let's take a detour and go southwest. Keep going over the bridge and all the way around until you're well into the second continent.

(Special Author's Note: This is the way to come back to the Sword Dancer when you're stronger if you don't fight him the first time you go through the Ossa Trail.)

Eventually, you should see a small city sitting in the middle of a lake. Go ahead and enter...

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/\_\\_The City of Hope: Luin\_/\_\

When you enter the city, a scene will automatically start. You'll see the mysterious assassin from before playing with the local children. Genis will yell at her and they will walk over to her. When you have the option, choose "You're actually pretty nice." The woman will get flustered and say that the next time she sees them, she'll kill them. She'll then run deeper into town and the scene ends.

There's not really all that much to do here (the scene was one of reasons I told you to come here. The reason why will become apparent later). You can upgrade your equipment, however. From the front of town (near the fountain),

head right. The weapons and armor shop is the first building you come to.

-----  
Fighting Spirit  
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Rapier- 1,300 Gald  
Duel Ring- 1,140 Gald  
Duel Star- 1,130 Gald  
Battle Staff- 1,150 Gald  
Steel Sword- 1,330 Gald  
Chain Mail- 960 Gald  
Fine Guard- 900 Gald  
White Cloak- 800 Gald  
Feather Robe- 920 Gald  
Leather Helm- 800 Gald  
Gold Circlet- 1,000 Gald  
Bracelet- 400 Gald  
Leather Cape- 400 Gald  
Poison Charm- 4,000 Gald  
Paralysis Charm- 4,000 Gald  
Stun Bracelet- 4,000 Gald  
Rabbit's Foot- 2,000 Gald

Right beside the shopkeeper of Fighting Spirit is the shopkeeper of the customization shop of the same name. Get whatever you want or can afford (as you're not even really supposed to be here right now). If you need to rest, it's 300 Gald a night at the Phoenix Inn (its right beside the Fighting Spirit on the bottom right). If you need items, head down the bridge to the lower left to get to the item shop.

-----  
Crossroads  
-----

Apple Gel- 100 Gald  
Orange Gel- 200 Gald  
Panacea Bottle- 150 Gald  
Life Bottle- 300 Gald  
Holy Bottle- 200 Gald  
Magic Lens- 10 Gald

If you examine the stuffed pig in the back, the Wonder Chef will appear and teach you the recipe for Seafood Stew (this is the other reason I told you to come here). After you're through with all that, leave Luin and head back the way you came (yes, all the way back there again).

=====  
Part III- The Second Continent  
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Once you've gotten back to the end of the Ossa Trail, head southeast and enter...

\_\_\_\_\_  
/\_\\_The Small Fishing Port: Izoold/\_\\_

If you need to heal, enter the first building and talk to the woman by the window to rest at the Seagull Inn for 120 Gald. Save at the Memory Circle and head back outside. Go into the house on the right-hand side of the Katz

Exploration Team booth and go to the right side of the house near the back and examine the pelican house. The Wonder Chef will appear and teach you the recipe for Rice Ball.

Exit the house now and go to the house on the left side of the booth. Talk to the younger woman in the house, then head for the next section of town near the docks. On the upper right-hand side is the local item and food shop.

-----  
Deep Blue  
-----

Apple Gel- 100 Gald  
Orange Gel- 200 Gald  
Panacea Bottle- 150 Gald  
Life Bottle- 300 Gald  
Cod- 110 Gald  
Squid- 110 Gald  
Octopus- 70 Gald  
Barley Rice- 60 Gald  
Seaweed- 20 Gald

Buy things if you need to, then head down to the docks. On the dock, you should see a pink Katz named Emo-Katz. Talk to her if you want to have Genis play a mini-game called EB.

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EB  
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EB (Emotion Balloon) is basically this game's version of Simon Says. Before the game starts, it will tell you which emoticon corresponds with which direction on the D-Pad or the L/R Buttons. Match Genis' emoticon with Emo-Katz' to score a point. If you get all of them right, Emo-Katz will give you items as a prize.  
-----

Anyway, head down to the bottom right dock to meet Max. He has the only boat running right now, but he won't go out to sea, as he's afraid his ship will be attacked by monsters. Go back up on dry land and talk to the little kid wandering around the docks. Now go back to the first section of town and talk to the guy walking around in front of the house you left before heading to the docks. He'll tell you that Lyla, (the younger girl you talked to in the house), is looking for Aifread. Aifread, however, has returned to his hometown of Luin. With this new information, return to Lyla's house. Talk to Lyla again to start a scene. Lyla will look out the window and ask how she can quell the feelings she has towards Aifread. Lloyd and Genis will look at each other and Genis will tell her that Aifread went back to his hometown. She'll ask him if that's true and both Lloyd and Genis will confirm it. Lyla will then run out of the house. Once you have control of Lloyd again, follow her outside and back to Max's boat at the docks to start another scene.

Lyla will yell at Max for refusing to take her across the sea and Max will defend himself saying that he can't help his rival in love (he means Aifread). Lyla will get agitated then notice Lloyd and the others standing on the docks. She'll then ask Lloyd to deliver a letter to Aifread in Luin if Max takes him across the sea. When you have the option, choose "Sure." Max will be at a loss for words and Lyla will hand Lloyd the letter. She'll then push Lloyd out of the way and go back home after telling him to make sure that Aifread gets it. Lloyd will comment on how pushy she is and Max will tell you to let him know when you're ready to leave. The scene will then end.

Pick up some things at Deep Blue if you haven't already, then talk to Max and choose "Yes" when he asks if you're ready to go. Max will tell Lloyd not to blame him if they're attacked by monsters and a scene will start.

Genis will get excited that they're on a ship and Lloyd will tell him to be careful, since the boat's small. Max will get offended and all the while, Raine will be sitting on the deck, hanging on for dear life. Eventually, you'll arrive at...

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/\\_The Port City: Palmacosta\\_/\

The scene continues with everyone arriving at one of Palmacosta's docks. Lloyd will ask Max what he's going to do and he'll reply that he'll more than likely ask for an escort from the Palmacosta government or something. Lloyd tells him to be careful and Max tells him the same. The scene ends.

When you have control of Lloyd, you'll be able to move around the city's marketplace, where you are currently. Make your way off the docks and the first stall you see will be the food shop, Seven Seas.

-----  
Seven Seas  
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Pork- 120 Gald  
Beef- 140 Gald  
Chicken- 120 Gald  
Snapper- 120 Gald  
Tuna- 100 Gald  
Cod- 110 Gald  
Squid- 110 Gald  
Shrimp- 60 Gald  
Octopus- 70 Gald  
Onion- 60 Gald  
Rice- 80 Gald  
Barley Rice- 60 Gald  
Pasta- 80 Gald  
Panyan- 70 Gald  
Bread- 70 Gald  
Roll- 70 Gald  
White Satay- 200 Gald  
Red Satay- 200 Gald  
Egg- 50 Gald  
Cheese- 60 Gald  
Milk- 60 Gald

Head down and around and the shop in front of the Seven Seas is the bottle shop, Anchors Aweigh.

-----  
Anchors Aweigh  
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Panacea Bottle- 150 Gald  
Life Bottle- 300 Gald  
Holy Bottle- 200 Gald  
Dark Bottle- 200 Gald  
Magic Lens- 10 Gald

The first two stalls on the right-hand side are the armor shop, High Tide and the local customization shop.

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High Tide  
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Chain Mail- 960 Gald  
Fine Guard- 900 Gald  
White Cloak- 800 Gald  
Feather Robe- 920 Gald  
Leather Helm- 500 Gald  
Circllet- 160 Gald  
Bracelet- 400 Gald  
Leather Boots- 600 Gald

The last shop before you exit the marketplace is the weapons shop, Tsunami.

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Tsunami  
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Rapier- 1,300 Gald  
Duel Ring- 1,140 Gald  
Duel Star- 1,130 Gald  
Battle Staff- 1,150 Gald  
Steel Sword- 1,330 Gald

Buy whatever equipment you need (if you didn't already buy it in Luin), then head down and into the next section of town.

Just as you're about to hit the main road in town, a scene will occur. As the group is about to turn the corner, Colette bumps into a girl, causing her to drop a bottle. The girl will ask Colette what she did that for and one of the men in the group will get angry. Lloyd will come to Colette's defense and an argument will ensue. Colette will eventually mention that they should just replace the Palma Potion that she made the girl drop and the leader of the group will ask if she really thinks that will appease his anger. Lloyd will tell him he sounds like an idiot and the guy will get angry, asking him if he knows who he's talking to. Lloyd shrugs him off and tells Colette that they shouldn't have to replace anything, but Colette insists. The magic user of the group will tell the leader to just let them replace the potion and he will grudgingly agree, then the scene ends. Now go ahead and start looking for it.

If you head into the first building you see, the shopkeeper will tell you that they're fresh out of Palma Potion, so head to the next shop over. Enter and a scene will start.

Some Desians will be in the store attempting to buy items. One of the shopkeepers, a young girl named Chocolat, will refuse them service. Her mother, Cacao, will tell her to stop, and the Desians will tell her that she's lucky that they would even buy items from her store. Chocolat will remind her mother that these were the same people who took her grandmother away and the Desians will begin to leave, telling her that depending on Magnius' mood, she may or may not get to keep her head. After glancing at Lloyd and Co., they'll leave. Chocolat will leave to go to work and Cacao will apologize to Lloyd and the others for having to see that. You'll then be able to shop at the item store, Marble's.

-----  
Marble's  
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Palma Potion- 1,000 Gald  
Apple Gel- 100 Gald  
Orange Gel- 200 Gald  
Panacea Bottle- 150 Gald  
Life Bottle- 300 Gald  
Holy Bottle- 200 Gald  
Magic Lens- 10 Gald  
Guard Bottle- 1,000 Gald  
Poison Charm- 4,000 Gald

Yup, this place sells the Palma Potion you need, so go ahead and pick one up. (You may have to sell some old items if you just upgraded your equipment and are a little short on cash.) Go ahead and exit the shop, then take the Potion to the people Lloyd and the gang bumped into earlier. A scene will start and Lloyd will hand them the Potion. Their leader will say that they're good boys and girls after all and their magic caster will tell them that it's time to leave. The girl will ask what they are going to do with the family treasure the leader of the city gave them, and the leader will say they'll just sell it to the old man that collects junk on Hakonesia Peak. They leave and after they're gone, Lloyd will say that they kind of piss him off. The scene will end and you are now free to roam all over Palmacosta.

If you need to rest, the first enterable building near the entrance of Palmacosta is the city's Inn, Skipper's Haven. It costs 200 Gald to rest there. Regardless of whether or not you need to heal, go in and save at their Memory Circle, then go all the way right to the city's main bridge and cross it.

When you arrive in the next section of town, a scene will occur. A little boy will be talking to the city's leader, Governor-General Dorr. He will tell Dorr that his father was taken away to the ranch, but hasn't come back yet. Dorr will tell the boy to be patient, as he will save all the people that were forced to go to the ranch very soon. Dorr's daughter, Kilia, will reassure the boy and the boy finally calms down. Dorr and Kilia will then leave. The scene will shift to Lloyd and Colette standing on the bridge. Lloyd will ask who that man was and a random citizen will inform him of who he is. He will also tell him that Dorr is strong and he has promised to save all the people at the ranch. He will go on to say that all the people of the city have a lot of faith in him. Colette will say that the people of this city are strong and the scene will end.

Instead of following after the Governor-General, head up the path right beside his mansion and go to the next section of town. Once you're near the large steamship, a scene will occur. The seamen on the boat will tell Lloyd that the boat is the great ship, Isabelle, the pride of Palmacosta. Then scene will then shift over to none other than the mysterious assassin from before. She'll comment on how she can't believe the people here are still using steam as a source of energy and one of the crew will tell her not to make fun of the Isabelle. She'll then look over and see Lloyd and the gang, and say that the next time she sees that, she'll kill them. She'll then disappear. Lloyd will comment on how she said that last time and the scene will end. If you want to be slightly amused, go onto the boat and talk to the couple standing on the prow (the front of the ship). They will briefly re-enact the famous "King of the World" scene from "Titanic." Whether you do or don't, head back to the main plaza.

Head inside the second building on the right, closest to the fence. This is the

famous Palmacosta Academy. When you enter, a scene will start.

Genis will say how he had a recommendation to attend this school. A student at the school will stop in front of him and say that he doesn't believe him, as he's too young. Lloyd will attempt to come to his defense and say that Genis is way smarter than him, as he can even say his multiplication tables. Genis will ask Lloyd what kind of a low example is that, and another student will say that Genis is probably on the same level as Lloyd, since "birds of a feather flock together." Genis is then challenged to a match of wits, but Genis becomes slightly apprehensive because he hasn't been studying recently. When you have the option, choose "Accept the challenge." The second student will say that he will prepare the questions and the student that challenged Genis will tell him to meet him in the back classroom on the second floor when he's ready. They'll then leave.

Raine will suggest that Genis get in a bit of studying before taking the challenge and Kratos will suggest borrowing an empty classroom. The scene will then end.

The classroom you want right now is also on the second floor, but for right now, run over and examine the ball basket in the small storage space in front of you. The Wonder Chef will appear and teach you the recipe for Omelets. Now go upstairs.

Go into the first classroom you come across, and a scene will start. Raine will begin to assist Genis with his studying and will then suggest that everyone else study, too. Lloyd will get annoyed, but agree. Raine will then start asking questions.

The first question will ask what Lloyd learned from Kratos at the Triet Ruins. When you have the option, choose "Guardian." The second question will ask what the value 9.8 was equivalent to when Genis was talking at the Ossa Trail. When you have the option, choose "Acceleration due to gravity." The final question will ask where Lloyd was born. When you have the option, choose "I don't know." Raine will then say that it's time to head to the testing room. Exit the room and head right, entering the last room on this floor. A scene will start.

The dean of the school will tell you that he heard what was going on and prepared the questions himself in the interest of fairness. Before the test is about to begin, Raine suggests that everyone else take the test as well, much to Lloyd's chagrin. The dean will then tell everyone to begin.

The scene will continue after everyone has finished their tests and they've been graded. The dean will then announce the results. Lloyd will come in last place with a 25. Colette will congratulate him, since that's his highest score on a test yet. Colette comes next with a score of 240 and Lloyd will ask if the scores are out of 100. Genis will politely inform him that it's out of 400 and Lloyd will remain silent. The dean goes on announcing the scores, with Kratos scoring a 380 and Raine scoring a perfect 400. Lloyd comments on how he expected nothing less than perfection from the Professor and the dean will finally announce the scores for Genis and the other student, Mighty. Genis will beat Mighty with a score of 400 to 398. Mighty will apologize for making fun of Genis and the dean will ask Genis if he would like to stay and study at the academy. Mighty also encourages Genis to stay, but he refuses, since he made a promise to help Lloyd. The dean gives Genis a certificate to join the academy when the journey is over, the scene ends and Genis will attain the title of "Honor Roll."

Head down to the bottom floor now. If you want to play a mini-game, head to the right and enter the cafeteria (the last room). Talk to the guy in the very back



standing near the service counter and a scene will start. Your avatar will automatically switch to Colette and the guy will tell Colette how busy it is. He'll then ask her if she'd want to help out. To play an interesting mini-game, say "Yes."

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Turbo Waitress  
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The object of Turbo Waitress is to get the right amount of food and get it to the proper customer.

The game consists of three rounds. The first round will have two customers, the second round will have three and the final round will have four. Each customer will tell you what they want, then sit in one area of the cafeteria. The orders will only stay on the screen for about 5-10 seconds, so you have to memorize them quickly. Once they placed their orders, it's your job to order in the proper amounts from the cook, then take them to the right customers.

Be careful. If you give a customer too little of what they asked for, they will complain. Give them too much and they'll gladly take the extras.

At the end of the game, the guy will thank Colette and hand over some Gald depending on how well you did (anywhere from 1-500 Gald.) After the reward scene ends, Colette will attain the title of "Turbo Waitress."

Note: It is said that if you don't have enough money and have no items to sell to get a Palma Potion from Marble's, you can play this game and receive one from the head cook. I've not been able to confirm this, however.

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Now it's finally time to head to Dorr's mansion, so exit the academy and head over there. Enter it and a scene will start.

Dorr will welcome you to Palmacosta, as per the teachings of Martel. Lloyd and the others will tell Dorr how they are the Chosen's group and ask to look at the Book of Regeneration, a chronicle of the journey of Spiritua, the first Chosen, which tells the locations of all the seals. Dorr and his second-in-command, Neil, will look at each other and Dorr will tell everyone that the Chosen's group just left. He will then order the guards to seize them. Just as they are about to be arrested, Colette trips and falls backwards, releasing her angel wings by accident. Kilia will marvel over them and Dorr will call off the guards, apologizing to Colette and the others for their insolence. Lloyd and the others will ask about how Dorr said that the Chosen's group had just left, and Neil will tell them that they had already heard that the Chosen's group was headed toward Palmacosta, so when the group of imposters came, he assumed that they were them. Genis will begin to berate him and Raine will smack him for being rude. Dorr will apologize and after a bit more talking, the scene will end. Leave Dorr's mansion and head over to the Palmacosta Cathedral (it's the building with the large wooden doors beside the academy).

Run up and talk to the priest to start a scene. The priest will recognize Colette and Colette will remember him as well. The group will ask him if the church kept a record of the Book of Regeneration, but the priest will tell them that it wasn't recorded by the Church, so they don't have a copy. He then offers to ask Dorr to show you the one he has, but the group informs him that Dorr already gave it to the group of imposters. The priest will say that that's a terrible thing to have happen, but he's sorry that he can't be of any more help. The scene will then end.

Run back outside for a small scene to automatically start. Lloyd and the others will decide to chase after the imposters to get the Book of Regeneration. The scene ends.

Before you head out of the city, talk to the guard on the right-hand side of Dorr's mansion door to start a small scene. The guard will tell Lloyd that they have to train constantly to stay in good fighting condition. Kratos will then offer to train Lloyd. When you have the option, choose "Please." You will automatically be taken to another location.

In the new location, you'll pick up with Kratos and Lloyd in the middle of practice. Kratos will tell Lloyd that he's leaving himself wide open and Lloyd will ask how so. Kratos will tell him that using two swords instead of one deviates from the way swords were originally meant to be used and the difficulty allows the weakness to appear. Lloyd will get confused and state that he thought since the power of one sword is like 100, the power of two would be 200. Kratos will ask him if that's really the reason why he chose to fight with two swords and Lloyd will say yes. Kratos will simply stare at him. Lloyd will immediately ask him why Kratos is looking at him with pity in his eyes and Kratos will apologize. The scene will end there and you'll be taken back to the main Palmacosta bridge.

Pick up anything you may need at Marble's, save at the Skipper's Haven and go out of the city.

Head straight north. You'll be going for a while, so you can take this time to fight enemies, if you wish. You'll eventually come across a House of Salvation. That means you're pretty close to your destination. Ignore the House for right now and continue north. Eventually, you'll arrive at...

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/\\_Hakonesia Peak\\_/\

Run up the short path and enter the lone house that you see. Speak with the elderly man inside to start a scene.

Koton, the old man, will offer to sell the group a road pass to cross the peak for 100,000,000 Gald. Lloyd will say that that's robbery, and Koton will tell him that if he can't pay, he should book a spot with the Church of Martel Travel Agency to go on a pilgrimage to Asgard. Genis will figure out that Koton is in cahoots with the Travel Agency and Koton will tell him to shut up. Colette will then notice the Book of Regeneration sitting on a table. Koton will tell her that she has a good eye for antiques and that he just received that from the Chosen herself after almost having given up on Dorr letting go of it. Genis will begin to say that they were imposters, but Raine will smack him, telling him that they would be the ones treated as imposters. Koton will wonder what Genis was on about, but Raine will avoid the subject, telling him that Colette is the Chosen's devout follower and versed in the language of the angels. Lloyd will tell Koton that they want the Book, but Koton will refuse, saying that he would never give up such a treasure. Raine will then offer to trade for the chance to look at it and Koton will agree, telling the group that more than anything, he wants the Spiritua Statue displayed in the Hakonesia Peak House of Salvation, and if they get it for him, he'll consider letting them see it. Genis will call him stingy and say that it shouldn't cost anything for them just to look at it, but Koton will tell them to leave if they don't have the money for a road pass or the Spiritua Statue. The scene will then end.

Leave Koton's shop and a scene will start once you get outside. The people there will tell you to stay away from Palmacosta at the moment, since a troop

of Desians, along with their leader, Magnius, are on their way to the city. After a bit more talking, the scene will end.

Head back down the way you came and leave Hakonesia Peak. Go back to Palmacosta.

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/\\_Palmacosta/\\_

Head all the way the right and into the main plaza of Palmacosta to start a scene.

Chocolat's mother, Cacao, will be standing on a platform preparing to be hanged and Desian guards will tell the people to clear out of the way, since their lord, Magnius, is approaching. You'll then get your first look at the guy as he makes his way to the platform. As he comes closer, a citizen will say that it's Magnius from the human ranch and Magnius will grab the poor guy by his throat and break his neck for not calling him "Lord Magnius."

A Desian will then announce that even though the allotted death count has been exceeded for the region, Cacao will be hanged for not selling items to them. As Magnius tries to intimidate the onlookers more after Chocolat tells him that Dorr will save them all, he's hit by a pebble. Another one flies by his head and he looks over to see a boy chucking them at him. Magnius will become enraged and start to come after the boy. Just as he's about to reach them, Lloyd sends a Demon Fang his way and stops him. The boy will run away.

The Desians will recognize Lloyd and Magnius will be happy, since he has a chance to get Lloyd's Exsphere and become the leader of the Five Grand Cardinals. He will then order some sorcerers to attack the group. Just as some Fire Balls are about to hit the group, Genis runs forward and casts Force Field, stopping them cold and then walks back in true badass form, calling them amateurs. Magnius will curse the sorcerers for missing. Raine will ask Lloyd if he wants this city to become the next Iselia, since if he keeps defying the Desians, that's what's going to happen. Lloyd vows to stop all the Desians and destroy the entire ranch. Raine tells him that that's insanity, but Lloyd will refuse to be stopped. Once she realizes that Lloyd's mind won't be changed, she agrees to help, since she'd be worried about him otherwise. The others will also offer their support.

After having let slip that Colette is the Chosen, the citizens of the city will be in awe that the Chosen has come to save them and Magnius will get frustrated, giving the order for Cacao to be hanged. As Cacao struggles against being strangled, Colette will run forward and use one of her chakrams to cut the rope, saving Cacao's life. Magnius will become even more enraged and send some troops after the group, then leave. A fight will start but it's nothing you can't handle. After the battle, the troops will leave and you'll be taken to the upper floor of Marble's.

The scene continues with Chocolat and Cacao thanking Lloyd and the others for saving her. Chocolat will say that she wouldn't know what to do if the Desians had killed her mother as well. When Lloyd asks what she means, Cacao explains that her husband was killed in a fight against the Desians while in the army and her mother was taken away to the ranch. Chocolat will then say that she doesn't really believe in Martel. Cacao will begin to yell at her, but Chocolat explains how Martel didn't protect her father or grandmother, and that even this time, that it was the Chosen and her companions that saved Cacao, not Martel. She will go on to say that she can't believe in a goddess that sleeps while people suffer. Colette will then come forward and say that Martel is in every living person. Chocolat will take her words to heart and say that she will try to believe. She'll then say that she has to go to her job, as she

works for the Church of Martel Travel Agency. The scene will then end and Cacao and Chocolat will leave the room.

Examine the bookcase to read an excerpt from the book "Desian Motives." It will tell you some theories as to why the Desians cause people to suffer. A little farther down on the bookcase is a copy of "Dwarven Vows." You can read it for an amusing comment from Lloyd. Now leave the shop, save at the Skipper's Haven, then head all the way back north to the...

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/\\_\\_Hakonesia Peak House of Salvation\\_/\

When you enter the grounds of the House, a scene will start.

A guard from Palmacosta will come up to the group with a message from Dorr. He will say that Dorr has asked them to put the journey of regeneration on hold for a little while. When they ask why, the guard will tell them that another tour group was attacked and the tour guide has been taken hostage. When they ask what her name is, the guard will say that it's Chocolat. Everyone will be shocked and the guard will ask Lloyd if he'll help. When you have the option, choose to help out and go to the ranch. The guard will thank the group, then leave. The scene will end.

When you have control of Lloyd again, head into the House to start another scene.

When you walk in, you'll see, guess who, the mysterious assassin. She will be praying that something ending in "...lla" will suffer if she doesn't accomplish her mission. When you have the option, choose "Let's leave her alone." Lloyd will tell everyone that they should leave and the girl will finally notice the group. She'll order them to stop and Lloyd will tell her that the House isn't the place to get into a fight. The girl will agree and put away her weapon. Colette will be glad that she's alright, and the girl will get flustered. Then, (since Colette called her "Ms. Assassin"), she will tell everyone that her name is Sheena Fujibayashi. When Colette tries to become friendlier with her, Sheena will become more flustered and make her trademark exit, vanishing into thin air. Everyone will be shocked, the scene will end.

Head up the stairs, rest, if you must, save on the Memory Circle, then leave. It's now time to head for the Palmacosta Human Ranch. Once you leave the House of Salvation, follow the southeast path and go between, then around the mountains and to the left to find it hidden back there.

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/\\_\\_Palmacosta Human Ranch\\_/\

When you enter the ranch, head up and into the alcove to start a scene.

Neil will appear out of nowhere and ask to speak to the group. He'll then take you into the hidden alcove among the trees. Once you're there, he'll tell Lloyd that it's best to just leave the Palmacosta region. Kratos will say that all this is merely a trap after all. Neil will say yes, and that all of this (including Chocolat's capture) was a way to lure the Chosen into a trap to capture her. Lloyd will ask Kratos and Raine what they mean, and they will explain that it's odd that Magnius wouldn't want to attack a city with a militia unless they weren't an actual threat, or if they were actually beneficial. Neil will confirm their theories when he reveals that Dorr is working with the Desians! Lloyd will be angry, as will Colette (in her own way), and you'll eventually be faced with a choice. As you should be strong enough by now, when you have the option, choose "Let's return to Palmacosta."

Raine and Kratos will praise Lloyd for making a logical decision, and after a bit more talking, you'll have control of Lloyd again. Leave the ranch area and head back to Palmacosta.

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/\\_\\_Palmacosta\\_/\

Once you enter, save at the Skipper's Haven, place Colette and Raine in your party if you don't have them in already (this is important), and head into Marble's. A scene will start. Cacao will tell Lloyd how Chocolat has been kidnapped and Lloyd will tell her that he knows already and will promise to rescue her. Cacao will thank him and the scene will end. Now stock up on items and head for Dorr's mansion. When you enter, a small scene will start.

Lloyd will notice how there's no one there, but Colette will say that she hears voices from the basement. Lloyd will say that he doesn't hear anything, but Kratos will say that since there's no one there up above, that they should check the basement out. The scene will end. Follow Kratos' advice and head downstairs.

A scene will begin once you reach the bottom of the stairs. Lloyd will see Dorr talking with a Desian sorcerer. Dorr will ask him how long it would be before Magnius removes the curse from his wife and the Desian will tell him that he still hasn't paid them enough Gald. When the Desian mentions that Dorr has been paying them less and less money, Dorr will tell him that there's no place he can squeeze money from for more payment. The Desian says that what he gave him will do for today and that Magnius will probably removed the demon seed from his wife depending on his next contribution. He'll then leave. When Kilia begins to question her father, Dorr will say that it would take only a little longer and that he has plans on raising pilgrimage prices and such. Lloyd will suddenly ask what exactly is going on, and Dorr will be shocked and start to panic, calling for Neil. When Neil doesn't show up, he'll realize that Neil betrayed him.

Lloyd and the others will yell at Dorr, asking him why he would betray the people of Palmacosta. Lloyd will ask if his wife has been kidnapped, Dorr will scoff at him, then show the group his wife, Clara, who is still alive, but has been turned into an Exbelua due to an unleashed Exsphere. Kratos will gasp and Genis will ask what that monster is. Colette will say that it's crying out in pain and not to call her that. Dorr will explain that his father, the previous Governor-General, stood up against the Desians and they killed him for it, then planted the demon seed in his wife as a warning. He then goes on to say that Magnius told him if he cooperates, he would change Clara back. Lloyd and he will then get into an argument about justice and how Dorr wouldn't give up his social status even to save his own wife. Eventually, the conversation will reach a point where Colette will offer to get the medicine for Clara if Dorr will stop working with the Desians. Dorr asks her if she'll really forgive him and she tells him that it's not up to her to grant forgiveness, but the people of the city. She also says that Martel will also forgive him if he repents.

Kilia will then say that that's absurd and attack Dorr, sending him crumbling to the ground. She then goes on to say that Martel would never offer her aid to an inferior being like Dorr. Genis will ask her how she could do that to her own father and Kilia will laugh, and change to her true form. She'll then inform everyone that she's a half-elven servant of Pronyma, leader of the Five Grand Cardinals, and would never have a "fool of a father" like Dorr. She had merely been sent to keep tabs on Magnius' new method of cultivating humans. Colette will not be able to believe what she heard Kilia just said. Kilia will go on to say that Dorr was so stupid that he didn't even realize his own daughter was dead and was searching for medicine that didn't even exist to save

his monster wife. She'll laugh and Lloyd will get angry, drawing his swords. Time for a battle.

Kilia (10,000 HP) has more HP than anything you've had to face so far. However, you have the power of Unison Attack on your side. Set up your strongest techniques for this fight. For a decent Compound Unison Attack, set Kratos' technique to Lightning Blade and Raine's to Photon (it may be a long shot for you to have Kratos' Lightning Blade at this point, however). The resulting attack, Plasma Blade, will be able to deal a good amount of damage to her.

If you don't have Kratos' Lightning Blade yet, Lloyd's Sonic Sword Rain and Kratos' Light Spear (or Double Demon Fang) will really help here, but what's really going to send Kilia reeling is Raine's Photon and Colette's Angel Feathers (which you need her to constantly be casting). Kilia is weak against all Light-based attacks and you should be at a decent enough level as to where they'll really pack a punch.

While you're fighting her, Kilia will be casting stat-reducing magic like Acid Rain, so be careful when you go in to attack her. If things get really bleak, have Raine start casting Purify on the people giving Kilia the heaviest beating to get you back up to speed. Kilia will also be dishing out some damage of her own and even change into a second form in the middle of battle, so if you're in close-combat with her, be sure to keep an eye on your HP, even if Raine is in your party. Eventually, you'll take her down\*.

(\*Special Author's Note: If you've let Lloyd use his original weapon, the Wooden Blade, in every battle up until now, he will gain the title of "Eternal Apprentice.")

After the fight, Kilia will fall to the ground, unable to believe she was defeated. With her last bit of strength, she'll release Clara to kill the group. As Clara is about to attack, Colette will stop her and Clara will run off. Attention will then focus on Dorr.

Colette will ask Raine to help him and Raine will try, but despite her best efforts, she'll shake her head, telling her that she can't help him. Dorr will ask if Kilia is safe and Lloyd will tell him that his real daughter is fine. Genis will begin to yell at him, but Dorr will ask Lloyd if that's his name. When Lloyd says that it is, Dorr will hand Lloyd a Key Card to the Palmacosta Ranch, telling him that the passcode is 3341. Dorr will then ask him for one final favor: to save Clara so that Kilia won't be all alone when she comes back. When you have the option, choose to do so. Dorr will thank him and then die.

Kratos will immediately suggest leaving and Lloyd will ask him how he can be so cold. Kratos will tell Lloyd to settle down and remind him that their priority right now is saving the people at the ranch. Lloyd will agree. Raine will silently chastise herself for not being able to save Dorr, but will reply she didn't say anything when Colette asks her what she was saying. The scene will then end.

Make your way out of Dorr's mansion and head to Marble's to replenish any Gels and Life Bottles you may have lost in the fight. Heal and save at Skipper's Haven, then head back to the ranch.

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/\\_\\_Palmacosta Human Ranch\\_/\

When you arrive, a scene will start. Neil will realize what happened back in Palmacosta from the looks on everyone's faces and will leave the subject alone.

After a bit of talking, he will ask Lloyd and the others to take him with them to save the captives, as even Dorr really wanted to save Chocolat. Lloyd will agree and the scene will end.

Take the left fork of the three-way split and examine the terminal to input the pass code (its 3341, if you've forgotten). You'll gain access to the door, so head on in.

Defeat the guard here to gain this dungeon's Memory Gem, then head to the right and you should eventually hit a room with a Function-Changing Pedestal. Examine it to start a small scene.

Lloyd will use the Ring and the room will turn green. Raine will mention how it's something like radar. Lloyd will (in a very dumb way) ask what a radar is, and she will say that, simply put, you can see things that you couldn't before. The scene will end.

Head in the right door and activate the Ring. You see the floating, white sparkle? Those are the treasure chests for this dungeon. Grab this one to get some White Silver. Run over to the green pedestal on the top right (more than likely having to fight the guard, as he moves really quickly). Activate the Ring again, then examine the pedestal to activate a bridge. Once you cross it, another small scene will start.

Lloyd will wonder what the heck the thing in front of him is and Raine will tell him that it's a Refresher. Lloyd will activate it, wondering what it does. A light will flash and your party will be completely healed. Lloyd will be less than impressed and Raine will get annoyed with him. The scene will end.

Refreshers also sell items, so if you need some, go ahead and examine it again to pick some stuff up. You should see another bridge terminal right now, but ignore it and take on the Desian sorcerer wandering around near the Refresher. After the easy fight, you'll be rewarded with a Purple Card. Go to the pedestal above the Refresher and activate your Ring, then examine it to make another bridge appear. Head up and activate the Ring again, then examine the sparkle to get a Life Bottle. Head back across the bridge, then activate the Ring and turn it back off. Head across the first bridge you came to and turn that one off as well, after activating the Ring. Go back through the door and into the room where the Function-Changing Pedestal is.

Activate the Ring and step on the warp portal above the Pedestal to be taken to the second floor of the ranch. Run straight ahead and save your game on the Memory Circle, then head into the door on the right-hand side of the room.

In this new room, activate the Sorcerer's Ring and you should see some boxes sitting around in various areas. Push and pull all these boxes in the holes of the bridge at the bottom right. Then go back and grab both sparkles for an EX Gem Lv. 2 and a Mage Cloak for Genis. Head up to the pedestal and examine it after activating the Ring to make a bridge appear. Cross it and run down the stairs, then a small scene will start.

Colette will spot something shining on the platform above you. She'll then tell Lloyd she's going to investigate. Lloyd will tell her to be careful and Colette will fly up to the pedestal, eventually picking up a Red Card. The scene will end.

Head back the way you came (and be sure to turn off the bridge you came across). Head down the bridge and to the Refresher if you need to, then enter the door you entered the room from on the second floor. Run across the room (saving your game along the way) and into the door on the left-hand side of the

room to start a scene.

Lloyd and the others will find the captives and some Desians will also be there. Once they spot Colette and Lloyd, a quick battle will follow. Afterwards, everyone will wonder how they're going to get the prisoners back to Palmacosta. Neil will then offer to take them back and as they're leaving, a little boy will come up to Lloyd and thank him, handing him a Blue Card after telling him that a Desian was treating the card as if it were something really important. Lloyd will thank the kid, and the boy will run to catch up with everyone. The scene will then end.

Head back out to the Memory Circle and save, then activate the Ring and ride the warp portal north of the Circle to the next part of the dungeon.

Now, you'll have to find the proper path to get where you want through a series of portals. If you want to grab a Panacea Bottle, take the left portal, then the top portal twice to arrive at a platform in the middle of the room with the Refresher. Run up the spiral ramp and activate your Ring to find the bottle. If you don't want to waste your time with it, use the following portal directions to get to where you really need to be:

Left, Left, Bottom, Top, Left, Top, Left

Be sure to activate the portals in each room with the Sorcerer's Ring.

(Author's Note: Let it be known that there are items along the way, but they are mixed in with alarms that, if activated, force you to fight groups of Desians. If you want to save your strength and Gels for the inevitable fight, ignore them and have the Katz come back for them later.)

After all that mess, you'll arrive on the floor before the main computer room and a scene will start. Lloyd will see some Desian guards trying to take Chocolat away and Lloyd will demand them to stop. An easy fight will follow. After the battle, Chocolat will thank Lloyd, who will tell her that they need to find Magnius. Chocolat will tell them that she's not sure, but in the back is a portal that leads to a room full of "sparkling lights and other magical-looking things." She then offers to lead the way. After Chocolat does, the scene will end and you'll gain control of Lloyd. Run to the middle and hang a right to reach a platform that has a sealed Memory Circle on it. Unseal it with your Memory Gem, heal up and save, then run to the top of the room, activate the Ring and warp on up.

Once you're in the main computer room, a scene will start. Magnius will be glad that the forsaken Chosen and her entourage of vermin have finally made it to him. Magnius himself will then come down from the ceiling and confront them face to face. After a bit of talking, Magnius will tell the group that he knows about the prisoners trying to escape and shows them to the group on a projector. When it confuses Colette, Raine explains it to her and tells her that they were displayed on it as well. Magnius will then threaten to unleash their Exspheres and turn them all into monsters. Lloyd will demand him to stop and Magnius will taunt Lloyd with memories of Iselia and how he killed Marble. When Chocolat hears that Lloyd killed Marble, her grandmother, she starts backing away from him, yelling about how she won't be rescued by her grandmother's murderer. Lloyd and Genis try to explain, but Chocolat won't have any of it. She's eventually taken away by some Desian guards. Lloyd gives chase, but is stopped by some guards. A quick battle follows. After trying to chase them again, Lloyd stops when they warp away. He will then pick up a Pass that Chocolat dropped. Magnius then sends some guards after the group and an easy battle will follow. Afterwards, Magnius becomes frustrated and finally comes down off his high horse to deal with the group himself. Time for a boss



battle.

Magnius (8,500 HP) has two subordinates with him: a Bowman (2,100 HP) and a Whip Master (2,300 HP). Take out the Bowman first, as he always goes after your spell casters, which will cause problems later. Go after the Whip Master next, and finally Magnius.

Magnius is mainly a pyromancer (he uses Fire-based magic and skills), his main spells being along the lines of Eruption and Flame Lance and his main technique being the powerful Hell Axe. He also has the Beast technique in his repertoire, so be careful of that as well. However, if you manage to combo and Unison Attack him enough, he'll hardly be able to get any of them off. Since you already took on Kilia, Magnius shouldn't really be of any real threat to you. Just remember to hit X to land on your feet if he happens to send you flying. You'll take him down easy.

After the battle, there'll be some talking and eventually, Kratos will inform Magnius that Cruxis has blessed Colette as the Chosen. Magnius will be shocked and say that he was deceived, then pass out. A bit more talking and Raine will eventually say that she's setting the ranch to blow in ten minutes. Both Lloyd and Genis will be shocked, but Raine will remind Lloyd that this was what he wanted. Raine will program the timer and everyone will bolt. After they're gone, Magnius will regain consciousness and say that he has to inform Forcystus while he can. A man will then come on the projector and say that he has a problem with Magnius doing that, as Forcystus might figure out what he's doing. Magnius will yell at him saying that he deceived him into believing that there was an order to eliminate the Chosen. The man will laugh and thank Magnius for trying to eliminate her, as well as collecting Gald for him. After a bit more talking and maniacal laughter, the conversation between them will end. Magnius will curse the man and praise the coming Age of Half-Elves, then die. After that, the scene will switch to everyone running out of the ranch. As they pass by Neil, they tell him to run. He will become confused and Colette will tell him that it's about to explode. He'll then start to panic and finally bolt. The scene then switches again to show the ranch exploding and will eventually end.

Now that Magnius is dead, it's time to start the journey of regeneration up again. Head back to the Hakonesia Peak House of Salvation.

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/\_\\_Hakonesia Peak House of Salvation\_\\_/\

Once you go in the house, talk to the head priest to start a scene.

The priest will welcome them and Lloyd will ask them if they can have the Spiritua Statue. The priest will be surprised and Lloyd will say that he's knows it's a brazen request, but they need it for the journey. The priest will agree and tell the other priest beside him to bring it to the group. The other priest will immediately start apologizing. When the head priest asks why, he will tell everyone that he lost the statue when he went on the Thoda Geyser pilgrimage last year and the one on display now is a fake that was made by a dwarf in Iselia. Genis will immediately tell them that it was Dirk and Lloyd will wonder exactly what kind of jobs his dad is doing. Lloyd will then ask why the priest had to lose it in a place like that, and the priest will respond that he was so overwhelmed by the beauty of the geyser, that he just dropped it.

Lloyd and the others will then decide that they have to retrieve the statue. When you have the option, choose "The problem is the geyser." Lloyd will say that he'll pass on getting hit with boiling water and both Colette and Raine will be happy and surprised he remembered that geysers erupt with boiling water. Genis will say that he probably only guessed and Lloyd will tell him to

shut up. Kratos will chuckle and Lloyd will then suggest that Genis seal the geyser with ice magic so that they can cross the geyser and get the statue. Genis will reluctantly agree. Lloyd will say that he's counting on "Mr. Genius Magician"\* and the scene will end.

(\*Special Author's Note: What Lloyd says is an obvious pun on Genis' name. In the original Japanese version of the game, Genis' name is actually Genius. Here, it inadvertently refers to that and the fact that Genis is extremely intelligent. The "magician" part of the pun is the fact that a sage [Genis' last name] is a very old and powerful magician.)

Head out of the House and back the way you came from the Human Ranch. When you arrive there, just head southeast to the coastline and you'll be at the...

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/\_\\_Thoda Geyser Sightseeing Boat Dock/\_\

Enter the only building you see. On the second floor is a place to rest and a Memory Circle, so go heal up and save, then talk to the girl on the right side of the room on the bottom floor behind the counter. Rent a boat for 200 Gald and a scene will start.

Everyone will walk outside and see that they won't actually be traveling in a boat, but a washtub. Colette will get excited about it, but Raine will insist that she stay at the dock. Lloyd will ask her if she's afraid of water and Raine will say no, but she's just not getting in that thing. Genis will try to drag her to the tubs, but Raine will scream in protest. Everyone will be in shock and stare at her. Lloyd will ask what she meant by screaming and Raine will act casual about it, saying that she was screaming from excitement. She will then enter the boat with no further complaints. Lloyd will shrug it off and Kratos will chuckle quietly to himself. The scene will then end and you'll be on your way to the...

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/\_\\_Thoda Geyser/\_\

Once you arrive, a scene will start. Colette will say that the ride over was fun and Lloyd will say that seawater came into his tub and he thought it was going to sink. Raine will be glad that they've reached dry land and Lloyd will help her up onto the dock. Kratos will say that that was a rare experience and the scene will end.

Head to the left and save at the Memory Circle, then head up on dry land. Once you get there, a small scene will start where Colette says that she feels something familiar from the sign a bit away from the group. The scene will then end.

The guy near the rock on the right side is the shopkeeper of the item shop, Thoda Shop.

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Thoda Shop  
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Apple Gel- 100 Gald  
Orange Gel- 200 Gald  
Panacea Bottle- 150 Gald  
Life Bottle- 300 Gald  
Magic Lens- 10 Gald

Pick up anything you may need. After that, climb the first set of stairs you come to and a scene will start.

Lloyd and the others will see the Spiritua Statue on the far side of the geyser. Lloyd will volunteer to go get it and Genis will say that the ice should last about 30 seconds. Everyone will tell Lloyd to be careful and Genis will cast Icicle, freezing the geyser over. Genis will then tell Lloyd to move in the direction that he indicates and that if he messes up three times, the ice will melt. Lloyd will say that he'll be fine and Colette will wish him luck.

Do just as Genis tells you to do to get to the statue. If you do mess up three times, the person with the highest affection for Lloyd will come and save him. Once you've gotten the statue, Lloyd will arrive back on the platform with the others and the person with the highest affection for him will congratulate him. You will then officially attain the Spiritua Statue and the scene will end.

Go save, then come back to the platform and walk around the sign that Colette noticed earlier. Another scene will start.

Lloyd will notice a pedestal and immediately call it a "whatchamacallit stone." Genis will correct him and Lloyd will attempt to brush it off. Raine will tell everyone that this is probably the Seal of Water and Lloyd will complain that they didn't even have to get the statue so they could see the book. After a bit more talking, Colette will open the door to the seal and a bridge will appear to lead the group there. Around this time, the scene will shift to Sheena as she arrives at the geyser. She'll see the group and attempt to go after them, only to be stopped by Noishe. Noishe will growl at her and she will summon a small, fox-like creature named Corrine to help her. The scene will then shift to the others walking along the bridge to the seal and see them go in. As Sheena tries to make another move to get at them, everyone goes in the seal and the bridge disappears. Noishe will howl in triumph. Corrine will ask what this strange creature is that blocks the way and Sheena will seethe in anger.

The scene continues inside the seal when Kratos stops and says that it appears that Sheena didn't make it inside. Lloyd will ask if Sheena had really followed them and Kratos will become annoyed, telling Lloyd to never let his guard down if he values his life. Lloyd will also get annoyed and yell at Kratos, saying that he's so perfect that he would never make a mistake. Kratos says that even he makes mistakes and that he made a great one. Lloyd asks him to clarify and Kratos dismisses the subject, asking Lloyd to forgive him and then walks away. Lloyd will say that Kratos doesn't make sense sometimes and follow after. The scene will then end. If you have Genis in your battle party, turn off all his spells except Lightning and Thunder Blade/Spark Wave, if you've managed to attain that spell.

Run along the path and down the first set of stairs. Head right at this first landing and grab the treasure chest containing a Mermaid's Tear. Continue down the stairs to the bottom landing. You should see a Function-Changing Pedestal on the far right, but ignore it for right now. Instead, head down the bottom-right fork.

Make your way around and down the stairs and head right, picking up the two treasure chests along the way containing a Stun Bracelet and a Circlet. Defeat the fish enemy closest to the stairs leading to the very bottom level to obtain this dungeon's Memory Gem. Now go down the stairs and work your way left, then go into the next room.

Here, you should see a large block. Push the block on large square under the doorway you just came through, then leave. Make your way back to the room with the Function-Changing Pedestal, but continue to ignore it. Head down the

bottom-left fork this time.

In this room, head over to the two giant pillars and make your way through them. On this small landing are two treasure chests containing White Silver and an Orange Gel. Go back into the main room and run over to the large altar. You should see two torches on both sides of it that you can light with your Sorcerer's Ring. Do so. Now go back to the Pedestal room and finally change the function of the Sorcerer's Ring. A small scene will start.

Lloyd will be surprised that the Ring can now shoot water. Raine will say that it's probably connected to the fact that they're in the middle of Thoda Geyser. She'll then go on to say that with the Ring, they could even bring water to the driest areas. Lloyd will say that if all it can do is squirt water, it seems kind of weak and the scene will end.

Make your way back down to the top floor of the altar room and run left until you reach the area between where you lit the torches before. You'll see a set of scales. Shoot the right side of the scale with the Sorcerer's Ring and they will tip, then the door to the lower area will start to close. However, it will be stopped by the block you pushed under it earlier. Now work your way down and around to the bottom floor of the altar room, running up the path when you have the chance to reach another set of scales. Shoot it with the Sorcerer's Ring and another part to the seal will emerge from the water which can be accessed from the top floor. Make your way back up there, but when you come through the door leading into the room, head straight down and you'll come across the sealed Memory Circle. Unseal it, then heal up and save. Make your way over to the platform you just raised, then warp on up to the top floor. A scene will start when you arrive.

Genis will say that he feels mana welling up from the altar like he did at the Seal of Fire and if you haven't placed Colette in your battle party already, the game will prompt you to. Then get ready for the Seal Guardian battle.

Adolucia (10,000 HP) and her two Amphitras (2,300 HP) absolutely love to cast their water spells. They also love to smack you around with their tails. Make sure that you've done as I suggested and turned off all Genis' spells except Lightning and Thunder Blade/Spark Wave, as it will make things a lot easier. Take out the two Amphitras first, as they come after party members far more often than Adolucia herself. Once they're gone, start going after the mermaid gone bad. If you have your Unison Attack meter filled up, two good Lightning-based Compound attacks are Lightning Tiger Blade, composed of Genis' Lightning and Lloyd's Tiger Blade and Mjollnir, which is composed of Genis or Kratos' Lightning and Colette's Pow Hammer.

This entire battle can be quite taxing, and you may have to use your fair share of Life Bottles, but just always make sure to have Raine or Kratos stocked up with TP and constantly casting First Aid, Colette always casting Angel Feathers, Genis always casting his thunder-based spells and Lloyd working her over with Tempests and Sword Rains, and you should be able to eventually take her down.

After the battle, Remiel will tell Colette to offer her prayers at the altar and she will, releasing the seal. Remiel will then come down and praise her, giving her more angelic powers as well. Colette will thank him and Remiel will tell her that the next seal lies to the north. He will then take his leave. After a bit more talking, the scene will end.

Save at the Memory Circle, then backtrack your way out of the seal to start a scene.

As the group is walking out of the seal, Colette will suddenly collapse. After a bit of talking, Raine will say that if this is going to happen at every seal, Colette has a tough time ahead of her. She will then diagnose the phenomena as "Angel Toxicosis." Kratos will then suggest they set up camp and you'll be taken to the...

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/\_\\_Nighttime Campfire\\_/\_\\_

A scene will automatically start once you're there. Lloyd will be sleeping, but suddenly wake up and spot Colette standing on a nearby hill staring up at the moon. He'll walk over and ask her why she's not asleep. Colette will say that she's not really that tired and mention how Kratos is still awake. Lloyd will rebut that Kratos volunteered to be the night watch and that she should get some sleep. Colette says that she'll go to sleep soon and Lloyd walks off. As he's leaving, Colette quietly asks him to dream some good dreams for her. The scene will then end.

Once you have control of Lloyd, make your way over to the docks, save, then get in the washtubs and head back to the mainland. Leave Thoda Dock and make your way back north to Hakonesia Peak.

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Part IV- Across the Mountains  
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/\_\\_Hakonesia Peak\\_/\_\\_

Enter Koton's house and speak with him to start a scene. Lloyd and the others will hand over the Spiritua Statue and Koton will say that they can look at the Book of Regeneration anytime they want. Raine will ask Colette to read only the parts of the book that deal with the seals and she will, describing the Seals of Fire and Water, as well as the next seal, the Seal of Wind. She will also read a description of another seal, which she figures will be in the Tower of Mana, but she's not sure which seal it is. Raine will say that their best bet right now is to head to Asgard and the scene will eventually end. Head out of Koton's house and up the path. The guards will stop you, but let you go once they see you have a Pass (the one Chocolat dropped at the Palmacosta Ranch). Head over the peak and onto the World Map.

Keep running straight ahead and you should come to a House of Salvation. Heal there if you need to, save, then head directly west to reach...

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/\_\\_The City of Ruins: Asgard\\_/\_\\_

There are three Inns in this city, the most expensive being the Cool Breeze at 400 Gald. The only one with a Memory Circle, however, is the very first one you come across, the Vortex Inn, which is the very first building in town. It's also the cheapest at only 200 Gald a night.

Head up the first set of stairs you see and enter the first building to find the food shop, Gale.

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Gale  
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Pork- 120 Gald

Beef- 140 Gald  
Chicken- 120 Gald  
Juicy Meat- 200 Gald  
Beef Strips- 80 Gald  
Cabbage- 60 Gald  
Lettuce- 80 Gald  
Mushroom- 60 Gald  
Potato- 50 Gald  
Onion- 60 Gald  
Radish- 60 Gald  
Carrot- 60 Gald  
Barley Rice- 60 Gald  
Panyan- 70 Gald  
Roll- 70 Gald  
White Satay- 200 Gald  
Red Satay- 200 Gald  
Black Satay- 200 Gald  
Egg- 50 Gald  
Cheese- 60 Gald  
Kelp- 40 Gald

Enter the next building over to find that it houses the weapon shop, Typhoon (on the left), and the armor shop, Cyclone (on the right).

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Typhoon  
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Masamune- 1,500 Gald  
Slicer Ring- 1,380 Gald  
Duel Star- 1,180 Gald  
Gem Rod- 1,550 Gald  
Steel Sword- 1,380 Gald  
Hydra Dagger- 2,200 Gald

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Cyclone  
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Ring Mail- 1,800 Gald  
Fine Guard- 900 Gald  
Mage Clock- 1,500 Gald  
Feather Robe- 920 Gald  
Iron Helm- 1,200 Gald  
Iron Gauntlet- 1,200 Gald  
Kitchen Mittens- 1,000 Gald  
Paralysis Charm- 4,000 Gald

Beside the shopkeeper of the Cyclone is the shopkeeper of the customization shop, Master of the Flame. Customize what you can (you can buy materials from the shopkeeper with the GRADE you've earned thus far) and buy whatever else you need. Leave the shop and head down the stairs. You'll be in front on the item shop, Whirlwind.

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Whirlwind  
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Apple Gel- 100 Gald  
Orange Gel- 200 Gald

Panacea Bottle- 150 Gald  
Life Bottle- 300 Gald  
Holy Bottle- 200 Gald  
Dark Bottle- 200 Gald  
Magic Lens- 10 Gald  
Stone Charm- 4,000 Gald

Once you stocked up on items and equipment, run to the right side of town and into the next section. Run up the long set of stairs here and on the right side will be a large house. Enter it and run up the stairs. Examine the phonograph here and the Wonder Chef will appear and teach you the recipe for Meat Stew. Exit the house now and run back to the main section, then to the stairs at the back of the city.

Run up the stairs and a scene will start. Raine will go into her trademark archeology mode and ask Lloyd what the historical background of the ruin in front of them. Lloyd will mumble some things and Genis will answer for him. Lloyd will agree and Raine will ask him if he really learned anything over the past five years. Lloyd will say that he learned art and P.E., but Raine will interrupt him. She'll then begin to give a lecture on the ruin, and you will gain control of Lloyd as Raine continues talking. Talk to everyone if you want, then head around the right side of the ruin to start another scene.

Lloyd will spot two people talking about destroying the dais. When one of the two guys says that he's having second thoughts since the ruin is an important part of history, the other one will tell him that a girl named Aisha will die if they don't. Lloyd will then confront them and the red-haired guy will basically tell him to buzz off, as they need to destroy the dais. Raine will hear them and run across the ruin, demanding to know who had plans to destroy it. When the red-haired guy tried to tell Raine about how they need to destroy it, Raine kicks both him and the other guy. She'll then start explaining about the significance of the ruin and accidentally flip the switch to activate the bomb. When Lloyd tells her, Raine starts to panic slightly. Lloyd then asks the red-haired boy, Harley, if there's a switch to turn it off. Harley tells him that there isn't and Raine kicks him again, telling him not to sound proud about it. Lloyd then starts working to stop the bomb. The scene picks up after Lloyd has disabled it and Harley says that he's impressed that he stopped his unstoppable "breaker." Lloyd yells at him not to build things that he can't control.

The mayor of Asgard then arrives on the scene and tells Lloyd's group that they're trespassing. Harley and the other guy, Linar, make a break for it. Lloyd tells Raine that they also need to leave, but Raine whines and says she wants to study the ruin more. Lloyd manages to drag her away and the scene ends. You'll gain control of Lloyd so head back to the house where the Wonder Chef taught you Meat Stew to start another scene.

Harley, Linar and Aisha, the girl Harley and Linar were trying to save, will be in the house. Harley will recognize Lloyd and the others and begin to yell at them. Aisha will tell him to stop. They will begin to tell the group that Aisha is soon going to be sacrificed to the Summon Spirit of Wind and that Lloyd and the others stopped them from succeeding in stopping the process. Raine and Linar will then start talking about the ruin and eventually Harley will have enough of it, telling everyone to get out. You'll find yourself outside Aisha's house. Go back to the stone dais at the back of the city. Once you're halfway up the stairs, the mayor will stop you and a scene will begin.

The mayor will recognize Lloyd and the others as the ones that were up on the dais. Raine will ask to study the ruin and say that she's a scholar. The mayor will say that there's already an idiot like her in town and when he studied the

dais, it caused the Spirit to awaken. Raine will then offer to become the dancer for the ceremony (where all the girls are sacrificed). Lloyd will say that it's because she wants to study the ruin close up and Raine will smack him. Everyone else will begin to protest, but Raine will say that it might even be the actual Summon Spirit and the sacrifice that the Spirit requires is the Chosen. Everyone will relent and the mayor will agree, saying that it won't be his fault if Raine dies. The scene will then continue at Aisha's house where Aisha will tell Raine and the others that they really don't have to take her place. Raine will insist and, after a bit of talking, Raine will tell everyone that she has to change and ask them to leave. The game will prompt you to put Raine in your party if she's not in it already.

The scene then picks up at the altar where Raine is about to perform the ritual dance. She does and afterward, a large creature rises from the altar, saying that he's here for the sacrifice. Colette will say that it's an evil creature and Lloyd will curse, drawing his swords. Time for a surprise battle.

The Windmaster (10,000 HP) can be a difficult adversary. He has a spinning attack that can be devastating, and his normal slash attacks are nothing to sneeze at either. If you have Genis in your battle party, be sure to have all his air-based spells turned off for this fight. Lots of Sonic Sword Rains/Sword Rain: Alphas and comboing will have him down and out in no time, though. I would suggest having Genis using his Earth-based spells (Stone Blast and Stalagmite/Grave) throughout the whole thing. Also, have Raine casting Photon as well as healing and you should be done in no time.

After the battle, you'll be rewarded with a Map of Balacruf and a Talisman for your efforts. After the battle, the scene will continue. Everyone will talk for a bit, then Raine and Linar will run off to study the Map of Balacruf the Windmaster dropped, leaving everyone else staring after them. Genis will say that Raine should be able to figure out the tablet in no time, and Harley will agree, saying that they'll be able to count on her wisdom, since she's a half-elf. Genis will say that he's wrong and that both he and Raine are full-blooded elves. Harley will begin to say that he wouldn't mistake his own kind, but stop himself when he sees the shamed look on Genis face. He then says that he was wrong and that Genis is indeed a pureblood. Lloyd will walk over to Genis and suggest that they go rest for the evening. You'll wake up at the Cool Breeze Inn.

Once you have control of Lloyd, go to Aisha's house to start a scene. Linar and Raine will have finished examining the map and Linar will be impressed Raine translated it so fast. Genis will say that Raine has gained another fan. Eventually, Raine will let everyone know that the monster they fought was originally the cause of the fall of the Balacruf Dynasty and was sealed by someone who used the Summon Spirit of Wind. Over time, people began confusing the monster with the Summon Spirit and things just went from there. She'll say that the person left behind the Map of Balacruf to tell future generations where to find the Seal of Wind should the monster ever reappear, which is in the Balacruf Mausoleum. Aisha will then ask why it was that the group came to Asgard, as they don't see like normal tourists. Kratos will ignore her and tell everyone that it's about time they got going. Everyone will agree and leave Aisha's house, who is still wondering who exactly they are. The scene will then end.

When you have control of Lloyd, go back to the Cool Breeze Inn and pay the 400 Gald to stay there another night. After you check in, a small scene will start. Kratos will tell Lloyd that he's going to train and will ask if he would want to come with him. When you have the option, choose "Yeah, I'll come along." You'll be taken to another location.



Lloyd and Kratos will be practicing and Lloyd will get angry, saying that he isn't improving. Kratos will disagree, saying Lloyd has improved a bit. Lloyd will then say that it's not happening very quickly and Kratos will tell Lloyd to have patience. Eventually, Lloyd will say that he's happy training with Kratos, since he always wanted a big brother to teach him swordsmanship. Kratos will say that he understands and Lloyd will comment that Kratos a bit old to be his brother, though. The scene will then end and you'll be back at the Cool Breeze.

Head back to the Vortex and save, then make your way out of Asgard. Head straight east, and you'll eventually come to a bridge. Cross it and head to the back of the long island to reach the...

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### /\\_Balacruf Mausoleum/\\_\ ---

When you enter, a small scene will start where Raine tells Colette to head up the stairs and offer the map at the dais. Before that, however, head down the left fork away from the mausoleum to find a treasure chest under an overhang that contains a sweet 1,800 Gald. Now head up the steps of the temple to start a scene.

A large stone stand in the middle of the opening landing will begin to react to the Map of Balacruf the gang has in their possession. A slot will open for it and Colette will place the map inside it. An oracle stone will magically appear. Colette will place her hand on it and open the door to the Mausoleum. Eventually, the scene will end. Now that the door is open, it's time to head on in.

This dungeon features something no other seal dungeon has before: booby traps. There are several of them scattered all over the dungeon, so be very wary of them. You'll encounter one of them (a spike strip) when you go right, so time it right so that you don't take damage. Head up the stairs and defeat the enemy hiding here to obtain this dungeon's Memory Gem.

Run all the way up the stairs and push the block here over the ledge. There should be a torch near you. Light it with the Sorcerer's Ring and examine the stone slab. Afterward, run back down the stairs and push the block on the square switch you see to turn off the breeze. Now run back to the right, over the spike strip and past the exit to small room where you'll find the sealed Memory Circle and a treasure chest containing a Beast Fang. You'll also find another torch to light, so do so. Unseal the Memory Circle, save and go back left until you reach an alleyway with three sets of spike pinchers. Time your way through it and head on up, being careful of the skull enemy running around after it.

There's a torch here, but you can't light it just yet. Head up the stairs to the left, working your way around and being careful of the spike traps on the back wall. Light the two torches in front of the door to open it, but don't go through it for right now. Go down the stairs to the right and head down, pushing the block you find on the square switch like you did before, turning off the cross-breeze. Head up from here to find two chests containing an Iron Bracelet and a Blue Ribbon. Go all the way down to find another small room with a torch to light with the Sorcerer's Ring and a treasure chest containing a Beast Hide.

Head back up the stairs you came down, and around to the torch you couldn't light before. Examine the stone slab here, then head back around to the steps and head left to access the Function-Changing Pedestal. Examine it start a small scene where Lloyd and the others find that it can now shoot wind. When it

ends, head back up the stairs and into the next room.

Once you head into the room, a scene will start outside the temple. Sheena will arrive on the scene, but Noishe will block the way in. Sheena will summon Corrine and he'll make Noishe back off. Sheena will then take the opportunity to make a dash into the temple and the scene will end.

You may be wondering why there have been torches to light and stone slabs to examine in this dungeon. Well, the puzzle that you're now facing is the reason. If you want to try and figure it out on your own, go back and examine all the slabs again for hints. If you don't want to be bothered, read on.

Before you get started back in the pinwheel room, you may want to defeat the two bird enemies flying around so that they don't hassle you later. After all that's said and done, to gain access to an EX Gem Lv. 2, activate the pinwheels with the Sorcerer's Ring in the following manner:

Red, Green, Yellow, White, Blue

The right wall will crumble and the treasure chest will be revealed, along with an enemy. You can work your way around it or fight it, but either way, get the chest. Now turn off all the pinwheels the same way you turned them on and activate them in this manner to gain access to another Blue Ribbon:

Blue, Red, Yellow, White, Green

Now the left wall will crumble to reveal the chest and another enemy. Get the Ribbon, then turn off all the pinwheels one more time and activate them in this final combination to open the door:

Red, Yellow, Green, White, Blue

The door will jolt and not appear to open, but go examine it and it'll slide away.

I will now say that you are **\*\*strongly\*\*** advised to go all the way back to the beginning to equip all your party members with the things you've found in this dungeon, heal and save. Just trust me on this one. Whether you do or not, head on through the door and up the stairs. Once you reach the top, a scene will start. Genis will begin to feel mana well up again and the game will prompt you to put Colette in your party if she's not in it already. Then the third Seal Guardian battle will commence.

Iapyx (14,000 HP) can be tough. He's able to get out a lot of hits in a short amount of time. Lloyd's Tempest (or Psi/Omega Tempest) will be able to dodge most of it, though. Heavy Tiger Blade/Tiger Rage will also help, but don't be ashamed to block with X if you need to. Running when you see him take to the air is also wise. Have Genis constantly casting his Earth-based spells, Colette casting Angel Feathers, and Raine constantly healing and you'll take him out.

After the battle, Colette will offer her prayers at the altar and Remiel will grant her more angel powers. He will then tell her that the next seal lies even farther north and tell her not to disappoint him. He'll then disappear and the scene ends. Colette will learn Holy Song.

The game will completely heal you after the scene is over. Backtrack your way out of the dungeon. Just as you're about to hit the exit, a scene will start.

Sheena will demand that everyone stop and Colette will be happy to see her. Sheena will tell her to stop and not touch anything. After a bit of talking,

she will come at the group and Kratos will tell everyone to get ready. Time for a "surprise" battle.

Sheena, otherwise known as the Resolute Assassin (1,850 HP), has a Guardian-Lightning (2,000 HP) this time, and just like his airy counterpart, he's the real threat here as far as damage goes. However, he's extremely weak against water-based attacks, so have Genis going after him with Aqua Edges and Spreads/Aqua Lasers. Some Psi/Omega Tempests will also help get him gone faster. As far as Sheena herself goes, the same rules as last time apply. Sonic Sword Rain/Sword Rain: Alpha and Heavy Tiger Blade/Tiger Rage are good techniques are good against her. Her Pyre Seal will send you back, so be wary of it. Use your best combos against her and make sure everyone stays in good health via Gels (if you have any left after the Iapyx fight) and Raine. Also make sure that your other fighter (either Colette or Kratos) is right there with you taking Sheena down with you after you take care of her Guardian. Here's a helpful strategy to set them to:

Reduce  
Moderation  
Frontlines

After the battle, the group will ask her why she's trying to kill them, saying that they're the good guys. Sheena will say that if they're good, then she's good as well, since she's also trying to save her homeland from destruction. Colette will become confused, saying that she thought that everyone would be saved if she completed the journey, but Sheena will say that only this world will be saved and run off. Everyone will become confused and Kratos will begin to say something, but dismiss the subject when questioned. The scene will end afterward. Leave the temple to start another scene.

Colette will begin to collapse and Lloyd will catch her, telling Raine that it's her Angel Toxicosis acting up again. Raine will suggest rest and Colette will say that she's fine. She'll push Lloyd away, only to have the both of them fall. Colette will then look shocked and Genis will begin to fuss over her. She'll say not to worry about it and Lloyd will stare at her. Eventually, you'll be taken to the (yup, you guessed it)...

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/\\_Nighttime Campfire/\\_

The scene will start with Lloyd telling Colette to show him her hand. Colette will ask him why, and Lloyd will ignore her, grabbing it. He'll then notice that Colette is bleeding heavily and Colette will say that it doesn't hurt. Lloyd will ask her what she's talking about, and Colette will suddenly say that she means it doesn't hurt that much. Lloyd will then ask Colette if she'll talk to him for a minute. Colette will say okay.

The scene continues with Lloyd walking over to Colette with two mugs of coffee. He'll hand one to Colette and ask her if it's hot. She'll say yes. Lloyd will then say that it's iced coffee and he actually made Genis make it cold. Colette will then say that she meant to say that it was really cold. Lloyd will then say that he lied and that the coffee he brought was actually hot. Colette will drop the cup and stare at him. Lloyd will then say that he confirmed his suspicion that Colette can't feel anything at all. Colette will say that that isn't true and begin to walk away. Lloyd asks her if it's really that hard to trust him, and Colette will tell him all about how she began to change every time she released a seal: She couldn't eat after releasing the Fire Seal and she stopped getting tired after releasing the Water Seal. At this seal, she stopped being able to feel anything. She'll also mention how she can see far away and hear faint things very well. Lloyd will come over and hug her,

apologizing for not noticing these things were happening to her. Colette will say that it's all right and Lloyd will call her stupid, hugging her again. Colette will say that she's touched that Lloyd is crying for her and that she wants to cry as well, but she can't anymore. She'll then ask Lloyd not to tell the others. When Lloyd asks why, she tells him that she wants the trip to be fun for everyone and she doesn't want them to worry. Eventually, Lloyd will hug her again and the scene will end.

Once you have control of Lloyd, it's time to get on the move again. Remember the city I had you head to on this continent when you really weren't supposed to way back when? Luin? Go back there. It should be on your Sylvarant Map, but if you don't feel like looking at it, head to the Asgard House of Salvation and using that as a reference point, head north. It'll be on the left-hand side.

Once you enter, a scene will start. The entire city will be destroyed and both Lloyd and Colette will say how horrible it is. You will then officially be in...

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/\_\\_The City of Devastation: Luin\_\\_

Head up and around to the next section of town. A scene will start automatically.

The gang will find Sheena severely injured in front of what used to be the city's fountain. Sheena will say that they can kill her if they want, since she doesn't have any strength left to fight. Colette will ask Raine to heal her, and Raine agrees, but only after Sheena tells them what happened to Luin. Sheena will call her devious, but Raine will shrug it off. Sheena will then explain that the Desians invaded after they found out that a prisoner that escaped from the Asgard Human Ranch was being hidden there. Lloyd and the others will be angry. After a bit of talking, everyone will suddenly hear a scream for help. A priest will be running away from something. It turns out to be Clara. Raine will comment how she managed to make it all the way here from Palmacosta and Sheena will then run to stop her, screaming at Clara to stay back. Clara will swipe at her, taking her out. Colette will fly over and ask Clara to stop, only to have Clara attack her as well. She'll then run off. The others will run over to check on Sheena and Colette, and Colette will beg Raine to heal Sheena after Kratos mentions that she's lost a lot of blood. Raine will agree, but say that everyone is too softhearted for their own good.

After Raine heals her, Sheena will ask why they helped her. Lloyd will tell her that it's probably for the same reason that she saved the priest. Sheena will then say that she'll repay her debt and begin to leave. When Colette comments on it, Sheena says that she \*is\* trying to kill Colette, after all. She'll then leave and the scene will end\*.

Now that that's over with, it's time to reap some sweet revenge. In other words, it's time to head to the Asgard Human Ranch.

Leave Luin the way you came in. Cross the bridge (and hit this area's Guidepost Monument, if haven't already), then (while you're facing straight ahead), head to the left and you should see the ranch sitting on the hill amidst some trees. Go ahead on and enter it.

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/\_\\_Asgard Human Ranch\_\\_

A scene will start once you enter the ranch. After a bit of talking, it's decided that everyone will sneak into the ranch by ambushing some guards and stealing their uniforms. Kratos informs everyone that the patrol is coming and

Lloyd suggests that they all hide and get ready to attack. As the Desians come around the corner, Lloyd and the others jump him and an easy battle starts.

After you take them out, everyone decides to camp out at Luin for the night to decide on everything. At the campfire, Raine tells everyone that only one of the uniforms is usable, making Lloyd sad. The plan is for one of the group to dress up as a Desian guard and everyone else to act as prisoners. Raine then asks who wants to play the Desian and Lloyd eagerly volunteers, only to have Kratos tell him that it isn't a game. Raine changes into the costume and Lloyd tells her that that wasn't fair. Raine chides him, telling him that it will look the most natural and that he couldn't wear the uniform anyway, as it was designed for women. Eventually, everyone ends up back at the ranch.

Raine tells the other guards on duty that they finally caught the Chosen's group and the other guards happily let her through. Once you're through the gate, head up and to the right through the small passageway between the crates to find a chest containing a Beast Hide. Go back to the main area and head straight to find the entrance to the base.

Head straight and to the left to find the control room you want. A scene will start once you enter.

Raine will notice that this appears to be an Exsphere manufacturing plant. After a bit of talking, Colette will say that she hears voices coming from the next room. Genis will say that he can't hear anything and Lloyd will say to trust Colette's senses. Eventually, as the group tries to head into a door on the upper-left, they meet none other than Botta coming out of it. Botta will say that he didn't expect Kratos to be there and Lloyd will ask Kratos if he and Botta know each other. Kratos will say that if he means from the time they met in Triet and Iselia, then yes. Botta will then say that this isn't the time to get into a fight and bolt. The others will decide that it would be best to leave as well for the time being.

As Lloyd is about to leave out the door they came in, three Desian sorcerers will appear and stop him, then begin to cast a large Fireball at him. Colette and Kratos will run after and in front of him, Kratos protecting himself by casting Guardian and Colette merely turtling up. Lloyd will ask them if they're okay and they will say they are.

After a bit of talking, a (very prissy-looking) man will come out of the back door, saying that he didn't expect them to survive the attack. Lloyd will ask him who he is and the man will respond that Lloyd has some nerve breaking into his ranch and asking for his name. Genis will comment how the situation is usually reversed and Lloyd will tell him to save it. Kratos will then tell everyone that the man is Kvar, one of the Five Desian Grand Cardinals. Eventually, Colette will throw a chakram at Kvar and he'll dodge, leaving a route for everyone to escape. Lloyd will tell her that she did a good job and everyone will bolt through the door.

When you have control of Lloyd, head up to grab a treasure chest containing a White Robe. Head down the stairs now and continue up the stairs the end, hanging a left and going up to reach a Memory Circle. Head down the stairs on the left and take another left when you can to eventually reaching a treasure chest containing an Iron Bracelet. Go back to the main path and head up the stairs to the back to start a scene.

Lloyd and the others will see humans on a conveyer belt and coming out the other side in large containers. Lloyd will wonder what's going on and Kvar will suddenly appear behind him. After a bit of talking, everyone will learn that Exspheres are made from human lives and all human ranches are Exsphere

manufacturing plants. Eventually, Kvar will say that Lloyd's Exsphere was to be an offering to his lord, Yggdrasill, but it was stolen by a filthy host body a long time ago. Lloyd will be shocked, and Kvar will confirm his fears, saying that it was Anna, Lloyd's mother, that stole the Exsphere (the result of the Angelus Project) and ran with it. Kvar will then say that he's glad he'll be able to reclaim what was stolen by the filthy host body and Kratos will warn him not to speak ill of the dead. Eventually, Kvar will tell Lloyd how he unleashed Anna's Exsphere and turned her into a monster and how she begged Lloyd's father to kill her. Lloyd will tell him not to talk bad about his parents and prepare to fight. However, it seems that the gang is a bit outnumbered and they begin to back off. Just as the Desians are about to attack...Sheena appears! She rescues everyone with her last Guardian and the Desians ask Kvar whether they should give chase. Kvar says not to worry about it, since they can find them anytime from the Chosen's signature trail. He then tells them to find the Renegades. The scene ends there and you're taken to the...

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### /\\_Nighttime Campfire\\_/\

A scene will start with everyone saying how they can't believe that Exspheres are made from human lives. Lloyd will attempt to throw his away, but Colette will stop him. She will say that she may not fully understand since she doesn't use an Exsphere, but she believes that Lloyd's mother wouldn't want to be thrown away. Eventually, Kratos will begin to say how throwing it away wouldn't accomplish anything either, and Lloyd will say that he know, since if they did get rid of them, they'd be nothing but a bunch of weak humans. Kratos will then continue talking about the importance of the Exsphere. When you have the option, choose "Yeah, you're right." Lloyd will vow on his Exsphere to destroy the Desians. Sheena will then say that she can't ignore how Exspheres are made now and ask to join up with everyone. After a small agreement between Colette and Lloyd, Colette tells her that she's more than welcome to join them and Sheena joins your party. Eventually, the scene ends.\*

(Special Author's Note: Sheena may already be a member of your party at this point. Back when you helped her in Luin, she may have asked the party to do her a favor and help her save the citizens of Luin. This would have happened largely based on Sheena's relationship level and how events went with her as you met her in the various locations around Sylvarant. If you had said that you would, as has been said, she would have joined your party then. If not, she would be doing so now, as she would be if you've followed the events as I've written here. It doesn't matter much anyway, as if she had joined back then, you would only have been able to hear some dialogue from her during a few scenes and had an extra melee fighter.)

Go to the section of town where the Fighting Spirit used to be and talk to the man looking over the remains. A small scene will start.

The man will tell Lloyd and Kratos how the people of Luin were helpless against the Desian forces. Kratos will tell Lloyd that Kvar is a strong opponent and that it's important not to neglect his training. When you have the option, choose "Yeah, you're right." You will automatically be taken to another location.

Lloyd will be getting frustrated and Kratos will tell him to calm himself. He will go on to say that fighting angry is the same as fighting blind and that one has to remain calm to bring out their full strength. He will then tell Lloyd that when he feels himself starting to get angry to stop and take a deep breath. Lloyd will say that that's a wise idea and that he doesn't know why he gets so angry so fast. He'll then comment on how Kratos always seems so calm.

Kratos will tell him that he'd older than him and it comes with time. Lloyd will say that he doesn't think he'll ever become as calm as Kratos, but Kratos disagrees. The scene will then end and you'll be back in Luin.

As you try to leave Luin, Sheena will say that there is a man named Pietro in Hima that may be able to help them, as it's believed that he escaped from the Asgard Ranch, so head there. Exit Luin to the left, then follow the path straight west across the bridge until it dissolves into grasslands, then head south. Eventually, you'll come to a dirt path. It's a bit hard to spot, but you'll see it. Head up it to find yourself in...

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/\\_The Village of Adventurers: Hima\\_/\

Head into the only building you see and rest at Echoes if you need to (it costs 240 Gald). Ignore the woman standing on the stairs for right now and head into the room beside the Memory Circle (don't forget to save). Examine the stew pot on the back to have the Wonder Chef appear and teach you the recipe for Risotto. Now head back outside the Inn and to the right of it to find the variety store and customization shop, Crimson Canyon.

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Crimson Canyon  
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Apple Gel- 100 Gald  
Orange Gel- 200 Gald  
Panacea Bottle- 150 Gald  
Life Bottle- 300 Gald  
Holy Bottle- 200 Gald  
Magic Lens- 10 Gald  
Sinclair- 2,100 Gald  
Moon Robe- 1,400 Gald  
Tartan Ribbon- 1,600 Gald  
Iron Bracelet- 800 Gald  
Leather Cape- 400 Gald

Buy and customize together all the best equipment for your party that you can, then head back to the Inn and talk to the woman on the stairs to start a scene.

Sheena will ask the woman, Sophia, to speak to Pietro, but she will inform her that Pietro passed away, much to everyone's shock. After a bit of talking, Sophia will tell everyone that his grave is in the graveyard behind the Inn on the hill, but ask them not to dig it up. The scene will then end.

Leave the Inn and head up to the graveyard. Another scene will start. Everyone will walk up to Pietro's grave, but follow Sophia's wishes and not dig it up. Colette will lead everyone into a prayer and suddenly a man will walk up behind them and start talking in broken sentences. Sophia will then come up behind him and begin to lead Pietro away. Raine will stop her and yell at her for lying to them. Sophia will begin to explain how she was doing it to protect Pietro. He did, in fact, escape from the ranch, but he had a curse placed upon him and he can no longer speak properly. After a while, Raine will ask him how he escaped from the ranch, and Pietro will try to explain as best he can. Sophia will eventually take him back to the Inn, telling everyone that his possessions are buried in the grave and they can have them as long as the promise to life Pietro's curse. The group agrees and the scene will then end. You'll find the Desian Orb in Pietro's "grave" automatically.

Save at the Inn and go back to the Asgard Ranch.

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/\\_Asgard Human Ranch\\_/\

Enter and examine the large boulder you should see right beside you to start a small scene.

Raine will ask Lloyd to try to move the boulder. Lloyd will, but be unable to move it at all. Raine will then use the Desian Orb and the boulder will move on its own. Lloyd will begin to complain and Raine will stop him, saying that they should head inside. The scene will then end.

Once you're inside the ranch, a new scene will start. Two Desian guards will notice everyone breaking in and you're thrust into a quick battle. Afterward, the scene continues.

Raine will bring up a ranch-wide map on the main computer terminal in the room and tell everyone that in order to get to Kvar, they would have to turn off the guard system. However, Kvar's room and the area where the guard system control mechanism are on two opposite sides of the ranch. The Desians will then detect Raine's access to the data bank and an alarm will sound. Raine will say that they have no choice but to split into two teams and she'll ask Colette to split them up. Colette will panic and ask Lloyd to do it for her. Lloyd will say that he's going to Kvar's room, and the scene will then end.

You do indeed have to split your party into two teams here. To make things very easy on yourself, I would suggest taking Raine and Kratos with you as the infiltration team, but it's entirely up to you. Once you're through picking teams, you'll have control of Lloyd's group.

Start by running to the bottom left and saving on the Memory Circle, then head up to the upper-left door and heading through it.

It seems human ranches have the luxury of having the longest corridors in existence, so run all the way up the first one you see to grab a chest containing a Cleric's Hat. Run all the way back down and to the left, then run up another extremely long corridor to grab two chests containing Lamellar Leather and Pellets (be sure to equip both new pieces of equipment to Lloyd). Now run back out of the corridor and continue left to find a terminal. Examine it and choose "Shutdown" to shutdown the converter in the room next door. Run back to the main hall now.

I forgot to mention that there's a Refresher in this room. Heal up and buy items if you need to, save, then head into the bottom-left door. You may recognize this place as the room the group ran into the first time they were here. It's changed a little, in that it now has a Function-Changing Pedestal for you to examine. The Sorcerer's Ring will be able to fire more powerful bursts of flame. Now run down the stairs and onto the conveyer belt.

The object here is to shoot all three cylinders with the Sorcerer's Ring. It may take a few tries, but you'll get them. Once they're out, run off the conveyer belt and all the way around to the other side and do the same thing with the cylinders here. Once they're all out, the conveyer belt will stop. Take out the guard where you got the Iron Bracelet before to acquire this dungeon's Memory Gem. Now head up the stairs and up the conveyer belt to the door, but go a bit left to grab a chest with an EX Gem Lv. 2. Now go into the door. Run all the way to the top and unseal the Memory Circle right before you hit the warp portal. Save, then get on the warp portal to try and go up. Lloyd will say that it won't go and they'll have to wait for the others to deactivate the guard system. Attention will now shift to the other team.



As the other team, head out the door on the bottom-right (even though you can't see it, it's there), and a small scene will start. A Desian sorcerer will spot the team and a quick battle will follow. If you took my suggestion and made this team out of Genis, Sheena and Colette, you may want to switch control to Sheena or Colette (you control Genis automatically at the moment) to really be part of the fight (press Y to open the battle menu and Z to switch which character you control). After the fight, head out the bottom exit.

You should remember this area from the first time everyone snuck into the ranch. You'll see a bunch of crates on the right hand side of the screen. There's a space where you can get in between them, so duck in there. A small and easy puzzle will greet you once you get into the opening. You can figure it out on your own. After you get the way to the door clear, run through it.

Head to the right, then up to find a treasure chest containing a Card of Earth for Sheena. There should be a large panel on the floor. Examine it to have the door below you move. Now head into the room on the left and a scene will start. You'll have to fight a battle, but it's nothing you can't handle. Afterward, the scene continues with the prisoners thanking you for releasing them. One of the party members (Genis, if he's in this party), will ask if anyone is from Palmacosta. A man will say that he is. Genis will ask him if he knows Chocolat and he will say that she underwent host body testing at the ranch, and was sent to Iselia. Genis will thank him and the scene will end.

Go through the door on the left-hand side and find a chest containing a Stun Charm. Activate the panel like you did the last one and head back to the right, then leave through the southern exit.

Go down and to the left here. Once you reach the room you opened up, the Raybit enemy here will attack the group and you'll have to fight a small battle. After you beat it, Genis will examine the panel and shut it off. Run back around to the right and keep going until you reach the other room you opened up. Another fight ensues and after it, Genis will shut down this panel as well, deactivating the guard system. Attention will then shift back to Lloyd's team and a small scene will start with Lloyd saying that the warp portal moved, so he can finally go to Kvar. The scene will end.

Save on the Memory Circle, then warp on up to Kvar's room. A scene will start.

Lloyd will tell Kvar that he finally found him and Kvar will act less than surprised. He'll continue talking to a woman on the projector, who turns out to be Pronyma, leader of the Five Desian Grand Cardinals. Kvar will accuse her of stealing data from his Angelus Project, but Pronyma will deny it. Lloyd will run over and confront her and Pronyma will say that she "sees the resemblance" in Lloyd (seems to be a trend). Eventually, Kvar will tell her that once he gets the Exsphere back from Lloyd, he'll become leader of the Five Grand Cardinals and Pronyma will beg for his forgiveness. Pronyma will say that he speaks nonsense and that she's heard that Rodyle has talked Kvar into joining him in one of his schemes, but he's a fool if he thinks he can trick Yggdrasil for long. She'll then end the conversation.

Kvar will say that the Mana Cannon is apparently no longer a secret, but it doesn't matter since once he gets Lloyd's Exsphere back, any suspicion he was under will disappear. A bit more talking, and it'll finally be time to shut this nancy-boy up for good.

Kvar (10,000 HP) may be the cruelest of the Five Grand Cardinals, but he's also got to be the weakest of them by far. His three Energy Stones (5,500 HP) are tougher than him. At least they run up on you and attack. While you're fighting

them, Kvar will be in the background casting Lightning and Spark Wave, with the occasional Lightning Strike and Guardian Strike. Wuss.

Taking out the Energy Stones first is vital, though, since they're the extreme threat here. Once they're gone, just keep Kvar busy by stabbing him repeatedly with Sonic Sword Rains/Sword Rain: Alphas and toss him around a bit with some Heavy Tiger Blades/Tiger Rages. Even some Fierce Demon Fangs/Double Demon Fangs will work well against him. If you have some Aqua Quartz left over from the Seal of Water, use one on Lloyd to add some extra damage. Make sure to have Raine constantly healing and Kratos laying the hurt on Kvar right along with you and he'll go down in no time.

After the battle, the scene will continue. Lloyd will be happy that he avenged his mother and after a bit of talking, Raine will begin programming the ranch to explode. Kvar will suddenly pull a "thing that wouldn't die" maneuver and try to attack Lloyd from behind, but Colette will take the hit for him. Lloyd will get angry and stab him and Kratos will also come over and stab him. Kvar will have some parting words and Kratos will have his best true badass moment of the game, killing Kvar once and for all.

After a bit more talking, everyone will start to worry about Colette, as the wound she received was pretty severe. Colette will say that she's all right and tell everyone not to worry. Lloyd will then tell everyone about Colette's condition and everyone will be shocked. A bit more talking, and it'll be time to bolt to safety. As everyone is leaving, Kratos will look back at Kvar's corpse and then leave.

Once he's gone, the man that appeared to Magnius before he died will appear on Kvar's projector, thanking him and telling him that he's taking the research data from Kvar's Angelus Project. He'll then comment on how Kvar can't really hear him anymore (since being dead makes it slightly difficult), laugh and disappear. The scene will then switch to the ranch blowing up.

Afterwards, everyone will continue to worry about Colette and Raine will suggest heading back to Luin. Kratos will suggest going to Asgard instead and everyone will agree. You're taken there automatically.

Inside the Inn, everyone will be talking about Colette's condition. After a bit of talking, Colette will get out of bed and tell everyone not to worry about her. Sheena and the others will tell her that it's not okay, but Colette will insist that everything is fine. Eventually, the scene will end.

Leave the hotel and head into the residential section of Asgard. Head all the way right and enter the house built into the hill. Once inside, enter the door to the back right of the room. Run over and talk to Harley to start a scene.

He'll tell the group that they have good timing and ask them to take a look at something he found in the ruins of the Asgard Ranch. Upon examining it, Raine will say that information on people they've met can be engraved in the small ball and placed in the book when finished. Genis will suggest that they ask Dirk about it and Lloyd will concur. Harley will ask if it's not something he can do and tell the group that they can have it. Genis will ask him if he's sure and Harley will say that since he never did anything for them for saving Aisha, it's the least he can do. He'll mention that he would like to see it when it's completed and Genis will say that he'll bring it back when it's done. The scene will end and you'll acquire the Figurine Book and six Pellets.

(Special Author's Note: You won't be able to begin making figurines until very late in the game, but once you do start and complete the book, take it back to Harley to get a new title for Genis.)

Leave Harley's house, head out of Asgard and mosey all the way back to Hima.

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/\\_Hima\\_/\

Once you enter Hima, a small scene will start and Lloyd will say that there seems to be something going on in front of the Inn. Run over to the front of it to start a scene.

Clara's shown up again and the local posse is giving her a hard time. Lloyd and the others will tell them to stop and the group hassling Clara will tell them to back off. Eventually, Clara will bolt and the posse will give chase. Genis will pick up something that Clara dropped. It'll turn out to be the Tower Key, which will unlock the Tower of Mana. Everyone will be happy they found the key, but still worry about Clara. The scene will then end. Save inside Echoes and leave Hima. It's now time to head to the Tower of Mana. Using Luin as a reference point, you should see some mountains to your left (assuming the camera is behind your avatar character once you cross the bridge in front of Luin). The Tower is on the right side of them (the opposite side of where the area's Guidepost Monument is). Head there and enter it.

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/\\_Tower of Mana\\_/\

Once you get to the Tower, use your shiny, new Tower Key to open the door and head on in. When you get inside, a scene will start.

Raine will marvel over the inside of the tower and Genis will notice how there are so many books. Lloyd will then notice that there's an oracle stone sitting in the middle of the room. After a bit of talking, Colette will place her hand on it, only to have nothing appear to happen. Kratos will notice something happen to the large circular structure ahead of them and Raine will run over to examine it. She'll take note of the three circles surrounding it and tell Lloyd and Genis to stand on two of them while she stands on the third. When they do, a door on the right-hand side of the room will open. Lloyd will get excited and step off the circle, only to have the door close again. Lloyd will be confused and Raine will tell him that it looks like three people will have to stay behind to keep the door open, since they wouldn't want to come back and find the door closed. She will then tell him to pick three people other than Colette to stay behind. The scene will end.

Once you have control of Lloyd, go and choose someone to take with you and Colette. Sheena or Kratos would be a wise decision. After you choose, the three people you chose to keep the door open will take their positions on the dais and the other team will head through the door.

Head up the spiral staircase, making sure to take out the second enemy on the way up to acquire the Memory Gem for this dungeon. Keep going all the way up and eventually, you'll come to a doorway with a chest beside it. Open the chest to get an Armet Helm for Lloyd.

Once you're in this room, you're faced with the first of a few mirror puzzles\* for this dungeon.

(\*Special Author's Commentary: I was vaguely reminded of the Spirit Temple from "The Legend of Zelda: Ocarina of Time" when I did this dungeon. Random little tidbit for you, heh.)

Head to the top of the room and burn the curtain with the Sorcerer's Ring. This

will allow light to come into the room. Now head back down to the block and push it into the very center of the room to have it reflect into a beacon on the right and open the door on the left. Go through it.

Unseal the Memory Circle a little bit above where you came into the room, save, and then examine the terminal below you. Depending on whom you left behind, either Raine or Genis will appear on part of the terminal through a projector. They will tell you that the door on their side opened and that they would head on up. The scene will end and you'll have control of the other party.

Head straight up and into another mirror puzzle room. It's almost the same as before, just burn the curtain (it's on the left, this time), and push the block into the center of the room. The light will hit the beacon on the door, opening it. Follow the light trail into the next room.

This room is the largest and most complicated mirror puzzle in the entire dungeon, but it's still pretty fun.

Start by burning the curtain on the left with the Sorcerer's Ring. Head up to the lone beacon on the right-hand side and pull the block above it to the left about two squares. Now pull it all the way down until it sits in between the two beacons sitting side-by-side on the left. Head back down to where the light is and push the block that's farthest right up once, reflecting the light into the beacon that you just came from. Now take the block on the bottom-left and push it directly above the top-right beacon (where the block you pushed in between the two other beacons was). Take the last block and push it up to where it can catch the light being reflected from the block you just moved and the light will finally have lighted all three beacons, creating a bridge above you.

Now head up, grabbing the three chests containing the Moon Robe, the Lunar Guard and the Ex. Gem Lv. 2. Save your game on the Memory Circle here and go through the door.

A chest containing a Stinger Ring for Colette is on the top-right side of this room, so be sure to grab it. Go through the door on the right. In this room, go through the door at the bottom. You'll have another spiral staircase to climb, so make your way up it, and head into the door at the top. Take the door on the left and enter the large room here. Grab the two chests containing the EX Gem Lv. 2 and the Iron Mail, then cross the bridge you made earlier via the mirror puzzle. A scene will start.

Whoever talked to Lloyd will walk up to the apparatus, and step onto the left-hand panel. Lloyd will appear on the right-hand panel via projector and the person will tell them that it would be best to meet up before proceeding. Lloyd agrees and the scene ends. You'll then be in control of Lloyd's team.

Save at the Memory Circle, then head across the bridge that just appeared. Keep heading up in a zig-zag pattern until you finally meet up with the other group. The other person will ask Lloyd to step on the other panel and Lloyd will comply, allowing everyone to gain access to a warp portal to the top floor. The teams will then come together and the party will be whole once more.

Heal up if you need to via Raine and/or Gels and equip all your new swag to their appropriate party members, then warp on up. A scene will start.

Everyone will look around and light will start to form at the altar. After a bit of a show, the game will prompt you to put Colette in your battle party if she's not in it already, and then it's time for the fourth Seal Guardian battle.

The big entrance you saw before seems pretty fitting once you clap eyes on this

behemoth. Iubaris (16,800 HP) is one big horse in terms of size and HP, but lucky for you, Lloyd has Tempest and Psi/Omega Tempest. Just about everything you throw at this guy will have him hurting, but be careful if he goes airborne, since that usually means he's about to try to slam you or hit you with a Force Ray, both of which can do some real damage if you're not on your toes. Just make sure everyone stays alive and Iubaris will eventually be dead.

If you managed to keep everyone alive in your battle party through every fight up until now, Colette will attain the title of "Friendship First."

After the battle follows a scene. Remiel will tell Colette to offer her prayers at the altar, and she will, only to have nothing really happen. Everyone will be confused and suddenly, Luna, the Summon Spirit of Light, will appear to everyone and ask where Aska is. After a bit of talking, it will be revealed that Aska is also a Summon Spirit of Light. Luna will go on to say that without Aska, she cannot form pacts or anything and will ask Colette to find Aska to restore her power. She'll then disappear and the mana will finally be released. Remiel will then come down and congratulate Colette, granting her more angel power. He will then say that it is time and that the path to the Tower of Salvation is now open. After telling her to go there and not to disappoint him, he'll take his leave. Colette will land and learn Sacrifice. A bit more scene and it's time to run out of the tower. Luckily, the game heals you, so it's all good, in that respect.

When you reach the bottom floor and enter the room where you entered the tower, examine the bookcase on the upper-left hand side of the room to find Boltzman's Book. A scene will start. Colette and Lloyd will say that now that they have this, they should be able to say Pietro, but Raine will tell them that she would be unable to do anything unless she had something that would amplify her powers, like the legendary Unicorn Horn. The scene will then end.

Examine the book cases around the room to learn more about the Ancient Kharlan War, Mithos the Hero and the moon of Sylvarant. Take your leave when you're ready. Another scene will start upon your exit.

Colette will collapse again and Genis will ask her if she hurt herself. Colette will gasp and Lloyd will ask her what's wrong. Kratos will say that she appears to have lost her voice. After a bit more talking, you'll automatically be taken to the...

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/\\_\\_Nighttime Campfire\\_/\

Everyone will be sitting around the campfire when Sheena suddenly says she has something to tell everyone. She goes on to say that she wants to tell everyone why she wanted to kill Colette. Raine will tell Sheena to go on about her story of her homeland, a world that isn't Sylvarant. Sheena will ask her if she knew and Raine will say that she didn't but Sheena did say that if the world generation was completed, her homeland would be destroyed, meaning that she can't be from Sylvarant. Sheena will tell Raine that her intellect is being wasted on this side and say that she indeed is not from Sylvarant, but a world called Tethe'alla. Genis will ask her if she means the moon and Sheena will laugh at him, telling him that her world isn't on the moon.

Sheena will go into how Tethe'alla and Sylvarant lie parallel to each other, but on shifted dimensions. They can't see or touch each other, but they are connected to and affect each other. She'll go on to say that Sylvarant and Tethe'alla compete for mana and that one of the two worlds is always flourishing and the other is always waning, like an hourglass. Raine will ask if that means that the journey of regeneration is actually the process of

reversing the mana flow and Sheena will say yes. The reason Sheena was sent over to Sylvarant to stop the journey from happening.

After a bit more explaining on what exactly it means for a world to lose all its mana and what mana actually does, Lloyd asks if there is a way to save both worlds. Raine asks him to consider the fact that there's nothing that convenient that exists, but Lloyd is determined. Sheena will also say that she wants to save both worlds, as she wants Tethe'alla to remain prosperous, but she can't stand knowing that the people of Sylvarant are living in such an impoverished world. Kratos will eventually say that the only way of knowing whether or not both worlds can be saved is by completing the journey, but Colette will say (through writing on Lloyd's palm with her finger and having him translate) that she'll ask Remiel if there is a way to save the two worlds. Sheena responds by saying that if there isn't, she may have to kill her anyway. Genis will yell at her and Colette will say that if that time comes, she'll fight back because she loves Sylvarant too. Sheena will say that she understands and say that Colette is determined to become an angel. The scene will then end.

You'll be back in front of the tower, so go ahead and leave. Head toward Hakonesia Peak, but between there and Luin, look to the left for a place you can head up the hill (if you still can't find it, head toward the Asgard House of Salvation and turn the camera so that you can see the opening). Head up the small hill and enter...

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/\\_Lake Umacy/\\_

A scene will start once you arrive. Lloyd and Genis will spot a unicorn under the lake and Raine will say that the horn is what they need to learn the technique to save Pietro and Clara. Lloyd will say that they can just swim out to it, but Genis will tell him that there's no way he can hold his breath that long. Eventually, it will be mentioned that if they had the Summon Spirit of Water, Undine, they'd have no problem getting to the unicorn. Genis will say that none of them know how to summon, but Sheena will say that if she had a pact with Undine, she could summon her. After a bit of talking, it's decided that the group will head back to Thoda Geysir to form a pact with Undine. As everyone is leaving, Kratos will say that this is quite a detour and Raine will agree with him. The scene will then end.

Sadly enough, you'll have to hoof it all the way back to Thoda Dock on your own. Once you get there, talk to Candy, the girl behind the counter, and she will say that she won't take any money from the group since she didn't know that they were with the Chosen. Ask to use the "boat" to hop back in those good ol' washtubs and head back to Thoda Geysir.

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/\\_Thoda Geysir/\\_

Head back into the Seal of Water and to the altar room (down the southwest path, if you've forgotten). Heal yourself up if you need to and save on the Memory Circle you unlocked before, then head over to the warp portal to head up to the seal. A scene will start once you get up there.

As the group approaches the altar, they all offer Sheena their support. Sheena will act nervous and tell them not to blame her if something goes wrong.

Sheena will walk up to the altar and Undine will appear, saying that she is one who is bound to Mithos and ask Sheena who she is. Lloyd will ask if she means Mithos, the hero of the Ancient Kharlan War and Raine will say that it isn't

necessarily him, since Mithos is a common boy's name. Sheena will introduce herself to Undine and request a pact, but Undine will refuse, saying that she can't form two pacts at the same time.

When Sheena starts to freak out, Lloyd will suggest that Sheena ask Undine to cancel the old pact. Kratos will then go into how as long as a pact-maker is alive and keeps the vow he made with the Summon Spirit, the pact will remain valid. Undine will tell him that he's right and Sheena will say that she knows that, asking how that's going to help her now. Kratos will tell her to follow Lloyd's advice and request the annulment of the previous pact, as if the pact-maker has broken his vow or died, it might be possible to form a new pact.

Sheena will do as Kratos says and ask Undine to annul her old pact and form a new pact with her. Undine will say that she must test Sheena's worthiness as a pact-maker and tell everyone to draw their weapons. Lloyd will ask her if they really have to fight and Undine will begin the battle. (If you don't have Sheena in your battle party, the game will tell you to put her in.)

Undine (13,000 HP) likes to cast her water magic. A lot. However, if you keep her busy with Genis pounding her with Thunder Blades/Spark Waves, it'll help. Sonic Sword Rains/Sword Rain: Alphas and Heavy Tiger Blades/Tiger Rages are really going to help you out here, since they'll keep Undine from both attacking you with her broadsword and casting magic (Heavy Tiger Blade also has the added bonus of knocking her on her back). Just beware of her Spread spell and you should do just fine.

After the battle, Undine will tell Sheena to make her vow. Sheena will say that there are people who are suffering and vow to help those people. Undine will accept Sheena's vow, giving Sheena her power. Sheena will learn S. Seal: Water and Summon: Water. You'll also acquire the Aquamarine. Raine will tell Kratos that he's very knowledgeable and he'll respond saying that he used to have an acquaintance that knew some things about Summon Spirits. The scene will end and it'll be time to make your way out of the dungeon, back to the mainland and all the way back north to Lake Umacy.

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/\\_\\_Lake Umacy\\_/\

Once you're at the lake, another scene will start. The gang will try to decide who is going to go out and talk to the unicorn. Lloyd will volunteer, but Kratos will inform him that he can't since the unicorn will only appear before a pure maiden. He'll then volunteer that Raine, Sheena and Colette all go together, but Raine will decline, saying that she's an adult and they should only send Colette. Sheena will ask if Raine is implying that she (Sheena) isn't qualified to go out and talk to it and the three younger party members will get slightly confused. Sheena will get panicky and it'll eventually be decided that Sheena and Colette will go out to the unicorn.

Sheena will summon Undine and ask her to take them out on the lake. She will do so and once they arrive, the unicorn will ask if Colette is Martel. The two girls will get confused and say that Colette isn't Martel, but the unicorn will insist that she is, as she has the same mana and sickness as Martel had. He will also say that he was born to cure Martel's sickness. Sheena will be happy but Colette will shake her head, saying that she is the Chosen of Regeneration and she wants to use the unicorn's horn to heal Pietro and Clara, not herself (the unicorn is able to hear Colette's thoughts). The unicorn will say that he understands and he will give the Unicorn Horn to Colette.

After he gives his horn, the unicorn will begin to disappear. Sheena and Colette will begin to worry, but the unicorn will say that it's all right, as

dying is what it means for a unicorn to lose his horn. He will say that a new life will be born from his death, however, and that is how they live on forever. The unicorn will then disappear and the girls will return to shore.

Genis will ask if Sheena is crying and she will say that the unicorn gave them his horn. Kratos will say that the unicorn must be dead. Sheena will demand to know if he knew that was going to happen and Raine will say that it was to be expected since unicorns are the symbols of death and rebirth. Lloyd will be glad that they can cure Colette, but Colette will tell them to use the horn to save Pietro and Clara. Lloyd will understand and take the horn from Colette, handing it over to Raine. Raine will learn Resurrection and attain the title of "Grand Healer."

She'll then say that it appears that she learned some new arts from the horn. Lloyd will ask if that will be enough to help Pietro and Clara and Raine will say that it should be, since they have Boltzman's Book from the Tower of Mana. The scene will then end, so it's time to mosey on back to Hima.

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/\\_\\_Hima\\_/\

A short scene with everyone saying that they need to go save Pietro will greet you once you make it into Hima, so go please the masses and head on into Echoes. Run up the stairs to the lone room on the second floor and a scene will start.

Sophia will ask the group if they have the healing technique and they will say they do. Raine will then cast Resurrection on Pietro and he will be healed. After a bit of talking, he will say that he must wait for the Chosen to show up, as he has something to tell them. Genis will tell them that if he's looking for the chosen, she's standing right in front of him. He'll ask if that's true and Colette will nod. Pietro will then inform everyone that the Desians are planning on building something called the Mana Cannon. Kratos will ask him if he means Thor's Hammer from the Ancient War, but Pietro will say that he doesn't know the specifics. He'll go on to say that they're using something called Exspheres in their experiments and beg Colette to stop them. Genis will say that it's okay, since they already defeated Kvar and destroyed the Asgard Ranch. Pietro will say that he knew he could count on the Chosen and thank them.

Raine will mention that Kvar mentioned something about a Mana Cannon when they were at the Asgard Ranch and wonder what it is. Kratos will say that he doesn't really know. Lloyd will change the subject by saying that he wonders if the healing technique will work on Clara since it worked on Pietro. Kratos will say that it should and they'll save her when they have time. The scene will then end.

Head on out of Echoes and around for a short scene to start where Raine says that they can get a good look at the Tower of Salvation at the top of the mountain. She'll also say that they should think about what they're going to do next. Follow Raine's advice and head up the path. Once you get there, a scene will start.

Everyone will say that the Tower looks so close, but is so far away. Genis will say that there doesn't look like there's any path leading to it. Suddenly, a voice from behind them will ask if they want to get a closer look at the Tower. Everyone will turn and see a man coming up behind them. Lloyd will ask if he's serious and the man will laugh. He will then welcome them to Dragon Tours, a business that he just started. He'll then offer them three dragons to ride for a special price of 6,000 Gald. Lloyd will say that it's expensive, but Raine will say that they have no choice, since it's for the world regeneration. The



man will be surprised and ask if they're the Chosen's group. Raine will say that they are and the man will insist that they put their money away. Genis will respond that they haven't even taken it out yet. The man will say that he'll prepare three high-class dragons for the morning, but will then become slightly apprehensive. When Raine asks him what's wrong, he'll say that he's heard that there are monsters around the Tower and he doesn't want his dragons to be hurt. Raine will say that they'll send the dragons back once they land. The man will finally agree and the scene will end.

You'll meet up with the group near the entrance of Hima, when another scene will start. Lloyd will say that they're finally down to the last seal and Raine will suggest that everyone split up for the night, but not go outside the village. Everyone will agree and Kratos will say that they'll be leaving in the morning. The scene will then end.

You can talk to everyone if you want, though you only really need to talk to Colette. If you want to get this part done and over with, hit Ctrl+F and type in "\*\*\*\*" without the quotation marks. Otherwise, read on.

Talk to Sheena and she will say that Sylvarant will be saved tomorrow. Lloyd will ask her what she's going to do and she'll respond that all she can do is trust the Chosen, saying that Colette seems trustworthy. Lloyd will ask if there's a Chosen she can't trust and she'll say that she can't stand Tethe'alla's Chosen. Lloyd will ask if Tethe'alla really has a Chosen and Sheena will agree, then ask why a goddess would create a world like this if she exists. Lloyd will say that wishes he could kick her for doing this and Sheena will agree. The conversation ends there.

Head up to the Adventurer's Graveyard to talk to Kratos. He'll tell Lloyd that his journey is finally coming to an end. Lloyd will say that this isn't the ending he was expecting and Kratos will tell him that this ending is the one to be expected from clinging to the Chosen. Lloyd will ask him what he means by that and Kratos will tell him that he (Lloyd) is the one that said they have the power of the Chosen on their side, the one that will save the world. Lloyd will say that he did say that and that's why he has to protect her. Kratos will say that if relying on the power of the Chosen at the most crucial time is what it means to protect her, then the meaning of the word "protect" has changed significantly from his understanding. Lloyd will ask him what he's trying to say and Kratos will tell him not to make a mistake. Lloyd will say that he doesn't quite get it, but he's got it. He'll then ask that if he does make a mistake, can he do it over again. Kratos will say that if it's something he feels he can do over again, then he can feel free.

Talk to Kratos again to have him offer Lloyd his final swordsmanship lesson. When you have the option, choose "Please." You'll automatically be taken to another location.

Kratos will charge at Lloyd and he'll parry, then bow to Kratos and thank him, calling him "Master." Kratos will ask him why he's doing this now, and Lloyd will say that he's never really thanked him until now for being such a great teacher. Kratos will say that he has no right to be called that, but Lloyd will disagree. Kratos will tell him to remember everything that he's taught him and protect his friends. Lloyd will agree and the scene will end. You'll find Lloyd back in the Adventurer's Graveyard in Hima.

Head down and around in front of the Crimson Canyon to talk to Genis. He'll tell Lloyd that he's been thinking about how stupid he's been. Lloyd will ask him what he's talking about and Genis will say that they've been on this journey for all this time and they don't even know if the ending will be good or bad. Lloyd will say that nobody knows that and the ones that think they do

are the stupid ones. Genis will ask him if he really thinks that's true and Lloyd will say that he does. Genis will say that Lloyd says some pretty cool things now and again and thank him. The conversation ends there.

Run over in front of Echoes to talk to Raine. She'll tell Lloyd to go talk to Colette since it's her last night. Lloyd will ask what she means and Raine will tell him that it's her last night as a human. Lloyd will say that she's just turning into an angel and Raine will ask if he really doesn't get it yet and say that he's not too bright. She'll go on to say that she's fascinated by Colette as she continues to transform into an angel and Lloyd will say that she can't be serious. Raine will respond that she is and tell him to go to her. The conversation will end there.

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Talk to Colette in front of Echoes for her to ask him if he's going to talk to the others. When you have the option, choose "No, it's okay." He'll say that they can talk for a bit and she can write. You'll automatically be taken to the cliff behind the village and a scene will start.

Colette will write that she knows it's weird and she's sorry that she can't really speak to Lloyd even though it's the end of the journey. Lloyd will respond that it's him that should be apologizing. Colette will be confused and Lloyd will say that he never got close to finishing the necklace he planned on giving her because he thought they still had a ways to go on their journey. Colette will write that it's okay and she'll wait forever if she has to and Lloyd can give it to her anytime. Lloyd will say that he's really going to make it this time, then ask Colette if she's scared about tomorrow. Colette will write that she is, but when she thinks about regenerating the world, it's almost like her life is spreading out the fill the entire world and then she's okay. Lloyd will tell her that she's strong and then suggest that they go back to the Inn since the wind is cold. Lloyd will then apologize since Colette can't feel the wind. Colette will give him a sad look, then walk down the path. Lloyd will curse and ask if there's really nothing they can do, then run after her. The scene will end with a shot of the Tower.

Another scene will start at dawn the next day with Lloyd noticing Kratos leave the Inn. He'll ask where he's going to himself, then follow after.

Outside, Kratos will be talking to Noishe, asking him to continue watching over Lloyd for him. He'll continue on, but suddenly, the man from the Sylvarant Base will warp behind him, preparing to attack. Lloyd will tell Kratos to watch out, and Kratos will slash at him, telling him to stop. The man will drop something, then warp away. Lloyd will run over and ask if he's all right. Kratos will thank him. Lloyd will say that it was nothing, but ask who that man was. Kratos will say that it was more than likely that assassin from before and Lloyd will say that he thinks he's seen him somewhere before. Kratos will say that he might have and suggest that they return to the Inn, since everyone's probably up. Lloyd will agree and begin to walk, but Kratos will stop him, telling him not to die. Lloyd will ask him what he means, but Kratos will tell him not to worry about it, then walk off. Lloyd will wonder to himself how he can't worry about it after he's said something like that, then notice the item that the assassin dropped. He'll walk over and pick up the Assassin's Ring. Lloyd will notice that it has some strange letters carved in it and the scene will end.

Another short scene will start with everyone saying that it's time to head off to the Tower, then end. Stock up on whatever you may need and make sure you have the best equipment you can buy from the Crimson Canyon, save in Echoes, then head on up the cliff\*. Before you hit the middle, Raine will tell Lloyd that there's no guarantee that they'll return safely from the Tower and ask if

he's ready. When you have the option, choose "I'm ready." You'll then be able to go on.

(\*Special Author's Note: It may also be in your best interest to outfit Kratos with the equipment he had when you first met him way back when at the beginning of the game. A strange request, but the reason will become apparent soon.)

Once you reach the cliff, another scene will start. The Dragon Tours shopkeeper will say that the dragons are ready and that they have to ride in pairs. Kratos will say that he'll ride with Colette, since protecting the Chosen is his job. You'll then be given the option of having Lloyd ride with Raine, Genis or Sheena. Ride with whomever you want to raise your relationship level with. The scene following will be different depending on who you chose.

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/\_\\_Tower of Salvation\_\\_/\

Lloyd and the person you chose to ride with him will arrive last at the Tower. When they arrive, they'll find out that Colette and Kratos already went in ahead of everyone. Follow after them.

Once you get inside the Tower, a scene will start just before you hit a warp portal. Lloyd will see coffins floating in the space of the Tower and what they could be. Raine will say that they might be all the Chosen that have failed up to this point and Lloyd will curse, saying that if Colette fails, she'll end up just like them. The scene will then end, so warp on up. Once you do, another scene will begin.

Everyone will see Colette praying on a large dais with Remiel flying above her. Remiel will say that with the final sacrifice of her heart and her memory, she'll become a true angel and revive the goddess. Genis will ask if she's really going to forget about them and Raine will say that Colette's human life will now end and she'll become an angel. She'll then say that she knew that this was going to happen, but she promised Colette she wouldn't say anything. She'll go on to say that becoming an angel means dying. Remiel will say that that's not quite right and say that once Colette becomes an angel, she will revive the goddess and the world will be regenerated.

Raine will ask him if there a world beyond Sylvarant called Tethe'alla and Remiel will say that that is not for her to know. Raine will ask him if he kept it secret because it's true and he will ask who told her of the world. It will then be asked if both worlds can be saved and Remiel will say that once the world is regenerated, the two worlds will achieve peace, just as the Chosen wishes. Colette will ask if that's really true and Remiel will tell her that she knows why she came there.

Lloyd will begin to become hysterical and say that Colette can't give up her memory since it would be the same as sacrificing all of them. Remiel will ask him if he would really choose to save a single person over the entire world and tell Colette join him. Colette will follow orders and begin to release the seal. Lloyd will run up and ask Remiel if he really wants Colette to give up everything, even though he's her father. Remiel will tell him not to make him laugh and say that when he came down to play guardian angel, Lloyd and the other inferior beings started calling him her father on their own. He'll go on say that he merely placed the Cruxis Crystal upon the sacrifice who was chosen to become Martel's vessel.

Lloyd will jump on the dais and grab Colette, telling her not to go. Colette will say that it's all right, as she knew what was going on. Lloyd will ask her that if she knew, why didn't she say anything and Colette will be happy that he

can hear her voice so that she can say goodbye in the end. After a bit of talking, Colette will begin to float in the air and complete her angel transformation. She'll then learn Judgment.

Remiel will begin to laugh and say that he's done it and with Colette completing her angel transformation, he'll become one of the Four Seraphim. Lloyd will demand that Remiel give Colette back, but he will refuse, saying that she is Martel's vessel. Lloyd will then ask if everything is a big lie and Remiel will say that no longer has a use for any of them, ordering them to be gone. Time for a surprise battle!

Remiel (16,000 HP) is a mage at heart, but that doesn't mean he won't shoot you with his bow and arrows if you hassle him too much. He can also warp at will, which can mess up a chance of a good Unison Attack. What you should most be wary of is his Judgment Ray, as it not only damages you, but has the ability to cause a random status effect sometimes. Using Guardian is pretty vital in this fight, so stay on your toes. By no means is Remiel a pushover, but if you're alert and have Raine casting her healing spells constantly and Resurrecting fallen party members if you get low on Life Bottles, you should make it out scathed, but alive.

After the battle, Remiel will fall and everyone will begin to call to Colette. She will ignore them and Lloyd will ask if she's really forgotten him. Kratos will appear on the scene and say that he's wasting his time, since not only lost her memory, but the soul to listen to his words. He'll go on to say that she's now a puppet standing before Death's door. Lloyd will ask him what he means and where he's been.

Remiel will ask Kratos to help him and Kratos will say that he was once of the inferior race, a human. He'll then ask Remiel if he really wants help from what he despises most. Remiel will then keel over for good.

After a bit of talking about what exactly is about to happen to Colette, Kratos will reveal that he is actually one of Cruxis' Four Seraphim and was sent to keep watch over the Chosen. Sheena will say that he deceived them, but Kratos will say that he didn't, since if Colette completes the ritual, she will become Martel and regenerate the world, fulfilling the group's wishes. He'll then say that he will take Colette to Derris-Kharlan and complete the ritual. Lloyd will then ask if he really thinks that he'll let him do that. Time for another shocking surprise battle!

If you thought Remiel was tough, Kratos (22,500 HP) will turn your world upside-down. Kratos is fast, accurate and just plain deadly with his combos. He usually has a nice mix of his spells and swordsmanship integrated into his fighting style, usually saving his trademark Lightning Blade/S. Lightning Blade/Grave combo for the finishing blow. He may also choose to go with the simpler Lightning Blade/Light Spear combo as well. He'll go after Lloyd first, so you really need to be on your toes in order to stay alive for a while.

The trick to keep going against Kratos is to block when he starts comboing you and casting Guardian any time you see him casting a spell, since he's usually gunning for you. Raine should have Nurse by now, so that will help out a lot, as will Resurrection, because you're more than likely going to be on the receiving end of it if you're lower than Lv. 28. If you're skilled enough, you'll win and be rewarded with your first EX Gem Lv. 3 for your hard work, as well as a Life Bottle.

After the battle, the beginning of the next scene will be different depending on the result of the preceding fight. A glowing light will eventually come down and reveal another angel, to whom Kratos will bow. The angel will say that he

guesses that Kratos couldn't really fight seriously against such an opponent and then ask Lloyd for his name. Lloyd will ask for his in return and the angel will say that people need not introduce themselves to a dog. Lloyd will ask him what he said and the angel will change his mind, telling the "wretched human" that he is Yggdrasill, leader of Cruxis and the Desians. Time for another surprise battle!

I know that this is the third boss fight that you've had in the span of 10 minutes, but this can't really be called a fight. It's more like a massacre in real time. The Kratos fight you had before just determined how long it would last.

If you managed to beat him, congratulations! You earned yourself a few more seconds of watching Yggdrasill (40,000 HP) beat the living crap out of your party with Outbursts, Rays and Holy Lances! There's really no point in wasting items, so if you want to try and fight him, let Raine cast whatever she wants. If you're below Lv. 30 by now, you probably won't last all that long, even with her help. The slaying will end with him saying "How sad" as a final kick in the head, gut and everywhere else that can cause pain.

Anywho, after the fight, Yggdrasill will use his powers to pick up a sword and knock Lloyd around some. He'll ask Kratos if he has any objections, to which Kratos will lightly clear his throat. As Yggdrasill prepares to deliver the coup de grace, someone will fire a bolt of mana at him. The camera will turn to reveal that it's...Botta! He'll curse when he sees that Colette has completed the angel transformation and say that they have to take her back alive. Three soldiers will run up to Yggdrasill, but he'll kill them with ease. They turn out to be decoys anyway, as Botta escapes with Lloyd and the others. Yggdrasill will say that the Renegades are as annoying as ever, but say that them interrupting is of little consequence. He'll then tell Kratos that they're leaving and disappear in a flash. Kratos will comment on how the party was saved by the Renegades and tell Lloyd not to die, then take his leave. The scene will then end.

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/\_\\_Sylvarant Base\_\\_/\

Lloyd will wake up at the base and Genis will greet him. Raine will ask if he recognizes where he is and tell him that they're in the Triet Desert. Lloyd will ask if she means the Desian base and Sheena will tell him that the people here aren't Desians. He'll ask where Colette is and run over to her. Sheena will say that she doesn't respond to anything they say. He'll then ask what all happened and Genis says that he's confused as well, since everything happened so quickly. Raine will decide that a recap is in order.

She will explain that the people who saved them aren't Desians but an organization that looks like the Desians who call themselves the Renegades. Lloyd will be confused but tell her to go on. Raine will then explain about the Renegades again and Lloyd will understand. He'll then ask about Yggdrasill and Kratos. Raine will remind him of what Yggdrasill said the Tower about being the leader of Cruxis and the Desians and since Kratos followed his orders, he is a subordinate of Yggdrasill. Lloyd will be angry over having been deceived from the very beginning and after a bit more talking, a Renegade guard will come in and tell them that the leader of the Renegades would like to speak with them. The group is then taken to his office.

Botta and his superior, Yuan, will confirm their theory that Cruxis and the Desians are the same organization. He will tell the group about journey of regeneration merely being a way of reversing the mana flow between the worlds of Sylvarant and Tethe'alla. He will go on to say that the one who created the

world of Tethe'alla was, in fact, Yggdrasill. Genis won't believe him and Yuan will prepare to dismiss them, but Lloyd will stop him, asking why they saved them since they've been trying to kill Colette and him since the beginning. Botta will explain that the main goal of the world regeneration is the revival of Martel, so the one who would become her vessel, the Chosen, was an obstacle. Yuan will confirm this, but say that since the Chosen completed the angel transformation, she's now a lethal weapon whose only goal is self-preservation and they won't lay a hand on her. However, Yuan will then say that they no longer need the Chosen and several guards will come into the room. He'll then say that they now need Lloyd. Lloyd will ask why, and Yuan will say that it's none of his concern, ordering the guards to capture him. Yuan himself will move in to get Lloyd, but Lloyd will kick him, reopening Yuan's wound from Hima. Yuan will curse Kratos for getting in his way, and Lloyd will begin to ask if he was the assassin from before, but Sheena will interrupt him as the others make a break for it out the door. Sheena will stay behind and summon Corrine to stall, then make her own escape. Time to make a break for it!

Run to the right and head up and around, then on into the first door you can get into. You'll be on the beginning of a catwalk. There's a vending machine right next to you, so go ahead and stock up on all the items you lost in the two boss battles and a murder you just survived. Afterward, run across and save at the Memory Circle, then go through the door.

In this room, run up the stairs you see and all the way around and down the other set of stairs. You should see two brown boxes lying around the room. Push and pull these boxes so that they form a makeshift bridge to the lone platform with the large gray block on it from the platform you just ran down. Run up the stairs and across the bridge you just made, then push the gray block off of the platform. Push this new block across the room, ignoring the blue square where it's supposed to go for right now, and nudge it into the small hole that fits it perfectly on the far wall. Now go back and grab the two brown blocks and push them so that they now form a bridge between the lone platform with a set of stairs on it and the other larger platform. Run up those stairs and across the bridges you just made and grab the two treasure chests containing a Straw Hat that suits Genis and an EX Gem Lv. 2. Now go down the stairs and push the two brown blocks back on the large square where you pushed them before, only this time, push them so that they take up the entire left side of it. Now go pull out the gray block and push it onto the blue square. The lock on the stairs will open and the cover will pull back, granting you access to the downstairs. Run around to the stairs now, making sure to change the Sorcerer's Ring at the Function-Changing Pedestal as you pass by it.

Once you're downstairs, run to the right and push the large gray block off the edge of the platform and into the water trough. Then run to the left and all the way to the back, activating the large pillar there with a shot from the Sorcerer's Ring. Run to the edge of the platform now and examine the machine there. When it asks you if you want to press the button, say yes to bring down the two blocks you moved upstairs, which will create a bridge to the other side. Run to the front of the large platform and examine the hidden treasure chest for a Protect Ring. Now run around to the back and hit the pillar here with a shot from the Sorcerer's Ring. Now go up the stairs and press the button here to drain the water from the trough. Go back down the stairs and run to the right side of the platform and down these stairs, pushing the block that you shoved down here earlier on the blue square. The gate will lower, granting you access to the last pillar. Shoot it with the Sorcerer's Ring to open the southern door. Make your way back upstairs and out of it. Once you do, a scene will start.

Lloyd will be angry and say that the Renegades need to make up their minds about whether they're their enemies or not. Raine will suddenly ask Sheena if



will muse that maybe either one is fake or they're both real, Genis will say that it isn't possible. Lloyd will tell him not to get mad, since he was just saying things, then suggest that the party get moving. Sheena will agree and Genis will be excited that they're on their first adventure in Tethe'alla. Raine will tell him that it isn't a field trip and the scene will end.

Head straight down the path and save once you hit the Memory Circle. Make your way down the mountain. It's a straightforward path down, so there's not much to say. Make sure you grab the treasure chest with the EX Gem Lv. 2 on your way. Once you hit the bottom level, take the first path up that you can and grab the Cool Orbit for Genis. Make your way back to the main path and keep going right, going north at the split to pick up a Card of Fire for Sheena. Examine the hidden treasure chest behind the rock here for a Black Onyx. Head down the path now, taking the first left you can (not going back up the path you just came down from). Follow it to find a chest containing a Misty Robe for Raine. Now go back to the main path and continue going down. Eventually, a small scene will start.

Lloyd will ask where they're going and Sheena will get angry, saying that Lloyd was the one that said "let's go." Lloyd will rebut by saying that he's from Sylvarant and wouldn't know where to go. Sheena sees his point and says that they should head for the capitol city of Meltokio. Lloyd starts to get excited and the group is on its way after the scene ends.

Run the two strides and exit to the World Map. Welcome to Tethe'alla. Turn the camera so that it faces north then keep on running (work your way around the mountain to find this area's Guidepost Monument). Eventually, you'll run smack into it.

When you enter the city, Sheena will suddenly say that she has to part ways with everyone here. When Genis asks her why, she says that since she failed in her mission, she needs to report it to the Chief. Genis will ask if the chief is in Meltokio and Sheena will say that she's from Mizuho, not Meltokio. Her people were driven from Meltokio and they all live in hiding. Sheena will say that she's written everything in a letter to the King of Tethe'alla and requested that the kingdom help Colette. Lloyd will thank her and Sheena will get embarrassed. Genis and the others will laugh at her. After a bit more talking, everyone tells Sheena that they'll see her again and the scene ends. You'll automatically acquire Sheena's Letter. Congratulations, you're now officially in...

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/\\_The Imperial City: Meltokio\\_/\

Run into the city gates for a scene to start. A dog will walk up to the group and Genis will be surprised that there are dogs on this side, too. The dog will sniff at Colette, but she'll kick it away. Everyone will be shocked and Lloyd will comment on how she used to love dogs. A man you may recognize will come down the stairs and say that Colette is a wonderfully violent young lady, then leave. The others will wonder who he is and the scene will end.

From where you are currently, head to the left and into the next section of town to find the local item shop, Belteon.

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Belteon  
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Apple Gel- 100 Gald  
Lemon Gel- 1,000 Gald



Orange Gel- 200 Gald  
Pineapple Gel- 1,200 Gald  
Melange Gel- 500 Gald  
Panacea Bottle- 150 Gald  
Life Bottle- 300 Gald  
Anti-Magic Bottle- 1,000 Gald  
Flare Bottle- 1,000 Gald  
Guard Bottle- 1,000 Gald  
Acuity Bottle- 1,000 Gald  
Syrup Bottle- 1,000 Gald  
Holy Bottle- 200 Gald  
Dark Bottle- 200 Gald  
Magic Lens- 10 Gald  
Poison Charm- 4,000 Gald  
Paralysis Charm- 4,000 Gald

For right now, I would hold off getting any items until after the next few events happen. Head back to the main stairway in town and head on up into the next section. A scene will start.

Everyone will begin to look around from where they're standing, but Colette will keep going, eventually running into a group of people coming down the stairs. They'll tell her to watch where she's going and eventually, the male of the group will tell them to settle down, then ask Colette if she's hurt. Colette, being unable to speak, says nothing. The girls begin to berate her, calling her a hag and stupid for wearing an "angel costume" when it's not even festival time. Genis and Lloyd will come to her defense and Raine will say they're all acting like children.

The man will tell everyone to settle down and try to take Colette's hand, saying that she's probably cute when she smiles. Colette will pick him up and throw him in response. The girls will scream after Zelos (the man), but he will land on his feet, surprised that Colette is so strong. Lloyd will ask him how he could react so fast, but Zelos will respond that he isn't interested in talking to guys. He will then hit on Raine and be soundly rejected with Raine using Lloyd's famous "Give me your name and I'll give you mine." Lloyd will say that it sounds a bit arrogant when Genis makes a comment about it. Zelos will be surprised that Raine doesn't know who he is and say that he has a ways to go. The girls will then ask Zelos to leave with them and he does, saying that he'll see Raine, Colette and the other two people later.

After he's gone, Genis will call him an ass and say he was grinning the whole time. Raine will tell everyone that he had an Exsphere on him and Lloyd will say that that's how he reacted so fast. They'll wonder who he is and the scene will end.

From where you are now, head to the left to find the local weapons shop, Axios and the customization shop, Prucius.

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Axios  
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Nimble Rapier- 2,800 Gald  
Ogre Sword- 3,000 Gald  
Ray Thrust- 3,000 Gald  
Cool Orbit- 2,250 Gald  
Silver Sword- 2,600 Gald  
Card of Fire- 2,700 Gald  
Card of Earth- 2,400 Gald

Francesca- 3,200 Gald

Upgrade your weapons, making sure to customize before you buy. If you check the big cat in the back, the Wonder Chef will appear and teach you the recipe for Steak. Afterwards, head back to where you were before, then go right to find the local armor shop, Trupelos.

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Trupelos  
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Splint Mail- 3,000 Gald  
Elven Protector- 3,000 Gald  
Druid Cloak- 2,700 Gald  
Misty Robe- 2,200 Gald  
Straw Hat- 1,000 Gald  
Striped Ribbon- 1,400 Gald  
Gold Circlet- 1,000 Gald  
Omega Shield- 1,600 Gald  
Claw Gauntlet- 1,000 Gald  
Lapis Bracelet- 1,400 Gald  
Heavy Boots- 3,000 Gald

Upgrade your armor here then head back to the main plaza of town and go up the stairs. Run up the short flight of castle steps and go to the doors to start a scene.

The guards will ask who the group is and Lloyd will say that they need to see the King. The guard will tell him that the King is sick and not granting audiences, so they should leave. Lloyd will say that they really need to see him, and the guard will say that if they're that determined, they should go ask the pastors to do a good job at the ceremony they are planning to have for the King to get better. Afterward, two more guards will come to relieve the other two of their duties. Lloyd will say that they should go to the church and the scene will end.

Go back down the short flight of stairs and go to the left, entering the smaller set of doors here. Run to the back of the chapel and talk to the pastor to start a scene.

They will ask if there is going to be a ceremony held in the castle, and the pastor will say that it's going to be held in the King's Chambers. He will then notice someone and tell a girl named Presea to take the sacred wood to the castle. Presea will comply and then leave. Genis will say that she's cute and Lloyd will confirm that the ceremony will be held in the King's Chambers. The pastor will then leave. Lloyd will then tell everyone that he knows how they'll get into the castle now. He plans to ask Presea to let them help carry the sacred wood into the castle. Raine will say that she figured Lloyd would say that and Genis will say that it's a great plan. Raine will say that they'd better catch up to her and the scene will end. Head out of the chapel for another scene to start.

Presea will be talking to a man and he will leave to report to his lord, Rodyle. As Presea begins to walk off, Genis calls after her and she turns to face the group. Lloyd introduces himself and that group except for Genis, who introduces himself very loudly. When Lloyd asks him why his face is flushed, Genis ignores him and asks Presea if they can help carry the sacred wood. Presea will begin to leave, but Lloyd and Raine will stop her again, explaining that they have a letter to give to the King, but since he's not granting audiences, they need her help to get in. Lloyd will ask her if she's listening

since Presea doesn't respond at all and Presea will say that she understands and begins to walk away. She'll then ask Lloyd and Genis to carry the sacred wood for her and they gladly run forward to do it, but find themselves unable to lift it. When Lloyd asks her to wait because the wood is heavy, Presea comes back and drags it away herself. Lloyd and Genis will say that they've lost all their confidence as men and Raine will say that they should follow her. The scene will end there.

Run all of six strides after Presea to the castle to start yet another scene.

The new guards will ask if it's not just Presea today and she will respond that today is special. They'll let everyone through and after they've gone in, one will ask if lumberjacks are all women and children these days. The other will say that since Presea said so, it must be all right and the scene will change locations to inside the castle.

Once the group is inside, they ask Presea where to put the sacred wood. She will tell them to leave it where it is. They then decide that it's time to find the King's Chambers. They'll ask Presea to come along with them, since if she left by herself, their cover would be blown. Presea agrees and the scene will end. Presea will officially join the party.

Equip all the stuff you can to Presea (you can upgrade her equipment later) and head to the right. Make your way to the staircase, then up the left flight to find a Memory Circle. Save, then go down this flight and up the opposite, making your way to the stairs in the very back. Follow them to the left and find yourself in front of a guarded door. Talk to the guard to start a scene.

The guard will ask who they are and they will say that they're there for the prayer ceremony by order of the Pope. The guard will turn to check and Lloyd will knock him out. Once the group is inside the chambers, the King will ask who they are, as well as the Pope and...Zelos! Zelos will remember them from the plaza and the Pope will Zelos, addressing him as the Chosen, if he knows them. Both Genis and Lloyd will be surprised to hear that Zelos is actually the Chosen. After the group says that they're from Sylvarant, the princess will start to panic, but Zelos will calm her and ask Lloyd for his name. When Lloyd tells him, Zelos will ask what they're doing there and Lloyd will say that they have a letter for the King from Sheena. Zelos will ask what their relationship to Sheena is and the King will tell Lloyd to give him the letter. Lloyd will hand it over and the King will ask them to wait in the other room. The Pope will order one of the pastors to escort them to the Crimson Chamber.

The scene will pick up with everyone sitting in the chamber waiting for an answer from the King. Raine tells them to prepare for the possibility of them trying to kill them all. Genis will say that it's not fair that Presea got involved in the whole thing, but Presea will remain silent.

The Pope and Zelos will then come in and say that they read the letter. He'll then say that even though they asked for help, as long as Colette is alive, then Tethe'alla is in danger and he will order the Papal Knights to kill her. Colette, however, will stop the knights dead in their tracks. The Pope will curse at the fact that they can't touch her and Zelos will say that it's to be expected since they have Exspheres. Genis will make a smart remark and Zelos will call him an impudent brat.

Afterward, Raine will propose an offer. She will say that as long as they promise to help Colette, they won't return to Sylvarant. The Pope will say that they would be abandoning Sylvarant and Raine will say that she doesn't care. Lloyd will ask if she's serious and Raine will say that she is, since saving Colette is their main priority at the moment. When you have the option, choose

"Yeah, that's fine." Genis will ask if Lloyd can really make a decision like that so quickly but Lloyd will say that they don't really have a choice since they want to help Colette. The Pope will ask if there is internal discord and Raine will say that there isn't. The Pope will then say that he'll allow the group to travel around Tethe'lla, but only under the Chosen's observation. He'll entrust them to Zelos and Zelos will tell everyone that he'll go get ready and that they should meet in the Martel Cathedral a bit later. After that, the scene will end.

Make your way out of the castle and go to the cathedral. You'll find Zelos standing amongst the pews. Talk to him to start a scene.

Zelos will properly introduce himself to the party and tell everyone that since it'll be a long trip, they should be friends. He'll ask everyone for their names, but ask who Presea is since he hasn't seen her before. Genis will say that her name and that she helped them sneak into the castle. Zelos will ask if she's not from Sylvarant and she'll reply that she's from Ozette. Zelos will be shocked and begin to ask if she's really from that village out in the boondocks, but catch himself and say "out in the forest." He'll then say that it's a shame she's being used by such uncivilized barbarians. Lloyd will get angry but Zelos will tell him to calm down since he went through all of the trouble of contacting the Imperial Research Academy for them. Lloyd will say he didn't do a bad job and Zelos will say that he knows. He'll go to say that using the Academy requires permission from the King, but when he speaks, His Majesty listens. Genis will say that since Zelos is keeping tabs on him, he would expect that much and Zelos will ask him if he knows he's an obnoxious brat. Raine will ask him if they really need to take Presea along with them and Zelos will say that they do. He'll go on to say that since both the Research Academy and Ozette are on the continent across the sea, they'll just drop her off when they go. Genis will agree with him and Lloyd will ask him where they need to go. Zelos will say that they need to go to Sybak via the Grand Tethe'lla Bridge that's northeast of Meltokio. A bit more talking and the scene will end. Zelos will officially join the party\*.

(\*Special Author's Hint: When you get Zelos, he will automatically have his EX Gem Lv. 2 skill, Personal, active. If you set him as your character avatar and speak to female NPCs, they'll give you healing items, food, pellets or Gald. If you speak to every woman in the game and talk to Zelos' butler at his house afterwards, you'll get a new title for Zelos.)

Make your way out of the cathedral and upgrade whatever you can of Presea and Zelos' equipment. Stock up on what you can at the Belteon and leave the city. Follow Zelos' directions and make your way to the...

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/\\_Grand Tethe'lla Bridge\\_/\

When you arrive, a scene will start. Zelos will run in front of everyone and proudly announce that this is the best bridge in Tethe'lla, powered by 3,000 Exspheres. Everyone will get pained looks on their faces and Zelos will ask what's up. Raine will say that she figures they'd better tell him and the scene blacks out while they do.

Afterward, Zelos will say that was pretty sobering and ask if the story is really true. Lloyd will get angry and ask if they could make something like that up. Zelos will tell him not to get mad and that there's really no point in crying over it now, since they should look on the bright side of things. Raine will say that she can't tell if he's a positive thinker or just doesn't care about anything. Zelos will then be asked where he got his Exsphere. He'll say that he got his from the Renegades. He'll ask Presea where she got hers, but

she won't say anything. Zelos will comment on how talkative she is and the scene will end.

Talk to the man on the side of the bridge to start a small scene where he warns everyone that the mana is growing thin and they should be careful. Genis will say that if this is thin, then Sylvarant must be a dried-up husk and the scene will end.

Start your long run across the bridge afterward. You'll come to the end eventually. Exit to the World Map once you reach the other side. From where you are, rotate your camera so that it's behind you and you should see the city you're looking for. Run towards it and you'll be in...

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### /\\_The University Town: Sybak\\_/\

Once you enter the town, a scene will start. Presea will say that she hates this city and ask them to hurry to Ozette. Lloyd will apologize and Zelos will say that they'll be out of there in no time. The scene will then end.

You can head to the local Inn, the Campus Cottage, to save. It's on the right hand side of town and costs 300 Gald if you need a rest.

On the top left side of the plaza is the weapons and customization shop, Student Supplies.

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Student Supplies  
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Ogre Sword- 3,000 Gald  
Kotetsu- 3,300 Gald  
Ray Thrust- 3,000 Gald  
Mythril Ring- 3,400 Gald  
Aqua Brand- 3,600 Gald  
Battle Ax- 3,600 Gald  
Pointed Hat- 1,300 Gald  
Bridal Gloves- 1,200 Gald

Remember to customize before you buy. Next to Student Supplies, you'll find the local item shop, Student Mart.

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Student Mart  
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Apple Gel- 100 Gald  
Lemon Gel- 1,000 Gald  
Orange Gel- 200 Gald  
Pineapple Gel- 1,200 Gald  
Melange Gel- 500 Gald  
Panacea Bottle- 150 Gald  
Life Bottle- 300 Gald  
Syrup Bottle- 1,000 Gald  
Holy Bottle- 200 Gald  
Dark Bottle- 200 Gald  
Magic Lens- 10 Gald

After you get what you need, go into the building next to Student Mart. This is the local library. Go to the back and examine the easel to have the Wonder Chef

appear and teach you the recipe for Fried Rice. Now leave and head to the next section of town via the southwest path. Keep heading left and go north when you can, then enter the building. A scene will start when you enter.

Zelos will tell the man that there should be word from Meltokio and the man will take them to a room in the back. Once there, he will begin to explain about what's going on with Colette. He will tell them that they have learned a lot from studying Zelos' Cruxis Crystal and Zelos will say that he has to make sure that Colette thanks him generously once she's better. The man will go on to say that they have found that both Exspheres and Cruxis Crystals are, in fact, lifeless beings. Raine will be shocked and Lloyd will ask what a lifeless being is. Raine will explain to him that it means that Exspheres are alive, just not in the same way that they are. The man will say that she's right and go on to say that Exspheres are sort of like parasites and Colette's current condition is caused by a parasitical infection. Lloyd will say that that doesn't sound very pleasant and Colette will attain the title of "Ill-Fated Girl."

Raine will wonder aloud if the process of releasing the seals promotes the infection and the man say that it's more than likely. He says that if Colette had a Key Crest, it may suppress the infection. Lloyd will wonder where they can get a Key Crest and the scene will end.

Leave the Research Academy and head for the main plaza. Head up beside Student Supplies and talk to the junk monger in the back to start a scene.

Raine will start to marvel over all the things he has and Lloyd will tell her to look for something like a Key Crest. He'll then spot one and ask the junk monger to sell it to him. He'll say that it'll be 10,000 Gald. Lloyd will complain that he's taking advantage of people in need and the junk monger will respond that he's running a business after all. Zelos will come forward and ask who the owner of the bazaar is so that he can make sure he never does business again. The junk monger will get angry and ask Zelos who he thinks he is. Zelos will say that he's the Chosen and the man will quickly change his tune, offering the Key Crest to Zelos as an apology. Lloyd will then say that should borrow a lab in the Research Academy and fix it. The scene will end there.

Make your way back to the Academy and talk to the man you were speaking with before to start a scene. Lloyd will ask to borrow a lab and the man will look at Lloyd oddly. Zelos will say that Lloyd wants to make a Key Crest and the man will say to make use of the room they were in before. Lloyd will get annoyed and the scene will pick up in the room they were in with Lloyd telling everyone to wait at the entrance while he makes the Key Crest. Zelos says sure and they all leave to let Lloyd work. After a bit of time, Lloyd will finish the Crest and he'll say that it's time to meet up with the others. Head back to the entrance. Once you make it there, a scene will start.

Lloyd will say that he didn't imagine giving Colette her birthday present this way, but he attached her Key Crest to her necklace. He'll give it to her and ask if she can hear him, but Colette still won't respond. He'll say that it doesn't seem to work and eventually, it'll be suggested that they go back to Sylvarant and seek help from Dirk. Zelos will say that they can't go because of their agreement but Raine will convince him to let them go to save Colette. Once Zelos agrees, two Papal Knights will come and declare him a traitor to the throne. Zelos will say that it was quite convenient that they overheard him and they will say that they're acting on the Pope's orders. Zelos will say that he isn't surprised since he knew that he was in the Pope's way since he was a child. They'll then begin to arrest everyone and administer tests to them. When Lloyd asks what's going on, Zelos will tell him that everyone who is arrested is tested to see if they're a half-elf because of the caste system. One of the

guards will announce that they have a match when they test Raine and Genis.

Raine will say that they are half-elves and Genis will yell at her. Raine will tell him that there's no use in trying to hide it now. The head guard will say Raine and Genis have committed shameless caste deception and all arrested half-elves are to be executed regardless of their crime. Lloyd will say that that's insane, and Zelos will say that he doesn't know what it's like in Sylvarant, but in Tethe'alla, half-elves are at the bottom of the caste system. The guards will say that they have to keep Raine and Genis under heavy guard since half-elves can cast magic, but since they don't have any spare forces, they'll have to come back for the others and decide to lock them in the basement. Genis and Raine are taken away as Lloyd and the others are led to the basement.

In the basement, one of the half-elves there will ask what's going on. The man from before will tell her to get back to work and make sure that the prisoners don't escape. They'll then leave.

The half-elf woman will say that if they have the good fortune of being human to not throw it away. She will then notice Presea and ask her what she's doing there. Zelos will ask her how she knows Presea and Lloyd will ask him why it's weird. Zelos will tell him that half-elves that work in the Academy never leave their labs period and the half-elf woman, Kate, will say that Presea is their research subject. When Lloyd asks her what she means, Kate will tell him that they're performing an experiment known as the Angelus Project and using Presea to create a Cruxis Crystal. Lloyd will say that that's the experiment his mother was involved in, then get angry with her and ask her how she could do such a thing, since that's how the Desians made Exspheres. Kate will ask him how humans can treat half-elves the way they do and Lloyd will say that he treats them the same as he does everyone else.

A voice will then say that he isn't from Tethe'alla and Corrine will suddenly appear, jumping and breaking Lloyd's shackles. Sheena will then show up and say that Lloyd was raised in Sylvarant by half-elves and a dwarf. Lloyd will ask her how she knew where they were and Sheena will say that she'll explain later, since Raine and Genis are being taken to the bridge. Zelos will tell Kate that Lloyd's going to save his half-elf best friend and ask her if she's going to try to stop them. Kate will say that he's lying, since a human would never save a half-elf. Lloyd will say that if she tries to get in their way, then they would have to fight her, but Kate's partner will tell her that he did hear of two half-elves being arrested up above. Kate will finally relent, under the condition that if they prove to her that they save Raine and Genis and bring them back, she'll release Presea from her experiment. She'll then show them a secret passage to the surface.

As they're leaving, Zelos will ask Kate under whose order was the experiment carried out. Kate will say that she can't tell him and Zelos will say that it was under the Pope's orders, then. Sheena will then rush them out and the scene will end. Sheena will rejoin the party and you'll acquire the Tethe'alla Map.\*

(\*Special Author's Note: As with the Sylvarant Map, you can press D-Pad -> to open it while on the World Map.)

Make your way out of the city, saving at the Campus Cottage, and back to the bridge.

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/\\_Grand Tethe'alla Bridge\\_/\

Make your way across the bridge. Once you near the end, a scene will start. The

Papal Knights will begin to raise the bridge and Lloyd will curse, saying that they're trying to cut them off. He'll then say that they have to jump it and Zelos will jump in front of him, saying that they'll die if they fall from that high. Lloyd will say that Raine and Genis will die too if they don't do anything and he'll chase after them. Presea will say that they should continue their pursuit and she, Sheena and Colette will run after Lloyd. Zelos will whine and follow them.

The group will attempt to jump the gap and miss gloriously, all except for Colette, who merely flies over. While their falling, Sheena summons Undine to save them and she gives them all a boost via a waterspout, landing them safely on the other side of the bridge. Presea will say that there was a safe landing due to an unknown force and that she detects no damage. Zelos will say that he thought he was going to die. Lloyd will thank Sheena and Sheena will say that she's just glad she could summon Undine. Presea will say that Raine and Genis are still being led away and the group will catch up with the knights. The head knight will notice that the group escaped and Lloyd will demand that they give Raine and Genis back to them. Fight the easy battle for the scene to continue.

Raine and Genis will be surprised that everyone came after them and Lloyd will say that they shouldn't be, since they're friends. Genis will say that they're half-elves and Lloyd will say that it doesn't matter. Raine will ask if the Tethe'alla half of the group is okay with it, and each say that they are in their own way. It will then be suggested that they go and pick up the Rheairds. Once they have them, then all they have to do is have Sheena make a pact with Volt and everything will be fine. Sheena will become more than a little apprehensive, and Presea will ask her what's wrong. Sheena will say that it's nothing.

Genis will then ask her why she's back with the group and she'll say that she's under orders from her Chief to observe their activities. Zelos will say that it's typical since the people of Mizuho are wondering if they should side with the King or Lloyd's group. Genis will sound less than thrilled that they now have two people keeping tabs on them and Sheena will get defensive, but Raine will tell her that it's all right since Sheena is an honest person.

Lloyd will ask everyone how they're going to move the Rheairds, but Zelos will tell him that he prepared something just in case something like this came up. Lloyd will ask him what it is, but Zelos will say that it wouldn't be a surprise if he told them. He'll then say that they should be off to the Fooji Mountains and walks away. Lloyd will be annoyed that they have to climb the mountain again and the scene will end. Raine and Genis will then officially rejoin the party.

Go ahead and make your way back the mountains.

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/\_\\_Fooji Mountains\\_/\

Once you get there, a scene will start. Sheena will say that it looks like monsters really have started to appear and wonder what's going on, since Colette never completed the regeneration ritual. Lloyd will say that it must be the work of Cruxis and after a bit more talking, the scene will end.

Head up the mountain, making sure to heal once you get to the top and save. Continue on for a scene to start.

Lloyd will ask Zelos what plan to move the Rheairds is and he'll tell everyone to come closer to them so that he can show everyone. Suddenly, an energy dome will capture everyone except Colette, much to everyone's shock. Yuan will then



come out of hiding and announce that they walked right into his trap, calling them fools. Lloyd will make a comment to Zelos about it and Presea will call him clumsy, to which Zelos will say that he's sad. Yuan will be glad that he finally captured Lloyd and order his troops to retrieve the Rheards. Lloyd will curse in response to Yuan when suddenly, Pronyma will arrive on the scene, surprised to see Yuan, who is also surprised.

He will ask her what she's doing there, since the Desians job is to wreak havoc on the declining world. Pronyma will say that she was sent by Yggdrasill to retrieve Colette. Yuan will tell her that in return for taking Colette, he's taking Lloyd and Pronyma will say that it's fine, since she didn't receive any orders regarding him. She'll then move in on Colette and Lloyd will shout at Colette not to go with her. Pronyma will call his effort worthless, since no one's words can reach a Chosen that has lost her soul. She'll then notice the Key Crest that Lloyd gave Colette and attempt to remove it, but Colette will return to her normal self and smack Pronyma away, saying that it was a present that Lloyd gave her.

Yuan and Pronyma will be in shock that Lloyd's Key Crest is able to suppress the Cruxis Crystal and Zelos will say that Lloyd didn't do a bad job. Everyone will call out to Colette and she will wonder why everyone is inside the cage. Pronyma will attempt to grab her, but Colette will smack her away again, falling over the control mechanism of the dome, causing it to fail. Everyone will laugh at Colette's clumsiness and welcome her back. Afterward, Pronyma will compose herself and launch an attack against everyone. Fight time!

Pronyma (18,000 HP) is strictly a mage, usually starting out with a round of Acid Rain before switching out to her more deadly spells, usually taking the form of Bloody Lance and the upper-cutting Agorazium. She also has the spell Leonazium, which is very much like Lloyd and Presea's Beast technique. It'll send you flying, so be sure to tap X to land on your feet if she hits you with it.

Pronyma is weak to Light-based attacks, so Raine will be working overtime here. A good Compound U. Attack to use here would be Plasma Blade, which is comprised of Zelos' Lightning Blade and Raine's Photon. To be honest with you, just comboing her and hitting her with U. Attacks will be enough to send her gaudy self packing, so stay on your toes and you should be just fine.

After the battle, Lloyd will start to go after Yuan, but someone will come and parry the blow for him. It's Kratos! In a new outfit! Yuan will get angry and ask him what he's doing there. Kratos will tell him to leave, as Yggdrasill has summoned him. Yuan will growl audibly and ask Kratos if he's taking Colette. Kratos will say that he isn't, as Colette has the Toxicosis. Yuan will say that he understands and tell Lloyd that their battle will have to wait, then fly away. Sheena will ask if he's really an angel too and Lloyd will chase after him, telling him to wait. Kratos will ask him what he's doing and Lloyd will ask him what he's talking about.

Kratos will then ask him why he came to Tethe'alla and Lloyd will say that they came to save Colette. Kratos will ask what purpose that will really serve, since the state of the two worlds vying for each other's mana will not change. Sheena will ask him if Tethe'alla has begun to decline and Kratos will tell her that as long as the Tower of Salvation can be seen in Tethe'alla, then it is still flourishing. Lloyd will say that Yggdrasill is the one that built the worlds this twisted and Kratos will respond that Yggdrasill doesn't see them as "twisted." He'll then say that if Lloyd wants to do anything about it, he should use his own head, reminding him that he said he wouldn't make any more mistakes. Lloyd will swear to change to state of the two worlds and Kratos will tell him to do his best. He'll then fly away with Pronyma.

Genis will say that he remembers Pronyma from the projector at the Asgard Ranch and Sheena will say that she's a Desian. Attention will focus on Colette and everyone will ask her if everything is fine. She'll say that everything is back to normal, but she still has wings. Lloyd will sound disappointed. Zelos will say that she's definitely cuter with she smiles and Colette will remember his name, making him happy. It will be decided after a bit of talking that they need to take Presea, Raine and Genis to Kate so that she'll release Presea from her experiment. Genis will ask how they're going to get to Sybak since the bridge is up. Sheena will say that she has contacts in Meltokio and suggest that they ask them for help. Genis will ask how they're going to get into the city since they're wanted traitors and Zelos will say that he knows a way. Lloyd will say that he's counting on him and Zelos will respond that Lloyd can always count on him. Lloyd will then welcome Colette back to the group proper and the scene will end.

Make you way back down the mountain and back to Meltokio.

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/\\_Meltokio City Gate/\\_

As soon as you enter the city, a scene will start. One of the guards will say that it pains him to say it, but Zelos and the others are currently wanted and they can't allow them into the city. Lloyd will ask them what they're supposed to do now, and Zelos will tell him not worry, then walk off. You'll be taken after him automatically.

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/\\_Meltokio Sewers/\\_

The scene will continue in front of the entrance to the city sewers. Zelos will tell them that waste water from the city flows out from here. Lloyd will say that this is a good way of sneaking in and Zelos will say that he used it plenty of times when he came back home late at night after the gates were closed. Colette will ask why he didn't come home until late and Zelos will tell her that he'd be glad to educate her that evening. Sheena will get angry and Zelos will tell her not to get jealous. Sheena will yell at him and Colette will ask why Sheena's upset. Raine will say that she'll understand when she's older and Presea will say that she senses danger. Lloyd will say that they should be careful and the scene will end. You'll be taken inside the sewers automatically.

Before I go into anything specific, I will suggest that if you have any Poison Charms, attach at least one of them to Lloyd and attach any extras to your other battle party members. I would also suggest setting your recipe to be Omelet by default if you don't have enough to cover everyone. I say this because every enemy in this dungeon that you will fight has the ability to poison your party and it's a bit of a hassle to stop in the middle of battle to either tell Raine to Recover/Purify people or disperse Panacea Bottles to everyone, not to mention take down the amount of GRADE you'll receive at the end of battle. Now that that's out of the way, let's get down to business, shall we?

Follow the path around, eventually coming to a mini-shrine with a Function-Changing Pedestal. Examine it to start a scene. Lloyd will use the Ring and find that it now has to the ability to shrink everyone. After a bit of talking, Raine will find that stepping on a blue tile will return them to their normal heights. The scene will then end.

Step away from the shrine and shrink yourself, walking toward the spider web.

Lloyd will say that it seems like they can walk on them when they're tiny and the scene will end.

Walk over the rest of the web and return to normal via the blue tile on the other side. Run up the stairs and defeat the rat running about here to get the Memory Gem. When you come across a set of stairs that you can go down, run down them and examine the hidden treasure chest behind the flight for a Spirit Ring. Go back up the stairs and continue on around the path and eventually you'll lose control as whoever your avatar character is will come up on a closed door. A scene will start.

Zelos will say that it's odd for the door to be shut, since it never was when he came through here before. It will be assumed that someone figured they would come this way and probably sealed it along with the sealing of the city. Everyone will say that they'll have to look for a way to open the door and the scene will end.

Open the treasure chest here for an EX Gem Lv. 3. Then run up the stairs and toward the large machine on the far wall to start a scene. Zelos will tell everyone that the machine is a trash compactor. He'll explain that people in Meltokio throw their garbage down something called a dust chute and it's all collected in these machines, then compressed into blocks and transported to a garbage processing facility. Presea will say that she didn't know that and Lloyd will wonder if they can use it for anything. The scene will then end.

Before you try out the garbage compactor, take a look to the left of it and notice the rat hole there. Shrink down and go inside to find a bag containing a Great Ax for Presea. Be careful of the enemy walking about in here, as if you run into it, you'll have to fight a version of a Sewer Rat that's far larger than what you're used to. Head back out of the hole and return to your normal size via the blue tile in front of the trash compactor. Now let's play with it a bit.

Examine the lever on the side of it for it to create a block of garbage that you can move. Pull the block back toward the stairway you came up to get to this platform. There so happens to be two open spaces where two blocks might fit through quite easily. Push the block you have through one of them, then make another block and push it through the other one. Congrats. You just made a bridge to your first valve wheel.

Make one more block now. Why, you ask? Look over on the left side of the platform near the trash compactor. There are two more holes here. Push the block that you have through the lower of the two. It should create a barricade of sorts that you'll need in a bit.

Anywho, run down the stairs, then down the flight you went down to get the Spirit Ring. Shrink yourself and make your way across the far edge, eventually walking down a tiny flight of stairs and onto the path you completed by shoving blocks down from up above. Follow the path and you'll eventually come to a small platform with the blue valve wheel on it. Return to your normal height and examine it to have it turn and open the blue door beside the chest you opened to get your most recent EX Gem Lv. 3. Make your way back to the door and through it.

Run straight ahead here and you'll run smack into this dungeon's sealed Memory Circle. Unseal it and save, then head off to the right, running down the flight of steps you find against the wall. Once you get to the landing at the bottom, shrink yourself and hop in the box to set sail to the first part of the dungeon. You'll end up crashing into the block you pushed down earlier. Return to your normal height and turn the red valve wheel to open the door on the

platform where the trash compactor is. Shrink yourself again and jump across the box, making your way back to the landing with the stairs leading back up. Return to your normal height and head up to the door you just opened. Go through it.

This area is a catwalk that's above the area you just unsealed the Memory Circle in. There's also a trash compactor here. Create a block with it and begin pushing it along the catwalk. Once you come to a corner, shrink yourself, cross the spider web next to you, return to your normal height, pull the block toward you once, shrink, cross the web again, return to normal and continue to push the block. At the next corner you come to, go ahead and push the block off. It will fall to complete another path down below. Return to the door and go through, then head back down the stairs and through the door at the end of them.

Run forward, then down the first set of stairs you see, examining the hidden treasure chest behind the stairs to get a Breastplate for Lloyd. Shrink yourself and walk along the path, taking the first left you come to. Once you're off the path, return to normal and go up the stairs, then shrink yourself again to fit through the bars of the cage you find yourself facing. Return to your normal height and examine the door on the side of the cage to open it. Make your way back to the catwalk room.

Once you're there, Lloyd will notice that there's now a spider web where there was none before. Create another block and push and pull it using the same technique I described before until you reach the corner that's above the cage you just opened the door to. Go ahead and push the block off, causing it to land in front of the cage. Make your way all the way back down there and push the block into the cage, eventually onto a square, causing a bridge to activate on the left side of the room. Ignore it for now and return to the catwalk room.

Lloyd will notice yet another spider web, this time much farther away than the previous one was. Create one last block, pushing and pulling it until you're all the way on the other side of the room above a platform with a yellow door on it. Push the block off here, then make your way down there and onto the platform by passing the cage and using the small ramp to go up. Pull the block over to the small hole near the end and push it off the edge, creating the final path. Shrink and go in the rat hole beside the ramp to find a bag containing an EX Gem Lv. 1. Head back out and work your way around the room, using the bridge you activated earlier and heading down the small ramp afterward. You'll eventually have to shrink yourself down to continue along the path. Follow it to find the yellow valve wheel and turn it to open the door. Make your way back up to the platform and go through it.

In this new section, head down and to the left to get a chest containing a cool 2,500 Gald. Run down the stairs and around, shrinking yourself after you get past a row of blue tiles. Look for the rat hole on the wall here and enter it to find a bag containing a Thunderbolt for Genis. Exit and continue on, shrinking (if you returned to normal height after exiting the rat hole) to use a ledge behind the waterfall to get across the gap. Examine the wall to your left to find another rat hole. Enter it find a bag containing a Card of Lightning\* for Sheena.

(\*Special Author's Note: If you check the description of the Card, it will say that it bears the picture of a mouse. What yellow mouse do you know that uses lightning to attack?)

Exit the hole and walk to the row of blue tiles to start a scene. Everyone will be walking along when three shabbily dressed men will jump down from nowhere. They will say that the Pope promised to reduce their sentences if they killed

them. They will then say that it's nothing personal, but the group needs to die. Time for a battle!

These three don't pose any real threat, but they can be annoying since they go after your spell casters first. Your best moves should send them packing on the double. After the fight, the scene will continue.

Zelos will advance on the three convicts when he's suddenly pounced on from above. The man that pinned him down will tell everyone that if they make a move that he'll kill Zelos. Zelos will ask him if this is any way to treat the Chosen and the man will say that anyone who plots the destruction of the world can no longer be deemed the Chosen. Zelos will tell Lloyd that if he abandons him here that he'll haunt him for the rest of his life, to which Lloyd will say he has a sudden violent urge to abandon him. The man will then notice Presea and ask who she is. He'll inadvertently release Zelos, who will run behind Lloyd and hug him, breathing a sigh of relief. Genis will cast Fire Ball at the man and the guy will dodge. The man will tell the other three convicts from before to retreat for now. One of them will curse and say that the group is too strong, then they'll all run off. Everyone will wonder who they were and the scene will end.

Continue on around and up the stairs. You may notice a treasure chest here, or what you think is one, anyway. It's actually a Fake like you fought in the Triet Ruins, but it's stronger than that one. If you're hurting at the moment and low on healing items/TP, you can come back later and fight it. If you're still up for a battle, go ahead and open it.

Same rules from before apply; impervious to physical damage, can only take it out with magic. Genis/Raine/Zelos will be the main people in this fight, with Lloyd playing decoy unless you have some leftover Quartz of any type from the battles you fought while releasing seals. Once you beat it, you'll get an Elixir and another All-Divide for your efforts.

Continue on up the stairs and around the ramp to finally reach the ladder out of the sewers. Exit and you'll find yourself coming up behind the Belteon.

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/\\_Meltokio\\_/\

Lloyd and Sheena will say that they should head to the Elemental Research Laboratory, which is just to the right of the Sancta Caussius (the local Inn). Raine will tell Lloyd that they're still wanted and warn him to not go to places that are under heavy guard. The scene will end, so go ahead and go to the Lab. When you enter, a scene will start.

Sheena will recognize one of the people in the building as Kuchinawa, a friend of hers from Mizuho. She will ask him why he's there and he will say that he's on a top-secret mission from the Chief. He will ask her the same and she will introduce the others as her friends from Sylvarant. She'll then ask the people to help her find a way to get across the sea. She and Kuchinawa will go downstairs to talk to the people and the others will decide to follow.

The scene will pick up downstairs where Sheena will be yelling at the staff. She'll explain that they want everyone to travel in a modified Elemental Cargo, which Presea will explain is a transport vehicle primarily used to ship packages. Zelos will complain, but they will explain that it can't be helped since they're wanted, don't have the identification to use an ocean liner and have half-elves with them. Lloyd will get annoyed with the point about half-elves, but they'll say that can't be helped either. The staff will go on to explain that if they use the mana that Undine provides, they'll get an EC

(the nickname for Elemental Cargoes) that can surf. Raine will be more than a bit apprehensive, but Lloyd will say that it can't be helped and ask them to make it for them. The staff will respond that it will take a day to make the cargo and Zelos will suggest resting at his mansion, telling everyone that it's in the ritzy district of town next to Castle Tethe'alla. Afterward, the scene will end.

Follow Zelos' directions, heading the Castle Tethe'alla and down the southeast path to the next section of town. Pass the first large building you see and enter the second one. This is Zelos' mansion. When you enter, a scene will start.

Sebastian, Zelos' butler, will inform Zelos that he was to tell the guards when he returned and Zelos will tell him to ignore the order. Sebastian will then ask who Lloyd is and Zelos will say that he's his bud. Sebastian will tell "Sir Bud" to let him know if he needs anything and Lloyd will yell after him that his name isn't "Bud." The scene will then end.

You can talk to everyone in the house, though you only need to talk to Sebastian to head off to bed for the night. Before you do, though, run up the stairs and check the large present at the end of the hall. The Wonder Chef will appear and teach you the recipe for Fruit Cocktail. After you've talked to whomever you wish, talk to Sebastian for him to ask you if you want to turn in for the night. When you have the option, choose "yes." Lloyd will get some shuteye. A scene will start next morning with everyone ready to head off to the Elemental Research Lab. Colette will suddenly turn her head to the side. Lloyd will ask her what's wrong and she'll reply that she thinks she slept wrong, since her shoulder feels stiff. She'll apologize for worrying him and the scene will end. Go ahead and go back to the Lab.

When you arrive, the staff will tell the gang that Kuchinawa carried it off already. Everyone will be surprised and the staff worker will say that he thought Kuchinawa had said something about it already. He'll then give Lloyd the Wing Pack. Lloyd will ask him what it's for and the staff worker will say that it's for storing the EC in. Lloyd will ask if it's that small, and Zelos will be reminded that they don't have Wing Packs in Sylvarant, then call the Sylvarant half of the team "country folk." Lloyd will get annoyed and it'll be time to go. Sheena will summon Corrine and tell him to say good-bye to everyone. Corrine will say that he hates the lab and now that he has Sheena, he won't be lonely. Sheena will yell at him to stop acting like that and Corrine will say farewell to everyone, then disappear. After the staff worker tells you that Kuchinawa carried the EC to the right side of the Grand Tethe'alla Bridge, the scene will end.

Leave the lab and exit the city via the manhole behind the Belteon that you came out of. Don't worry, the game will give you the lovely "Quick Jump" option, so you don't have to traipse through the sewers again. You'll wind up outside the entrance of the sewers. Head back to the gate and then to the World Map. Go ahead and go on to the bridge.

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/\\_Grand Tethe'alla Bridge\\_/\

Head down the southeastern path for a scene to start. The gate to the lower dock will be locked, but Lloyd will be able to jimmy it open. Colette will say he's amazing and Genis will make a smart remark. The gang will walk down the stairs and Colette will ask if the decoration-looking things are Exspheres. Zelos will say that they are and Colette will say that they look slightly gross. Zelos will say that it does seem a bit grotesque, but knowing where Exspheres come from, it might not be best to describe them that way. Colette

will agree and the scene will end.

Run down the stairs and around, making your way to the pier. Talk to Kuchinawa once you arrive to start a scene.

Kuchinawa will say that it took them long enough to get there and hand over the EC. Zelos will tell Lloyd to try out the Wing Pack he got, and Lloyd will comply, surprised to find that the EC shrinks inside it. He, Genis and Colette will all laugh when he brings it back out again and Kuchinawa will say that it's time to stop fooling around. He'll then give Sheena Kuchinawa's Charm. Sheena will ask about it, and he will say that it's for protection. After a bit more talking (and Raine becoming apprehensive), everyone will board the EC, Sheena will summon Undine, the EC will be on its way and the scene will end.

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About the EC  
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To use the EC, board it at any of the piers you find on the World Map by pressing B (pressing B while in the EC near a pier will allow you to leave it). Move the EC by holding A and steering with the Control Stick. Using the C Stick will move you forward and backward by moving it in the respective direction. Use the L and R buttons to rotate the camera.

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Cross the sea over to the Altamira continent and disembark from the EC (the pier is right near the bridge). Head on over to Sybak.

\_\_\_\_\_  
/\_\\_Sybak\\_/\_\  
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When you enter, a scene will start. Kratos will stop the group as they enter the city. Lloyd will warn him that if he tries to take Colette, he'll fight him, then he'll charge at him. Kratos will easily parry the blow and tell Lloyd that he lacks the skills to defeat him. When Lloyd tells him not to insult him, Kratos will reply that he merely speaks the truth and begin to leave the city. As he passes by, he'll tell Colette to remove the Key Crest if she wants to live. Colette will say that she'll never take it off, since it's a present that Lloyd gave her. Kratos will say that it's a foolish sentiment and take his leave. Afterward, Zelos will call him an arrogant SOB for talking like he knows everything. Sheena will tell him to watch his language and Zelos will laugh at her. Raine will say that they should go see Kate and the scene will end.

Head over to the next section of town via the southwest path. Keep going left until you reach the manhole cover of the secret exit that Kate showed you before, then go down into it. Once you're in the lab, go talk to Kate to start a scene.

Kate will look at Raine and Genis and say that they are indeed half-elves. She'll then keep her promise and release Presea from her experiment. Kate will then tell everyone that in order to help Presea, they need to give her another Key Crest, as the one she has on her Exsphere at the moment isn't a normal one. She will tell everyone that they need to talk to Altessa, who lives deep in Gaoracchia Forest, to help her. After a bit more talking, the scene will end.

Leave the lab, save at the Campus Cottage and leave Sybak. Once you're on the World Map, head northeast until you spot a section of trees that stand out among the cliffs. Go ahead and enter...

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## /\\_Gaoracchia Forest\\_/\

When you enter, a scene will start. Colette will seem excited that the forest is so dark and Zelos will say that she's awfully cheery. Colette will apologize and the scene will end. Run forward one stride for another scene to start.

The Papal Knights will confront the group and after a bit of talking, it'll be fight time. It's nothing you can't handle, so take them out quickly. Afterward, the scene will continue with everyone saying that they need to hurry to Altessa's. The scene will then end.

Run forward and examine the Function-Changing Pedestal to start a scene. Lloyd will try out the Ring and find that it now has the ability to shoot light. Raine will say that there may be plants in the forest that react to strong light and the scene will end.

Run to the left and into the next section of the forest. Once you arrive, go to the middle of the crossroads and look to where the branch hides your view slightly to find a hidden treasure chest that contains a Drain Charm. Continue to the left and you'll find a spot where the sun penetrates through the dark canopy of the forest.

You may have noticed that when you changed the function of your Sorcerer's Ring that a bar appeared on the top left hand side of the screen. That bar represents how much of a charge your Ring has left. It will go down as you go through the forest and use it to make your way through. Standing in the patch of sunlight you just found will recharge it, so go ahead and stand there until your Ring is fully charged.

Once it's done, go back to the crossroads and take the northern path. You'll see the bottom of a treasure chest here, so face toward it and use your Sorcerer's Ring until the plants recede. Open the chest to get a Phoenix Rod for Raine. Continue on path to the next section.

Go along the path to see another chest covered with vines. Uncover it and open the chest to obtain a Witch's Robe for Raine or Sheena. Head north and use your Ring to make the plants recede that are blocking your path, then go east.

Along this path, you'll come across another vine-covered treasure chest that contains an Angel Bracelet. Keep heading south, then head east again when you can.

On this path, there's a patch of sunlight, so recharge your Ring, then make the vines recede that block your way. Defeat the skull milling here about to obtain the Memory Gem. Head south until you come to a barred path to the southwest. Make it recede and head on through. Go on the path leading southeast and you'll see another cluster of vines. Go ahead and make them recede, but be careful, as an enemy will appear as soon as they disappear. Whether you dodge the enemy or not, you'll notice an odd-looking chest here. You can't open it at the moment, but you will be able to later in the game. Just keep it in mind.

Continue on the path, ignoring the branch-off to the southwest for right now, on into the next section. You should notice the sealed Memory Circle here, so go ahead and unseal it, then save. Now go back the way you came to the split I told you to ignore a bit earlier.\*

(\*Author's Note: If you didn't fight the special battle in the Ossa Trail, you can skip over this part by hitting Ctrl+F and typing "\*\*\*" without the quotation marks.)



Head down the path to find a familiar face, so to speak. It's the Sword Dancer! Seems that his lust for combat has brought him all the way to Tethe'alla and he's looking to pick another fight with Lloyd and the crew. If you're below Lv. 33, I wouldn't suggest taking him on at the present time. If you are Lv. 33 and above or feeling pretty gusty, go ahead and accept his challenge.

For the fight against Sword Dancer Lv. 2 (33,333 HP), I would suggest a party of Lloyd, Raine, Colette and Zelos, unless your Genis has learned his high-level spells, then replace him with Zelos.

In the Lloyd/Colette/Raine/Zelos party, Lloyd and Zelos will be playing the main decoys here, while Colette and Raine will be dishing out the major damage with their Light-based attacks, the main focus of which should be Colette's Angel Feathers and Raine's Photon, as they have the highest hit percentage. Both Ray and Judgment deal far greater damage, but due to they fact that they branch off rather than focusing on one enemy, it's better to use the other attacks I mentioned. In this party, the best Compound Unison Attacks to use would be the following:

Photon Blast = Colette's Ring Whirlwind + Raine's Photon

Plasma Blade = Raine's Photon + Zelos' Lightning Blade

Photon Tempest = Lloyd's Tempest + Raine's Photon

In the Lloyd/Colette/Raine/Genis party, your main focus is going to be all three of your spell casters pounding the Sword Dancer with everything they have (except for Genis, who should only be using all the mid-level and high-level spells he has) while Lloyd plays the decoy. This means that Lloyd is going to be taking a lot of damage, so you need to have Raine ready to provide Gels or cast Nurse (or Healing Circle, if she has it) as often as possible. The Compound Unison Attacks (which are going to be the main source of damage with this party) that are best to use are as follows:

Photon Blast = Colette's Ring Whirlwind + Raine's Photon

Photon Tempest = Lloyd's Tempest + Raine's Photon

Prism Stars = Raine's Ray + Genis' Tidal

Wave/Cyclone/Explosion/Indignation/Ground Dasher

With either party, keeping Lloyd (and Zelos, if you use the first party) alive via Raine or Gels are vital to surviving, as is keeping everyone's TP up. For that reason, I wouldn't suggest attempting this unless you have 15 of both Lemon and Pineapple Gels. If you have the skill, you will defeat the Sword Dancer and receive the Yasakani Jewel as your prize. After the battle, the Z Skit, "Elite from the Underworld Returns", will start automatically.

Lloyd will mention how the thing has gotten stronger and Raine will talk about how it might live only for combat. Everyone will continue talking and it'll eventually come down to them saying that they might have to exhaust its soul by fighting it again if they come across it to defeat it totally. The skit will then end.

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Continue on down the path from the save point into the next section to start a scene. As everyone is walking along, Colette will suddenly say that she hears footsteps from far away. Zelos will say that he doesn't hear anything and Raine will say that Colette still has her angel senses. Sheena will send Corrine out to scout.

Suddenly, the group will be ambushed by the man from the Meltokio sewers! He'll ask to speak with Presea and Genis will ask him if he's serious, since he tried

to kill them back in Meltokio. The man will say that he never intended to take their lives and insist on a minute with Presea. He'll then notice her Exsphere and ask if she is yet another victim. He'll move in on her, but Presea will smack him away. Genis will say that Presea's in danger and Lloyd will say that they have to stop the guy. Fight time!

The Convict (12,000 HP) isn't really someone that you should fear. His attacks aren't all that strong by themselves. It's when he starts a combo that you should be slightly worried. He can link a lot of attacks together with his fighting style, so if you see him starting a Spin Kick, you need to block. Show him a few of your own combos and he should be packing in no time, though.

After the fight, the convict will crumble to the ground. Corrine will come back and say that he saw a lot of soldiers heading toward the group, then suggest that they run. Lloyd will say that it's bad news since Altessa lives in the direction the soldiers are coming from. Sheena will say that there's no choice and say that she'll take everyone to Mizuho. Zelos will try to stop her, saying that Mizuho is a village kept secret from outsiders, but Sheena will say that there's no other way, since they'll be trapped from both sides if they stay there. Colette will say that the footsteps are getting louder and it'll then be suggested that they take the convict with them, since he probably had his own reasons for attacking the group. Sheena will tell Zelos to carry him, but Zelos will complain that he's too heavy. Colette will offer to help him (to which Zelos will be happy), then come over and lift him on her own, saying that he's lighter than she thought. Raine will say that men are useless these days, much to the chagrin of the three males in the party. Sheena will hurry them along and the scene will end.

Head down the southern path and out of the forest. Once you're on the World Map, head down and to the left. After a bit of running, you'll see a village. Go ahead and enter it. When you do, a scene will start

A man by the name of Orochi will yell at Sheena, asking her how she could bring outsiders into the village. Sheena will say that she'll accept her punishment and tell him to inform the Vice-Chief that she's brought the travelers from Sylvarant. Orochi will ask if they're really from Sylvarant and Zelos will voice that he isn't one of them. Orochi will say that he sees and tell Sheena to come with him. Sheena will do so and the scene will switch.

The others will be in front of one of the homes in Mizuho when the convict comes to. He'll ask where he is and Lloyd will tell him that he's their prisoner, warning him not to try anything funny. The convict will reply that he'd like to think he's smart enough to not cause trouble when he doesn't understand the situation and the scene will end. You'll then officially be in...

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/\\_The Mystical Village: Mizuho/\\_

Head to the crossroads in town and take the northwestern path to find the local variety and customization shop, Toyoma.

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Toyoma  
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Apple Gel- 100 Gald  
Lemon Gel- 1,000 Gald  
Orange Gel- 200 Gald  
Pineapple Gel- 1,200 Gald  
Melange Gel- 500 Gald

Mizuho Potion- 1,000 Gald  
Magic Lens- 10 Gald  
Shiden- 4,000 Gald  
Shuriken- 4,000 Gald  
Spell Card- 1,350 Gald  
Card of Water- 1,600 Gald  
Card of Earth- 2,400 Gald  
Card of Fire- 2,700 Gald  
Card of Lightning- 3,500 Gald  
Card of Wind- 3,800 Gald  
Manji Seal- 10,000 Gald  
Water Spider- 5,000 Gald  
Drain Charm- 4,000 Gald

Customize before you buy, then upgrade all the equipment you can at the moment (make sure to get a Card of Wind for Sheena). While you're at Toyoma, it may be in your best interest to buy a Mizuho Potion for reasons that will become apparent later.

It's important to note that there's neither an Inn nor a Memory Circle in Mizuho, so if you need to heal up, you'll have to do so with your own supplies. When you're finished shopping, talk to Orochi in front of the Chief's house to start a scene. He'll tell Lloyd that the Vice-Chief is ready to see him. You'll automatically be taken inside. Once there, the Vice-Chief will tell everyone that they may enter. Lloyd will thank him and everyone will file in.

The Vice-Chief, Tiga, will introduce himself and say that as the Chief, Igaguri, is ill, he will speak on his behalf. Tiga will then explain that since Sheena failed to kill Colette, the people of Mizuho now face persecution from the Tethe'alla Royal family and the Church of Martel. Lloyd will ask if that's true and the convict will say that that's what he's heard.

Tiga will then ask Lloyd what he plans to do in Tethe'alla. Lloyd will explain, eventually saying that he's tired of everything, from the way the two worlds steal mana from each other to the discrimination that he's seen, and he wants to change it. Tiga will say that he is an idealist and that the two worlds exist only by victimizing the other, then say that anything he says is mere sophistry. After Lloyd goes on a bit more about wanting to change the two worlds, Tiga will say that speaks like the Hero, Mithos.

He will go to say that Mithos was a sublime idealist and talk about what he did to end the Ancient War, ending with a question to Lloyd if he plans on being the next Mithos. Lloyd will respond that he's not Mithos and that he wants to save the two worlds his way with the help of his friends. Tiga will say that since he's not concerned with past methods, the people of Mizuho will search for a new way as well. Sheena will ask him if he's serious, and Tiga will say that he is, then offer the services of the Mizuho information network. In return, the only thing that he asks is that when the two worlds are at peace, he wishes to move the people of Mizuho to Sylvarant. Lloyd will say that he doesn't have a right to decide something like that and Tiga will say that all he has to do is aid them in their move. Lloyd will ask everyone if that's all right, and everyone will agree. Tiga will say that it's settled, but Zelos will ask him if he really wants to turn the Royals and the Church against Mizuho like that.

Tiga will ask him that if he were in the same position, would he want to save one or both worlds and Zelos will reply that he would like to say he'd side with the one likely to win, but he guesses he would go with the side that wants to save both worlds. Tiga will agree and then say that they will dedicate their efforts to locating the Rheairds, but it should be easy, since Sheena attached

a Guardian to them. He'll then tell Sheena to accompany the group, this time not as just an observer, but as a representative. Sheena will gladly agree and everyone will file out, except for Zelos. After everyone leaves, he'll ask if Lloyd was serious and the scene will end. Lloyd will attain the title of "Gentle Idealist."

Once you have control of Lloyd, run and check the large trap in the back of the small hallway you're standing in. The Wonder Chef will appear and teach you the recipe for everyone's favorite Oriental dish, Ramen. Now go ahead and leave. A scene will start.

Lloyd will ask the convict what his name is and he'll respond that it's Regal. Lloyd will apologize and say that he has to keep him prisoner a bit longer. Zelos will then suggest that "Pops" fight as well. Raine will agree with him and Genis will yell at her. Lloyd will ask him if he'll willing to fight alongside them, and Regal will swear on his name and the shackles that bind him that he won't betray the group. Colette will welcome him to the party. The scene will then end and Regal will officially become a party member.

Go ahead and leave the village for another scene to start.

Orochi will tell everyone that the guards have left the forest, so they should hurry. Lloyd will say that they need to be off to Altessa's, but Presea will say that she wants to go back to Ozette. Lloyd will agree and the scene will end. Leave Mizuho and go back to Gaoracchia Forest. Head back to the crossroads, taking the eastern path that you couldn't before. Once you're on the World Map, cross the bridge and go around the rise that you see. Enter the village for a scene to start.

Presea will run up to pathway and Genis will say that they have to follow her. Lloyd will agree and the scene will end. You will officially be in...

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/\\_\\_The Quiescent Village: Ozette\\_/\

Head up the pathway and to the left to find the local Inn, the Green Meadows. Resting here costs 300 Gald. Take a look at the parrot on the bureau next to the check-in counter. The Wonder Chef will appear and teach you the recipe for Tenderloin. Save on the Memory Circle, then leave. Head into the town plaza and into the first building you see to find the local armor and customization shop, Tranquility.

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Tranquility  
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Breastplate- 3,400 Gald  
Elven Protector- 3,000 Gald  
Silk Cloak- 3,200 Gald  
Witch's Robe- 2,800 Gald  
Cross Helm- 2,000 Gald  
Pretty Ribbon- 2.000 Gald  
Angel Bracelet- 1,600 Gald  
Silk Gloves- 1,600 Gald  
Drain Charm- 4,000 Gald

As always, customize before you buy. Once you're done there, leave and make your way to the southern part of the plaza, working your way up the log ramp to find the local item and food store, Nature's Kitchen.

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Nature's Kitchen  
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Apple Gel- 100 Gald  
Lemon Gel- 1,000 Gald  
Orange Gel- 200 Gald  
Pineapple Gel- 1,200 Gald  
Life Bottle- 300 Gald  
Pork- 120 Gald  
Chicken- 120 Gald  
Tomato- 60 Gald  
Bell Pepper- 80 Gald  
Cabbage- 60 Gald  
Lettuce- 80 Gald  
Mushroom- 60 Gald  
Potato- 80 Gald  
Onion- 60 Gald  
Carrot- 60 Gald  
Strawberry- 70 Gald  
Lemon- 60 Gald  
Rice- 80 Gald  
Pasta- 80 Gald  
Bread- 80 Gald

Buy whatever you may need, then work your way back down the ramp and all the way to the eastern edge of the village, running down the ramp you find here. Once you reach the next section, a scene will start.

Presea will be talking to a familiar face on the porch of her house. When he asks who Lloyd and the crew are, she tells them that they are porters. The man will say that he sees. The group will ask Presea if she's coming with them and she replies that she must do her job, then leaves. The man will tell everyone that only Presea can cut the sacred wood in the forest and he's very glad that she has returned. He then leaves. Once he's gone, Raine will say that he's a half-elf. After a bit of talking, the group decides to go have a chat with Presea.

Inside Presea's house, Lloyd says that there's quite a smell in the place. As Presea works with something on the dresser, Raine goes over and checks the bed that she keeps running over to, only to recoil in shock at the dead body she finds. Colette and Zelos will comment on how horrible it is and Sheena will ask how something like that can happen. Raine will say that because of her Exsphere's parasitism, she has no idea what's become of the person in the bed. Regal will then ask her if she's coming with them to see Altessa and Presea will respond that she must do her job. Raine will then suggest that they go and see Altessa on their own. Lloyd will begin to protest, but Raine will tell him that if they try to force Presea to come with them, she will just fight back. Everyone will agree that they need to come back as quickly as they can and the scene will end.

Leave Presea's house and keep heading south, then leave the village. A small scene will start where Colette falls and Lloyd asks her if she's okay. Colette will reply that she's fine and the scene will end.

Once you're out on the World Map, just take a few steps south and you'll arrive at...

Run up the pathway and enter the house to start a scene.

The housekeeper, Tabatha, will ask who everyone is and Lloyd will say that they've come to see Altessa. Tabatha will lead everyone to him in the back.

Altessa will ask who they are and Lloyd will introduce himself, saying that they've come to see him in regards to Presea after hearing of him from Kate. He will immediately tell them to leave. When Lloyd asks why, he'll say that he doesn't want to have anything to do with Presea.

The scene will pick up with everyone in the main room of Altessa's house. Tabatha will come up to everyone and Lloyd will ask her what that was all about. Tabatha will apologize on her master's behalf, as he doesn't want to get involved with Presea. Genis will ask her if he doesn't care if Presea dies and she will reply that it isn't that, but because Altessa regrets what he's done to her. Lloyd will ask if there's anything they can do to help her and Tabatha will say that if they're that committed, that they should search for Inhibitor Ore. Lloyd will ask her if Presea's Crest really isn't made out of Inhibitor Ore and just as Tabatha begins to explain about it, Altessa yells at her, asking why she hasn't gotten rid of the crew yet. Tabatha will apologize, asking everyone to come another time and she will attempt to persuade Altessa while they're gone. Everyone will leave the house after that.

Once outside, everyone will agree that they need to find some Inhibitor Ore. Regal will say that he knows where some could be found: in a mine on the southern continent. He'll then say that he'd like to help if they're going to make a Key Crest for Presea. Lloyd will ask what his relation to Presea is and he'll say that there is none. Raine will say that he seems awfully concerned about her, but Lloyd will say that it's okay since he hasn't done anything suspicious. Zelos will then get excited, saying that if they're going to the southern continent, they should stop by Altamira, but Sheena will yell at him, saying that they don't have time to hang out at the resort. Regal will say that Inhibitor Ore is found relatively near the surface of the Exsphere mine and everyone will be ready to roll.

After everyone else leaves, Zelos will ask Regal if they've met somewhere before. Regal will ignore him and walk by. Zelos will say that he's not very friendly and the scene will end.

Leave Altessa's and head back into Ozette. Once you're there, make a small detour up the ramp to Nature's Kitchen for a scene to start.

A man will ask everyone how they could bring Presea back to the village and the group will ask what he means. He'll say that Presea is a freak and ask the group to take her out of the village. When you have the option, choose "How can you say that?!" The man will get angry, asking them if they think that it's normal for everyone to age while Presea stays the same. After a bit of arguing, he'll ask how they could possibly understand, then run off. After he's gone, the group will talk about how it's horrible to see Presea treated that way and talk about how half-elves must go through the same discrimination and meaningless hatred Presea does. Eventually, the scene will end.

Head back down the ramp and leave Ozette. Head around to the open area you see and you'll eventually come to a pier. Board the EC and sail due north, then a bit to the east (set your World Map to Full View to help out a bit. You can change it by pressing Start). Eventually, you'll come to a pier on the southern continent. Run north from there to the small opening you see in the mountains. Go ahead and enter the...

/\\_\\_Toize Valley Mine\\_/\

Run into the mine for a scene to start.

Regal will say that things don't look good and Lloyd will ask him what he means. Regal will say that someone must have tampered with the guard system, because it's out of control. Lloyd will say that they should bust it up even more. Colette, Sheena and Zelos will agree, while Genis and Raine will tell him not to be surprised if his plan backfires. Time for a fight!

The Defense System (12,000 HP) isn't the only thing that you'll be fighting here. There are also two Orbits (3,000 HP) and an Auto-Repair Unit (5,500 HP). You should go for the Auto Repair Unit first, since it'll heal everything else as you fight if you leave it as it is. Eventually, it'll bring itself back to life, but you can probably take everything else out while it's down. Once you start working on the Defense System, it'll start bringing out Guard Arms to pound you with, but you can't attack them and as long as you stay right up on the system, they can't get to you, anyway. Using your best combos (keeping in mind that Unison Attacks don't work on this thing, since you can't flank, or surround, it) will shut this thing down for good in no time.

After the battle, Zelos will pull a Lloyd, saying that they should hurry and find the "whatchamacallit ore." Genis will correct him, and the party will be on their way. Regal will say that everyone is so violent and the scene will end.

Run into the mine, veering to the right when you can, to find an odd machine. Run onto it and examine it to turn it on. Run to the cliff edge and wait for the platform you just activated. You may notice another standalone platform while you're waiting. When you're on the moving platform, face toward it and shoot it with your Sorcerer's Ring as you pass by. This will change the direction the platform can go and it'll take you to the north side of this part of the mine. Run over to the door to start a scene.

Lloyd will curse about a gate being there, too, but Regal will tell him to calm down, since the Ore is not that way. Zelos will ask him how he knows and Regal will reply that he's worked in the mine before. Zelos will scoff at him, but say that it was nothing when asked about it. The scene will then end.

Defeat the dog/weasel-like enemy here to obtain the Memory Gem. Run to where you see an elevator shaft at the southern end of the ledge and get on it to access the lower level. Once you're on the ground floor, run all the way to the right to find a Function-Changing Pedestal. Examine it to change the Sorcerer's Ring and start a scene.

Lloyd will prepare to use the Ring when Regal will tell him to stop. Lloyd will ask why and Regal will say that the Sorcerer's Ring was used in the mine to blast rock. He will say that when the Sorcerer's Ring was used here in the past, a ball of condensed mana appeared and three seconds later, it exploded. He will also say that they'll be hurt if they're near the bomb when it detonates. Lloyd will say that they should use the Ring carefully and boldly and the scene will end.

Run the small ramp and up onto the ledge to the left of where you are. Open the chest you see here to get the Saint Rapier for Lloyd. Run around to the back of this same area and open the chest here to find a Sand Sabre for Zelos. Head back over to the elevator and ride it back up, then run to the left and blow up to boulder here. Ride the elevator back down, change the Ring back to normal, ride the elevator up, then get on the platform you initially took to get here. Change the direction the platform will take you just like you did before, then

get off on the same side you entered this section of the mine from. Hop across the now accessible gap and ride the elevator back down to the ground floor, change the Sorcerer's Ring again, then head back to the area you first came in from. You can finally ride the platform all the way to the left now. Once you make it to the other side, head on up into the next section.

Run forward and a small scene starts where Genis tells Lloyd to blow up the boulder blocking the way here. Do so, being careful not to blow yourself up in the process. Veer off the path to the left to find a chest with a pair of Iron Greaves for Regal. On the first path where you can go right, blow up the rock here and head down into the pocket, going all the way right to find a chest containing a Battlesuit for Lloyd or Zelos. Head back to the path you were on, blowing up any rocks you may come across. It will curl around and you'll eventually come to another ramp leading down into a small pocket. Talk to the Gnomelette here to start a scene.

The Gnomelette will say hi to all the "losers" and Colette will be surprised that it can talk. The Gnomelette will be offended and say that of course it can talk. After a bit more chatting, the Gnomelette will say that it's on a journey to find and eat some potion. Colette will ask him if he really means potion and the Gnomelette will say that it's what adults eat that makes them feel good. Raine will say that it seems he really does mean potion and the Gnomelette will ask if the gang has any. Give him the Mizuho Potion. He'll eat it and Genis will be surprised he even ate the bottle. The Gnomelette will be disappointed since it doesn't taste like anything and that it's lame. He'll then say that he's going home and then leaves. After the group provides some commentary on how weird he was, the scene will end.

Run a bit to the right and open the chest here to find a Silk Robe for Genis or Regal. Head out of the pocket and around, still blowing up any rocks you come across. You'll eventually come to the sealed Memory Circle, so unseal it and save.

Keep following the path around, ignoring the elevator you run past for the moment. Keep going until you hit an odd-looking bar on the floor. A scene will start.

As soon as Lloyd steps on the bar, a large boulder will start rolling after him, a la Indiana Jones. He'll manage to make it to a small nook off the main path and let it roll by. After it drops off the cliff, he, Zelos and Regal will look after it. Lloyd will ask what that was about and Regal will tell him that it's a trap to ward off intruders. Zelos will tell him to watch what he's doing and Regal will say that there should be a switch nearby to stop the boulders from coming out. The scene will then end.

Continue along the path and turn the corner. You'll see the switch Regal mentioned on the wall, but leave it alone for right now. Keep going forward toward the odd thing floating on the path for a scene to start.

Lloyd, Raine and Regal will be staring at the thing. Lloyd will ask what it is and Regal will say that it's a Naploosa Bacura\*. Raine will ask him if it's really Professor Naploosa's great work and Regal will say yes. He will go on to say that it's a block of condensed mana and physical attacks won't harm it. Lloyd will say that they can't get past and Regal will say that they might if they can strike it with a powerful impact. The scene will then end.

(\*Special Author's Note: The Bacura is actually homage to Xevious, one of NAMCO's earlier games.)

For this little part of the dungeon, if you don't have Lloyd's EX Skill



"Personal" active, you may want to turn it on.

Walk closer to the Bacura to have it start moving in on you. Be careful not to get too close, or it'll start smacking you around and you'll take damage. Lead it around the corner and up the path. Eventually, it'll go as far as it can. Quickly run to the trap switch, hit it, and run back to the nook to let the boulder pass by. If you did it right, a scene will start where the boulder knocks the Bacura over the cliff and crushes it.

Run back around the corner and hit the switch to turn off the boulder trap. Now go back to the elevator I told you to ignore before. Ride it down and head up and around the train carts to find a hidden treasure chest containing a Crescent Ax for Presea. Next, head southeast, picking up the chest containing a Thunder Cape. Keep going and eventually you'll come to the remains of the Bacura. Examine them to start a scene.

Raine will be mourning over the loss of her sample and Lloyd will ask her why she's picking up pieces of it. Raine will tell him to shut up and then notice something. Upon further inspection, both she and Lloyd will determine it to be an odd-looking chakram. They'll decide to take it with them and the scene will end. You'll then acquire the Evil Eye.

Open the chest back here for some Super Pellets. Now head back to the elevator, ride it up and continue on your way to the southeast and into the next section.

Run down the steps, taking a makeshift ramp down when you can to eventually come to a chest containing an EX Gem Lv. 3. Make your way back to the main path, cross the bridge and a scene will start.

Regal will tell everyone that this is where the Inhibitor Ore can be found and that they should look through the boxes to find it. Zelos will say that he isn't looking through all of them and suggest blowing them all up. Lloyd will agree and the scene will end.

Head all the way over to the far wall and blow the boxes up here (it may take a couple of tries depending on where you put the bomb). Eventually, you'll uncover a treasure chest. Open it to finally acquire the Inhibitor Ore. A scene will start.

Regal will say that this is the Inhibitor Ore that they've been looking for and it will be asked if a Key Crest can be made from it. Lloyd will say that only a dwarf could do the job right, but if he carves the charm directly into the ore, it should serve in place of a Key Crest. He'll take a minute to do it and then everyone will say that they need to hurry back to Ozette to help Presea. The scene will then end.

Make your way all the way back out of the mine. When you reach the entrance, a scene will start.

The man that Presea was talking to in Meltokio when you first met here will be here, telling two of his lackeys that it doesn't seem like there are any Exspheres there either. Regal will call out to him and Lloyd will ask who he is. Zelos will say that he's the Exsphere broker, Vharley, and ask what he's doing here. Regal will ask him why he's still free and say that this isn't what he agreed to. Vharley will ask Regal if he really thought the Pope would make a straight deal with a murderer and say that instead of taking Colette, he joined the group. Regal will say that if the Pope won't do anything about him that he'll punish Vharley himself, but Vharley will make a break for it, quickly followed by his lackeys.

After they leave, everyone will ask Regal what Vharley meant when he said that he was a murderer and Regal will tell everyone that he is a prisoner currently serving time for the crime of murder, then apologize for not saying anything. Everyone will ask him what happened, but Regal won't speak of the details. Lloyd will tell him that it's all right and Colette will tell him that she thinks that if someone is suffering by not saying anything, the Goddess suffers along with them. Regal will say that he may one day be able to tell everyone what happened and eventually the scene will end. Make your way to the lobby of the mine.

Here, head to the right-hand side of the mine to find a treasure chest containing Sage. Head over to the left side now and examine the hidden treasure chest in front of the wrecked train cart to get an EX Gem Lv. 1. Now leave the mine and head back to Ozette.

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/\\_Ozette\\_/\

Once you're back in Ozette, it may be in your best interest to rest and save at Green Meadows. Once you're through with that, make your way to the main plaza of the village for a scene to start.

The man you talked to before you left Ozette before will be talking to the Papal Knights, pointing out the group as the wanted criminals they've been searching for. Zelos will be annoyed that they've found them again and one of the Knights will ask Zelos how he's been doing. Eventually, the talking will boil down to the Cardinal Knight telling the others to capture Colette alive and it'll be fight time once again. Take out these chumps for the scene to continue.

Colette will apologize to everyone for being the source of the trouble, but Zelos will tell her that it's not just her fault, since everyone has a reason to be chased by the Papal Knights. Colette will thank him and Lloyd will tell her to stop thinking that everything is her fault. Colette will suddenly collapse in pain and Lloyd will panic. Raine will say that she's running a fever, but be stumped as to what could be causing this much pain.

Presea will arrive on the scene and tell her to leave everything to her. Raine will let Presea by and Presea will swipe at her with her ax, then knock Colette out. Presea will return to the side of the man she was talking with earlier and he will tell her that she did good work. Two dragons will fly onto the scene, one of which will grab Colette. Presea and the man will make for the other dragon. Sheena will curse and summon Corrine, who will tackle Presea as she prepares to mount the dragon. The dragons will take off and the man will finally introduce himself as "the most cunning of the Desian Grand Cardinals," Rodyle. Lloyd will ask what the Desians are doing in Tethe'lla and Rodyle will laugh at him. He'll then say that he's taking Colette and after a bit of talking, he'll fly away to the east.

As Lloyd and the others look after him, Regal will ask Lloyd if he'll help Presea. Lloyd will grudgingly agree and give Presea the Key Crest he made, saying that it should return her to her true self. When Lloyd places it on her Exsphere, Presea will come to, asking where she is. She'll then ask where her father is and you'll be automatically taken to her house. Regal will show her what's become of her father and Presea will scream from shock.

The scene will pick up after Presea and the others have helped Presea bury her father. Raine will ask her if she's calmed down and Presea will nod. She'll thank them for their help and apologize for being a burden on everyone. Lloyd will ask her if she remembers everything and Presea will say that she does, for

the most part. He'll then ask why she was in that state and Presea will explain that she wanted to learn how to wield an ax to help her father, who was sick. She'll then say that she was introduced to Vharley and taken to the Research Academy in Sybak. Regal will seethe in anger and Zelos will ask her if the experiment was carried out by order of the Pope. Lloyd will say that Rodyle must be in league with the Pope and Regal will ask Presea if she has an older sister. Presea will say that she doesn't and Raine will ask her if she has any other family. Presea will say that she has a younger sister, but she went into service for a noble and hasn't seen her since. Eventually, it will be said that they can't leave Presea in the village by herself, since the people seem to avoid her. Presea will ask to come along with the group, saying that it was her fault that Colette was taken away and she wants to help rescue her. Regal will also ask to continue to accompany the group, since it seems his fate is linked to the group's enemy. When you have the option, choose "Of course you can join us." Lloyd will agree and say that they need to go rescue Colette and that Rodyle headed east.

Kratos will suddenly arrive on the scene and comment on the fact that the group has lost Colette. Lloyd will get angry, asking what Cruxis plans to do with Colette. Kratos will inform him he knows nothing of it, since Rodyle is ignoring Cruxis' orders and acting on his own. He will continue on, saying that Colette is useless to him anyway and they can let her be. Lloyd will say that he's lying and charge him, but Kratos will parry and say that if he wants to save her so badly, that the group should seek the Rheairds and head for the eastern skies. He'll say that the people of Mizuho have probably located them by now and then leave. Lloyd will ask what Kratos is trying to do and Zelos will say that if he's useful to make use of him and not worry about it.

After a bit of talking, it'll be decided that the group should heed Kratos' advice and head for Mizuho. Genis will welcome Presea to the group and Zelos will say that he'll do his best to protect her. Genis will begin to try to say something as chivalrous, but Lloyd will hurry everybody along. Genis will yell at him after he's left and the scene will end.

You're given the option of Quick Jumping to Mizuho, but pass it up. Instead, go back into Presea's house. Head to the bedroom and examine the bear statue at the foot of Presea's father's deathbed to have the Wonder Chef appear and teach you the recipe for Gratin. Now leave Ozette and hoof it to Mizuho.

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/\\_Mizuho\\_/\

When you arrive, head to the Chief's house and enter. Talk to Tiga to start a scene.

Tiga will tell everyone that they have good timing, since they just located the Rheairds. Genis will say that it seems like Kratos was right and Lloyd will ask why he's trying to help them if he's their enemy. Tiga will say that he'll tell them where the Rheairds are, but first, he must give Sheena a test. Sheena will ask him what he means and Tiga will say that even if they get the Rheairds back, they won't have any fuel. He'll then say that she must make a pact with Volt. Sheena will become frightened and say that she can't, then run off. Lloyd will ask what wrong and Tiga will explain that Sheena failed to form a pact with Volt once before, which is the reason why Chief Igaguri is in a coma. The scene will then end.

Head out of the Chief's house to find your party members scattered around the village. Talk to them for brief conversations about how Sheena must have been suffering this whole time and how Lloyd should go talk to her. Once you're done speaking with everyone, head toward the entrance of the village and take the

northwestern path to find Sheena sulking with Corrine. Walk up to her to start a scene.

Sheena will tell Lloyd how she's scared that she may fail again, and Lloyd will tell her not to worry, as they'll back her up if anything goes wrong. Sheena will ask him what he'll do if Volt goes out of control again and Lloyd will say that he'll cut him down if that happens. Corrine will also offer his help. Sheena will regain a bit of confidence and agree to give it a go. Eventually, the scene will end.

The gang will be told that the Temple of Lightning is to the north and that Orochi will come there to get them later. Go ahead and leave Mizuho, then head back to the pier outside of Ozette. Hop in your EC and sail due north. You'll eventually come to the small island with the temple on it. Disembark and enter the...

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/\\_Temple of Lightning\\_/\

When you enter the temple, a scene will start.

Lloyd will say that they got in pretty easy and that there doesn't appear to be an oracle stone. Raine will say that since they're in the flourishing world, the temple probably isn't functioning as a seal. The scene will then end.

Before you start, be forewarned: This temple is similar to the Seal of Wind in that it has booby traps. However, these traps come in the form of electric barricades. Wait until they stop pulsing to go through them.

Anyway, run up through the first two barricades and you'll see a stairway. Ignore it for the moment, and head to the right, going up the staircase you find here. Examine the lightning rod you find to activate it. Now head back to the middle stairway and go on up. You'll step on a button that releases a bolt of lightning. Fortunately for you, since you just activated a rod that was higher in altitude than the one you're standing at now, it will strike there and the ball of lightning will fly harmlessly to the right of you. Examine the lightning rod here and deactivate it, then run back to the right and deactivate the rod you activated before. Head back down the stairs, then head all the way left, taking the first path north you can. Activate the rod you find here, then go step on the button on the middle stairway again. The resulting lightning bolt will hit the rod you activated, sending out a pulse of electricity to push and destroy the box that was blocking your path that way. Head back over there and take the newly opened path to access a Function-Changing Pedestal. A scene will start.

Lloyd will activate the Ring and rays of electricity will come out. Lloyd will be surprised. Raine will say that the lightning is colored blue and wonder if it can only destroy specific things. The scene will then end.

Make your way back to the main walkway and head all the way left, then take the northern path here. Zap the blocks with your Sorcerer's Ring to destroy them. Time your way through the barricades to come to a chest containing a Silver Guard for Presea. Go back to the main pathway.

If you take the main pathway all the way right and go up the northern path, you can access a Memory Circle. Save there and head back to the middle stairway. Continue on up and past the lightning rod into the next section.

In the next section, head to the left or right (it honestly doesn't matter) to find a set of stairs. Keep going along the path and you'll come to another set

of stairs. Go up these and run around to the front of the altar you find. There will be a stack of three colored blocks here, one blue, one yellow and one red. Shoot the blue block (since it's the only one you can) and head back downstairs. Go all the way to the back of this room and shoot the block here to gain access to the next section.

Here, head off to the left (ignoring the blue block you see here, as it only hides an enemy) and up the stairs. Enter the door you see here. Whoever your avatar character is will comment on how pitch black the room is and say that they'll have to navigate through using the lightning strikes as light\*. Follow their advice. If you're about to fall off (your avatar will start to get panic marks over their head), tap A repeatedly to hang on.

(\*Special Author's Cheap Trick: If you want to try and navigate the room quickly, you can adjust your TV's Brightness and Contrast/Picture so that you can see the path without having to wait on the lightning.

A random bit of trivia: The programmers fixed this little glitch in the Japanese PS2 version of the game.)

Navigate your way through the room, exiting at the top. In this alcove, run the door to the south. You'll find yourself on a very high balcony. Run along it to find a lightning rod. Before you activate it, shoot the suspended blue block with your Sorcerer's Ring to drop it to the level below. Now activate the rod for lightning to hit it and drop you to the lower level. Open the chest to find an EX Gem Lv. 3. Work your way to the left to find another lightning rod. Same deal here. After you drop to the next level, open the chest to obtain a Duel Helm for Lloyd or Zelos.

On this level, things are slightly different. Work your way to the opposite end of the platform to find a suspended block here. Drop it, then return to the rod's platform and drop the chest here as well. Now examine the rod and drop yourself. Once you're on the bottom level, activate the rod you find here. It will draw the lightning away from the rod it was zapping before. Head to the right and pick up the chest you dropped earlier to obtain a Thunder Scepter for Raine. Continue on to the door.

This room has thinner walkways than the other room you traversed, so be careful as you walk on. When you get past the third set of stairs you have to go down, head slowly up the platform until you can examine and open the hidden chest here for a Spirit Bottle. Now go ahead and fall off the edge. Trust me, it's okay.

Once you're back in the block tower room, go back through the door to the north. Head to your left and north, going down the set of stairs you find here to the wet floor below. Deactivate the rod you'll come across, then head up the stairs of the lone platform here to access another Function-Changing Pedestal. Examine it and your Ring will now have the ability to fire yellow bolts of electricity. Go back to the block tower room.

Head up the left set of stairs and destroy both blocks that you find. Don't bother going through the door, as it's not beneficial just yet. Continue on to the block tower, hitting the yellow block with a blast from your Ring. Head down using the right set of stairs and enter the door you find here.

Traverse the room and exit at the top, coming out on another tall ledge. Shoot the block you find to drop a rod to the lower floor. Return to the dark room and fall. From here, return to the first room of the temple.

Head down the stairs and to the left, taking the southern path. Destroy the

blocks and time your way through the barricades you gain access to a treasure chest containing a Shining Star for Genis. Save at the Memory Circle and head back to the large room after the block tower room.

Head up the right-hand staircase and do all the way back, examining the large machine you find here to activate the rod you dropped on top of it. Everyone will wonder what it does. Now head to the stairs on the left side of the room and back through the door, opening the treasure chest you dropped down here earlier for an EX Gem Lv. 2.

Traverse the room and exit, then go up the small staircase and cross the bridge east. Go through the door you'll find here. Traverse another dark room, then exit and follow the path to reach the rod you activated some time before. Deactivate it and the lightning will start hitting the rod you activated on top of the machine, finally giving it some juice. Return to the dark room, work your way through and exit.

Once you're back in the bridge room, head up the stairs and examine the machine in the back for a scene to start.

Everyone will notice that it seems to be working and Raine will say that it's probably connected to the apparatus that they activated in the other room. Genis will say that they should test it out and the scene will end.

Hold off on following Genis' advice for the moment (since you'll be struck by lightning otherwise), instead heading back a bit and up the large staircase next to the machine. Head up the spiral of stairs (defeating the enemy on the second tier to obtain the Memory Gem) until you reach the top. Destroy the blocks on the far left with your Ring, then return to the machine and activate it. You'll be rewarded with a chest falling down that you can access in a minute. Return to the top floor, destroying the other two blocks on this tier, then go down a floor and destroy the blocks on the far left once again. Return to the machine and activate it. A pulse will be sent to unlock a large boulder that will fall on the bridge, making it slant downwards.

Head down the newly redirected bridge and up the stairs to the north to access the chest you dropped, which contains a Battle Cloak for Regal. Head south now, going down the stairs, then to the right and finally out the southern door. Run down the pathway to gain access to another Function-Changing Pedestal. Your Ring can finally shoot red lightning.

Make your way back to the ramp (formerly bridge) room, and make your way to the left and through the door. Once you get to the dark room, go ahead and take a fall. Once you've landed, go back to the first room.

Head down the stairs and to the right, taking the southern path. Destroy the blocks and go through the barricades to get a chest containing an EX Gem Lv. 3. Return to the block tower room.

Head up the left-hand staircase and through the door where you destroyed two yellow blocks before. What awaits you is the most complicated dark room in the temple, but if you can traverse it and exit at the top, you'll be rewarded with a chest containing a pair of Power Greaves for Regal after you destroy the two red blocks hiding it. Return to the block tower room. Head the rest of the way up the stairs and destroy the last block, but DO NOT examine the altar just yet. Head back down to the bottom floor, then north into the large room.

Run straight forward and eventually you'll come to the sealed Memory Circle. Heal up, put Sheena in your party (if she isn't already), make sure she doesn't have the Card of Lightning equipped to her (you should have gotten a Card of

Wind in Mizuho; if you didn't, equip her next strongest card) and save. Now return to the altar room. Go ahead and examine it for a scene to start.

Volt will come down and everyone will give Sheena their support. Volt will begin speaking, but Sheena will begin to freak out, as she can't understand what he's saying. Raine will tell her to calm down and she'll translate. She'll go on to say that Volt is bound to Mithos and has asked who Sheena is. Lloyd and Genis will wonder how Mithos was able to form pacts with Summon Spirits in both Tethe'alla and Sylvarant, and it'll be surmised that he must have traveled between them with a Rheaird as well. Sheena will ask to form a pact with Volt, but Raine will say that Volt's pact with Mithos is apparently broken and he won't form another one. Sheena will ask him why and Raine will respond that Volt no longer wants to have any dealings with people and desires no pact. Sheena won't take no for an answer and Volt will strike everyone with lightning, sending them flying off the platform to the ground below. Sheena will tell everyone that this is what happened last time and to be careful.

Volt will come up behind her and attempt to strike her with a pulse, but Corrine will appear and take the hit for her. As Sheena runs over to him, Lloyd will block another bolt from Volt. Sheena will ask Corrine why he did it and Corrine will say that he wanted to save her just like she saved him a long time ago. He will tell her that Volt has lost his faith in people and to try one more time. He will apologize for not being able to help more and then die. Sheena will call out to him and Lloyd will tell her to get a hold of herself. Sheena will begin to protest, but Lloyd will tell her to subdue Volt by force, otherwise, she'll always be haunted by Volt's shadow. Sheena will get a grip on herself and demand Volt's power for the sake of everyone that protected her. Go time!

Due to the fact that Volt (24,000 HP) doesn't speak a language humans can understand, it's a bit difficult to tell what he's going to cast until he casts it. However, everything that he throws at you and your party will have them reeling, his simple Strike to the grandiose (yet extremely powerful) Master Field. Luckily for you, he rarely casts what I like to call "The Human Bug Zapper o' DOOM", otherwise known as Indignation, but it does happen, so if you see a very large dome form around Lloyd, RUN LIKE HELL.

Make sure Raine/Zelos is always ready to cast healing spells if they need to. Psi/Omega Tempests from Lloyd are what's really going to let him get in there and do some damage to Volt. Have Sheena cast S. Seal: Water on him if you get a chance and don't be afraid to bring Undine into the fight if Sheena manages to hit Over Limit. If you don't want to use up Sheena's TP, using some leftover Aqua Quartz will do the trick too. Eventually, you'll bring Volt down.

After the fight, Raine will say that Volt has told Sheena to make her vow. Sheena will reiterate what she said before, saying that she asks Volt for his power to protect everyone that protected her, as well as for Corrine's sake. Volt will then entrust his power to her.

Suddenly, Undine will appear on the scene and Volt will reappear. Undine will tell everyone that a link was just broken between the two worlds. The group will ask what that means and Volt will say (through Raine's translation) that two opposing forces (his and Undine's) were severed when they made the pact with him. Regal will ask what that means and Undine will tell him that mana flows from the world where the Summon Spirits sleep to the world where they are awake via the mana links and that this is the first time that the Summon Spirits have been awake in both worlds. Eventually, the group will ask that if they can sever all the links, will the two worlds separate. Volt will say that he doesn't know, but at the least, the opposing mana has been eliminated. Undine will eventually say that if the links continue to break, the two worlds

will separate, then both she and Volt will disappear.

Some talking will happen and Presea will then thank Sheena. Sheena will ask her why and she will say that thanks to hers and Corrine's actions, they now know what the seals do. Lloyd will agree and Sheena will thank Corrine. You'll then acquire the Sardonyx and Corrine's Bell, and Sheena will learn T. Seal: Lightning and Summon: Lightning. Sheena will also attain the title of "Summoner."

Make your way toward the temple's exit for a scene to start. Orochi will appear and congratulate Sheena on her pact. Sheena will thank him and Orochi will tell everyone about the Rheairds.

It appears as if they're in a fjord-like area to the north that's covered with ice. It seems like it's the Renegade Base for Tethe'alla. Raine will ask if they have to dive underwater and Orochi will tell her not to worry. He'll then say that he'll go ahead and make preparations and that he'll see them there. Eventually, the scene will end.

Leave the temple and hop in your EC. Change your map to Full View and you should notice a large island with several smaller bits around it in the northeast. Head there. Work your way around to the southwest side of the archipelago, and keep your eyes peeled for a pier among the many rocks here. It's a bit hard to spot straight off, but you'll find it. Disembark at the pier and enter the...

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/\\_Tethe'alla Base\\_/\

When you enter, a scene will start.

Orochi will call everyone over to him. Lloyd will ask if the person he has with him is a Renegade and Orochi will say not to worry, since it's one of Mizuho's people that infiltrated the Renegades to keep tabs on Sylvarant. Genis will be surprised that Mizuho even keeps track of Sylvarant and eventually the group will move inside.

When they get there, Lloyd will notice that Zelos has gone missing. Presea will say the same thing when Zelos comes meandering up, greeting them in his usual way. Regal will yell at him, saying that everyone was worried about him. He'll respond that he was scoping out the area to make sure that they weren't walking into a trap, then say that it's time to start the adventure of "Zelos and his Cute Hunnies."

The scene will continue in a control room inside the Base. Orochi will say that he has to make it quick, since they don't have much time. He'll tell everyone that the Rheairds are in the hangar in the deepest part of the facility and that there's only one path leading to said hangar. Zelos will say that it seems pretty simple, then, but Orochi will inform him that that isn't the case, as the door is locked. He'll go to say that they need pass codes to enter the door but tell everyone that they weren't able to get the codes when Lloyd asks him to give them up. He will say that they did, however, manage to learn that there are three codes and each code is the hands of a different Renegade, and they have to catch each one and make them fork over the code.

Orochi will also mention that they won't be able to go to Sylvarant. When asked why, he'll say that flying isn't a problem since they have Volt, but to cross the barrier of space-time, the Rheairds require a special charge from the base. Raine will say that they must have made it over since the Rheairds were already charged when they took them and that they were lucky. He'll then say that he'll



stay there to support them and the scene will end.

Save at the Memory Circle, then change the function of your Sorcerer's Ring at the Function-Changing Pedestal. Head on out of the south exit.

In this room, head to the southeast and go through the door here. Head to the right and you'll come to an area where a bar of light blocks your path. Pull the block down one space and push it in front of the light blocking your path. It's important that you don't push the block down, otherwise you'll take damage. If you managed to do it by accident, another block will appear on the blue block to the north of the path that you're stuck on.

Anyway, once you've blocked the bar of light, continue on the path, taking the northern door you'll find at the end of the path. Defeat the Renegade here to get your first code. Make a note of it\*.

(\*Author's Note: I would tell you what it's likely to be, but there is a chance that your game is different, so it really wouldn't serve a purpose.)

Leave this room and head back to the one before, moving the block so that it allows you access to the northern path now. Run forward and through the door.

In this room, head northeast slightly to find a chest containing a Silver Circlet for Raine, Colette, Sheena or Presea. Now head to the left and move the block so that it'll allow you to go north, where you'll find a door to your left. Enter it.

In this hall, move the block here so that it allows you access to the western path. Once you're done, go on, then go through the door.

In this room, head up the stairs and defeat the indigo-clad Renegade to gain another passcode. Once you're done, run up the small set of stairs in the back of the room and shoot the generator with your Sorcerer's Ring. Run down and around to the terminal in the very back and have it take the block on up. Now leave the room the way you came in and make your way all the way back to the main room you started in. Talk to Orochi to get an update on what passcodes you have and to get him to heal you. Save on the Memory Circle and leave.

In the main room, head to the left this time. When you get to the hall, move the block so that you can continue heading west. Watch out for the Raybit enemy here and enter both rooms you find this way to find two treasure chests containing an EX Gem Lv. 2 and a Card of Ice for Sheena. Go back into the hall and move the block so that you can access the northern path, then head along it and into the door.

Head a short ways up here, heading left when you can, and enter the door you find. You're in Yuan's office. Defeat the guard here to obtain the last passcode. Open the treasure chest for an EX Gem Lv. 3. Now leave and when you come back to the split where you turned onto your current path, opt to go north this time.

Run forward and defeat the Raybit enemy here to obtain the Memory Gem. Continue on along the path and you'll come to the block that you sent up here via elevator earlier. Pull it to the stairs, then push it down onto the generator below to make it explode and grant you access to the treasure chests it was blocking. Now leave and make your way back to the main hall. Heal and save at Orochi, then make your way back to the room where you got your second passcode (refer to the directions above if you've forgotten how to get there).

Once you've gotten back there, go open the two treasure chests to find the

Dragon Tooth for Lloyd and the Lightning Sword for Zelos. Now exit to the hall, move the block so that you have access to the northern pathway, follow it and go through the door.

The sealed Memory Circle is here, so unseal it and save. Now, grab one of the blocks laying about here and drag it all the way over to the left side of the room. You'll see two notches here. Push this block into the notch that's farthest LEFT. Now run up the southern steps, then up to the small set and run around until you're on the brown block next to the block you just pushed in place. Move as far down as you can, then use your Control Pad to turn your avatar so that it's facing the generator southeast of you. Fire your Sorcerer's Ring and the charge should hit, activating it.

Run down the stairs and drag the other block on the floor to the elevator, shoving it to the northeastern section of it. Leave it there for now and head to the northeastern side of the room itself, running up the stairs and grabbing the Silver Mail in the treasure chest here for Lloyd or Zelos. Go back to the elevator now and stand on the other side of the block, taking you both up. Once you're to the top, push the block on the ledge and go back down.

Run up the southwestern stairs again, this time running up the second flight to the north. Work your way around to the stairs leading down on this platform, go down them, then around to the block you just pushed on the ledge. Pull and push it until you reach the far side of the room and push it off the edge here. Run onto it and shoot the generator here with the Ring to activate it. Now work your way back to the ground floor and leave the room. Enter it again. (It seems crazy, I know, but it's "crazy like fox," so trust me on this.)

The two blocks will be in the positions you originally found them in, so go ahead and pull them over to the elevator on the right side of the room, making sure to set them so that they take up the entire south side of the elevator. Examine the control panel and take the blocks up with you. Once you're on the next level, push the blocks so that they form bridges to a treasure chest with a Tomahawk Lance for Presea and to another platform with an elevator on it. Ignore the other elevator for now and go back south, taking the southwestern path all the way over to find another elevator. Shirk this one as well and head north, grabbing the treasure chest containing a Beam Shield for Zelos that you'll find at the end of the path. Go back to the elevator, shoot the generator with your Sorcerer's Ring, and take you and the block down to the landing on the bottom floor. Push the block so that it'll give you access to the treasure chest containing some Sage. Now take the elevator back up.

Go back to the bridge you made before and cross it, then take the elevator up to the top level. Input your three passcodes and you'll finally gain access to the hangar. Now go back to the Memory Circle, heal and save, then come back. Enter the hangar and a scene will start.

Everyone will come up on the Rheairds, when Yuan and Botta confront them. After a few insults between Lloyd, Yuan and Zelos, it's fight time!

Yuan (16,000 HP) and Botta (12,000 HP) are not your everyday chumps. They are very fast and accurate with their attacks and they will show you no mercy.

Botta is still primarily a geomancer, while his boss is primarily an electromancer (he uses Lightning-based moves). You need to go after Botta before you do Yuan, since even though both are excellent swordsmen, Botta is the weak link here.

With Botta, you need to be wary of his Stalagmite and Ground Dasher, both of which can deal some major damage. His Rock Breaker is annoying, but not to the

same degree as both aforementioned spells. Toss some Green Quartz to Lloyd to help out here.

As for Yuan, like I said before, he's much more of a threat than Botta. He fights with an extremely large double-sided blade, allowing him the ability to attack on all sides when he starts swinging it around. Added to the mix is the fact that he can cast all levels of Lightning magic including, yeah you guessed it, Indignation. As with Volt, if you see a large dome surround you, run for it. Fortunately, unlike Volt, you can tell when he's about to cast it, as he'll start spinning his weapon for a long period of time. Another attack to watch out for with Yuan is the unique Thunder Explosion, which will knock you into the air if you're hit with it, not to mention cause significant damage.

Your best combos will work here, as well as any U. Attacks you throw at him. Just keep in mind while both of them are alive that the one you're not pounding into the floor will be going after your other party members, so keep an eye on everyone's HP.

After the battle, Yuan will wonder how he could have lost and comment on how Lloyd's Exsphere is evolving. As Lloyd begins to ask him about it, the base is suddenly rocked by an earthquake. Yuan will wonder what's causing it and Regal will tell Lloyd that they should take this opportunity to take the Rheairds. Lloyd will agree and the group will head off. After they're in the clear, Botta will ask Yuan if a mana link could have been broken. Yuan will say that it's possible and to investigate the cause immediately. A Renegade soldier will ask about the Rheairds, but Yuan will say not to worry about it, since their "little friend" can tell them where they are at any time. The scene will end after you see a shot of everyone taking to the skies.

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Part VI- Amongst the Clouds of Tethe'alla  
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About the Rheairds  
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The Rheairds can be boarded anytime on the World Map by pressing B. Pressing B again while hovering over a landable spot (i.e. not oceans or pure mountain regions) will get you down.

Ascend (go up) by tilting the Control Stick toward you. Descend (go down) by tilting it away from you. To move forward, hold the A button and steer left or right with the Control Stick. The C Stick will take you in any direction you point it in. Using the L and R buttons will rotate the Rheairds in their respective direction.

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Heal yourself up if you have to and once you get control of your new Rheairds, fly them south from your current area. Somewhere near Altamira Island (a large, lone island on your map in the east), you'll find your next destination floating in the sky. Go ahead and fly straight into it to enter the...

\_\_\_\_\_  
/\_\\_\\_Dragon's Nest\_\\_\\_/\_\

Once you enter, a scene will start. Lloyd will say that he's finally found Colette and jump off his Rheaird onto the platform. After everyone arrives, Colette will tell them to stay away because it's a trap. Rodyle will then appear on the screen and Lloyd will demand that he give her back. Rodyle will

say that he can have the sinful Chosen since she's completely worthless. Lloyd and Raine will ask what he means and Rodyle will point out several things to back his claim, saying that she can neither save the world nor merge with Martel. Presea will tell him not to blame Colette for things she did not do. Regal will say that both himself and Rodyle are the epitome of sin and he'll drag Rodyle down to hell with him. Rodyle will laugh in response, saying that inferior beings have such silly jokes.

Eventually, Rodyle will summon his faithful dragons to the platform and take his leave, ordering them to kill everyone. Colette will tell them to run away, but Presea will say that the probability of successful escape is 1%. Zelos will say that he'll pass on dying and Lloyd will say that all they have to do is defeat the dragons before they kill them. Regal will say that he won't become part of the food chain without a fight, so it's time to pull your swords out and follow in his footsteps.

The Winged Dragon (18,000 HP) and the two Baby Dragons (12,000 HP) may remind you a lot of the first seal battle you had when you fought against the Ktugach and its Ktugachlings. Luckily, you just got the Dragon Tooth for Lloyd, which does added damage to dragons. These guys aren't too keen on Wind-based attacks, so have Genis and Zelos hitting them with everything they've got. Toss some Green Quartz to Lloyd if you have any left over. It's important to note that U. Attacks won't work on the Winged Dragon (since it can't be flanked like the Guard System back in the Toize Valley Mine couldn't), but they will on its babies.

By the way, Psi/Omega Tempest is the way to go to lay a hurt on the Winged Dragon. Be careful, as it can move around the platform at will and can also cast Nest Crack, which is similar to the Ground Dasher spell, only a lot more powerful and spreads out farther.

After the battle, the ground will start shaking and a large circle of mana will appear beneath the group, preventing them from moving. Genis will say that it's Colette's mana. Lloyd will tell her to get out of there, but she'll say she's chained to it and can't move. She'll apologize for being such a worthless Chosen and Presea will tell her that it's not her fault and she shouldn't blame herself for things she didn't do. Presea will then march over and break Colette's chains with her ax, but be hurt in the process. Colette will begin to panic, but Lloyd will tell her that she has to live. Colette will say that she knows and begin to fly away. Raine and Lloyd will grab Presea and everyone will escape on the Rheairds. You're treated to seeing the nest fall into the sea afterward.

The scene picks up with the group collecting themselves on the ground somewhere. Regal will ask why Rodyle kidnapped Colette and she will tell him that he needed a Cruxis Crystal to finish his Mana Cannon, but hers didn't work. Raine will say that Pietro also mentioned the Mana Cannon. Presea will come to and ask Colette if she's okay. Colette will say that she is and thank Presea, to which Presea will smile her first smile in response. Everyone will be happy and Zelos will ask what the next step is. Sheena will say that they should get back to forming the pacts and say that Gnome, the Summon Spirit of Earth, should be close by. Lloyd will ask Raine if that's okay, to which she will distractedly say yes. Lloyd will ask her what's wrong, but she will shrug him off. Eventually, the scene will end. You'll heal up automatically.

Once you're back on the World Map, you'll actually be right in front of your next destination, but let's make a detour. Hop of your Rheaird and head to Sybak.

/\\_Sybak\\_/\

Change your avatar to Sheena and run over to the Katz Exploration Team Booth. You should see a young scholar standing just to the north of it. Speak with him to start a scene.

The boy will say hi to the pretty ladies in the party and Zelos will tell Colette and Raine that someone is speaking to them. Sheena will get angry and tell him not to make fun of the fact that she's not pretty\*. Colette will ask her why she's upset and Sheena will say that she isn't. The scholar will say that he has something for Sheena and offers her a ring. Sheena will say that she likes it and he'll offer to sell it to her for 100 Gald. After a bit of talking, it will be revealed that he once gave the ring to his ex-girlfriend, but she gave it back to him. A bit more talking and he will offer to just give it to Sheena since it has such bad memories. Sheena will accept it and say that she'll take good care of it. The scene will end and you'll acquire the Pink Pearl Ring.

(\*Special Author's Commentary: Oo;)

Now leave Sybak and head to Ozette.

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/\\_Ozette\\_/\

Run to the Green Meadows and talk with the girl in the southwest corner of the room to start a scene.

The girl will ask if they're met the handsome swordsman staying in the village and the group will say no, eventually asking what he's there for. The girl will say that he's looking for sacred wood and eventually, they'll say something the girl finds insulting and she'll tell them not to make fun of Kratos. The group will be surprised and wonder what Kratos would need with sacred wood. When you have the option, choose "I'm concerned about this." Lloyd will suggest they keep an eye on Kratos' activities and the scene will end.

Now leave Green Meadows and Ozette, hop on your Rheaird and fly back west, flying near the northern tip of the Fooji continent (the continent Meltokio is on). Eventually, you'll be able to land where you were originally. Go ahead and enter the...

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/\\_Temple of Earth\\_/\

Run forward and change the function of the Sorcerer's Ring at the Function-Changing Pedestal to start a scene.

Lloyd will use it and find that the Ring now has the ability to produce small earthquakes. Everyone will be shocked and Raine will say that the earthquakes may be able to change the shape of the dungeon. The scene will then end.

Continue on your way, only to find yourself faced with some stalagmites that have grown up and blocked the path. Use your Sorcerer's Ring by them as close as you can to get them to topple over, allowing you to pass. Attempt to cross the bridge to start a scene.

A Gnomelette will ask who the losers are and if they want to fight. Everyone will stare at it and they'll tell him that they don't. Lloyd will ask to get by and the Gnomelette will say that since his big brother\* came back, he supposes that it's okay. Colette will thank him and the Gnomelette will say that it

wasn't anything special and that Colette is making him blush. The Gnomelette will then leave and Lloyd will say that how the Gnomelette acted reminded them of someone they know. He, Regal, Presea and Colette will turn to look at Zelos. Zelos will ask if he really acts like that and everyone will walk away, except for Presea, who will tell him that she thinks that he and the Gnomelette are different. Zelos will thank her, but Regal will come back and tell her that not all questions require a response and that it's okay to ignore him. Zelos will say that he's one to talk and the scene will end.

(\*Special Author's Note: Remember the Gnomelette you gave the Mizuho Potion to in the Toize Valley Mine? That's Big Brother. Now aren't you glad you gave him that potion then so you don't have to go out of your way to get him now?)

Continue on the path, eventually making it into the next section. Cross the bridge, and you will come to a split at the turn. Take the high road and you'll come to a treasure chest containing some Bellebane. Go back down the ramp and continue around the corner for a scene to start.

The Gnomelette will ask everyone if they want to fight and Lloyd will comment on how they're so alike that it's starting to get silly. He'll then ask the Gnomelette what he wants and he'll ask what "spicy" tastes like. The gang will be stumped since they don't have any recipes like that. They'll then say that they'd better find one so that they can get through and the scene will end.

Leave the temple and hop on your Rheaird. Fly to Altessa's House.

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/\\_\\_Altessa's House\\_/\

Enter Altessa's and speak to Tabatha to start a scene. Lloyd will ask her if she knows any recipes that are spicy and Tabatha will offer to teach him how to make Curry. You'll then learn the recipe for it\*. Now head back to the temple.

(Special Author's Note: Curry is actually one of the best recipes in the game in terms of healing. However, there is one that's even better that you'll come across.)

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/\\_\\_Temple of Earth\\_/\

Change the function of your Ring when you re-enter the temple. Go back to the Gnomelette and talk to him to start another scene. The gang will try to decide who's going to make the curry and the choice will be up to Lloyd. Choose whomever you want to improve your relationship with. Zelos would be a good choice. The scene following will be different depending on who you chose. Afterward, the Gnomelette will disappear and you can go on.

Keep going a couple of strides in the same direction to run into yet another Gnomelette and to start another scene.

You'll go through the usual Gnomelette greeting, though eventually, the gang will come to find that he'll offer to help them instead! The gang will accept and he'll say that he'll meet them outside the special Gnomelette route at the bottom of the canyon. He'll then jump off the ledge and the scene will end.

This next part may seem a bit tedious, but please bear with me.

Stand on the middle platform and use your Ring. You'll fall down to a lower platform. Drop again and head left to find a chest containing a Ghost Shell for Regal. Go to the rightmost platform and drop down. Head to your right and open

the treasure chest to find an Ancient Rod for Raine. Walk to the leftmost platform closest to the treasure chest and drop, then grab the Bardiche for Presea in the treasure chest you find here. Drop down to the bottom floor.

You'll see a very large dragon icon flying around here. Fight and defeat it for some decent experience and an easy 10,000 Gald. It will respawn every time you enter this room, so keep fighting it if you want some quick cash.

Anyway, head toward the door to the northwest to start a scene. The Gnomelette here will say that Lloyd and the crew are the ones that gave him potion and they'll figure that this must be Big Brother. He'll tell them to use this hole to go back up and Lloyd will thank him. Go on through to find yourself on the main path in the first room of the temple.

You'll see your new Gnomelette friend here, but ignore him for the moment and go back to the platform room. Make your way over to them, this time dropping from the leftmost platform. Drop again then grab the EX Gem Lv. 2 in the chest here. Drop again to fall twice and then grab the EX Gem Lv. 1 in this chest. Drop to the bottom floor, exit, then go back to the platform room one more time. (I told you this was tedious, didn't I?)

Drop from the rightmost platform once and grab the EX Gem Lv. 3 from the chest you find here. Continue to drop until you reach the ground floor. You're done now, don't worry. Exit out to the main room and talk to the Gnomelette to start a scene.

The Gnomelette will say that he'll lead the way directly to Gnome, but first they need to help him through this part of the cave. He'll tell Lloyd that there's something else that they're going to have to do, but he'll explain when they make it to the next section. The Gnomelette will then tell Lloyd that he doesn't like it when the monsters touch him and to do something about them as they go along. Lloyd will confirm the instructions and the mission will start.

Walk in front of the Gnomelette (not too far ahead), taking out all the enemies along the way. If you let one of them touch him by accident, you'll have to start over. Once you're to the other side of the path, let the Gnomelette go first, then follow after him.

When you get to the next section, run over and talk to him again to start another scene.

Lloyd will ask him what they have to do now and the Gnomelette will respond that they're going to make an earthquake at the same time. He'll tell Lloyd to time the activation of the Sorcerer's Ring with his jumps to create an earthquake powerful enough to drop the ledge. He'll ask Lloyd if he needs to explain again. When you have the option, choose "No, thanks."

Time your activations with the Gnomelette to drop the bridge. As a hint, just as the Gnomelette begins to drop from his jump, activate the Ring. It should hit it on the dot. After three times of getting it right, the bridge will drop, nearly killing Lloyd and the Gnomelette. Lloyd will inform him of such, saying that if they didn't have Exspheres, they'd be dead. The Gnomelette will say that he didn't think about what would happen after the bridge dropped. He'll then leave and Lloyd will thank him. Head straight and heal, save on the Memory Circle, put Sheena in your battle party if she's not already and continue to the altar to start a scene.

Gnome will pop out of the ground and eventually Lloyd will say that if they make a pact with Efreet after this, they should sever another mana link. Raine will correct him, saying that Sylph is Gnome's opposite, not Efreet. Regal will

say that the level of education in Sylvarant must match the status of the world and Lloyd will take it as a compliment. Presea will tell him that it's not and Lloyd will be embarrassed. Sheena will then say she's starting and she'll walk to Gnome.

Gnome will notice Sheena's a summoner and tell her in a very blunt way that he already has a pact with Mithos. She will tell Gnome that she seeks a pact with him and ask him to annul his pact with Mithos. Gnome will say she uses some stuffy language and Sheena will tell him that that's how she was taught to do it. Gnome will say whatever and tell her to bring it on. Fight time!

Gnome (28,000 HP) may seem like a big, cuddly fluff ball, but there's some power under that fluff. Being the Summon Spirit of Earth, he can cast all levels of Earth magic, so beware his Ground Dasher. In terms of close combat, he has a slam attack that will knock you up and he'll attack with his propeller bow if you hassle him too much. He also has a shovel to swing around, so be careful of it.

Any and all Wind-spells will help you here. You may want to equip Sheena with her old Card of Wind to deal a bit of extra damage to him, though it means a bit of a power drop. Any U. Attacks and Compound U. Attacks will help here, especially Prism Stars, as Genis and Raine should both be at a high enough level as to where they know their high-level spells. Eventually, you'll take Gnome down.

After the fight, Gnome will say they fight dirty and ask what's up with "the four-on-one garbage," claiming that Mithos did it by himself. When met with silence, he'll say whatever and tell Sheena to make her vow. Sheena will say he's hard to deal with and tell him to give her his power on the vow that she'll save both worlds. Gnome will agree and the pact will be formed. You'll acquire the Ruby and Sheena will learn T. Seal: Earth and Summon: Earth.

During the scene following, Regal will mention that he's heard that the Summon Spirit, Celsius, lives near Flanoir, so the others decide they should head there.

Make your way down the southern path, eventually coming to a treasure chest containing a Mythril Bracelet. Continue on around, heading out the door. Follow the path west, heading south slightly and stopping at the notch closest to a tower of rocks. Get as close as you can and use your Ring. The tower should fall, bringing down a chest containing a Mythril Guard for Presea or Colette. Head north now, using your Ring again when you come to an impassable incline to make a ramp that will take you to the main pathway. Make your way southeast out of the temple.

Hop on your Rheaird and fly toward the Tethe'alla Base. The large island here is where Flanoir is located. I would advise you to shirk off going to the city just yet to go Penguist hunting (Penguists are an enemy you can run into on the World Map near Flanoir). Once you manage to defeat enough of them to get three Penguist Quills, go ahead and enter...

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/\_\\_The Snowy City: Flanoir\_/\_\

The first building you see in town is the local Inn, the Olive Village. Resting here is a costly 500 Gald. Regardless of whether you rest or not, save at the Memory Circle here and head back out into the cold. Take the eastern path and talk to the man you see huddled on the church steps to start a scene.

Lloyd and Colette will be worried about him and tell him to hang on. The man



will say that he seems to have been struck by evil energy and the Devil's Arms must be nearby. When they ask him what he means, he will tell Lloyd that the Evil Eye he possesses is one of the Devil's Arms. Lloyd will ask what the Devil's Arms are and the man, Abyssion, will explain that there was once a powerful swordsman who defeated an evil man that tried to conquer Tethe'alla. However, the man's lingering evil aura set itself in the swordsman's nine pieces of arms and cursed his descendants. Abyssion will say that he's part of the clan, but the curse has hit him sooner than he thought it would.

Lloyd will offer to take up the job of getting the Devil's Arms. Abyssion will tell him that it's not an easy task, but Lloyd will quote Dwarven Vow #2: "Never abandon someone in need." Abyssion will thank him and give him the Neblim, a twin blade, and Neblim's Key, saying that whenever a Devil's Arm is nearby, the sword will react. Presea will ask if the curse can affect anyone besides clansmen. Abyssion will say that it shouldn't. Lloyd and Colette will ask her what's up, but Presea will say that it's nothing. Eventually the scene will end.

Continue on your way east. Once you pass a random peddler, a scene will start. He'll ask for a moment of Lloyd's time and then ask if he has any Celsius' Tear. When Lloyd asks what it is, the peddler will say that it's a famous Flanoir ice flower. He will tell Lloyd that if he gives him some, he'll pay any price Lloyd asks. Lloyd will say that he'll be on the lookout for it. The peddler will say to be careful, since if he touches it with his bare hands, he'll be badly burned. Lloyd will ask how he's supposed to get it and the man will say that he could touch it with a pair of Penguist Gloves. He'll tell Lloyd to see the old man in the Snow White Accessory Shop about the gloves and the scene will end.

Continue to the north, going into the next section. Work your way around, eventually coming to a food cart. This is the food shop, Winter Harvest.

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Winter Harvest  
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Flanoir Potion- 1,000 Gald  
Juicy Meat- 200 Gald  
Beef Strips- 80 Gald  
Mushroom- 60 Gald  
Potato- 50 Gald  
Onion- 60 Gald  
Carrot- 60 Gald  
Rice- 80 Gald  
Pasta- 80 Gald  
Bread- 70 Gald  
White Satay- 200 Gald  
Red Satay- 200 Gald  
Black Satay- 200 Gald

Continue on to the east after getting whatever you want, if you so happen to need ingredients. In the next section, the first enterable building you'll come to is the accessory shop the peddler directed Lloyd to, Snow White. Enter and talk to the elderly man and (if you took my advice and got the Quills before entering the city) he'll notice you have three Penguist Quills and offer to make you a pair of Penguist Gloves. When you have the option, choose to give him the quills. After a minute, you'll acquire the Penguist Gloves, so you can go ahead and shop here now if you want.

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## Snow White

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Poison Charm- 4,000 Gald  
Drain Charm- 4,000 Gald  
Stone Charm- 4,000 Gald  
Paralysis Charm- 4,000 Gald  
Talisman- 8,000 Gald  
Stun Bracelet- 4,000 Gald  
Heal Bracelet- 4,000 Gald  
Spirit Bangle- 4,000 Gald  
Black Onyx- 25,000 Gald  
Moonstone- 25,000 Gald

Yes, the stuff here is more than a bit expensive, but you can buy anything you want if you have the Gald for it. Just hold off on getting the most expensive items on the list for right now (since you already have one of them. Trust me on this one).

Once you're done with that, head outside, down the stairs and to the left to find the local weapons and armor shop, Hailstorm.

## Hailstorm

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Dragon Tooth- 4,800 Gald  
Shining Star- 3,600 Gald  
Thunder Scepter- 3,200 Gald  
Card of Ice- 4,300 Gald  
Lightning Sword- 4,600 Gald  
Tomahawk Lance- 5,000 Gald  
Power Greaves- 4,600 Gald  
Silver Mail- 4,200 Gald  
Silver Guard- 4,000 Gald  
Elder Cloak- 3,700 Gald  
Battle Cloak- 3,900 Gald  
Ancient Robe- 4,000 Gald  
Duel Helm- 3,400 Gald  
Silver Circlet- 2,000 Gald  
Beam Shield- 2,500 Gald

The customization shop won't be open just yet\*, so you'll have to shell out of your pocket for anything you want to get your party members.

(\*Special Author's Note: The customization shop will become available here later in the game. The items that are for sale here will change as well.)

After you've upgraded all your equipment and such, head outside and further left to find some ice sculptures. One will be of your good friend, the Wonder Chef, one will be of a local monster and the last will be of one of NAMCO's most famous characters, Pac-Man. Now that you've had a bit of cameo fun, it's time to leave out. Save at the Olive Village and leave the city. Head straight south and enter the...

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/\_\\_Temple of Ice\_\\_/\

When you enter the temple, run forward and veer off to the left to find a chest containing a Mythril Shield for Zelos. Head over to the right to find two

chests containing a Defender for Lloyd and an Ancient Robe for Raine. Now go ahead and go as far north as you can go, then to the right to enter the temple.

Run south a bit to find a Function-Changing Pedestal. Examine it to start a scene where Lloyd and Genis find that the Ring can now shoot bolts of ice mana.

Go ahead and follow the pathway now to find a chest containing an Ice Coffin for Zelos. Going a bit further will yield a chest with a Mythril Gauntlet for Lloyd or Presea. Continue north and you'll come to a split. Go to the left and up the ramp, grabbing the chest containing some Mythril Armor for Lloyd or Zelos. Head through the door and back outside. Follow the path south (not west) and you'll come to a gap. Fire off a bolt from the Sorcerer's Ring toward the dripping icicle here to create an ice block that will fall into place and create a bridge. Follow the path around and enter the door at the end of it.

Grab the chest here containing an EX Gem Lv. 2. Now examine the flower and a scene will start.

Lloyd and Genis will determine that this must be the Celsius' Tear that they've heard about. Genis will tell Lloyd to use the Penguist Gloves and Lloyd will comply. You'll then acquire the Celsius' Tear. Head back outside and make your way back to the split.

Continue along the path, going around the hairpin turn at the end and heading back to where you'll spot another dripping icicle. Create a block and pull it over to the gap that you just went through and push it in. Cross the bridge you just made and run to the edge of the ledge for a scene to start. You'll be given a view of the pool below. Keep in mind the formation you see, as it will be helpful in the future.

After that, make your way back down to the main path and continue south, veering off to the right to find another dripping icicle. Make another block, pushing this one into the gap to the west of where you are now. Cross it, then head all the way to left as far as you can go, then run onto the small rise you find here. Examine the pool to start a scene.

Lloyd will say that they need to find a way across. He'll then think of using the Celsius' Tear to freeze the pool. After he does, the scene will end.

Run down to the gap closest to where you are now and slide onto the ice. Follow these directions:

Up, Left, Up, Right, Down, Left

You'll arrive on a small niche. Grab the chest here to obtain some Rosemary. Head as far south on the niche as you can go and follow these directions:

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

You'll arrive on the other side of the pool. Grab the chest here to obtain an EX Gem Lv. 3. Head up and you'll be faced with a puzzle. Examine the slab next to the door for a scene to start.

Lloyd will read what the slab says: "The answer lies in the place with a view." He won't understand and Raine will suggest that they find the "place with a view." Lloyd will agree and the scene will end.

If you haven't figured it out, the "place with a view" is the ledge where you saw the totems similar to these earlier before you froze the pool over. If you remember what the totems look like, place them in that formation now. If you've

forgotten, here's the answer:

North (top) totem should face left; east (right) totem should face down; south (bottom) totem should face right; west (left) totem should face right.

Once you have the totems facing the right way, equip all your characters with their new gear (except for Zelos' new Ice Coffin, if he's in your battle party), place Sheena in your party (making sure to replace her Card of Ice with the next most powerful card you have for her) and head on through the door. (Unfortunately, since the dungeon is so small, there is no Memory Circle to save on. Sorry.)

Head forward and a scene will start. Sheena will step forward and the room will suddenly be covered in ice. Celsius will say that she is bound to Mithos and ask Sheena who she is (she won't have appeared to the group yet). Sheena will introduce herself and ask Celsius to make a pact with her, which Celsius will find amusing. She'll say that they should find out if Sheena can handle her and the pact trial will begin.

When she appears, Celsius (18,000 HP) will have her partner, Fenrir, (12,000 HP) with her. Both of these two are very physical fighters, with Celsius perhaps reminding you of a more formidable Regal when you fought him in Gaoracchia Forest. The main things you'll have to watch out with from her is her Swallow Dance and Beast, both of which knock you down, as will her more potent (yet cool-looking) Ice Spear. She can also cast all mid-level (since that's as high as Ice magic goes, excluding Absolute) Ice magic, so be careful if you see her chanting.

All-out comboing is what's going to win you the day here, going after Fenrir before you do Celsius. If you have Genis in your party, have him casting all the Fire magic he has, including Raging Mist/Spiral Flare, to get these two reeling. Toss your melee fighters some Red Quartz you've got left over from the Seal of Fire to add some extra damage. You'll take them down eventually.

After the fight, Celsius will say that it appears as if her powers are a summer's breeze to Sheena. She will then tell her to make a pact worthy of her power. Sheena will vow to save the two worlds and Celsius will agree, telling Sheena to use her power well. You'll acquire the Sapphire\* and Sheena will learn both T. Seal: Ice and Summon: Ice. The scene will then end.

(\*Special Author's Note: The Sapphire is the only Elemental Gem that actually has more of an effect than just changing a character's attack and defense attribute. It'll tack on 20 points of normal defense to anyone you equip it to.)

Leave the temple and head to the exit for a scene to start.

The sky will darken and suddenly, an enormous peal of thunder will strike Ozette. Presea will say as such and Genis will say that he felt a staggering amount of mana from the lightning. The group will decide they need to check it out. You'll automatically be taken to Ozette.

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/\\_Ozette/\\_

The scene will continue, with everyone finding that Ozette has been completely destroyed and is now ablaze. Colette will notice someone among the falling timbers and everyone will run over to him. Lloyd will ask him if he's all right, but the boy won't respond. Lloyd will say that they need to get out of there and you'll automatically be taken in front of Presea's house, which wasn't harmed by the fire.

Once there, Lloyd will ask the boy what happened. He will respond that he doesn't really know. He'll go on to say that lightning fell from the sky and angels attacked the village. Raine will ask him if he really means angels and the boy will say that they had wings, asking if those with wings are angels. Lloyd will say that it must have been the Cruxis and Zelos will say that he's amazed the boy survived, then ask him for his name. The boy will say that his name is Mithos and he lived on the outskirts of the village. Lloyd will say that he has the same name as Mithos the Hero and Genis will ask him if he's a half-elf.

Mithos will say no, backing away from the group in fear. Raine will say that it's okay, telling him that she and Genis have the same blood running through their veins as he does. Colette will say that they're all friends and Mithos will say that she's lying. Genis will back Colette up, saying that they're all traveling together. Regal will say that it's understandable that Mithos would react that way, since Ozette was particularly known for its contempt for half-elves.

Eventually, Altessa and Tabatha will arrive on the scene. He'll ask what happened and Presea will say that it was the work of Cruxis angels. Altessa will be shocked that Presea has regained her true self and ask if this was their punishment for failing the experiment. When the group asks what he means, he'll say it's nothing and run off. Lloyd will chase after him, but Tabatha will block his path. She'll then say that Altessa believes it is his fault that Ozette was destroyed. Colette will ask her if Altessa is connected to Ozette and she will say yes. She'll leave after saying that she's worried about Altessa.

Presea will say that she's going to follow him and Lloyd will agree. He'll then ask Mithos to come with them. Mithos will begin to say that he's a half-elf, but Lloyd will say that it doesn't matter, asking him what he'll do if the angels return. Eventually, Genis will encourage him to along, offering his hand in friendship. Mithos will accept and the scene will end.

Head out of the village and on to Altessa's place.

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/\\_Altessa's House\\_/\

Enter the house and talk to Altessa for a scene to start.

Altessa will tell everyone that he used to work for Cruxis. Lloyd will say that he's on Yggdrasill's side and Altessa will ask if he knows Lord Yggdrasill. Lloyd and Genis will get angry, saying that because of Yggdrasill, many people have died and even more are suffering. After a bit of talking, Altessa will reveal that he went into hiding from Cruxis because he regretted what he was doing, but was found by Rodyle. He will say that Rodyle forced him to participate in an experiment to create a Cruxis Crystal. Regal will say that that was how Presea must have been caught up in the ordeal and that it's more terrible than words can express.

Eventually, Altessa will apologize to Presea, but Presea will say that even though he's sorry, her father, the people of her village and her time won't come back, so she can't forgive him at the moment. Altessa will look at her momentarily and then go into the house. Tabatha will tell Presea that she feels loss must have been great, but not to lose herself as well, then follow after Altessa. Mithos will be surprised at her words, but not say anything.

After they've left, Raine will suggest asking Altessa all he knows about

Cruxis. Lloyd will agree, then ask Presea if she wants to stay there. Presea will say that she'll listen too and the scene will end.

Head on into Altessa's house and to the left. Talk to the Gnomelette you see here to start a scene. He'll ask if the gang has seen his brother and Colette will say that he's gone home already. The Gnomelette will ask if they're serious and Lloyd will confirm it, then the Gnomelette will leave and the scene will end.

Keep heading on back and talk to Altessa again to start a scene.

Altessa will ask if they have business with him and Lloyd will tell him that they want to know about Cruxis. Altessa will say that it'll be a long story and Colette will say that it's all right.

The scene will pick up with everyone sitting around Altessa's lobby. He will say that Cruxis is an organization comprised almost entirely of half-elves and that his and the other dwarves' duties were to begin after the beginning of the Age of Half-Elves. After a bit of talking, he'll be asked why the Cruxis attack the Chosen on the journey of regeneration. Altessa will say that Exspheres are awakened by people's fear and suffering, not to mention their combat reflexes, and that Cruxis sends the Desians to the declining world to attack the Chosen and wake their Cruxis Crystal. Lloyd will ask if Yggdrasill really split the two worlds and Altessa will say that that's how he heard it. Eventually, the subject of the Holy Ground of Kharlan will come up and Raine will deduce that it must be a pole in which the two worlds are linked. Regal will say that he's heard many theories of a bipolar world, but Raine's works from a logical standpoint. Raine will ask what other theories there have been and Regal will tell her that there is a legend passed down in Altamira that suggests the Otherworldly Gate is a pole. Raine will ponder over it and go silent. After some more talking, the group will decide to spend the night at Altessa's and Altessa will offer to let Mithos stay with him. Mithos will say that he's a half-elf, but Altessa will say that the only ones that live there are him and Tabatha, who he made. Colette will ask if he really made Tabatha and he will respond that she is indeed a doll that he made. Mithos will eventually agree and Genis will be excited that he gets to stay. Mithos will ask if Raine and Genis will be staying too and Genis will get even more excited, suggesting they play together, then say that he's happy that they're friends, to which Mithos will agree.

The scene picks up the next morning with Colette waking Lloyd up, saying that Raine is gone. Lloyd will ask her what she means and you'll be taken outside where everyone is talking about Raine's disappearance. Tabatha will say that earlier she saw a Rheaird headed south and that that might have been Raine. It will be said that that's the direction of Altamira and that she might have gone to look at the Otherworldly Gate after Zelos mentions she was going on and on about it the previous night.

Lloyd will say that they should go check it out and Mithos will say that he wants to come along, too. Lloyd will ask why and Mithos will say that Raine is one of the first half-elves he's met in a long time and he wants to make sure she's all right. When you have the option, choose "Okay, you can come along." Mithos will thank Lloyd and he'll shrug it off, saying any friend of Genis is a friend of his. He'll tell Genis to let him ride on his Rheaird with him and Genis will agree. Everyone will begin to leave, but Altessa will stop Lloyd, saying that he made a Key Crest for Presea, even though it's not much of an apology. Lloyd will tell Presea that they should accept it and Presea will agree. The scene will then end.

Leave Altessa's and once you're on the World Map, hop on your Rheairds, then

fly to the east. Eventually, you'll come to a large, lone island south of where Flanoir is located. Land here, then enter the large city for a scene to start. Regal will say that he has to part ways with everyone here. When Lloyd asks him why, Regal won't respond. Zelos will say to let him do what he wants and Lloyd will agree, saying that they'll meet with him when they leave the city and the scene will end. You'll then officially be in...

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/\\_The Seaside Paradise: Altamira/\\_

Head into the first building on the left. This is the Hotel Lezareno. Resting here costs 400 Gald. Head to the right and take the elevator up to the second floor, which happens to be the shopping district. The first shop you'll come to is the item and customization shop, Full House.

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Full House  
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Apple Gel- 100 Gald  
Lemon Gel- 1,000 Gald  
Orange Gel- 200 Gald  
Pineapple Gel- 1,200 Gald  
Melange Gel- 500 Gald  
Miracle Gel- 3,000 Gald  
Panacea Bottle- 150 Gald  
Life Bottle- 300 Gald  
Miracle Bottle- 3,000 Gald  
Anti-Magic Bottle- 1,000 Gald  
Flare Bottle- 1,000 Gald  
Guard Bottle- 1,000 Gald  
Acuity Bottle- 1,000 Gald  
Syrup Bottle- 1,000 Gald  
Shell Bottle- 1,000 Gald  
Holy Bottle- 200 Gald  
Dark Bottle- 200 Gald

The next shop over is the weapons shop, Wild Card.

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Wild Card  
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Elemental Brand- 5,200 Gald  
Defenser- 5,000 Gald  
Lunar Ring- 5,000 Gald  
Shuriken- 4,000 Gald  
Shining Star- 3,600 Gald  
Ancient Rod- 4,200 Gald  
Thunder Scepter- 3,200 Gald  
Flame Dagger- 5,400 Gald  
Ice Coffin- 5,000 Gald  
Halberd- 5,600 Gald  
Bardiche- 5,200 Gald  
Bear Claw- 5,200 Gald  
Ghost Shell- 5,000 Gald

Customize at the Full House before you buy anything here. Head to the last shop here to find the armor shop, Aces High.

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Aces High  
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Mythril Armor- 4,600 Gald  
Mythril Guard- 10,000 Gald  
Mythril Mesh- 4,200 Gald  
Mythril Circlet- 2,200 Gald  
Mythril Shield- 2,800 Gald  
Mythril Gauntlet- 1,200 Gald  
Mythril Bracelet- 2,000 Gald  
Cute Mittens- 1,800 Gald  
Poison Charm- 4,000 Gald  
Drain Charm- 4,000 Gald  
Stone Charm- 4,000 Gald  
Paralysis Charm- 4,000 Gald  
Stun Charm- 4,000 Gald  
Thief's Cape- 3,000 Gald  
Heavy Boots- 3,000 Gald  
Magic Mist- 6,000 Gald

Buy whatever you may need, remembering to buy some upgraded stuff for Regal if you need to.

Once you're done there, head back outside and keep going north, veering off to the little alcove to the northeast when you can. A scene will start.

The man standing at the grave and ask if Presea is someone named Alicia. Presea will say that that's her sister's name and the man will ask who she is. He'll then say that Alicia couldn't possibly be standing in front of him since she passed away. Presea will ask what she means and the man will say that Alicia came to work in the service of the noble Bryant family, but she was caught up in an incident that resulted in her death. Colette will ask what happened, but the man will say that he won't speak of the details. He'll then hand something to Presea, saying that Alicia's grave is in the Sky Terrace of the Lezareno Company and if she shows that to the guards, they should let her through. He'll say that he's sure Alicia would enjoy a visit from her younger sister and then leave.

When he's gone, Lloyd will say that he thought Presea said she had a younger sister. Zelos will agree and Colette will say that maybe there are three sisters in all. Zelos will scoff at her and the scene will end. You'll then acquire the Employee ID.

Head back to the main street in town and then go west across the bridge, taking the elevator down when you come to it. Run over to the man in the transport and talk to him. When you have the option, choose to go to the Lezareno Company.

When you arrive there, run to one of the elevators for a scene to start. Lloyd will be asked what business he has there, but once the guard sees that he has an ID, they'll let him pass. Now go into the elevator and take it up to the Sky Terrace. Once you're there, run to the fountain-side grave for a scene to start.

Presea will walk to the grave and ask what happened to Alicia. Lloyd will notice that there's an Exsphere embedded in the headstone. Presea will begin to ask why there's an Exsphere there when Alicia's spirit will appear before the group, elated to see Presea. Presea will ask if she's still alive and Alicia will say that only her spirit exists inside the Exsphere, since the Exsphere itself killed her body. She'll go to say that she's glad to see Presea before she disappears. Alicia will then ask Presea to find her master. When Presea



asks why, she'll begin to say something about her master killing her, but Presea will interrupt her, shocked at what she heard. Alicia will beg Presea to find him and disappear back into the Exsphere.

Presea will ask Lloyd to help her find Alicia's killer and Lloyd will agree, as will Genis. The group will begin to leave, but Mithos will continue looking at the headstone. Lloyd will ask him what wrong and Mithos will ask if Exspheres are terrible things. Lloyd will say yes then tell Mithos that it's time to go. Mithos will follow after him and the scene will end.

Get back into the elevator and head to the lobby. Once you do, a scene will start. A couple of employees will be talking about how the Otherworldly Gate is supposed to open later that night. Mithos will overhear them and tell Lloyd. Lloyd will walk over and rudely ask where the Otherworldly Gate is. The two will get angry at him, but Mithos will apologize for him and ask more politely where the Gate can be found. One of the two men will tell him that it's to the east of Altamira. Colette will ask if there are any distinguishing landmarks and the men will respond that it's covered in rocks, so they can't miss it. The scene will then end.

Make your way back to the main street, save inside Hotel Lezarena and leave the city. A small scene where Regal rejoins the group will greet you. Once you're on the World Map, follow the guy's directions and land on the tiny lone island to find yourself at the...

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/\\_Otherworldly Gate\\_/\

When you arrive at the Gate, a scene will start.

Everyone will spot Raine amongst the ruins and run over to her. When she asks why everyone is there, Genis tells her that they were worried about her. Mithos will tell her that times are dangerous and he came to check on her as a fellow half-elf. Sheena will ask her why she came all the way out here and Raine will tell her: the Otherworldly Gate was where she and Genis were abandoned when they were young.

Lloyd will say that he thought Raine and Genis were from Sylvarant but Raine will tell him that they were in fact born in Tethe'alla, more specifically, the elven village of Heimdall. Mithos will ask if she means the village that supposed to be off-limits except to those with elven blood and Raine will say that it is, but they were eventually ostracized from it. Genis will say that all the memories he has are of Iselia and Raine will go on to say that she spotted this place when they were saving Colette and has been thinking about it ever since, eventually saying that the ruin she's been searching for all along has been this place. She will explain that she and Genis were left here a long time ago, and were sent through the gate to Sylvarant. Suddenly, a voice will tell them that this time, they'll be sent to Hell instead.

Everyone will turn and Sheena will notice that it's none other than Kuchinawa. She'll ask him what he means and the group will be surrounded by Papal Knights. Kuchinawa will explain that he'll kill everyone in vengeance for what Sheena has done. Sheena will ask him if he still bores a grudge against her for the Volt incident and he'll say yes. Lloyd will say that that was an accident, but Kuchinawa will become even more infuriated, saying that he could understand if she just failed to make a pact with a Summon Spirit, but she also failed to kill Colette, placing Mizuho in danger, and now she can make pacts far easier than she did before. Sheena will try to explain more, but Kuchinawa will send the Knights after the group. Fight the easy battle for the scene to continue.

After a bit of talking, Sheena will offer to let Kuchinawa kill her in exchange for releasing everyone. Kuchinawa will agree and Sheena will begin to walk forward. Energy from the moon will then come down and open the Gate. Zelos will tell her that that's enough and grab her, running them both to the Gate and telling Lloyd to follow them. Lloyd will tell everyone to go into the Gate and they'll all hop in. Kuchinawa will run after them, but not make it to the Gate before it closes. He'll curse and say they managed to escape to Sylvarant.

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Part VII- To Sylvarant and Back Again  
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The group will land in Sylvarant and begin to compose themselves. Regal will ask where they are and Raine will say that they appear to be on the outskirts of Palmacosta. Zelos will say that he never imagined that he'd come over to Sylvarant that way and Sheena will yell at him, asking why he butted in. Zelos will get indignant on her, asking if she really wanted to die back there. Sheena will mumble some things and Zelos will go on to say that they probably would have gone after the group anyway, since it was the Pope's orders. Sheena will ask if he's saying that Kuchinawa is working for the Pope and Raine will say that he had Papal Knights with him, which Regal will confirm. Lloyd will tell her that she actually needs to be thanking Zelos, and she begrudgingly will, with Zelos saying that it wouldn't hurt for her to give him a kiss or two. Presea will say that he's horrible and the group will eventually decide that they should check to see what the Desians are up to. The subject of what to do with Mithos will come up, and he'll say that he wants to fight too. Genis will tell him that the journey is dangerous even if he had an Exsphere and Raine will say that Genis is right, but she appreciates his sentiment. Colette will suggest asking the Palmacosta government to take care of him and Lloyd will agree. The scene will then end.

Go on and head into Palmacosta.

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/\\_\\_Palmacosta\\_/\

Save at Skipper's Haven and then run to Neil's (formerly Dorr's) mansion in the main plaza of town. Enter and run up the short flight of stairs to start a scene.

Neil will welcome everyone back and ask how the journey to release the seals is going. Lloyd will hesitantly say that it's fine and ask if Neil minds taking care of Mithos for a while. Neil will say that he has no problem with it, but ask who he is. The group will say that he's just been traveling with them, but they're heading to an area that too dangerous for him. Neil will ask them if they mean the Palmacosta Ranch and the group will say that it's been destroyed, asking what he means. Neil will say that some reports he has received say that Desians have been seen milling about inside the ruins of the ranch. Eventually, the group will decide to go check it out. Mithos will give Genis his panpipes and tell him that if he's ever in trouble to play it. Genis will say that he can't take them from Mithos but he will say that even though it's a memento of his sister's, it's okay for Genis to take them. Genis will thank him and the scene will end. You'll acquire Mithos' Panpipes.

Save at Skipper's Haven again then leave the city. Hop on your Rheairds and fly over to the Palmacosta Ranch.

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/\\_\\_Palmacosta Human Ranch\\_/\

Head to the right fork for a scene to start.

Lloyd and the others will spot Botta standing at the entrance of the ranch. Genis will say that Neil and the others can't tell the difference between the Desians and the Renegades and that's why they were confused. Sheena will ask why it always seems like the Renegades always show up where they're going and Botta will ask if it really matters since there are more important matters to discuss, such as joining forces. Raine will ask him if he's kidding after all they've done to Lloyd and Colette, when suddenly Yuan will appear on the scene and say that circumstances have changed.

He will ask the group if they are familiar with the Giant Kharlan Tree and Zelos will say that it was the tree of infinite mana that existed a long time ago. Genis will ask if it was a fairy tale, but Yuan will say that it indeed existed, but the Ancient Kharlan War made it wither and die. He will go on to say that now all that's left of it is its seed, known as the Great Seed, that's bound in the Holy Ground of Kharlan. Genis will ask if he means the Soul of Mithos, who died on the Holy Ground after the Ancient War, and Botta will tell him that it's the Soul of Mithos that's the fairy tale.

The two of them will then explain that the Great Seed is vital to rejoining the two worlds. Lloyd will ask what they mean by rejoining and Yuan will say that the world was originally one, but Yggdrasil split it in two. He'll go on to say that if they lose the Great Seed, the reunification of the worlds can't happen. When asked how, they'll say that if Martel is revived, the Great Seed will be absorbed into her and the reverse also holds true. Raine will deduce that that's why the Renegades want to stop Martel's revival and Yuan will say that it is. They'll also say that they want to sever the rest of the mana links and Raine will say that it's because of the fact that they have Sheena, a summoner, that they want to join forces with them, to which Yuan will say yes to once again.

Yuan will eventually say that the Great Seed is nearly dead and they need a large amount of mana to revive it. Raine will say that there's no source like that to be found, but Yuan will explain that Cruxis' base, Derris-Kharlan, is a comet made entirely of mana and all they have to do is use that. They'll also say that they need to fire mana at the Great Seed from the mana reactors at each human ranch, but they can't get to Rodyle's ranch. Yuan will ask them once again to join forces with them. Lloyd will ask if Yuan is with Cruxis or the Renegades and Yuan will say that he's with both. Zelos will say that he's a traitor, but Lloyd will agree to work with him. Raine will ask him why and Lloyd will say that since he admitted he is a traitor, then that has to mean something. Yuan will offer to take them to Rodyle's ranch, since that's where they were probably headed. Zelos will say that they know an awful lot about them and ask if they have a spy watching them. Lloyd will wonder the same, but take Yuan up on his offer. Yuan will tell him to talk to Botta when he's ready and entrust the rest to Botta. Botta will say that he understands and the scene will end.

If you're ready to roll, talk to Botta and ask him to lead you to the ranch. If not, go stock up on things wherever you need to, then come back. Eventually, Botta will take you to the...

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/\\_Remote Island Human Ranch\\_/\

When you enter the ranch, Botta will tell the group that they'll go ahead and do their jobs. As he prepares to leave with his guards, he'll also warn the group not to destroy this ranch, since he knows that they've destroyed every ranch that they've been to. He'll then leave.

Once he's gone. Lloyd will say that Rodyle should be in the control room, which would be the farthest room in, or on the top floor for this place. Colette will say that he's amazing, but Genis will say that they've been to enough of these places, so things like that should be obvious at this point. Lloyd will be embarrassed, and eventually, it'll be time to infiltrate the ranch.

Once you're inside, run up the long corridor to the ranch to actually enter the facility. Keep going straight once you're inside.

In this next area, you'll be faced with a couple of puzzles\*.

(\*Special Author's Commentary: Although this sort of puzzle has been used in many games, including Tron, which I believe started the trend, the most recent would probably be "The Legend of Zelda: Oracle of Ages", which these puzzles reminded me of, heh.)

Anyway, the object here is to walk around the panels without crossing over your own path. The lights will keep track of where you've gone. If you screw up, you'll have to leave and start over again. Here are the solutions:

For the first puzzle, run onto the first panel, then all the way across the long-ways panels, stopping when you reach the last one. Work your way around the perimeter (the outside panels) and back to where you were. The bridge will lower and grant you access to the next section.

On the second puzzle, the path to follow is a bit more difficult, so I'll break it down into panels and directions:

Run three panels right; two panels up; two panels right; two panels down; two panels right; two panels down; four panels left; two panels down; two panels right; four panels up; two panels left; two panels down; two panels left; one panel up

The second bridge will lower and grant you access to the door on the other side. Run over to the right to get to it.

Once you're in the elevator, examine the Function-Changing Pedestal to start a scene where the gang finds that the Ring can now produce sound. Raine will say that this must function as a key in ranch and Lloyd will say that he figured that as well. Raine and Genis will stare at him and the scene will end.

Head to the middle of the elevator and examine it. When you have the option, choose to go up. Once the elevator stops, a scene will start.

Lloyd will wonder if this is as high as the elevator goes, and Raine will say that it must go higher, since this is the only elevator in the facility. The group will decide that they must create a red alert scenario, such as a prison break, for the elevator to go higher and the scene will end. Exit out of the elevator to the south.

Work your way around the tower, grabbing the three chests containing a Vajra for Sheena, a Holy Staff for Raine and a Stone Charm before you press the four switches on the tower to release the prisoners. Once you've done that, a scene will start.

The person with the lowest affection for Lloyd will be standing in front of the elevator while the person with the highest affection for him will be on the ledge with him. Two Desian guards will come off the elevator and prepare to capture the person on the ground for releasing the prisoners. Lloyd and the

other person on the ledge will jump down and knock them out. The person who helped take out the guards will say they should hop on the elevator and the scene will end.

Get back on the elevator and take it up the exit.

Run to the edge of the platform and use your Sorcerer's Ring to call a carrier. The trick of this puzzle is to use the Ring to change the direction the carrier will go when it comes to a split\*. Make your way to the top, being careful to avoid the electric pulses along the way, as they cause your party to become paralyzed. Once you arrive, disperse some Panacea Bottles to your party or fix some Quiche for everyone and go through the door.

(\*Special Author's Note: This is quite easily the most infuriating puzzle in the entire game, so please have patience with it.)

Follow the doors to find yourself in another room. If you've found the Memory Gem for this dungeon (sorry, I was unable to find which enemy has it), there's a sealed Memory Circle here. Now head over to the white portal, but don't try stepping on it just yet.

With the portals here, they change colors and lead to different areas with a buzz from the Sorcerer's Ring. Change it until it turns green and enter it to find yourself in a room with a chest containing some Saffron. Go back through the portal to return, then change it red to enter a room with a chest containing an EX Gem Lv. 2. Return and change the portal blue this time to find yourself in a room with another portal.

Change this portal red and go through. Run to the right and examine the terminal to disengage Lock 2. Return and turn the portal blue, then go through. Another portal will greet you in this room.

Change this portal red and go through to find a chest with an EX Gem Lv. 1 inside. Go back through the portal. Change the portal you came out of green and go through again. You'll see a set of stairs, but ignore them for right now. Run to the left to find a chest containing a Holy Cloak for Genis or Regal. Now go back to the stairs and climb them to find another portal.

Change it green and go through. Ignore the stairs you see and get the chest containing an EX Gem Lv. 3. Now go up the stairs and examine the terminal to disengage Lock 1. Go back downstairs and back through the portal. Change it blue and go back through. Open the chest to find an EX Gem Lv. 2 then return through the portal. Change it red this time and go through. Once you arrive in the next room, run to the right to find two chests containing a Minazuki for Sheena and an EX Gem Lv. 4. Return to the short flight of steps and go up them to access another portal.

Change this portal blue and go through. Run left to find a chest containing a Mythril Ax for Presea. Run up the stairs (ignoring the white portal you'll find) all the way to the top to examine the terminal you'll spot to disengage Lock 3. An alarm will sound. Return to the white portal you ignored before.

Change it red and open the chest you'll find when you arrive to find an EX Gem Lv. 3. Return and change the portal blue this time, running underneath the stairs to find a pair of Mythril Greaves for Regal. Head up the stairs, making sure to grab the chest containing a Revive Ring on your way. Keep going, ignoring the green portal you'll see, until you reach the top of the stairs and another portal. Change it red and go through.

You'll find yourself in a room above all the others with two other portals, a

Memory Circle and a door for you to go thorough. Heal up, put together your best party, save and go through the door. A scene will start.

The group will find Rodyle and he'll greet them in the typical haughty way Desian Grand Cardinals do. Presea will say that he and Vharley deceived her and Rodyle will say that he would have treated her so much better if she had created a Cruxis Crystal in her body for him. Presea will tell him to die and Rodyle will laugh at her. Rodyle will then he'll treat the group to a special underwater show and direct their attention to the projector. He'll show the escaping prisoners being trapped and the room they're in will begin to flood with seawater.

Lloyd will demand that he stop the water, but Rodyle will say that it's too late. He'll go to say that he knows the group has come to shut down his Mana Cannon but he's already flooded the corridor with seawater. Colette will ask him if he's really going to kill all those people at the ranch just to stop them and Rodyle will say that the lives of those inferior beings don't matter anyway. He'll go on to say that with Thor's Hammer in his possession, not even Yggdrasil can stop him and he'll destroy the Tower of Salvation. Lloyd will ask him what he hopes to accomplish by destroying the Tower, but Rodyle will say that it's nothing he should concern himself with.

Rodyle will then announce that he finally has the Cruxis Crystal and he'll test its power by equipping it onto himself. He will and then suddenly transform into a monster. Time for a battle!

Rodyle (35,000 HP), like Botta, seems to be fond of Earth-based attacks. However, he can cast expert-level magic, usually taking the form of the multi-hit Gravity Well. If you see him casting something, preparing to cast Guardian in defense would be a wise idea. Since Rodyle has changed forms, his attack strategy also seems to have changed a lot, though. Unlike your typical mage, he won't hesitate to get very physical, smashing Lloyd and the crew flat with his club arm and flinging them around with the blade he has embedded in his other one, so if you're up on him attacking, be careful once he starts ambling about.

All-out attacks will score here, though I would suggest using a lot of Psi/Omega Tempests and Twin Tiger Blades/Raining Tiger Blades to lay a hurt on him (you should have both techniques at this point). Hunting Beast, one of Lloyd's better Beast variants, will help out some here, too. You'll be able to take Rodyle out eventually.

After the battle, Rodyle will say that his body is disintegrating and that Pronyma tricked him. He'll then say that he won't die alone and swears to take the group with him, activating the self-destruct system. Colette will say that Botta warned them not to destroy the ranch and Lloyd will say that they have to do something.

The scene will pick up with everyone looking at the ranch control terminal. Presea will say that the only one capable of handling the machinery is Raine and Zelos will say that most Tethe'allans don't study the specifics of magitechnology very much. After a few minutes, Lloyd will yell at Raine, but Raine will say that she can't do it by herself.

Botta will then arrive on the scene and say that they'll take it from there. He'll tell the group to escape through the hatch and Lloyd will ask them what they're going to do. Botta will tell him to save the chit-chat for later and to hurry. The group will comply and escape. As they leave, the hatch will close behind them. When they look back into the room behind them, they'll see that the terminal room is starting to flood. Lloyd will say that they have to get

them out of there and try to open the hatch but it won't budge even when Genis comes to try and help. Regal will run over and attempt to kick the window open, but to no avail. Raine will say that they knew the water was coming and sent them out to save them, since if the water came into that room too, there would be nowhere for the water to escape. Colette will ask if they did it to save them and Botta will then come over the PA system.

He'll tell the group that they managed to stop the self-destruct system. Lloyd will tell him to open the hatch, but Botta will say that they accomplished their mission of changing over all the mana reactors, then ask Lloyd to pass the message that they've succeeded on to Yuan. Lloyd will tell him to do it himself and open the door. He'll begin slashing at the window with his swords and Botta will wish everyone success in the regenerated world and ask them to resurrect the Giant Tree for Yuan's sake as well. He'll then close the shutter on the window and Colette will cry out.

Presea will then tell everyone to watch out behind them and everyone will turn to see that Rodyle's transport dragons have escaped from their cages. Raine will say that their cages must have opened when the self-destruct system activated. The dragons will attack the group and it's time for a surprise fight.

The three Baby Dragons (12,000 HP) form a post mini-boss, but not a particularly hard one, though they can be annoying. Just beat them the same way you beat the ones that hassled you at Dragon's Nest and you'll be fine.

After the battle, the group will say that there's too many of them to fight. Genis will call out to Mithos and play a song on the panpipes he gave him. Suddenly, a bolt of mana will come from above and strike one of the dragons, killing it instantly. Everyone will look up in time to see a golden bird send down three more bolts, killing the remaining dragons. They'll suddenly hear Mithos calling out to them, telling them to get on the Rheairds. Lloyd will wonder how Mithos got there, but Raine will tell him to worry about the how and why later. Lloyd will agree and the group will escape.

While flying away from the ranch, the group will ask Mithos how he got a Rheaird. He will say that he got one from the Renegades. When they ask him what that powerful attack was, he'll say that he didn't know. He'll go on to say that when he heard the panpipes, he tried his best to get inside when a golden, sparkling bird came to help him. Sheena will wonder if it's Aska and Raine will say that they should study Mithos' panpipes later. Eventually, Mithos will ask to go back to Palmacosta, as he left Neil's place without telling him. The group will agree and the scene will end. You'll be taken to Palmacosta automatically.

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/\\_Palmacosta/\\_

Neil will welcome everyone back and tell Mithos that he was extremely worried about him. Mithos will apologize and the group will tell Neil that the Palmacosta Ranch isn't operational. Neil will be happy and thank them. Genis will then try to give Mithos his panpipes back, but they'll be broken. Genis will apologize, but Mithos will say that it's okay, since the flute was very old and his memories of his sister are still in tact. Lloyd will offer to make another one, but Mithos will say that the flute was made from the nuts of a tree that's extinct now. Everyone will wonder about the tree and eventually, Neil will wish them the best on releasing the seals. Colette will hesitantly say that she'll do her best. Raine will say that they need to go tell Yuan about Botta and return Mithos' Rheaird. Mithos will ask them that they do and the scene will end.

Leave Palmacosta and you'll automatically be taken to the Sylvarant Base.

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/\\_Sylvarant Base\\_/\

Once you arrive, Mithos will tell Lloyd that he wants to be by himself for a little while. Lloyd will be worried, but Mithos will tell him that it's not about the flute and he's sorry. You'll automatically be taken to Yuan's office.

Lloyd and the others will tell Yuan that Botta succeeded in his mission. Lloyd will hesitantly begin telling Yuan about Botta's death, but Yuan will figure it out on his own. After a moment of silence, Yuan will say that he'll activate the dimensional transfer system. Lloyd will begin to yell at him, but both Regal and Zelos will tell him that it's not their place to speak and that Botta's probably been with Yuan for a while now, so anything they say won't improve the situation. Yuan will tell the group to talk to the staff to learn how to acquire energy from the base. Raine will then say that their friend borrowed a Rheaird from them and they'd like to return it. Yuan will be confused and begin to say something, but when asked about it, he'll say that it's nothing and that they'll take it. The group will decide that it's best to head back to Tethe'alla for now and they'll leave after Raine gives Yuan the Rheaird and Lloyd apologizes to him.

After they've left, Yuan will say that all their Rheairds are still in their hangar and ask what's going on.

Outside, Mithos will ask if they're leave and Lloyd will say yes, offering to take Mithos back to Altessa's place. Mithos will accept and you'll be taken to Altessa's automatically.

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About the Dimensional Transfer System  
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To warp between the worlds on your Rheaird, fly above the airspace of the Sylvarant or Tethe'alla Base and press A to warp. You'll be in the airspace of the other world's Renegade Base.

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/\\_Altessa's House\\_/\

The group will drop off Mithos at Altessa's and Mithos will ask them to come and visit him sometime. After a bit of talking, the scene will move outside. Eventually, the subject of Presea's sister will come up. Zelos will say that it's not something they should talk about, but Genis will say that it is important that they catch her killer. After Regal inquires about the subject the group will tell him that Presea's sister was killed by the noble, Bryant, whom she went to serve. Regal will be surprised and ask Presea what her sister's name was. When Presea says that it was Alicia, Regal will say that he knows who that killer might be. The group will ask what he means and he will ask them to take him to Altamira. The scene will then end.

Instead of going to Altamira, warp to Sylvarant and fly to Hima.

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/\\_Hima\\_/\

Once you enter Hima, a scene will start. Yuan will be there and the gang will say that it appears he's looking for something. They will ask him what it is



and Yuan will respond that it's nothing. Zelos will say that he bets it's something really important and Yuan will warn him that idle talk will be his downfall. The scene will then end. Leave Hima, warp back to Tethe'alla and fly to the Fooji Mountains.

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/\\_\\_Fooji Mountains\\_/\

Climb to the top for a scene to start. The group will find Yuan again, still looking for something. After pestering him for a while (and Colette making everyone wonder about her) Yuan will say that he's looking for a ring, then leave.

After he's gone Lloyd will say that he remembered picking up a ring in Hima. Raine will ask him to let her see it and she will translate the ancient elven letters engraved on it as saying "pledge eternal love" and something beginning with "Mar". She'll say that the rest is too worn and hard to make out and eventually, the scene will end.

Now you can fulfill Regal's request, so fly to Altamira.

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/\\_\\_Altamira\\_/\

Go to the Lezareno Company. Once you enter, a scene will start.

The company's lobby will be in shambles and Regal will ask what happened. One of the guards will say that Vharley went inside, then pass out. The scene will end. Get on the elevator and go to the Sky Terrace to start another scene.

Vharley will be hassling George for the password to the inner area of the Toize Valley Mine. George will say that he doesn't know anything about it, but Vharley will say that that's a wrong answer. Regal will then step forward and offer to tell Vharley what it is.

Vharley will say that the President himself decided to pay a visit and Lloyd will ask what he means. Regal will tell Vharley that the inner area opens by his voice print and cornea scan and that trying to open it any other way would make the Exsphere mine area collapse. Vharley will say that he'll have to come and open it for them, but Regal will refuse, saying that Vharley has no one to unload huge numbers of Exspheres on since Rodyle is dead. Vharley will ask him if he's stupid, since Vharley has the Pope himself on his side and there are plenty of people who want to lay hands on some Exspheres. Kuchinawa will appear on the scene and Sheena will ask him if he's working with Vharley. Vharley will tell Regal that the King will soon die and when he does, he's going to grind Lezareno Company into the ground. Kuchinawa will then make them both disappear.

Regal will then walk in front of everyone and introduce himself fully as Regal Bryant, the president of Lezareno Company and granted the title of Duke by King Tethe'alla the 18th. Colette will wonder if that means that Regal is Alicia's killer and Alicia will appear to him, saying that she's happy to see him. After a bit of talking, it will be revealed that Regal and Alicia were actually in love, but George interfered in their relationship and sent Alicia away. She was picked up by Vharley and used as a test subject in the Angelus Project, but she didn't match in the tests and turned into a monster. When Vharley gave Alicia back to Regal after Regal gave him a mine, Alicia begged Regal to kill her because she knew she would eventually lose herself and try to kill him. Regal did it against his will and has lived with it ever since.

George will explain that Regal confessed to killing Alicia and went to prison

of his own will. Alicia will say that she forgives Regal and that he doesn't have to live with those shackles on his wrists. Regal will begin to go into how he must because he killed her, but eventually, Lloyd will come forward, saying that she really doesn't want him to live that way. He'll go into how his father must have felt the same way Regal does when he killed Lloyd's mother and that his mother probably wouldn't want his father to live the same way that Regal has. Regal will ask Alicia if he's right and she will say that he is. Alicia will ask him again to remove his shackles, and Regal will agree, but only after he's defeated the people who use Exspheres to toy with people's lives.

Alicia will eventually ask that they destroy her Exsphere. When Presea asks why she can't stay how she is, Alicia will say that soon even her consciousness will be absorbed into the Exsphere and she won't be able to speak, existing for all eternity and that it would be true hell. Lloyd will ask what they should do and both Regal and Presea will say to set her free, saying their goodbyes. Lloyd will then shatter the Exsphere.

Regal will ask that they hold off on their final judgment of him until after they defeat Cruxis. When you have the option, choose "As long as that's okay with Presea." Lloyd will say as such and that they always thought of Regal as a friend. Presea will say that since it was Alicia's final request, she won't say anything about and that she will try not to think of Regal as her enemy. Regal will thank her and eventually, the scene will come to an end. Regal will attain the title of "El Presidente."

Leave the Lezaren Company and Altamira. Once you're out on the World Map, it's time to take up pact-forming again. Hop on your Rheairds and head due south of Meltokio, landing among the mountains where you see a large, blue building. Go ahead and enter the...

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/\\_Temple of Darkness/\\_

When you enter, a scene will start. Everyone will say that its pitch black and that they can't see. Lloyd will walk forward, but trip over Zelos' foot. Zelos will cry out in pain, but be ignored. Raine will say that the darkness must be the Summon Spirit of Darkness' influence and Sheena will say that they might have something that will help at the Elemental Research Laboratory. Everyone will agree to head back there and see if they do. Zelos will complain about his foot again and the scene will end. Fly to Meltokio.

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/\\_Meltokio/\\_

Quick Jump through the sewers and a scene will start. Raine will tell Lloyd not to go anywhere under heavy guard since they're still wanted. Lloyd will say that he knows and the scene will end.

Make your way to the Lab. Once you pass the Sancta Cassius, a scene will start.

Kratos will block the group's path. Lloyd will ask him what he's doing there, and lunge at him, thinking he's trying to take Colette again. Kratos will parry and pass by him, asking Presea if the only place where sacred wood grows is in the forests of Ozette. Presea will say yes and that all the wood she cut is in the church. Kratos will wonder if that's really all that's left and then say that he doesn't have any other choice. He'll begin to leave, but Lloyd will stop him, asking why he needs sacred wood. Kratos will ask him why else he would need it unless it was necessary. Lloyd will ask him to explain, but Kratos will refuse, taking his leave. Lloyd will ask what he's up to and the scene will end.

Continue on to the lab. Enter to start a scene.

The staff will tell everyone that they could probably use the Blue Candle to get through Shadow's (the Summon Spirit of Darkness) dungeon. Lloyd will ask what that is and Raine will say that it's a holy candlestick that negates darkness. She'll then ask the staff if they have one and they'll say that they managed to recreate one by going off old texts. They'll offer to give it to the group, but one of the people will say that Kate's about to be executed because of them and that they can't. The group will ask what he means and the staff will tell them that Kate will be executed for harboring criminals and helping them escape. Lloyd will say that it's because of them and curse. They'll offer to help Kate, but they don't know how. Regal will say that they should enter the Coliseum fights. When they ask him why, he'll say that the prisons are connected to the Coliseum because they often have prisoners fight there. Everyone will agree to go along with Regal's plan and the scene will end.

Leave the lab and head for the Coliseum. To get there, head to the main plaza and then go left. The Coliseum is the large building beside the Axios. Enter it. Before talking to the receptionist, read the bulletin board on the right side of the room to add the "Other Tips" heading to your Training Manual. Now go and talk to the receptionist to start a scene.

The receptionist will ask who wants to fight. Choose whomever you want to fight as (I would suggest Lloyd since you're best with him, but if you choose anyone else, their relationship level with Lloyd will rise). After you've chosen, the receptionist will notice that the group is wanted by the church. Lloyd will say not to worry about little things like that. Raine will come over and ask if the registration fee is 5,000 Gald and hand it to her, then pass her an extra 10,000 as hush money\*. She'll tell her to do whatever she wants with the change. Presea will ask if this is how money is used and Genis will say that it really isn't. The scene will then end.

(\*Author's Note: The 15,000 Gald that Raine gave to the receptionist actually comes out of the money that you have. Not one of her best moves financially, but I guess if it works...)

(Special Author's Note: There is a way to avoid shelling out the 15,000 Gald at the Coliseum. When you choose who will fight, pick Zelos. Zelos will begin to complain and ask why he would have to compete in such a place. Lloyd will tell him to do some work every now and then. Zelos will reply that he's always working. The women of the party will easily manipulate Zelos into participating and Lloyd will say as such. Regal and Genis will note that Zelos is easily recognizable in Meltokio and Raine will agree, saying that it might be best to dress him as a masked knight. The gang will dress him up in a costume and have him sign up. Zelos will ask the receptionist to put him down as the "Handsome Knight," but she will instantly recognize him as the Chosen. Lloyd will say that there's no way this idiot could be the Chosen and Zelos will tell him to shut up. Zelos will put the moves on the receptionist and kindly ask that she forget he saw him there. The receptionist will agree and not charge a fee for his sign-up. Sometimes it's good to be the Chosen, no?)

You'll find yourself in the waiting area of the Coliseum as whoever you chose to fight as. Talk to the guard near the large set of doors in the back when you're ready. When you're asked if you're ready to fight, choose yes to walk out into the Coliseum arena. Fight the battle and win to find yourself back in the waiting area. Run to the right and go through the door here. You'll be in the dungeons of the Coliseum.

Examine the door to open in and run around to the cells to start a scene.

Whoever you fought as will tell Kate that they're there to rescue her. She will refuse to be saved, but your avatar will insist and Kate will agree on the condition that she be taken to Ozette since that was where she was born. They'll then spring her from the jail and the group will fulfill her wish.

In Ozette, Kate will thank the group for freeing her, even if they know who she really is. When the group asks her what she means, she'll inform them that her mother was an elf and her father is currently the Pope of the Church of Martel. Zelos will say that she's lucky she took after her mother and Genis will yell at him, then at Kate, asking her how her father could do such horrible things to half-elves. He'll say that he'll make him pay for doing it, but Kate will ask him not to do anything bad to her father. Genis will retort that he's done horrible things to her and Kate will reply that she knows, but she was glad when her father said that she needed her help. After a bit of talking, Kate will apologize to Presea and walk off to live in Ozette by herself.

After she's gone, the group will talk about discrimination on the whole and how terrible it is. After all is said and done, they'll head back to Meltokio. You'll be taken to the Lab automatically.

The group will tell the staff that they escorted to Ozette at her request and the staff will tell them that due to Kate's escape, the Pope suffered a great loss of face and they've all been terrified of being arrested. After a bit more talking, the staff will keep their promise and thank them for saving Kate. The scene will end and you'll acquire the Blue Candle.

Leave Meltokio and head back to the temple.

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/\\_ Temple of Darkness \\_/\

When you enter, the crew will use the Blue Candle to brighten the place up enough to see and you'll finally be able to enter the Temple.

Once you have control of your avatar, head all the way northwest to find a chest behind a stone pillar that contains an EX Gem Lv. 2. Now return back to the path that goes southwest and follow it down into the temple.

Run to the right past the crystal to start a scene.

The group will stare at the odd creature sitting by the light and wonder what it is. Genis will say that it feels like the mana of a Summon Spirit, but only one-fifth the power. Colette will ask if it's Shadow\* and Sheena will say that it might be.

(\*Special Author's Lame Joke: The Summon Spirit, not the Hedgehog. :p)

Raine will go over and try to touch it, but her hand will go through it. She'll say as such and then wonder aloud if the Spirit's power leaked through the seal and took on this physical form. She'll then begin examining the crystal and Colette will notice that it can't go into the light. Lloyd will say that since it's the Summon Spirit of Darkness, it must not like light and Raine will start asking questions about the crystal. Colette will say that maybe if they corral all five parts and lead them down to the seal, they'll be able to form a pact with Shadow. Eventually, the crew will say that they're going and the scene will end.

Continue along the path, going through the door you'll come to. Run down the stairs until you see a light coming from one of the fixtures on the wall. Examine it to start a scene.

Lloyd will wonder what it is and say that he's going to take a look. The person with the highest affection for Lloyd will tell him to be careful, Lloyd will head through, and the scene will end.

In this section of the temple, you'll find a Function-Changing Pedestal. Examine it to have Lloyd discover that the ring can now shoot jets of darkness. Lloyd will shoot a nearby stone and ask if anything happened and the scene will end.

Pull the block Lloyd shot with the Ring as far as you can. A scene will start showing that a block on the other side of the temple was pushed in. Lloyd will figure that they're connected somehow and the scene will end. Head out the door, back up the stairs and through the passage.

Run past the Mini-Shadow and shoot the crystal with your Ring to make it go out. Run through the Mini-Shadow to get it to follow you\*.

(\*Special Author's Note: The Mini-Shadows are very stupid about following you around, so you may have to walk a bit slowly so that they can keep up. They also have a bit of trouble with corners, so keep that in mind as you go. Also, if you accidentally lead a Mini-Shadow to a crystal that's still lit, you'll have to put out the crystal and run through the Mini-Shadow to get it to follow you again. Same if you get touched by an enemy.)

Follow the path along, taking out the other crystal along the way. Take the path south and down the stairs. Shoot the green-dotted stone with your Ring. The stone you pulled earlier will return to its original position (that's the thing with this dungeon). Pull the stone out and the other one that was blocking your path down the ramp will push in. Grab the second Mini-Shadow that's sitting here. Run over to the ramp and head down it, remembering to keep the Mini-Shadows close to you. Head over to the crystal on the right and put it out, then keep going right to find a chest with an EX Gem Lv. 3 inside. Go back to the crystal and lead the Mini-Shadows down the ramp here, taking out the crystal here with your Ring. Once the Mini-Shadows cross a certain point on the platform, a small scene where they move into position will start. Now they'll stay there until you come back for them later, even if you leave the main room.

Run back up the ramp and return to where you shot the green-dotted stone, this time shooting the other stone you find here. Push it in and it'll drop a block with another Mini-Shadow on it below. Shoot the green-dotted block and pull it out so that you can access the ramp again, then head past the crystal, taking it out with your Ring, and go to the block moving it so that it fits into the notch that connects to the main platform. The Mini-Shadow will move off so you can collect it.

Go over and get it, then lead it down to the other Mini-Shadows down below. Head down the southern ramp and it'll lead you to a door. Go through it.

Weave your way around, grabbing the chest containing the Headband. Run up the stairs until you come to the hole in the wall that leads you to the Function-Changing Pedestal and go through.

Shoot the orange-dotted block with you Ring and pull it out as far as you can, then exit back to the steps and go through the door at the top. Run to the orange-dotted block on this floor and push it in as far as it'll go, creating a bridge to your next Mini-Shadow. Run back through the door, down the stairs and to the lower platform. Run up the ramp and back to the platform where you pushed the block with the Mini-Shadow on it into place. At the very southern edge is a bridge. Follow it to get to the Mini-Shadow. Lead it to the lower

platform. Now go back up the ramp and go left. Here, you should see a long, gray slab. It's another push-pull block. Shoot it with your Ring and push it in as far as it will go. Now go back down the ramp and through the door at the bottom.

Go back up the stairs and through the door. Go south and you'll find the last Mini-Shadow and a chest containing a Shadow Dancer for Genis. Lead the Mini-Shadow to the door and it'll move into position there. Go down the stairs to the hole in the wall, go through, shoot the stone, pull the block and exit. Go back up the stairs and do the same thing you did to get the very first two Mini-Shadows down to the lower level. Now the hard part's over. Joy.

Collect all the Mini-Shadows, lead them to the back of the platform and down the ramp. A scene where they all go down the ramp ahead of you will greet you. Follow after them.

The Mini-Shadows will converge on you as you enter the lower sanctum. Head down the stairs.

For the sake of your sanity, since I know you're probably annoyed with this dungeon, I will say that there are treasure chests to be found here, but I'll go over them later.

Keep following the path, ignoring any chance to go north or south, until you come to a large crossroads. Take the northern path to find the stairs you want. Keep following the path lower (remembering to wait for the Mini-Shadows) and you'll eventually come to a landing with a Memory Circle. Heal any injuries, place Sheena in your party and save. Continue on down the stairs and you'll finally reach the bottom. A scene will start.

Lloyd will say that since Shadow is the Summon Spirit of Darkness, his opposite must be the Summon Spirit of Light. However, he'll remember that Luna wants them to bring Aska and Raine will suggest that since they'll have to spend some time to find Aska that they save the Summon Spirit of Light for last. Sheena will agree and the scene will switch to the Mini-Shadows converging in the altar.

Shadow will come forth and say (very brokenly) that he and Mithos have a pact. Sheena will ask him to annul it and form a new pact with her. Shadow will tell her to fight and the pact trial will start.

Shadow (30,000 HP) uses a fairly balanced style of fighting as far as magic and physical attacks go. He'll use his multi-hit Dark Shower to get in your face, then slink away and start cast his favorite spells, Dark Sphere and Bloody Lance (also two of your good friend Pronyma's favorite spells).

Obviously, Raine is going to be working overtime here, since her Photon and Ray spells are Light-based. If you have any White Quartz left over from way back when you fight with Iubaris, now's the time to use it on Lloyd. A couple of good Compound U. Attacks to use on him would be Photon Blast (Colette's Ring Whirlwind and Raine's Photon) and Prism Stars. Eventually, you'll take him out.

After the fight, Shadow will ask Sheena for her vow. Sheena will say that he doesn't waste words and she'll vow to save the two worlds. Shadow will agree and he'll entrust her power to her. You'll acquire the Amethyst and Sheena will learn T. Seal: Darkness and Summon: Darkness.

After a bit of talking, it's time to go. Save on the Memory Circle as you go and head back to the crossroads you came through earlier. Take the southern path to find a chest with an EX Gem Lv. 4 inside. Go back to the crossroads and

keep going until you come across a path going south. Take it to find a chest containing and EX Gem Lv. 2. Now you can leave the temple.

Now it's time to take a walk down Memory Lane. Hop on your Rheairds and warp to Sylvarant. Heal and save at Triet, then go southwest back to the Triet Ruins.

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/\\_Triet Ruins\\_/\

Make your way to the seal room, saving at the Memory Circle beforehand and putting Sheena in your party again. Run up to the altar to start a scene.

Efreet will appear before everyone and say that he is bound to Mithos. Sheena will ask to form a pact and Efreet will say that they must fight. The pact trial will then begin.

Efreet (30,000 HP) loves casting his Fire magic, especially Eruption and the aptly-named Explosion. The latter will actually have you staring up at the ceiling, so casting Guardian when you see a small, red circle that grows steadily larger on the ground below you may be in your best interest. A warning if you run up on Efreet a lot: he will attempt to grab you and when he does, he will use his absolutely devastating Flames of Destruction, so be very careful.

Have Genis casting his Water and Ice magic constantly to help, mainly Ice Tornado/Freeze Lancer and Spread/Aqua Laser, shirking off Tidal Wave since it can't hit Efreet\*. If you've raised Genis as a Strike-type and he has the spell, Absolute will positively dominate. Any extra Blue Quartz from the Temple of Ice will help the fight along. Eventually, you'll take Efreet down.

(\*Special Author's Note: Tidal Wave spreads across the floor of whatever battlefield you're on, so if the enemy hovers off the ground, it won't hit unless you knock them down.)

After the fight, Efreet will tell Sheena to make her vow and after she does, Efreet will bestow his raging inferno upon her.

Suddenly, Celsius will appear on the scene. Efreet will say that it's been a long time and Celsius will say that she didn't think she'd have to see his face again. Efreet will ask her if she has to avoid him so earnestly and Celsius will respond that they don't have a choice since they're harmful to one another. Efreet will say that perhaps they should be joyous that their mana has been severed and Celsius will say that she doesn't know but she does know that the separation will affect the entire world and that all they can do is trust in the pact-maker. Efreet will tell Sheena that they leave everything in her hands and they will both disappear. You'll acquire the Garnet and Sheena will learn S. Seal: Fire and Summon: Fire.

After all is said and done, there will be some talking and the group will find that the time between the forming of the pact and the resulting earthquake is getting shorter. Regal will say that it should be expected, since the worlds are struggling to split apart. Eventually, the scene will end. Head back to Triet and rest if you need to, then head to your next destination, the Balacruf Mausoleum.

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/\\_Balacruf Mausoleum\\_/\

Save at the Memory Circle, putting Sheena in your party. Make your way back to the seal room, dodging the various traps. When you finally make it there, a scene will start.

The Sylph will appear before the group and inform everyone that they are bound to Mithos. Sheena will ask to form a pact with them. Yutis will say that the next pact-maker has finally arrived and Fairess will say that they'll test out their power. The three of them will spread out and the pact trial will start.

You do indeed have to fight Sephie (13,000 HP), Yutis (12,000 HP) and Fairess (10,000 HP) all at the same time. Fairess is the main spell caster here, casting all her Wind-based spells from behind her shield. It would be in your best interest to go after her first. While you're doing that, Yutis will be pelting you party with Gales and other barrages from her bow and Sephie will be hitting everyone with Rising Gusts via her large, curved broadsword. Go after Yutis before you do Sephie once you've taken care of Fairess. Eventually, the pixies will go down.

After the battle, Fairess will say that they're strong and Yutis will say that she's impressed as well. Sephie will say that Sheena will have what she seeks and tells her to make her vow. Sheena will vow to save both worlds and the Sylph will agree to the pact, asking Sheena to keep to their vow as they don't wish to be betrayed again.

Gnome will appear, saying that the Sylph look good after 4,000 years. Sephie will say that it has indeed been a long time. Gnome will tell everyone that there's going to be an earthquake since they basically just ripped out the mana link and Yutis will say that that pretty much sums it up. Fairess will say goodbye to everyone, as will Gnome, and they will all disappear.

Zelos will say that he's been thinking about what they're going to do after they form the last pact. Lloyd will ask him what he means and Zelos will start talking about how they won't be able to see each other. Lloyd will say that they can just go back and forth on the Rheairds, but Raine will say that they're only able to do that now because the two worlds are connected by the flow of mana. She'll go on to say that they don't know what will happen after they form the last pact. Eventually, Lloyd will say that there's no point in worrying about things they're not sure of and Zelos will say that it's true. After a bit more talking, the scene will end. You'll acquire the Opal and Sheena will learn S. Seal: Wind and Summon: Wind.

Leave the temple and fly to Dirk's House.

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/\\_Dirk's House\\_/\

Go inside and talk to Dirk for he and Lloyd to talk for a bit. Dirk will give Lloyd some things, most importantly, an Exsphere Shard. Lloyd will ask why Dirk would give him junk and you'll be able to leave. Don't, though.

Talk to Dirk again and Lloyd will ask him about setting up a Figurine Book (the thing you got from Harley way back when). Dirk will say that he knows a little bit about it and Pellet Processing will become available\*.

(\*Author's Note: More about Pellet Processing will be available in "Special Extras Section: Part II.")

Now hop on your Rheaird and fly over near Hakonesia Peak. You should see something in the trees that you may recognize. Land and enter...

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/\\_Nova's Caravan\\_/\



The people there will ask who's there and Professor Nova will say that it's not often that they get visitors. The group will ask him what he does and he'll say that he's a zoologist (he studies animals). He'll eventually say that he once saw a golden bird, but he's never been able to see it again. The group will wonder if it's Aska, but the Professor will say that his children got a better look at it than he did. The group will decide to talk to the kids to learn more and the scene will end.

Talk to May to have her say that when they saw the bird, some nuts on a nearby tree made a pretty sound. She'll give them one, saying that she has more. You'll then acquire the Linkite Nut.

Talk to Alduin to have him tell the group that they were on the Ossa Trail when they spotted the bird and the tree was nearby. Lloyd will wonder if they can see Aska if they go to the Ossa Trail but Alduin will say that the tree is no longer there. Raine will say that that may have been the stump they saw at the top of the pass.

Talk to Sarah to have Raine thank her for taking care of Lloyd and Genis when they were on their own (she was the girl at the camp near Iselia early in the game). She'll eventually say that the bird must like high in a place where one could never walk to since they already been everywhere one can go on foot.

Eventually the group will get together and figure that the Linkite Tree must be in a high place, makes a beautiful sound that carries far and that they'll need to advance the nut's growth somehow. They'll decide to use the Rheards to find the tree, have Sheena summon Gnome and the Sylph help out in their respective departments and have Lloyd and Presea make a flute to call Aska.

Nova will say that it's amazing how they've figured it all out. He'll say that he's made a note of everything they've mentioned and to see him if they want to take a look at it. He'll then ask if they can all go when they go call Aska, but Lloyd will say that they won't all fit on the Rheards. Sheena will say that if it is Aska, she'll just form a pact with him and summon him anytime for the family. Nova will be happy and the scene will end. Talk to Nova to hear his memo, then leave the caravan.

Fly toward the Sylvarant Base, flying over the mountain behind it. You'll be over a large valley. Land and run toward the center to find the...

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/\\_Linkite Tree\\_/\

Examine the tree to start a scene.

The crew will eventually bring the tree back to life via Gnome and Raine, then Lloyd and Presea will make a flute. Genis and the Sylph (through Sheena) will call forth Aska and he will ask who's summoned him. Sheena will ask to form a pact with him, but Aska will ask where Luna is. He'll go on to say that he doesn't want to form a pact without Luna and Sheena will say that it's fine. Aska will say that he will go to her and fly away. Lloyd will ask her if that was okay and Sheena will say that since he said he'd form a pact later, there's no point in trying to force him there. Raine will say that they're likely going to be tested at the same time by both of them and the scene will eventually end. You'll acquire the Linkite Ocarina.

Once you exit to the World Map, a prompt for the Z Skit, "Give the Flute to Mithos" will come up. Start it to see Genis ask Lloyd if it's okay to give the ocarina to Mithos since they broke his other one. Lloyd will eventually agree and the skit will end. Now go ahead and warp to Tethe'alla, then fly to

Altessa's place.

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/\\_\\_Altessa's House\\_/\

Go into the house and talk to Mithos. Genis will give him the Linkite Ocarina and Mithos will thank them. Eventually, the scene will end.

Examine the glowing, red thing on the table for another scene to start. Presea will be staring at the thing, which happens to be an Exsphere and Tabatha will tell her that the child (the Exsphere) is ill. Presea will wonder how an Exsphere can be sick and eventually wonder how anyone can feel sorry for an Exsphere after all the pain and suffering they've caused others. Tabatha will ask Presea to come to the Toize Valley Mine with her. Regal will give them his permission to enter the mine and the group will wonder what they'll do about a Rheaird for Tabatha. The person with the lowest affection for Lloyd will offer to stay behind and the group will eventually be on their way. You'll automatically be taken to the mine.

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/\\_\\_Toize Valley Mine\\_/\

Once you arrive at the mine, Tabatha will tell Lloyd and Presea to go to a place where they can hear the whispers of the Exspheres and the scene will end. Make your way to the place where you found the Inhibitor Ore for Presea's first Key Crest. Once you reach the bridge there, a scene will start.

Presea will say that she doesn't hear anything and Tabatha will tell her to be very quiet and listen. Presea will comply and suddenly, the cave will be illuminated with the light of the Exspheres. Tabatha will say that both she and Exspheres are lifeless, but they still have feelings. She will go on to say that Exspheres are very lonely and absorb people's consciousnesses because they want to be with someone. Tabatha will ask Presea not to hate Exspheres and Presea will say that she understands. They'll all continue to look at the Exspheres and Presea will get a pained look on her face. The group will then go back to Altessa's place.

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/\\_\\_Altessa's House\\_/\

The person you left behind will welcome the group back. Presea will say that she thinks she heard the whispers of the Exspheres and the scene will end.

Heal and save where you like, warp back to Sylvarant and fly to the Tower of Mana.

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/\\_\\_Tower of Mana\\_/\

Make your way to the top floor, saving at one of the two Memory Circles along the way. While you're going, a prompt for the Z Skit "For Lazy People" will come up.

Regal will mention how the doors and everything have already been opened. Raine will say that they opened them the last time they were there. Lloyd will complain about how they have to climb all the way to the top again. Raine will ask him if he really expected them to be able to fly to the top with the Rheairds and Lloyd will respond that he didn't, but there could at least be a "Quick Jump" option available\*. Both Raine and Regal will be confused and Lloyd will tell them to forget he mentioned it. The skit will end.

(\*Special Author's Note: For those that don't get it, the joke here is that Lloyd broke the "Fourth Wall," or mentioned something breaks the illusion of a game world, i.e. mentioning the Quick Jump option, which really was sorely needed for that dungeon. --;)

When you make it to the warp portal to the seal room, a scene will start.

Kratos will tell the group to stop. Lloyd will threaten him, but Kratos will ask him to hear him out. He'll go on to say that the Derris-Kharlan core system just finished calculating its answer, and if they form a pact with the final Summon Spirit, the protection around the Great Seed will vanish. Yuan will say that that's exactly what they desire and fire a shot at Kratos. Kratos will dodge and tell Yuan that what he wishes for will not happen. Yuan will tell him to be silent and ask him if he thinks he's really going to pass up this opportunity. He'll then tell Lloyd to go ahead and form the pact with Luna and Lloyd will warp to the seal room.

Sheena will walk to the altar and Luna will appear. Sheena will ask to form a pact with her and Luna will ask where Aska is. Sheena will say that Aska promised to come and Luna will say that all is well. She will then say that she will test Sheena's worthiness to wield her power. Aska will arrive and the pact trial will begin.

Luna (18,000 HP) and Aska (19,500 HP) may not quite live up to what you think the final Summon Spirit fight to sever the mana links should be. Both of them are fairly slow with attacks and their special attacks aren't really something to fear with the exception of Luna's Limited Ray, which has the chance of causing a random status effect. You may also want to be wary of Aska's Sunshine Nova, but other than that, no worries.

Go after Aska before you do Luna. Anything you throw at him will hurt him (save for Light-based attacks, which heal him). Luna is the same way. You'll take them out relatively quickly.

After the battle, Luna will say that they are powerful and tell Sheena to state the vow upon which they will base the pact. Sheena will vow to germinate the Great Seed to realize the true regeneration of both worlds. Luna and Aska will agree to the pact and entrust their power to Sheena. You'll acquire the Topaz and Sheena will learn S. Seal: Light and Summon: Light.

Yuan and Kratos will arrive on the scene, Yuan elated; Kratos, not so much. There will be an enormous earthquake and a cutscene will start.

In the cutscene, power will flow from the Tower and the Great Seed will sprout, but soon go out of control. The roots of the tree will ravage Sylvarant, completely destroying the Tower of Mana and Palmacosta, as well as Thoda Geyser. Eventually, the Giant Kharlan Tree will arise in a twisted form, Martel with it, looming over Sylvarant combined with the Tower of Salvation.

A normal scene will begin on the ground with everyone staring at the Giant Tree. Genis will ask if that's really the Giant Kharlan Tree and Raine will ask who the woman that arose with the Tree is. Yuan will say that it's Martel. Raine will ask him if that's true and Kratos will say that what he feared has happened. Lloyd will ask what he means and Kratos will explain that because the Great Seed was provided with mana and Lloyd's group broke the mana links, which also served as a cage to contain the Great Seed, it went out of control and grew into that twisted form.

After a lot of talking about what's happened with the tree, Regal will ask Yuan

what he plans to do to fix it. Yuan will say that he'll order his Renegades to stop firing mana at the tree. Kratos will say that that won't be enough, since the process has already begun. Eventually, the group will decide that they have to destroy the Giant Tree and Lloyd will suggest hitting it with the mana of the opposing Summon Spirits (since the Tree grew the way it did from over-absorbing Sylvarant's mana). After he and Genis have words, Sheena will ask how they plan on doing that since the Tree is acting more than a bit crazy at the moment. Yuan will say that they can use the Mana Cannon. After Presea asks him if he means the machine Rodyle was building, Yuan will say that the Renegades were actually manipulating him into building that for the purpose of destroying the Tower of Salvation. Kratos will ask if he means to feed the mana into the Cannon and fire it at the Tree, then say that it looks like it's their only option.

Eventually, it'll be decided that Lloyd's group will head for the Mana Cannon and the Renegades will switch over the mana reactors and make preparations to fire the Cannon. A Renegade soldier will run over to Yuan and tell him that Forcystus has killed his Iselia ranch infiltration team. Lloyd will ask what that means and Yuan will tell him that he had a team of his men infiltrate the ranch, since it's still operational, and switch over the flow of mana. Zelos will say that they have to go there now and stop the flow and Kratos will volunteer. Regal will ask him if he's serious and Lloyd will volunteer. Sheena will yell at him, but Lloyd will say that she and the Renegades can take care of the Mana Cannon while he, Kratos and the rest of them go to the Iselia Ranch. Kratos will eventually call him on his ploy, asking if it's really about Chocolat. Colette will remember that she's being held at the Iselia Ranch and be happy that Lloyd remembered his promise.

Eventually, Yuan will agree and tell Lloyd not to let them down. The scene will end and Kratos will rejoin your party, attaining the title of "Traitor."\* You'll automatically be taken to the Iselia Ranch.

(\*Special Author's Note: Any equipment you had attached to Kratos when he left your party way back at the Tower of Salvation will be given back to you at this point. Also, you won't be able to change the equipment Kratos currently has on him on the Equip screen.)

Before you're taken there, however, a scene showing the resulting earthquakes in Tethe'alla will start. The scene will switch to Altessa's House where Mithos will be looking at the sky. Tabatha will ask him what's wrong and he'll say that he thought he heard Genis' voice. Suddenly, the earthquakes will hit there and a rockslide will threaten to crush Tabatha, but Mithos will push her out of the way and be hurt in her place. Tabatha will call out to him and Mithos will begin to say something, but pass out. You'll be taken back to Lloyd and the crew arriving at the ranch.

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/\\_ \\_ Iselia Human Ranch\\_ \\_ \

Kratos will ask Lloyd why he brought him along since they don't really need him to stop the mana reactor. Lloyd will respond that because their goals, his goals and the Renegades' goals all coincide, it's easier to keep an eye on him this way. Kratos will say that it was a wise decision. Genis and Colette will say that the gate to the ranch is locked and they can't get in. Lloyd will say that he'll climb up the cliff and jump down into the ranch to open it, but Kratos will tell him that he'll just fly over and open it. Kratos will unleash his wings and do just that. You'll then be able to enter the ranch.\*

(\*Special Author's Note: After you defeat the Iselia Ranch, return to the area just inside the fence and run to the left to find a chest containing a Rune

Helm for Lloyd or Zelos.)

Run over and save on the Memory Circle, then run forward to find a Function-Changing Pedestal. Examine it for Lloyd to find that it now shoots pure mana. Kratos will warn him not to use it too much or it will exhaust all his mana\* and the scene will end.

(\*Special Author's Note: The mana that Kratos speaks of is actually your TP. Every time you use the Ring, it'll take a small amount of TP away, so remember this as you work your way through the ranch.)

Make your way up the corridor, being careful of the lamps, as if you walk into them, you'll take damage. Once you reach the end, a scene will start.

Raine will look over the schematics of the ranch and find that the captives and the mana reactor are in two different sections, the former being on the way to the latter. After a bit of talking, it'll be decided that the group must be split into two teams like they did at the Asgard Ranch. Lloyd will say that he's going to the mana reactor since Chocolat hates him. They'll then say that after teams are formed, they should stick together until they come to the captives and the scene will end.

Pick your teammates however you want, though I would suggest taking a team of Kratos/Zelos, Presea and Genis with you\*. You'll be asked to confirm the teams and then it's time to go to work.

(\*Special Author's Note: The reason I say Kratos/Zelos, Genis and Presea is because you have [using Final Fantasy terms here] another fighter, a black mage and a red mage with you, so you can have a primarily damage-focused party with partial healing capabilities. However, you must keep in mind that in order to complete the Monster List, you'll eventually have to take Raine along.)

After you've picked teams, shoot both small pillars here with your Sorcerer's Ring to open the door. Shirk it for now and go to the corner leading to the corridor you entered through to find a hidden treasure chest containing a pair of Lovely Mittens. Head through the north corridor and go to the left to find three chests containing a Solar Spinner for Colette, a Cor Leonis for Genis and a Muramasa for Lloyd. Return to the split and go right this time to find two more chests containing an Ether Sword for Zelos and a Rune Staff for Raine. Now go back to the door you opened earlier and go through, dodging the lamps, then head through the door at the opposite end. A scene will start.

The host bodies will have almost escaped except for one and Chocolat. Chocolat will call out to Colette and the guards will turn on them, saying that it's their fault the host bodies ran off. They'll begin beating them, but the man will push them, drawing their attention to him instead. Lloyd and Colette will pick themselves up off the ground and an easy battle will follow. Afterward, the scene will continue. Lloyd will ask where everyone else is and the man will say that they escaped already. Chocolat will begin to say something, but Lloyd will tell her that if she doesn't want to be rescued by him, then to just consider herself rescued by the Chosen. Eventually, the leader of the other team will take the man and Chocolat to safety and the scene will end.

Lloyd's group will be on their own now, so run down the stairs and through the door to the right. Keep running straight to find a chest containing a Rune Robe for Raine. Go up the stairs and to left to find a door. Shoot the pillars to open the door. In this room, you'll find three chests containing a pair of Aqua Greaves for Regal, a Rune Shield for Zelos and some Rune Mail for Lloyd or Zelos. Exit and continue to the left, then north to find another door to open. In this room, you'll find three more chests containing a Rune Guard for Presea

or Colette, a Hairpin and a Rune Gauntlet for Lloyd, Zelos or Presea. Return to the intersection and go east this time, heading down the stairs you find to the south. Be careful of the lamps and you'll find another door. Open it to gain access to two chests containing a Rune Circlet and a Rune Cloak for Genis. Return to the split and go down the split and go down the stairs to the north. Once you're on ground, run around the corner and go through the door.

In this room, open the chest here to get a War Hammer for Presea. Defeat the enemy here to obtain the Memory Gem. Now go back through the door. Right in front of it will be the sealed Memory Circle, so heal up, put on all your shiny, new gear and save. Run back north, all the way to the door and open it. The lamps in this corridor are pretty crazy and hard to dodge, but you should make it through eventually. Take the warp portal at the end on up. Once you arrive at the mana reactor, a scene will start.

Forcystus will walk in front of the group. Depending on who you brought with you, what the group says to him will be different. Eventually, Forcystus will say that as long as Derris-Kharlan is in Lord Yggdrasill's possession, the Desians will always have some place to go. The group will tell him he's wrong and after a bit more talking, it'll be go time.

Forcystus (20,000 HP) has two Exbones (6,000 HP) with him in this fight and they're just as annoying as Forcystus himself.

Forcystus is an aeromancer, and as such, has the ability to cast all levels of Wind magic (his Exbones can only cast up to mid-level). That, however, doesn't mean he won't shoot you with his armgun, which he does at every chance possible. What you really need to be wary of is his powerful Down Burst, which can cause you significant damage as well as have you on your back (although it looks damn cool and has a nice little "Time to fly!" incantation attached to it). Also be wary of him casting Cyclone on you. It doesn't happen often, but it does happen, so be careful.

Keeping Forcystus busy by attacking him so he can't attack you is the strategy to go with here. Have your healer/Gel keeper\* ready to cast whatever you need them to, and eventually, you'll take Forcystus down.

(\*Special Author's Note: The term "Gel keeper" is my way of referring to whomever you have disperse Gels to the party during battle. If you followed my advice with the battle party, it's likely to be Genis.)

After the fight, Forcystus will fall into the mana reactor. Lloyd will run over to the control panel, but be unable to determine what can shut it down. The person with the highest affection for Lloyd in your current party will help him out and they'll have a short scene together.

After it ends, make your way out of the ranch. (The lamps will be cut off since you shut down the mana reactor, so you don't have to worry about them.) Save at the Memory Circle near the exit before you leave.

Once you make it outside, the person with the highest affection for Lloyd from the other party will welcome him back. Lloyd will say that all they have to do now is tell Sheena to fire the Cannon and they'll be done, but Forcystus will come behind him and shoot him, saying he'll do no such thing.

Forcystus is indeed alive and kicking, saying that a Desian Grand Cardinal won't die so easily. Kratos will come and mock him and Forcystus will figure out who he really is. When Kratos doesn't seem too frazzled by it, Forcystus will say that Yggdrasill trusted him, but in the end, Kratos deceived him. He'll go on to say that that's why humans can never be trusted and he'll

attempt to shoot Chocolat, but Colette will take the hit for her. Lloyd will finally kill him and Forcystus will praise the coming Age of Half-Elves before he dies.

Afterward, everyone will worry about Colette, but Kratos will tell him that she'll be fine and to send the signal to Sheena. Lloyd will begin to argue, but Kratos will tell him that if he doesn't, the world will be destroyed. Lloyd begrudgingly sends the signal and the scene will change to the Mana Cannon. Sheena will summon the Spirits of Tethe'alla and feed their mana into the Cannon, then fire it.

In the following scene, the Mana Cannon will fire and bind the Giant Tree and Martel, as well as take out the Tower of Salvation.

A scene where Mithos wakes up at Altessa's from recovering will start. He'll cringe in pain and Altessa will tell him not to move. The scene will switch to the ranch.

Genis will ask what that cry was and Kratos will tell him that it was probably Martel, since the out-of-control Great Seed is Martel herself. Yuan will come over an intercom and tell everyone that the Great Seed is safely bound in the Holy Ground of Kharlan once again. Kratos will ask him if Martel is also bound in the Holy Ground and Yuan will say that she is, though it's not the greatest news for him.

Lloyd will then talk to Colette, whose arm was revealed to be crystallizing. Colette will begin to say how disgusting it is, but Lloyd will say that she's wrong. He'll begin to walk over to her, but she'll tell him to stay away, then pass out. Lloyd will be worried, but Raine will tell him that she'll be fine. She'll then suggest that they take her to Iselia. Genis will say that he and Lloyd were banished, but Raine will say that her home is in Iselia. Lloyd will agree and Yuan will say that he'll pass the message to Sheena to meet them in Iselia. The scene will then end.

Put in the second disc of the game for the group to be in Iselia and another scene to start.

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Part XIII- To Save Colette...  
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\_\_\_\_\_  
/\_\\_Iselia/\_\

Lloyd and the group will have just finished telling Phaidra about Cruxis when you meet up with them. Lloyd will ask her not to tell people the truth since they don't want to start a panic. Phaidra will say that she wouldn't dare tell people the truth now that the Tower of Salvation is gone. Genis will ask her what she means and he'll tell them that the Tower disappeared with the Giant Tree. The group will ask Kratos what's going on and he will say that he doesn't know, as the Tower should still be there since Colette never completed the journey of regeneration. He'll go on to say that the core system, which controls the appearance of the Tower, might have malfunctioned, but it doesn't matter. Raine will say that it does, since it's a big shock to the people of Sylvarant. She'll go on to say that Colette will be held responsible and Phaidra will agree. Everyone will say that it's not Colette's fault and it's not fair that she be blamed for it, but Regal will say that when people are suffering, they feel the need to place the blame on someone.

Eventually, Lloyd will decide to go see what going on in the village. Everybody

will go with him, since they'd be worried about him otherwise, except for Kratos who says he will stay at Colette's house. When you have control of your avatar, leave the house and make your way to the schoolhouse to start a scene.

The Mayor will be furious at all that's happened, eventually yelling at Lloyd, Genis and Raine for lying to them and "making the Chosen fail on her journey." Lloyd and Genis will yell at him back and eventually, Chocolat will come to their defense, saying that all the Mayor is doing is complaining. After a lot of talking, the people of Iselia will side with Lloyd and Genis saying that they'll take them in and they won't let the Mayor say anything about it. Raine will run off in tears and the Mayor will run off in a huff. Eventually, the scene will end.

Go to the remains of Raine and Genis' house to find her standing in front of it. Talk to her to start a scene where she will say that she's happy that the people of the village let them back in and other such things. Eventually, the scene will end. Head to the entrance of the village for another scene to start.

Kratos and Colette will be standing at the village gate, and Kratos will tell them that he's fulfilling a request from Phaidra to escort Colette to Dirk's house to see if he can help her. Eventually, the scene will end and you'll be taken there automatically.

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/\\_Dirk's House\\_/\

Once you hit the log bridge, the Z Skit, "The Desian Hero," will automatically start. Lloyd and Kratos will talk about how Forcystus seems different from the other Desian Grand Cardinals. Kratos will tell him that Forcystus was different. He will say that he's heard Forcystus was kind to his allies and a god of death to his enemies. He'll also say that he once led a rebellion against a group of humans that were leading a massacre of half-elves. Lloyd will say that to humans he was a horrible villain, but he was probably a great hero to half-elves. Kratos will say that that's why war is so sad, because it breeds enemies and gives birth to hatred. Lloyd will agree and say that if they were in a world where everyone tolerated each other, they might have been able to get along. Kratos will say that they might have and the skit will end.

Continue on to the house for a scene to start.

Lloyd will ask Dirk if everything is all right and he'll say that it is. Kratos will tell him that Phaidra has asked him to try and help Colette and the scene will switch to the house's interior.

Dirk will say that even if Cruxis Crystals are an evolved form of Exsphere, he still doesn't know anything about them, and they should ask a dwarf over in Tethe'alla about them. Lloyd will be disappointed and Dirk will apologize, saying that they should at least spend the night. Kratos will politely decline and leave the house. Lloyd will chase after him.

Outside, Lloyd will ask Kratos if he's really going back to Cruxis. Lloyd will say that it seems like he's really their enemy, but ask Kratos why he didn't follow Yggdrasil's orders to leave the Great Seed alone. Kratos will say that even though he didn't follow orders directly, Martel was still saved, so it's all right. He'll then tell Lloyd that if he wants to save Colette to remember the unicorn's words at Lake Umacy\*. Lloyd will ask why he's with Cruxis if he's a human and Kratos will leave.

(\*Special Author's Note: Depending on your affection level with Kratos, you may get to see an extended part of the scene before coming to this part.)



After he's gone, Sheena will come back. She'll ask Lloyd if that was Kratos and Lloyd will say that it was, but he went back to Cruxis. Sheena will say that it seems like he really is their enemy and Lloyd will agree. He'll then welcome her back and congratulate her on her success with the Mana Cannon. Sheena will say that she's glad she could do it and the scene will end. You'll wind up back inside the house.

Your fellow party members will be scattered around the area, each being in a different place depending on their relationship with Lloyd. The person with the lowest affection for him will be in the house on the first floor while the person with the highest will be on the terrace outside Lloyd's room. Talk with everyone else before you go up and talk to that person for an extended scene with them\*.

(\*Special Author's Note: If you got the extended scene with Kratos, you won't get the extended scene here. The same holds true if Sheena happens to be the one with the highest affection for Lloyd.)

After that, the gang will get a good night's sleep and decide that it would be best to go to Altessa's place for now. Leave Dirk's house, warp to Tethe'alla over the Sylvarant Base and fly there.

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/\_\\_Altessa's House\\_/\

Go inside for a scene to start. Lloyd will run over to Altessa and he'll begin to make the assumption that Sylvarant was destroyed. Lloyd will tell him what happened.

After that's done, Altessa will say that that must have been why there were earthquakes the other day. Genis will ask if there was damage on this side too, and Altessa will say that there wasn't much damage anywhere else. Tabatha will ask if they saw the boulders outside and explain what happened to her and Mithos the other day. Genis will be worried about Mithos, but Mithos will say that he's fine.

Altessa will eventually diagnose Colette with having Chronic Angelus Crystallus Inofficium. The group will ask what it is and Altessa will say that it affects every one in a million people, but he doesn't know exactly how to cure it. Mithos will say that something like that comes up in the records of Mithos the Hero. He'll go on to say that those records can be reviewed in an archive building in Sybak. The group will decide to head there with Mithos as their guide and the scene will end. Leave Altessa's and fly to Sybak.

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/\_\\_Sybak\\_/\

Head to the library in the back of the plaza to start a scene. Mithos will tell everyone that these are the record they're looking for and the group will begin reading them. She will say that it appears as if one of Mithos the Hero's companions was stuck with an illness similar to Colette's. When the group asks her how they cured it, she will say that all it says is that a unicorn saved the maiden. The group will figure that it can't mean the Unicorn Horn because it doesn't have enough power. Sheena will remember that the unicorn at Lake Umacy said that he lived to save the maiden and Lloyd will say that Kratos was right, then wonder why he's helping them if their supposed to be enemies. Zelos will make a comment about him and when you have the option, choose "I trust Kratos." Mithos will say that Lloyd is strong for being able to trust someone who has betrayed him before and Lloyd will say that Kratos' eyes don't appear

hostile when he looks at him. Eventually Mithos will tell everyone that the Tethe'alla Royal Family keeps detailed records of Mithos the Hero's journey and that they can possibly study them. They'll offer to drop Mithos off at Altessa's, but Mithos will say that he can go back by himself and wish the group luck with infiltrating the castle. Everyone will then leave except for Zelos, who will ask if they really trust Kratos and the scene will end.

Instead of flying to Meltokio, follow after Mithos and return to Altessa's place.

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/\\_\\_Altessa's House\\_/\\_

When you enter the house, a scene will start.

Mithos will be glad to see everyone, when suddenly, Raine will collapse. Everyone will say that she's running a very high fever and begin to worry about her. Zelos will say that he knows a doctor in Meltokio and Sheena will say that she knows one in Flanoir. They'll split up, taking all the party members besides Genis and Lloyd with them. Eventually, Mithos will call over to Genis and ask him to go outside with him. Genis will go and the scene will switch with them.

Mithos will say that he knows how to cure Raine's disease and Genis will ask if he's serious. Mithos will say that she has the Ozette Cold, which can be deadly if not treated, but there's a flower that grows in the Fooji Mountains that can cure it. Genis will agree to go with Mithos to get it and then start to go get Lloyd, but Mithos will stop him and say that they should do it on their own. Genis will eventually agree and they'll leave together.

Lloyd will come outside and see them taking off, wondering where they're going when you have the option, choose "I'd better follow them." Lloyd will decide to chase after them to make sure they're okay. You'll be taken to the Fooji Mountains automatically.

Lloyd will arrive at the mountains before Genis and Mithos do, ducking behind a rock when they finally arrive. They'll talk for a bit when they're suddenly attacked by a monster. Genis will attempt to kill it but miss gloriously, and Lloyd will kill it for him. Genis will be confused, but Mithos will be glad, saying that Genis' attack must have hit it after all. He'll go on say that Genis is amazing, but Genis will try to be modest.

The scene will switch to the top of the mountain. Lloyd will hide again and the two boys will come up, finding the flower they need. Eventually, Mithos will ask Genis if he likes Lloyd better than him, wondering if Genis would side with him or Lloyd if they got into a fight. Genis will say that he likes them both equally, but Mithos probably wouldn't fight over something stupid like Lloyd would. Lloyd will get offended and Mithos will say that he's glad and that he understands. Genis will then attain the title of "Friend." The two boys will leave and Lloyd will grumble a bit. You'll be taken back to Altessa's automatically.

Lloyd will come back after Genis and Mithos have cured Raine and everyone will yell at him. Lloyd will leave in a huff, but Genis will chase after him. He'll then ask if Lloyd helped them at the mountains earlier, but Lloyd will try to act like he doesn't know anything about it. Genis will thank him and Lloyd will say that it wasn't a problem. The scene will then end.

Go ahead and leave Altessa's, then fly to Meltokio.

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/\\_Meltokio Sewers\\_/\

Once you make your way through the shortcut, a scene will start. Everyone will stop near the end of the sewers and see Vharley taking payment from a castle guard. He'll ask how long it will be before the King dies. Vharley will tell him that the poison that's been slipped to him takes a while to work, but he was told to make it look natural, so it'll do the trick.

The group will overhear and decide that if they take care of Vharley and save the King, he'll be in their debt, so they decide to confront him. Sheena will wonder why they have to make everything sound devious and the group will move in on Vharley.

After a bit of talking, Vharley will reveal that he and Rodyle were working together and the Pope promised to turn a blind eye if they got rid of the King for him. Eventually, Regal and Presea will lead the charge in taking Vharley on. One slash later, Vharley will be on the sewer floor, asking if he's going to die like Alicia. Presea will tell him not to mock her and he'll finally keel over.

Afterwards, the group decides that it's time to grill the Pope with the information they've gathered, so it's off to the Martel Cathedral. Leave the sewers and head into Meltokio.

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/\\_Meltokio\\_/\

Make your way to the Cathedral (it's beside Castle Tethe'alla if you've forgotten). Enter and head to the back, entering the door you'll find on the left side of the church. A scene will start.

The Pope will say that the person who just arrived is late and turn, surprised to see Zelos instead of whom he expected. The group will converge on him and the Pope will start to panic, asking what they're doing there. Lloyd will ask if he's poisoning the King and the Pope will deny it. Zelos will say that he's a stubborn little liar and the group will ask if there's an antidote. The Pope will continue to deny the allegations and Raine will suggest feeding him the poison since it doesn't take effect right away. He'll then say that the antidote is in his desk drawer. Colette will retrieve it and the group will ask him why he chose to institute laws that would oppress half-elves if his daughter is a half-elf. The Pope will reveal that when he was young, he also thought half-elf oppression was wrong, but once he got a half-elf daughter and realized just how different they are from humans, he became terrified of them.

After a bit more talking, the Pope will walk away from the group, saying that he just called the guards. He'll then say that if he kills Zelos, the church will be his in name and reality. Zelos will ask him if he really thinks that's going to work and the Pope will say that it will since they have Seles. Zelos will get angry at him for trying to drag his little sister into the ordeal and the guards will arrive on the scene, distracting the group from the Pope, allowing him to escape. Zelos will say that he's going to get away, but Presea will say that she'll handle it, allowing the rest of the crew to go after him.

The group will arrive from the passageway below to the main western pathway in Castle Tethe'alla, angry that the Pope got away. More Papal Knights will show up behind them, apologizing and telling them to prepare themselves. Colette will unleash her angel wings and fly above them, scaring them.

Zelos will suddenly get a bright idea, saying that the knights have brought

down an emissary of Cruxis, the legendary angel of death, Spiritua. Lloyd will ask him what he's doing and Zelos will tell him to play along, then ask Colette what they should do with them. Colette will ask him what he means, but Lloyd will tell her to say she's going to kill them. Colette will hesitantly comply, scaring the guards even more. Zelos will ask Colette to spare them in his name and Lloyd will tell Colette to say that she will. She does and Zelos will tell them that Cruxis has recognized him as the true will of the church. He'll then order them to revoke his and everyone else's wanted status and capture the Pope and his Papal Knights. The guards will quickly agree, fleeing for their lives.

Colette will come down and be amazed that the guards did what Zelos said. Raine will ask him if he was talking about the legendary Chosen of Sylvarant when he mentioned Spiritua, but Zelos will say he really doesn't know, suggesting she check the old church texts. He'll go on to say that she's famous in Tethe'alla for killing a king who tried to get rid of a Chosen back in her time. Eventually, the group will decide to go tell the King that he's been poisoned and Colette will attain the title of "Spiritua Reborn."

In the King's chambers, the Princess will try to stop the group from entering, but they will tell her that the Pope has poisoned her father and they need to neutralize it. The Princess will be shocked, but allow them into the chamber.

The King will come to after Raine gives him the antidote and Zelos will ask him if he recognizes him. The King will say that he's the traitor and ask him if he's come to kill him. Zelos will say that the title of traitor fits him, but he hasn't come to kill him. The group will tell him that Zelos actually saved him and the King will ask what they want. Zelos will tell him that they want access to the records kept in the castle library and the King will give it to them, saying that he's tired and wants nothing more to do with the church's power struggles, ending by telling the group never to show themselves in front of him again. Genis will say that he's being selfish, but Zelos will tell him that it's okay. Zelos will excuse the group and the scene will end.

Leave the King's Chambers and head to the left, going down the steps when you come to the next section. Go south and head left, entering the door for another scene to start.

Lloyd will tell everyone to spread out in the library and look for anything that might help. Everyone will comply and a bit later, it'll seem like everyone will come up short. Colette will say that it's okay, but trip when she starts walking over. A book will come floating down from the ceiling and open in front of Raine. She will read it and say that this may be the book they're looking for since it's written in ancient elven letters. Regal will say that he didn't expect to find the book that way and Sheena will say that appears as if Colette's clumsiness is truly blessed. Colette will get flustered and Raine will read the book, saying that Altessa's diagnosis was correct. She'll go on to say that Chronic Angelus Crystallus Inofficium is a disease that turns that turns the entire body into a Cruxis Crystal, and it can be cured with a Rune Crest, created from combining zircon, Mana Leaf Herb and a Mana Fragment.

Everyone will wonder where they can get the materials and Regal will say that his company once handled zircon, so they can check the records to see where the last shipment went. Raine will say that Mana Leaf Herb can only be found in Heimdall, the elven village, but Zelos will say that no one can enter Heimdall nowadays with a permit from the King. The group will say that if they ask Princess Hilda that they might be able to get one, since the King doesn't want to see them personally. Lloyd will ask where they can get a Mana Fragment and Colette will say that in the ancient texts, mana fell in fragments from the motherland, Derris-Kharlan, and gave birth to life on earth. Lloyd will say that they'll save that for last since it's inside the enemy base, then say that

they'll ask the King for a permit to go to Heimdall or go to Altamira first. The scene will then end.

Leave the library and head to the entrance of the castle. Once you get there, talk to Princess Hilda to start a scene.

The group will ask her to ask her father for a permit to Heimdall and the princess will hesitantly comply. After she leaves, Raine will say that they need to prepare for the possibility that they won't be let into Heimdall, since the elves there aren't too keen on humans and aren't tolerant of half-elves at all. Hilda will return with the permit and after a bit of talking, the scene will end. You'll acquire the King's Letter. Now exit the castle to start a scene.

Lloyd and Zelos will notice Kratos leaving the castle. Lloyd will wonder what he's up to, but Zelos will say to ignore him, since this isn't the first time that they've noticed him doing something weird. When you have the option, choose "Let's follow after him." When Kratos leaves, follow him to the first section of Meltokio to continue the scene.

Kratos will be talking to someone and they will say that they'll move the sacred wood out of the church. Kratos will thank him and the man will leave. Lloyd will run in front of him and ask him what he wants with sacred wood. Presea will say that sacred wood burns much hotter than normal wood and Kratos will tell Lloyd not to worry about what he needs it for and attempt to leave the city. Lloyd will move in front of him and Kratos will tell him to move. Lloyd will begin trying to grill Kratos again, but Kratos will take off. Everyone will wonder what he's up to and the scene will end.

Leave Meltokio and head to Altamira.

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/\_\\_Altamira\\_/\

Once you get to Altamira, go to the Lezareno Company. Hop on the elevator and go to the President's Office. When you get there, talk to George to start a scene.

Regal will ask how everything is going and George will tell him that the business is running smoothly, but someone tried to raid the Exsphere mine. He will say that it was probably Vharley's work, but Regal will tell him that he won't have to worry about problems of that nature from now on, since Vharley is dead. George will ask if he's serious and Zelos will confirm it. George will say that he understands and ask why Regal came to the company. Regal will ask that he unlock the archives so that they can find where the last shipment of zircon was shipped. George will say that the archives are on the second floor and that he will unlock it for the group. Regal will thank him and the scene will end.

Hop on the elevator and go to the second floor to start another scene.

The group will have the record indicating where the last shipment was sent, but just as Lloyd is about to say where it is, Kuchinawa will come and snatch it away at hyper-speed. Everyone will be surprised and ask Kuchinawa why he's still after them. Sheena will ask if it's about her and Kuchinawa will say that it is. Eventually, Sheena will begin to offer something to Kuchinawa, but Lloyd will stop her, saying that if she offers to let Kuchinawa kill her that he'll never forgive her. Sheena will say that that's not what she means and then offer Kuchinawa a chance to have a customary fight to settle things. Kuchinawa will agree and ask her if she wants to do it there. Sheena will say that she

prefers they do it on the Isle of Decision in Mizuho and Kuchinawa will agree, then begin to leave. Sheena will call after him and ask him to give back the document he has, but Kuchinawa will refuse, saying that it's proof she'll come to the fight. Sheena will say that they need that to save Colette and then offer Corrine's Bell in its place. Kuchinawa will accept the trade and say that if Sheena doesn't come that he'll grind the bell into dust and leave.

Colette will thank Sheena, saying that she knows how much the bell means to Sheena. Sheena will say that its okay and hand the document back to the group. Regal will say that the last shipment was sent to the Imperial Research Academy in Sybak and that they should head there. Sheena will say that they can go to Mizuho after they head there, since Colette's health is more important than her battle. Everyone will leave except for Zelos, who will wonder about Sheena and what he should do. The scene will then end. Leave Altamira and fly to Sybak.

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/\\_Sybak\\_/\

Head to the Imperial Research Academy and go inside to start a scene.

The scholar that everyone was talking with when they were trying to cure Colette the first time will be panicked, saying that he heard that the Chosen has a 10-foot-tall angel on his side that ate people. Colette will say that she didn't know there were scary angels like that and everyone will stare at her. The scholar will ask if Colette eats people too and Sheena will tell him not to be stupid. Zelos will ask if there's any zircon left over from the shipment the Academy received from the Lezaren Company and he will say that they do. He'll go on to say that it should be in the first room past the door and he'll unlock the door for them. The scene will then end.

Follow the scholar's directions and you'll find the chest containing the zircon as soon as you enter (just go forward a step to gain access to it).

Leave the Academy and Sybak, then if you think you have Sheena at a high enough level, head to Mizuho. (You can go once you're a bit stronger if you're not confident in your abilities now.)

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/\\_Mizuho\\_/\

When you enter the village, Orochi will tell that Sheena that Kuchinawa has declared that he will have a duel with her and Tiga is furious. Sheena will say that she knows and that she'll talk to Tiga, then ask Lloyd to come with her. The scene will end and you'll be taken to the Chief's house automatically.

In the house, Tiga will say that Kuchinawa has asked for a duel and ask Sheena why. She will say that it's because of the Volt incident. Tiga will ask if she really accepted his reasoning and she will say that she did. Orochi will say that that's madness, since the entire village can challenge Sheena if they wanted to for the same reason. Sheena will say that she wants to settle things this way. Tiga will then say that Kuchinawa will leave the village whether he wins or loses and Orochi will say that only criminals leave the village. Tiga will ask her why Kuchinawa would say such a thing, but Sheena won't respond. Tiga will ask Lloyd if he knows anything about it. When you have the option, choose "I don't know anything about it." Lloyd will say as such and go on to say that if needed, Sheena will explain. Sheena will thank him and Tiga will say that he understands. He will then ask Sheena who will be the observer and she'll say that she wants Lloyd to do it. Tiga will confirm it and Lloyd will say what an observer is. Tiga will go on to say that when they're ready, they should talk to Orochi and Lloyd will demand that someone tell him what an

observer is. The scene will end.

Lloyd and Sheena will be the only ones in your party for right now, so make sure Sheena has all her best equipment on her. I would suggest attaching a Stun Charm and a Talisman to her as Accessories, just to be safe. Also, put Sheena in the first position on the Central Menu and set up her techniques so you won't use random things in the fight.

You can go out into the village and talk to everyone if you want, but you don't have to. Once you're ready, talk to Orochi and say that you're ready to go to the Isle of Decision.

A scene where Lloyd and Sheena arrive at the isle on a boat will greet you. Once they arrive, Kuchinawa will tell Sheena that it took her long enough. He'll ask if Lloyd is the observer and Sheena will say that he is. Lloyd will once again ask what an observer is and Sheena will say that an observer watches the fight and once one person admits defeat or dies, the observer confirms it. Lloyd will say that he understands and starts the fight.

Kuchinawa (10,000 HP), being a ninja, is very fast and accurate with his kunai and shuriken attacks. He also has the powerful, electric-based attack Raiden to hit you with at random, so anytime you see him going airborne, you may want to cast Guardian Shield.

It's all-out ninjutsu here since you're fighting as Sheena, so you're going to have to put your ninja skills to the test in this fight. If you manage to hit Over Limit, any one of the Summons will beat the crap out of Kuchinawa, but I would suggest using Efreet since you'll get a temporary boost to your Attack power when you do. If you have enough skill, you'll take him out and gain the Asura for your troubles\*.

(\*Note: It really doesn't matter if you win or lose, to be honest with you. You won't get a "Game Over" screen if Kuchinawa happens to beat you.)

Once the fight is over, the scene will be different. I'll let you see them on your own, but if you happened to win, when you have the option, choose "Stop him." Whether you win or lose, you'll re-acquire Corrine's Bell and end up back in Mizuho. Once you're able to, leave the village and fly west of Altamira until you're flying over an area with a village in the center of a lake near the coast. Touch down and work your way through the trees to enter the...

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/\\_Ymir Forest\\_/\

As soon as you enter the forest, run forward and examine the Function-Changing Pedestal to start a scene. During the course of it, the gang will find that the Ring now has the capability to call animals, providing they stand near a flower. Eventually, the scene will end.

(Special Author's Note: It may be a wise thing to equip your party members with Poison Charms and set Omelet to your default recipe, as the bee enemies here that appear as the worms in this dungeon poison you almost every time they hit you.)

Head behind the tree and examine the hidden treasure chest here to obtain a Resist Ring. Head back around and when you can, take a right. Once you come to the split, take the southern path to go find another treasure chest. You won't be able to open it right now, so jump on the stump and use the Sorcerer's Ring to summon a boar. It will crash into the chest, breaking the lock. Jump back down and open the chest to get the Solar Guard for Presea or Colette. Go north

now until you come to the tree and go around it to find another hidden treasure chest containing a Gladius for Zelos. Now go back south a little until you come to a path to the right and follow it around into the next section.

In this part, take the first left you can to come to another small section where there will be a large stump and a boulder. Jump on the stump and summon a boar, who will smash into it. It may look like nothing happened, but the reason for this will become apparent later. Return to the main section.

Follow the path to the left until you come to a large tree. A small scene will start where your avatar character will notice something round and blue in the tree. Jump on the nearby stump and summon a boar, who will crash into the tree and knock down the Blue Seed. Collect it, then head behind the tree to open the hidden treasure chest here to find the Crystal Shell for Regal. Now return to the beginning of the forest. Once you get there, plant it in the small plot of land next to the pink flower and a blue flower will bloom. Raine will say that she bets there are other flowers like it around the forest.

Head down a little and take the left path into the tree. Follow this path to the next section of forest. Once you get there, take the left path at the split and you'll eventually come to a water lily with one of the blue flowers you just created on it. Jump on the lily and use the Sorcerer's Ring. A fish will swim up to a treasure chest on a lily a little farther out and smack it toward the shore, allowing you access to it. To get to it, go back to the right and follow the path all the way around, taking the southern path once you come to the split. There's a Memory Circle here, so go ahead and save, then go behind the tree to obtain the Maid's Hairband. Go over to the chest that the fish smacked over earlier to obtain the White Seed. Now return to the beginning of the forest again.

Plant the white seed for a white flower to bloom in a nearby tree. Raine will say that there are more than likely other white flowers now, too. Once that's done, it's time for the really tedious part of this dungeon.

Return to the split you took to get to the White Seed, opting to take the right path this time. Run up into the tree and to the left once you reach the top, using your Ring near the white flower to summon a hawk. It will carry you to the opposite side of the boulder you had a boar smash into earlier. Repeat the process and the boulder will fly into pieces, opening a small channel. Return to the beginning of the dungeon.

You should see a branch path up into the tree to the right here. Take it and jump up onto the branch with a white flower. Use the Ring to summon another hawk, who will take you to another larger branch with a large wooden crate. Examine it and choose to drop it down below when you have the choice. Now return.

Jump back to the main branch of the tree and continue north, taking the path down to the right when you come to it. Head on up into the next section. Take the first right, work your way along the path so that you're up in the tree. Instead of going left to the branch, take the southwestern path down the trunk of the tree and head down to the right (running across the crate you dropped earlier), until you come to a tree. Jump on the stump and summon a boar with the Ring to drop a piece of fruit into the water. Return to the tree you ran down to get on this path, working your way back around until you come back to the main path. Head and jump on the stump to summon another boar with the Ring. It will knock a bug out of the tree and a nearby fish will come and start eating it. Run back south to the split, taking a right and work your way around until you come to the end of the path and a water lily. Jump on the lily and summon a fish with the Ring. The fish will take the fruit past the fish that's



eating the bug and continue on. Return back to where you can access the path with the box you dropped earlier. There should be a stump and a tree nearby. Jump on the stump and summon a boar. It will knock three bugs into the water, which will knock the fruit a bit father down. Return to the main path once again. Once you're back on the main path, head to the left and you should run close to a lily. Jump onto it and summon a fish to carry the fruit farther west. Follow after it, taking the top path out of the two that go to the left.

Run a few steps and a small scene will start. Lloyd will notice that the fish seems to be guarding its territory, but it's oblivious when it's swimming. Genis will ask him why he's squaring off against a fish and Lloyd will tell him to shut up, since he was just taking notice. The scene will end. Run over to the water lily and just as the fish starts swimming away from you (after the "... " bubble disappears from over its head), summon a fish to take the fruit through the channel. Go back to the right and return to the first part of the forest.

From the Function-Changing Pedestal, go south and take the wooden path to the left and around, coming to a water lily. Jump on the lily and summon the fish to bring the fruit within reaching distance close to the tree behind the Pedestal. Your avatar character will say that it took forever to do (which is very true) and you'll gain control of them again. Run around back to the Pedestal and jump on the lily behind it, then pick up the item to finally obtain the Ymir Fruit.

Return to the Memory Circle, save and head north. Eventually, a scene will start.

A small boy will be blocking the way out of the forest. The group will ask him what's wrong, but the boy won't answer. Zelos will start to yell at him, but Colette will tell him to stop, since he's scared. Colette will finally manage to get the boy to say that his mother is sick and he needs an Ymir Fruit to save her. Raine will ask him if he means to the fruit they have and he says that it is, and his mom will be saved if he has it. Colette will ask Lloyd if they can give the fruit to the boy and Lloyd will say that they can, telling the boy to take good care of his mother. The boy will say that he was told that humans were inconsiderate, but the group is really nice. He will thank them and give you a Metal Sphere as a token of his appreciation. The scene will then end.

The path is clear now, so head on north and into...

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/\_\\_The Hidden Elven Village: Heimdall\_\\_/\

When you arrive in the village, the group will be shocked to find Kratos waiting for them. Lloyd will ask him what he's doing there, Kratos will say that there isn't much time to save Colette and not to start anything here. He'll then leave and two guards of the village will appear. They will say that no half-elves may enter the village. Lloyd will begin to protest, but Raine and Genis will say that it's all right. They will also say that they'll meet them when they leave the village. After they've gone, the guards will say that talk of Mithos as a hero is forbidden in the village. When Lloyd asks why, the guards tell him not to question their ways and the scene will end.

Heading up, to the left and into the building will put you in the building containing the village's weapons and customization shop, the Twilight Arms, and the armor shop, the Twilight Armory.

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Twilight Arms

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Wasier Rapier- 6,400 Gald  
Solar Spinner- 5,980 Gald  
Northern Lights- 5,400 Gald  
Rune Staff- 5,000 Gald  
Yaksa- 5,900 Gald  
Gladius- 6,400 Gald  
Ether Sword- 6,000 Gald  
War Hammer- 6,300 Gald  
Crystal Shell- 6,200 Gald

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Twilight Armory  
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Rune Mail- 5,000 Gald  
Rune Guard- 4,800 Gald  
Rune Cloak- 4,800 Gald  
Rune Robe- 4,400 Gald  
Rune Helm- 4,000 Gald  
Rune Hat- 3,000 Gald  
Rune Circlet- 4,600 Gald  
Rune Shield- 5,000 Gald  
Rune Gauntlet- 3,000 Gald  
Rune Cape- 5,600 Gald  
Rune Boots- 6,000 Gald

Buy whatever you may need, making sure you customize together what you can beforehand. Do get a Northern Lights for Genis, since it's probably an upgrade for him.

The building on the other side of the path is home to the local items shop, Sunset Supplies.

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Sunset Supplies  
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Apple Gel- 100 Gald  
Lemon Gel- 1,000 Gald  
Orange Gel- 200 Gald  
Pineapple Gel- 1,200 Gald  
Melange Gel- 500 Gald  
Miracle Gel- 3,000 Gald  
Panacea Bottle- 150 Gald  
Life Bottle- 300 Gald  
Miracle Bottle- 3,000 Gald  
Anti-Magic Bottle- 1,000 Gald  
Flare Bottle- 1,000 Gald  
Guard Bottle- 1,000 Gald  
Acuity Bottle- 1,000 Gald  
Syrup Bottle- 1,000 Gald  
Shell Bottle- 1,000 Gald  
Holy Bottle- 200 Gald  
Dark Bottle- 200 Gald

Buy whatever you may need. Cross over the bridge to find the local Inn, the Sylvan Hideaway. Resting there costs 200 Gald. Sleep if you need to, the head back outside and head to the left.

Make your way to the bridge in the back of the village. Cross it and enter the house. Talk to the Elf Elder to start a scene.

The Elder will ask why humans have come to the village. The group will tell him that they need Mana Leaf Herb. The Elder will tell them that the plant is a very important catalyst they use in their magic and they can't just tell anyone where it grows. Lloyd will say that they have it to treat Colette's disease, but he can't recall the name. After Zelos tries to help, Presea states the name of the disease correctly, much to the Elder's shock. He begins to say that that must be why Kratos came, but he tells the group that it's none of their concern when they ask why Kratos came to see him. He then tells the group that the Herb grows in Latheon Gorge, which is southeast of the village. He then gives them the Elf Elder's Staff, which he says will allow them passage from the guard there, and says he no longer has anything to say to them. The scene will then end. Enter the Elder's bedroom in the back of the house and examine the painting of the Wonder Chef there to have him appear and teach you the recipe for Cream Stew. Now leave.

Leave the village, Quick Jump through the forest, hop on your Rheaird and fly southeast, as per the Elder's directions. You'll fly near a place that very much resembles the entrance to the Ossa Trail near the edge of a large lake. Land and enter the...

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/\\_\\_Latheon Gorge\\_/\

The guard will let you pass without incident, so follow the path around and eventually, a scene will start. Everybody will notice that there seem to be strange flowers in the gorge. Raine will say that she's read about the flowers before, and that they blow air when they're healthy and fed. Zelos will give her words of praise, but be ignored. Presea will say something about feeding them something as well, and Zelos will whine about not getting any attention. Lloyd will tell him to knock it off and the scene will end.

Examine the Function-Changing Pedestal to change the Sorcerer's Ring. It will now encase everyone in an air bubble, which will let the wind carry them very easily.

At the split, take the north path to gain access to an EX Gem Lv. 4. Keep heading to the right and you'll come to a chest containing some Rare Pellets. Now run back to the split and take the southern path, running up the hill here. Time your activation of the Sorcerer's Ring so that the flower will blow you across the gap. Examine the flower here to start a scene.

Lloyd, Presea and Genis will look at the wilted flower here and say it doesn't look like the others. Presea will wonder if they should feed it the Kirima that's growing on a nearby tree and Lloyd will say that they should give it a shot. The scene will then end.

Head over to the tree the gang mentioned before and keep picking Kirima until you can't hold anymore. Go back to the flower and choose to feed it to revive it, then have it blow you across the gap. Once you're on the opposite hill, run to the right and down the slope, crossing the bridge to you come to into the next section.

Run all the way east and you'll come to a treasure chest containing an EX Gem Lv. 3. Run up the slope (being careful of the incredibly fast shark enemy here), then head southwest on the slope, taking to the path you find here to a shaded treasure chest. Open it for Lloyd and Genis to discover the next Devil's

Arm, the Diablos\*.

(\*Author's Note: If you're determined to finish the Devil's Arms side quest, do be sure to pick this up now, as you won't have an opportunity to again once you leave the dungeon.)

Now run back up onto the main part of the hill and go back to the left, grabbing the chest containing an EX Gem Lv. 3. Head north and revive the wilted flower with a Kirima, then head back to the flower on the other part of the hill. Have the flower blow you over to the ledge on the other side. Examine the tree to start a scene. The gang will say that this tree has Amangoes on it, which only eat Kirima. Lloyd will say that they should take some and the scene will end.

Stock up on Amango until you can't hold anymore, then feed two of them to the flowers that you see here. They'll wilt. Keep going to the right and up the slope to reach the next section.

Work your way along the path until you come to a chest containing an EX Gem Lv. 3. Collect it, then revive both the flowers you find, having one blow you over to the southwest. Run along the hill and have the flower here blow you over to the northern ledge. Open the chest here for a pair of Flare Greaves for Regal. Continue to the right to open a chest containing a Toroid for Colette. Go up the small hill here and revive the flower with a Kirima. Go back to where you were blown on this ledge and get blown back to the previous ledge, then have the large blue flower blow you west into another section.

You'll have to do something here, but for right now, let's take a detour. Have the other blue flower here blow you out into the air. The bubble will pop and you'll fall to the base of the waterfall. On the little island you're on, revive the flower facing north, then have it blow you across the gap. Run to the left and open the chest here for a Star Cap. Have the flower to the east blow you back over to the island, then ride the wind of the other flower here to blow you east, granting you access to another chest containing a Rare Shield for Zelos at the end of the path next to the larger flower. Now have the large flower blow you back to the second section of the gorge. Work your way back to the section we took the detour from.

Once you get back there, climb the southeastern hill and revive the flower facing toward the south. Have it blow you off the edge and you'll fall onto a ledge in the first section of the gorge. You'll also land next to a chest containing an EX Gem Lv. 4. Have the flower blow you off the ledge and work your way back to the five-point crossroads you were at before.

Once you're back, it's finally time to move on. Head up on the northwest hill, allowing the left-hand flower to blow you across. Kill the flower on the left here and use the other flower on the hill to get back across. See the flower facing northeast here that's wilted? Revive it with a Kirima, then have it blow you to the final hill, allowing you to go up the slope.

There's a wilted flower that you will come across here. Revive it with a fruit, then ride the other flower across to the next section.

Have the flower blow you to the left, then have the large blue flower blow you across the waterfall. Keep heading right, reviving the wilted flower that you come across so that it blows up. Float to the left, revive the flower here, then head on into the cave that you come to.

When you enter, you'll see a chest. If you open it, you'll find a Fake. Same rules as both times before apply; hit it with magic and equip Lloyd with some

Quartz of any type to get it gone. You'll get an Elixir and an All-Divide for the effort.

Head up the hill and curl around, defeating the slug enemy here to obtain this dungeon's Memory Gem. Go up the next slope and go southeast to find a chest containing a Draupnir. Return to the second highest ledge and make your way west, taking the southern path once you come to the split. Have the flower blow you to the right go left. A scene will start.

Zelos will start whining and ask if they're there yet. Lloyd will say that they've come a long way and that they should be there soon. Colette will agree and the scene will end. Go up the slope.

Run forward and you'll come to a wilted flower. Revive it, then cross the bridge to your left. Revive the flower you see here, then return to the other flower you just revived. Have it blow you across the chasm. Eventually, you'll be blown up above the waterfall and land on a rock. The rock will fall and flow downstream a bit, finally lodging itself at the crest of the waterfall, splitting it in two. You'll land on the bridge, don't worry.

Head back left and go past the house for right now, opting to go after the chest to the south you'll come to that contains a Battle Pick for Presea. Now go back to the house and save on the Memory Circle.

Enter the house and head to the back. Examine the rabbit you find to have the Wonder chef appear and teach you the recipe for Pescatore. Now talk to the elderly elf to start a scene.

The group will ask him if he's the elven Storyteller and he will say that he is. They will ask him if he will give them some Mana Leaf Herb to help their friend. The Storyteller will say that he would like to say that they could take as much as they wanted, but it's in a difficult place and he's not sure that Lloyd and the others can get to it. Lloyd will say that they'll go anywhere to get it and the Storyteller will eventually lead the group outside. He will show them a path down the mountain slightly and say that the Herb is in the cave at the end. The group will thank him and the scene will end.

Head down the slope and to the end of the path and a scene will start. The gang will see the cave that the Storyteller talked about and say that this was probably what he meant by it being in a difficult place, since it was behind the waterfall (you already split it before, so that's why it's visible now). Eventually, the scene will end. Ride the flower across the gap and you'll land on the ledge. Use your Memory Gem to unseal the Memory Circle, heal, put Genis in your battle party, turn off all his spells except for Fire-based ones and save. Now enter the cave and a scene will start.

The group will see the Mana Leaf Herb sitting in front of them. Lloyd will be happy and say that they can finally save Colette. The group will then wonder why it was so easy to get to it and the ground will suddenly start to shake. A large plant creature will come out of the ground and stop the group from coming any closer. Time for a battle!

Plantix (36,000 HP) has a variety of attacks at its disposal, the most frustrating being Beetle Rush, which has the opportunity to attack your entire party in one go. Fortunately, like most plants, Plantix isn't too keen on fire, so turning Genis into the resident pyro beforehand will help to kill this sucker quick. Tossing some Red Quartz to Lloyd (and Zelos, unless you equip his Flame Dagger for this fight) can help, or have Sheena hit him with an S. Seal: Fire. Also, if you have Sheena in your party, bring Efreet into the fight to really lay the smackdown on him if she manages to hit Over Limit. Either way,

you should take him down easy.

After the fight, the group will say that Plantix must have been the real reason why the Herb was in a difficult place. They'll wonder why the Storyteller didn't say anything specific about, but Lloyd will say that it doesn't matter, since they can get the Herb now. You'll then officially acquire the Mana Leaf Herb and an automatic Z Skit, "There She Goes!" will start.

Raine will be excited to see the plant and Lloyd will say that it's been a while since she's been so happy. Raine will tell him that it's been a long time since this plant was seen in the world and begin to go into a lesson about the Olfe Uprising. Lloyd will say that he doesn't want to study and ask Regal to help him stop the Professor. Raine will tell him not to interfere since she's going over the importance of the Uprising. Regal will say that it *\*is\** an important part of modern Tethe'allan history and ask her to continue. Lloyd will say he doesn't want to study and the skit will end. You'll find yourself in front of the Storyteller's house once again. Save at the Memory Circle and go inside. Talk to him again to start another scene.

The gang will ask the Storyteller why he didn't tell them about Plantix. He will respond that it didn't really matter, since they would have gone after the plant anyway. Lloyd says that that's true since it's for their special friend. Colette thanks him and Raine asks the Storyteller if he really passes stories from one generation to the next. The Storyteller confirms this, saying that he passes many stories down, including the stories of the rise and fall of the Balacruf Dynasty, the Great Kharlan Tree, and the story of Mithos.

Zelos stops him, saying that he thought that Mithos' name was taboo in Heimdall. The Storyteller tells him that this isn't Heimdall and Lloyd asks who Mithos is, since he's heard his name everywhere. The Storyteller tells him that Mithos was an outsider born in Heimdall and that Mithos was cast out of the village at the beginning of the Kharlan War because he was a half-elf. Mithos and his companions, only one of which was human, the others being half-elves, ended the war so that they could return to the village. Zelos will say that he can't believe that Mithos was a half-elf, but the Storyteller will say that it's the truth.

Regal will then ask why Mithos' name is taboo in Heimdall. Genis will say that it's because he was a half-elf, but the Storyteller will say that he's wrong. He will go on to say that Mithos' name is taboo because Mithos, who was loved by Origin, is a fallen hero. Mithos Yggdrasill betrayed Origin and used the Eternal Sword Origin gave him to split the world in two along with his older sister Martel and their companions, Yuan and Kratos.

Everyone will be shocked, unable to believe that Kratos is Mithos' companion from 4,000 years ago. The Storyteller will explain that one of the techniques that the angels developed during the Kharlan War was to use the body's mana to stop its internal clock, allowing them to stop aging.

As everyone tries to figure out what they've been told, Zelos will say that at least they know one thing for certain: The Eternal Sword and the power of Origin are the keys to everything. Lloyd will say that there has to be something they can do about it, but both Zelos and Genis will tell him that it's no use in thinking if you don't have any good ideas.

Eventually, the group will say that since they have all the materials they need, it's time to head to the Tower of Salvation to try and get a fragment of mana. Zelos will say that they need to get his Cruxis Crystal to get into the Tower, so they need to head to the SE Abbey in order to get it. The group will agree and the Storyteller will ask the Great Kharlan Tree to protect them. The

scene will then end and you'll find yourself back at the entrance of the gorge. Exit to the World Map. You should be heading for the SE Abbey, but let's take a little detour for right now. Warp to Sylvarant and fly to the Palmacosta Ranch.

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/\\_\\_Palmacosta Human Ranch/\\_\  
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Run along the right fork and a scene will start.

The group will find Yuan in one of the craters, apologizing to Martel. They will be surprised to see him and say that must still be looking for the ring. Lloyd will take it out and ask him if that's what he's looking for. Yuan will demand that Lloyd give it back to him. Sheena will say that he doesn't know how to ask for things and Yuan will beg Lloyd to give it back to him, as it's very important. Lloyd will give it back and Yuan will thank him. Lloyd will then ask if he's really one of Mithos' companions from 4,000 years ago and Yuan will say that he is, but he never expected things to turn out like this. Lloyd will also ask if there was something between him and Martel and Yuan will suddenly take his leave.

After he's gone, Lloyd will wonder why Yuan left so suddenly. Sheena and Zelos will say that he's dense, and that Yuan and Martel were in love and possibly even married. After a bit more talking, the group will wonder why no one told them about some things that neither Yuan nor Kratos ever mentioned to them. They will wonder if they're still hiding something and the scene will end.

Leave the ranch and warp back to Tethe'alla. Fly to Meltokio.

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/\\_\\_Meltokio/\\_\  
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Go to Zelos' mansion. When you enter, Sebastian will tell the group that an emissary of King Tethe'alla has asked a favor of them. The group will wonder what he could possibly want with them, since he said that he never wanted to see them again. A guard from the castle will then enter, saying that the King wishes to see Zelos and asks them to come to the castle. He will then leave. Do as he wishes and head over to Castle Tethe'alla.

Once you arrive, another scene will start. The King will tell everyone that Princess Hilda has been kidnapped by the Pope and his Papal Knights. He will say that the Pope wants Zelos in exchange for Hilda, but asks him to take care of the Pope once and for all and save Hilda. Zelos takes a moment to consider the request, reminding the King that he said he never wanted to see him again. The King will be shocked at Zelos' insolence, but Zelos will agree to save Hilda. The King will say that the exchange is to take place at the Grand Tethe'alla Bridge and beg Zelos to save his daughter. The scene will then end. Head to the bridge.

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/\\_\\_Grand Tethe'alla Bridge/\\_\  
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Once you arrive at the bridge, another scene will start. The Papal Knights will say that the exchange will start now and both Zelos and the Princess will begin to walk towards each other. Suddenly, Zelos will say that she isn't the Princess, since Hilda is more slender. The Princess will suddenly transform into...Kate! She will warn Zelos, saying that it's a trap and that her father plans on killing both Zelos and Princess Hilda. Lloyd and the others will defeat the Knights and Kate will suddenly crumble to the ground. Seems like the Pope poisoned her. The gang will decide to help her and take her back to Zelos' mansion.

At the mansion, Kate will thank the group and tell them that her father is hiding out in Gaoracchia Forest. All of the group will leave except Zelos. Sebastian will ask if Zelos is all right with helping a half-elf and Zelos will respond that he's going to try to stop hating half-elves. Kate will be thankful and the scene will end. Fly to the Mizuho side of Gaoracchia Forest.

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/\\_ Gaoracchia Forest /\\_

When you enter the forest, a scene will start. The Pope will curse Kate for ratting them out and the group will ask how he could use Kate's love for him to do such a horrible thing. The Pope will tell them to shut up, since the kingdom is rightfully his to begin with. The gang will ask what he means and Zelos will say that the rumor about the previous King's other son really being a commoner must be true. The Pope will say that it is and because of his status, he wasn't allowed to take the throne, but became Pope instead. He then says that the group knows too much and he sends his goons after them. Fight the easy battle for the scene to continue. The group will capture the Pope and Hilda will thank Zelos (much to Lloyd's chagrin). Sheena will scoff and Zelos will attain the title of "Princess Guard." They'll take her back to Meltokio.

(Special Author's Note: You can head back into Gaoracchia Forest after this event to the chest you passed over earlier to obtain another Devil's Arm, the Fafnir.)

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/\\_ Meltokio /\\_

Back at Castle Tethe'alla, the minister to the kingdom will say that the Pope has been officially dismissed and will be questioned. The King will thank Zelos and everyone for rescuing Hilda. He will then say that in order to prevent being tricked again, he'd like to rule over the kingdom with the help of both Zelos and the Church. Zelos will agree on the condition that he will try to repeal the laws against half-elves put into effect by the Pope. Hilda will be surprised and the King will say that it won't be easy. Zelos will say that they need to try anyway.

Eventually, Hilda will say that a party will be thrown in honor of her rescue and that she's asked the royal designers to make new clothes for the group. She will say that they'll be sent to the mansion once they're complete. The group will thank her and the scene will end.

Now it's time to get back on course and save Colette. Save at the Sancta Caussius and head for the World Map. Once you're there, fly straight south until you're flying above the Temple of Darkness, then fly east until you're at the very tip of the southeastern continent. Touch down and enter the...

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/\\_ SE Abbey /\\_

Once you enter the Abbey, go a little to the right and you'll see a door with two guards. Go through the guards (you will be able to, trust me) and go on up the stairs. Talk to the lone girl you see here to start a scene.

The girl turns out to be Zelos' little sister, Seles. Seles will say that once again, the Chosen is out and about, wandering aimlessly. Zelos will bluntly ask her to give him back his Cruxis Crystal. Seles will hand it over (along with a little bit of venom, I might add), saying that it rightfully belongs to the Chosen. She'll then ask him to leave if his business is finished. Zelos will



sound hurt and say that he's going, but as he's leaving, Seles will try to call out to him. Zelos will stop, but Seles will say that it's nothing. Zelos will leave and Seles will tell him to take care after he's gone. Lloyd will say that he wasn't able to hear that, but Seles will say that she didn't say anything, so it doesn't matter if her big brother couldn't hear it. Genis will laugh and say that she called him Big Brother, but Seles will deny it, ordering them to leave.

The scene continues downstairs with Zelos commenting on how Seles acts towards him. Lloyd will say that she isn't very nice, but Zelos will say that it isn't her fault she acts that way. As he's about to go into specifics, he drops the subject and says that they should be heading to the Tower of Salvation. After agreement among the party, it's time to go.

Leave the Abbey and fly to the center of Tethe'alla. Land and enter the Tower.

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/\\_Tower of Salvation\\_/\

After Zelos activates the stairs, run on up and a scene will start.

Colette will say that coming here reminds her of her journey of salvation back in Sylvarant. Raine will say that she's curious to see what the Tethe'allan Tower of Salvation's design is and order Zelos to open the door. Zelos will say that she can be really scary at times and open it, then say that he really looks the part of the Chosen. Presea will start to say something about how Zelos is acting, but be at a loss for words. Sheena will ask if she means he's being more annoying than usual, but say that he always acts like this. Zelos will say that she's harsh and Lloyd will suggest that that they knock it off and get going. Zelos will agree and laugh, which Regal will say is disturbing. Zelos will then say to himself that Presea's pretty sharp. The scene will end. Enter the Tower.

Run up to the warp portal and head on up. When you arrive on the next floor, a scene will start. Regal, Zelos and Presea will gasp, horrified by what they see. Sheena will ask if they're really in Tethe'alla. Colette will say that she can't stop shaking, as this is the same place as before. Raine will then show Lloyd a pillar that was knocked over when the group first met Yggdrasill. Lloyd will begin to wonder what's going on when Kratos will suddenly arrive on the scene. He will say that since the Tower of Salvation is one of the poles that connect the two worlds, it would make sense that it's the same place.

Eventually, he will say that he's taking Colette. Lloyd will ask him if he's still trying to do that. Kratos will respond that he has to. Lloyd will say that he kept hoping that Kratos was good, but he apparently isn't. Kratos will say that he hoped that would be obvious at this point. Lloyd will ask him if he really thinks they're going to let him take Colette. Fight time!

Kratos (25,000 HP) seems to have gotten a little better. He's a bit faster and likes to use his techniques far more often than he did the last time you fought him. He's also apparently grown fond of using Judgment, which he casts at his earliest convenience. Luckily, he doesn't seem quite so intent on taking Lloyd out first anymore. He attacks all your party members somewhat equally, but he is starting to get a bit wise, going after the healers (either Zelos or Raine, depending) before most others.

Get in there and give him Hell. Sword Rain: Beta, Raining Tiger Blade and Hunting Beast\* are going to be your best techs here with Lloyd, but \*\*do not be scared to block if Kratos starts comboing you.\*\* He will usually follow it up with his infamous Lightning Blade/S. Lightning Blade combo, which, while they

are somewhat weak attacks on their own, can do some damage together and has the ability to stun. Kratos is indeed tough, but stay on your toes and you'll be fine.

(\*Special Author's Note: Sword Rain: Beta, Hunting Beast and Raining Tiger Blade are three of Lloyd's best techniques [the other one being Lloyd's secret technique, Falcon's Crest]. Both Hunting Beast and Raining Tiger Blade have the added effect of knocking the enemy down [which some argue is bad], but I tend to think of it as time that they're not hitting up your party or casting spells. Sword Rain: Beta is just to get in a lot of hits in a relatively short amount of time.)

After the fight, angels will surround everyone and Kratos will tell them that resistance is futile. They'll then be captured and taken to the upper level of the Tower.

The group will be separated into males and females and placed in two prison cells. Lloyd will wonder what Cruxis is going to do with them and Zelos will say that he doubts they'll kill them until they've finished treating Colette, since she's useless the way she is now. Genis will say that Kratos must have set them up, since it seems rather convenient that they would capture them after they had all the materials to treat Colette. Lloyd will wonder if Kratos used and betrayed them again and Zelos will try to offer Lloyd some comfort.

After some trying, they'll find that no one on either side seems to be able to open the gate. Regal will then tell Lloyd to move and he'll blast open a way out with his hands, much to everyone's shock\*. After everyone is back together, they'll ask him what that attack was. Regal will respond that he was originally trained to fight with his hands, not his feet, and since Exspheres multiply the user's abilities several times over, this result should be expected. Zelos will ask him why he just doesn't fight with his hands and Regal will say that he swore never to fight with his hands again, and only used his hands this time to save Lloyd. After a bit more talking, the gang decides that it's time to mosey on out of here and the scene will end.

(\*Special Author's Commentary: Kamehameha much? Oo;)

Take the platform across the gap and run to the left, saving on the Memory Circle. Go up the small set of stairs and attempt to warp up to start a scene.

Lloyd, Raine and Colette will wonder why the portal isn't working and Raine will surmise that there must be something wrong with its destination. Colette will say that she'll fly around and take a look. Lloyd and Raine will tell her to be careful, and she'll agree. She then takes flight and leaves the other behind.

Colette will fly onto a ledge up above and notice that some boxes appear to be on a teleporter. She'll then say that this must be the problem. Once you have control of her, move the boxes around so that they don't block the pad. Once you do, Colette will warp back down to the others and they'll comment on how fast she was. The scene will end afterward, so warp on up and officially enter...

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/\\_The Holy City: Welgaia/\_\

Once you officially arrive, another scene will start. Lloyd will be surprised to see angels everywhere and Raine will say that it looks like almost all of them have completely lost their souls. Zelos will say that with so many angels around, they're likely to get caught if they keep wandering around. Raine will

agree and say that all of them should pretend to be Colette's prisoners, as it'll be easy for Colette to walk around in Welgaia since she's an angel. The others will agree and the scene will end.

Run to the right and you'll see two doors; one to the right and one to the north. The one to the right is the one you need to take, but let's do a little detour. Take the northern door. You'll be in a smaller area with two doors on the left and right and an elevator in between them. Go into the left door to find a chest containing Regal's Devil's Arm, the Apocalypse. Now return to the large area and go into the right door. You'll be in a large warehouse-type area. Speak with the angel on duty to start a scene.

Colette will ask the angel for a fragment of mana, but the angel will say that fragments of mana are no longer being distributed and order her to return to her area. Colette will be sad that he won't give it to her and Lloyd will ask why. The angel will begin to wonder what a normal human is doing in Welgaia and Raine will quickly come to the rescue, ordering Lloyd to be quiet and saying that they're part of the Cruxis Crystal research that's being conducted. The angel will say that he does remember there being talk of such experiments and ask for their identification. Lloyd will ask if they really need it, and the angel will say that they do. When things seem bleak, Kratos will suddenly appear on the projector and say that he's sending over a courier to pick up a fragment on mana they need for the ritual of the Chosen. The angel will say that he'll hand it over when they arrive and the transmission will end.

Colette will say that they are Kratos' couriers and the angel will wonder about them, since they just said that they were using the fragment for Hi-Exsphere research. Raine will say that the fragment is being used for both, so they came to retrieve it. The angel will continue to doubt them, since Raine and Genis seem to be Desian-class and have humans among them. Lloyd will say that while he's going over all the nit-picky details, he's keeping Yggdrasill waiting and ask him if he really wants to make him mad. Genis will say that Yggdrasill is scary if you cross him and the angel will finally relent, flying off to get the fragment. He'll return with it a moment later and tell the group to be sure they get it to them. You'll then acquire the Mana Fragment.

Leave the area and head back to the left, running up the moving sidewalk you find to the north into the next section. Once you're there, a scene will start. The group will see a large portal and wonder if that's the way back to the surface. They'll agree to check it out and the scene will end. Run over to said portal to start another scene. The angel on guard duty there will ask to see their identification and the group will start to get frustrated. Zelos will eventually say that this can't be the only exit, since if it breaks, they're screwed. The group will agree and say that they should search for another path. The scene will end there. Continue to the right and head to the next section.

Go all the way to the right and you'll eventually come up to a large information terminal. Read up on the World Prolongation Project, Derris-Kharlan and the Eternal Sword. Afterward, Lloyd will say that all the information is pretty mind-numbing. Raine will agree and say that they should try and find a way back to the surface as soon as possible and the scene will end.

Run back to the left, taking the stairs down that you'll come to right before you hit the threshold for the previous section. Hop on the platform you come to and ride it to the left, coming to the emergency exit. A scene will start. Everyone will be happy that they found the exit and say that they should make a break for it before anyone figures out that they're gone. Regal will then say that it appears to be too late and point everyone in the direction of the angel they tricked earlier flanked by two guards. The group will quickly warp away, with Regal and Sheena just escaping before the angels arrive to capture them.

Escape time!

(Special Author's Note: This area contains a lot of Cruxis' guard bots, many of which carry weapon and armour-making materials such as Brass and Metal Spheres. If you have Colette's "Item Getter" Compound EX Skill, stick her in your party and put her to work using her Item Thief/Item Rover. If you haven't used Colette much and don't have Item Rover, this is a perfect area to help her learn it.)

From the warp panel, follow the path left, saving on the Memory Circle when you come to it. Head on into the next section. Go down the stairs, grab the chest containing an EX Gem Lv. 3, then follow the path to the left, ignoring any chance to branch off (we'll come back here later for some nice swag). The path will suddenly start to go south, but keep going and go down the stairs that you'll find at the end of it. Go along the path until you come to a set of double doors that will be on the right. Go in them and a scene will start.

Lloyd will be walking along when he'll suddenly start floating in the air. Raine will say that this must be weightlessness. Lloyd will ask her what she means and both she and Genis will explain that since they're so high up in the sky, Gnome's power can't reach them, so gravity can't take effect. Genis will also tell him to be careful, since if he starts moving, he won't stop until he hits something. Suddenly, Zelos will go flying by, saying that weightlessness is fun, only to crash into a wall two seconds later. He'll float back past in pain and Lloyd will say that he'll be careful. The scene will end.\*

(\*Special Author's Commentary: Even though I've recently become a fan of Zelos, this scene ranks among my most favorite in the entire game because of what happens to him. ^^;)

Anyway, you'll soon find yourself in a large room with lots of terminals and things around. It's your task to navigate around the room similar to how you did in the Temple of Ice to get where you need to go, only this is a lot more complicated. Now then, let's get floating, shall we?

There is a door on the other side of the room that you need to get to. To go there, go:

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

You'll stop right in the doorway. Go on through.

At the end of the small path, you'll find a treasure chest containing an EX Gem Lv. 4 and the Red Gate Lock Control Mechanism. Examine it to turn it off. A small alarm will sound. Return to the weightless room, make your way back to the door you came in through and go back to where you started. You'll see that one of the gates has opened to the right of the door, so go through there. Continue along the path and you'll eventually come across a chest containing a Rare Guard for Colette or Presea. Return to the main junction.

You can go back up the stairs and save if you like. Regardless, go up the northern path this time, ignoring the door for now and going off to the left and heading down the stairs. When you reach the bottom, hit both of the short pathways to the south to find the Nagizuki for Sheena and a Laser Blade for Zelos. Go to the northwestern part of the room to find the Blue Gate Lock Control Mechanism. Examine it and disengage it like you did the other one. Now return to the main junction.

From the main set of stairs you came down, follow the path south and around to

the right and enter the door you'll find. Follow the path right, then south to come to a chest containing a Holy Robe for Raine. Follow the path around and down the stairs. Continue on the path, going on the northern path when you come to it. You'll find the Dragon Fang for Regal inside a chest in this room. Go back south and continue left, coming to another chest along the wall containing an EX Gem Lv. 3. Follow the northern path up the stairs and into the next section. From here, go left through the doorway, then head south to find yourself back in the main junction. Make your way back to the weightless room.

When you get to the room, follow this path to get to an elevator:

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

When you have the option, choose to ride the elevator. You'll find yourself in another room very much like the previous one. Follow these directions to get where you need to be:

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

Go on through the door and start following the path. When you come to a split, take the northeastern path to come to a chest containing some Energy Tablets. Now go back and take the southern path, following it into the room that you just left. You may not be able to see yourself, but you're in the doorway on the right side of the room. Follow these directions to get to another elevator:

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

Choose to ride the elevator when you have the option. Once you find yourself in the very first weightless room, just go left to access yet another elevator and choose to ride it. You'll be in another weightless room. Follow these directions to get out:

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

In this room is a chest containing a Holy Circlet and a glowing terminal. Examine it to find the Elevator Key. Go back to the weightless room and float your way back to the elevator. When you make it back to the first weightless room, exit through the left doorway, go back to the Memory Circle and save.

Take the northern path again, this time going through the door to the right that you ignored earlier. Follow the path and you'll eventually come across the elevator doors to the north. Go ahead and enter after you open it with the Elevator Key. Run over to the terminal and choose to go down. When the elevator stops, exit and follow the path to the large warp portal, making sure to pick up the EX Gem Lv. 2 in a chest along the way. Congrats! You made it! Warp on down to the altar room and a scene will start.

The group will be thankful that they made it down in one piece and begin to leave. Lloyd will then notice the sword the Yggdrasill hit him with when they first met. Raine will wonder aloud if it's the Eternal Sword. Zelos will say that there's no way that someone would leave something that important in a place like this. Lloyd will suggest that they take it to the Elder in Heimdall and Genis will agree. As Lloyd makes a move to grab it, he'll suddenly be flung back, being told he doesn't have the right.

Yggdrasill suddenly arrives on the scene, telling Lloyd and the others that it's a waste of effort, since the Sword can't be touched by those who lack the

right. Sheena will say that he must be talking about the pact with Origin. Yggdrasill will laugh and call them pathetic, saying that it doesn't matter since Origin is under Kratos' seal and there isn't any way they could wield the Eternal Sword, ending by calling their journey futile. Lloyd will get angry and say that Yggdrasill is the one that's making futile attempts to revive the dead, asking him what splitting the world has to do with that. Yggdrasill will say that the only reason the world still exists is because it was separated. Lloyd will say that he's wrong and it's because the worlds are separated that everyone is suffering.

Yggdrasill will ask him to think for a moment about why there's a shortage of mana to begin with. He'll then pose the question to Genis. Genis will hesitantly respond that it was because the development of magitechnology resulted in a large consumption of mana. Yggdrasill will nod and say that war consumes an abhorrent amount of mana. Lloyd will tell him not to change the subject and say that there's a shortage of mana because he won't allow the Great Seed to germinate. Yggdrasill will rebut that he's not changing the subject and say that even if the Great Tree were to be revived, another war would cause it to wither and die. He'll go on to say that that is the reason why he split the planet into the worlds of Sylvarant and Tethe'alla; to separate the entities that caused the Ancient Kharlan War in the first place.

Raine will say that since both worlds would go through periods of prosperity and decline, the development of magitechnology is stunted. Yggdrasill will say that it was, though at the moment, Tethe'alla has prospered for a bit too long. Lloyd will say that he's lying and that he's only sacrificing the Great Seed to save Martel. Yggdrasill will agree, saying that it's exactly the same as when Lloyd abandoned Sylvarant just to save Colette. Lloyd and Yggdrasill will have a bit of back and forth before Genis intervenes, saying that it isn't the same since Lloyd is trying to save both worlds where Yggdrasill is a coward who gave up. Yggdrasill will say that it is the same thing, since he's trying to save the world by creating a world without discrimination. Lloyd will begin to say something, but Yggdrasill will continue saying that people are scared of things that are different by they are. By using Exspheres to get rid of the blood that flows between elves and humans, everyone will become the same lifeless beings and discrimination will vanish. Genis will begin to mumble about everyone being the same and Yggdrasill will say that both the Desians and Cruxis exist to make this dream a reality.

Genis will step forward, asking if people will really stop treating them differently. Lloyd will run over, telling Genis not to listen, to think about how Exspheres are made, and to think about Marble. Yggdrasill will say that with revolution comes sacrifice and if he can't understand that, then he deserves to die with the others. He'll then warp down and demand that they hand over Colette. Lloyd will say that he won't let him take her and draw his swords. Yggdrasill will say that he doesn't have a choice. Fight time!

Actually, this fight against Yggdrasill (40,000 HP) is just another fight where you have to hold him off until the game decides to end the fight for you. Stay on your toes and avoid his Outbursts and Judgments when he throws them at you. You should make it out just fine.

After the fight, Yggdrasill flinches momentarily while Colette crumples to the ground. Looks like her disease finally caught up with her. While everyone is busy worrying about Colette, Genis will send a Fire Ball Yggdrasill's way, causing him to double over in pain. Pronyma will suddenly arrive on the scene, furious to see that Genis injured her boss. She charges up a shot and fires it at Genis, but suddenly, Yggdrasill comes and takes the blast for him! Genis will ask him why and Yggdrasill will ask Pronyma why she came down there. Pronyma will explain that new activity in regards to something has come up and

Yggdrasill will say that he understands. He will tell the group that there isn't always a way to save everyone and tell Lloyd that the path that he seeks is nothing but an illusion. He and Pronyma will then leave.

Lloyd will be confused, asking why he let them go. Genis will suddenly pick something up off the floor, saying that it can't be what he thinks it is. Presea will ask him what's wrong and he'll hide it behind his back, saying that it's nothing. Raine will say that they need to treat Colette as soon as possible and Lloyd will agree, saying that they should head back for now. The scene will then end.

Leave the Tower and exit to the World Map. You'll automatically be taken to Altessa's House.

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/\_\\_Altessa's House\_\\_/\

Go into Altessa's place to start another scene. Lloyd and the others will run in, saying that Colette's illness has gotten worse. They will ask Altessa to treat her and he will ask how. Raine will say that they need him to make something called a Rune Crest and that she remembers the procedure from the book. She, Altessa and Tabatha will walk off as the others look over Colette.

Later on, everyone is waiting in the lobby for word on Colette's condition. Zelos will try to offer him some food for comfort, but Lloyd will say that he couldn't possibly eat anything at a time like this. Zelos will be insistent, but Lloyd will keep refusing. Zelos will say that both he and Genis have been looking gloomy since they got back and look over to him. Genis will ask Mithos if they're really friends and Mithos will say that they are. Genis will ask him again and Mithos will agree once more. Genis will then say that he trusts him and Mithos will look at him, remaining silent.

Tabatha will come out, followed by Altessa and Raine, saying that treatment is complete. Altessa will say that the Cruxis Crystal is fully controlled by the Rune Crest now and Colette is sleeping peacefully. Lloyd will be glad that Colette doesn't have to suffer anymore and Zelos will say that they should celebrate with a feast. Lloyd will ask him what's up with him and eating all of a sudden. Zelos will say that he's just worried about him and hug him, much to Lloyd's chagrin. Everyone will then begin fixing up dinner.

Afterward, Lloyd will say that he's suddenly very sleepy. Raine will say that sleeping right after he eats is bad for his digestion, but Lloyd will say that he's only going to take a short nap. He'll then trudge on into the bedrooms.

During the night, someone will come to the house. Lloyd will suddenly be startled awake, saying that he can't move. When he wakes up, he sees Yuan standing over him, ready to shoot him with an electric pulse should he move. Yuan asks him if he wants to see his father. Lloyd will ask him what he's done with his dad and Yuan will warp away. Lloyd will sit up and look at the spot where Yuan was, then run outside.

Once outside, he's greeted by two Renegade guards who draw on him, blocking his path. He spots Yuan a little ways away, along with...Kratos? Lloyd will ask what Kratos is doing there, since Cruxis and the Renegades definitely aren't allies. Yuan will tell him to be quiet, saying that the drug should have everyone sleeping soundly. Lloyd will ask him what he means, then asks where his father is, threatening to cut every one of them to pieces if he's injured. Yuan will patronize him, asking him if that's any way to act when he's about to meet his father for the first time.

Kratos will say that Yuan must have been the assassin that tried to kill him at Hima and Yuan will say that if he values his son's life at all, he'll do as they say. He will then tell Kratos to release Origin's seal, otherwise Lloyd will die right there and then. Lloyd will be unable to believe what he just heard, denying that Kratos could be his father. Yuan will ask Kratos how it feels to be rejected by his own son and Kratos will scoff at him. Yuan will say that he guesses from his attitude, he won't cooperate with them. He'll go on to say that if that's the case, he'll just have to die. One the Renegade soldiers will poke Lloyd with his sword, saying that if Kratos moves, Lloyd dies. Lloyd will grunt at being poked, causing Kratos to get edgy. Yuan will walk up on Kratos, saying that he changed once he got a family and this is just like that time 15 years ago when he lost his ability to fight back; just like when Anna turned into a monster. Lloyd will begin to bristle and Yuan will go on to say that she's an unfortunate woman, since if she had never been with Kratos, she would have never turned out like that.

Lloyd will begin to move in on Yuan, only to be kicked down by a Renegade soldier. Lloyd will pick himself up off the ground and continue advancing on Yuan, telling him not to mock his mother. Lloyd will swing at him with one of his swords, but Yuan will dodge, preparing to hit him with an electric blast. Just as it's about to hit, Kratos jumps in front of it and takes the hit for him. Lloyd will be shocked and Kratos will ask him if he's okay, only to pass out two seconds later himself. Lloyd will fall to his knees and scream, confused about what's going on.

Colette will come outside them and ask what's going on. Lloyd will say that he can't believe that the person that made her suffer so much could possibly be his father. Colette will tell him to calm down and remember that no matter who his father is, he's still himself. She'll then remind him of what he told her when she was becoming an angel. Lloyd will finally get a grip on himself and walks over to Kratos, thanking him. He will tell him that he still can't call him "Dad" and he can't forgive what the Cruxis has done, saying that too many people from all sides have died, saying that they're all victims. He'll say that he can't accept people being sacrificed for a cause and that no life should be born for the sole purpose of dying, ending by saying that he'll continue searching for a way that everyone can live.

Suddenly, Mithos will come outside, congratulating Lloyd for giving an incredibly corny speech. Yuan will be shocked and Lloyd will be slightly confused, asking Mithos what he's doing outside. Mithos will then kill the Renegade soldiers with ease and shoot Yuan, sending him flying. Yuan will ask Yggdrasill (Mithos) how he found out and Mithos will ask Yuan if he really thought he'd be able to get away with it, saying that he had Pronyma keep tabs on Kratos, since it seemed he was leaking information to Lloyd's group. He'll then go on to say that he was actually surprised by the fact that the Renegades were lead by Yuan and kick him. He'll go on to say that if it weren't for his sister's wishes to spare his life, he'd kill him right now. He'll start kicking Yuan repeatedly and laughing despite Lloyd telling him to stop, causing the others to come outside.

Genis will be upset, saying that it was true after all. Mithos will turn to him, asking if he means that it was true that he shouldn't have trusted him. He'll then say that he was right, since he never trusted Genis to begin with. Mithos then tries to shoot Presea, but Altessa jumps in front of the blast, taking it head on. Tabatha begins to say the Mithos saved her, but Mithos tells her to shut up, shooting her as well. Tabatha repeats the phrase a few more times before going silent. Raine will ask him how he could do that to her since he risked his life to save her and Genis will say that he, Altessa and Tabatha all got along so well together. Mithos will say that he never could stand Tabatha and looking at her makes him sick, since she looks so much like his



sister and she was a vessel that failed to accept his sister's soul. Lloyd will yell at him and send a Demon Fang his way, sending Mithos to his knees. Genis will run in front of Mithos, telling Lloyd to stop it since they're both his friends. Pronyma will suddenly arrive on the scene and tell Mithos that his wounds haven't healed yet, suggesting that he leave the group to the angels. Mithos will transform into his older form and agree. He and Pronyma will float into the air, taking Kratos with them and disappear, with three angels appearing to replace them. Lloyd will tell them to get out of the way. Time for a battle.

Even though these guys aren't anything you've seen before, they're not all that tough. You should be able to take them out relatively quickly. After the battle, Mithos will patronize Lloyd, asking if no life should be born for the sole purpose of dying, what does he think the Exspheres are that they're using. The scene will then end.

You'll have control of Lloyd, so it's time to talk to people. Go to where Tabatha is lying on the ground and talk to her to start a scene. Tabatha will be malfunctioning, saying the same phrase over and over again. Presea will apologize for not being able to protect her. The scene will end.

Go talk to Yuan to start another scene. Lloyd will ask him if he's all right and Yuan will say that he's fine, but with this, all their plans have been rendered useless. When the group asks him about it, Yuan will say that he didn't agree with Mithos' plan since it was a twisted perception of Martel's last wish. The group will ask him what is was and he'll reply that she wanted a world without discrimination. The group will shake their heads and Yuan will rise, starting to leave. Lloyd will say that he shouldn't be moving, but Yuan will say that he has to move his troops before Yggdrasill kills them all. Eventually, he will say tell Lloyd that Origin is under Kratos' seal and that the only way to break it is to kill Kratos. However, it would still be impossible for Lloyd to wield the Sword. When Lloyd asks why, Yuan will tell him that Mithos asked Origin to make the Eternal Sword so that only those with the blood of half-elves can wield it. Lloyd will hang his head and the scene will end.

Go talk to Raine to start a scene. She will be attempting to heal Altessa. She will say that it's tough and Zelos will say that it's probably because Altessa doesn't use an Exsphere like they do. Everyone will be worried about him and eventually, the scene will fade.

The next morning, Raine will look over Altessa worriedly. She'll then go to everyone in the lobby and say that she was able to administer first aide, but they need to bring a real doctor very quickly. Sheena will say that she knows a very good doctor in Flanoir that helped Mizuho once when the Chief was ill. Everyone will agree that they need to go there and the scene will end. Leave Altessa's and fly to Flanoir.

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/\\_Flanoir\\_/\

When you reach Flanoir, the group will notice that Zelos has suddenly gone missing. Sheena will say that they don't have time to worry about him and that they need to get to the doctor's office. Lloyd will hesitantly agree and the scene will end.

Take the eastern path, following it around and into the next section. The group will notice Zelos standing outside the doctor's office muttering to himself. When they ask him what he's doing, he tells them not to worry about it and informs them that the building he's standing in front of is the doctor's

office. The scene will then end.

Go into the building and talk to the doctor to start a scene. The doctor will recognize Sheena and ask her how the people of Mizuho are doing. She'll tell him that someone needs his help and he'll say that it seems like things aren't peaceful. Lloyd will tell him to get his materials together quickly, but the doctor will say that it's going to cost him to use his services. Lloyd will begin to get angry, but Sheena will stop him, saying that they'll pay anything. The doctor will say that he'll charge after he's looked at the patient and add in hazard pay and other things with it. Lloyd will mutter about him exploiting people in need, but the doctor will ignore him. The doctor will then say that he'll need a guard party to take with him. The four people that have the lowest affection for Lloyd will make up the escort party (which, unless you do everything you possibly can to get their affection up, is usually Regal, Presea and Zelos). The person with the lowest affection will tell Lloyd that they're taking his Rheaird and the party will leave. Lloyd will say that he guesses he'll stay there and the scene will end.

Now, here is where you have to make a choice. In the following scene, the three people with the highest affection for Lloyd will ask him if he wants to come outside and talk with them. In order to get all the items in the game, you'll eventually have to go outside with a few choice people, but this part has a large bearing on what ending you'll receive in the game. Let's put it this way: If you prefer Zelos, go ahead and go outside with whomever you wish. If you prefer Kratos, read on. (For those that prefer Zelos, hit "\*\*\*\*" without the quotation marks to skip this part.)

Your affection level with Kratos affects when he will call Lloyd's name. Regardless, when he does, have Lloyd go outside to see what's up. Lloyd will go out on the terrace, saying that he must be hearing things. Kratos will suddenly appear behind him with Noishe and walk up beside him. During the course of the scene, Lloyd will ask what happened with Anna 15 years ago and Kratos will explain that after he heard of Mithos' true intentions, he left Cruxis and came back down to the planet, eventually meeting Anna. He rescued her from the Angelus Project and they ran off together, taking Lloyd with them when he was born. However, when Lloyd was three, Kvar caught up with them. He unleashed Anna's Exsphere and since she didn't have a Key Crest, she turned into a monster and tried to attack Lloyd, but Noishe protected him, which is probably when he became sensitive to monsters. Anna regained herself momentarily and asked Kratos to kill her. Kratos begrudgingly complied and the resulting explosion killed most of Kvar's men and also sent both Noishe and Lloyd down the cliff. When Kratos went down to try and find Lloyd and Noishe, he found both of them gone, only the half-eaten Desian corpses, which the local monsters had gotten hold of, remaining.

Kratos will go on to explain that after that, he felt his life had no meaning. He went back to Cruxis and worked for Mithos, but secretly searched for a way so that a human could wield the Eternal Sword. Kratos will say that he had almost no hope left until he met Lloyd, but once he traveled around with Lloyd and the others, he regained the hope and courage to try and defeat Mithos again. Lloyd will try to get Kratos to join the group once more, but Kratos will decline, saying that he still needs to find the way to let Lloyd wield the Eternal Sword and until he does, he can't fight alongside Lloyd again. He will tell Lloyd to defeat Mithos and do his best to save both worlds, then take his leave. Lloyd will vow to stop Mithos and the scene will fade.

It will pick up the next morning with Lloyd coming out of the Olive Inn only to have Noishe meet him. He will notice something in Noishe's mouth and ask if it was from Kratos. Taking it from him, Lloyd will find that it's a locket containing a picture of his mother, Kratos and himself as a baby. Lloyd will

call Kratos "Dad" and the scene will end. You'll then acquire Kratos' Locket.

(Special Author's Note: If you play the game again and choose Zelos, depending on if you choose Colette or manage to be able to choose Zelos to talk with you outside, you can also obtain the Snow Hare and the Chosen's Orb.)

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After the scene, another scene will start up with the other group returning from Altessa's place. They will say that they managed to save him and that he's resting at his house with some people from Mizuho guarding him. Lloyd will say that it's time to attack Cruxis head on. Zelos will get excited, asking Lloyd if he's really ready to do it. Lloyd will say that the only way to reunite the two worlds is to take on Mithos and use the Eternal Sword to bring the worlds back together. Raine will bring up the point of Lloyd not being able to use it and say that she doubts that she or Genis would be able to handle a sword. Zelos will tell her not to worry, since he received magical injections to wield magic swords, so he can do it. Colette will say that they should all work hard, but Lloyd will ask her to stay behind, since she's the one that Cruxis wants. Zelos will say that the only reason he's saying that is because he thinks he can't protect her and Lloyd will get defensive. Colette will begin to comply, then suddenly change her mind and demand to be taken along. Zelos and Sheena will double team Lloyd and he will eventually relent, telling her to be careful. Soon, the group will begin to get riled and decide to head out. After everyone else has gone ahead, Sheena will ask Zelos if Tethe'alla really has a technology that allows people to wield magic swords through magical injections. Zelos will say that they do indeed, for some strange reason.

As Lloyd and Zelos are leaving the city, and depending on what happened the night before, Lloyd will either tell Zelos that he trusts him or ask him if he can. Zelos will tell him that he doesn't have to worry and that they should get going. The scene will then end.

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/\_/ \*\*\* \/\_/\_Special Extras Section: Part I\_\/\_/ \*\*\* \/\_

- I. Special Costume Titles
  - a. Message Delivery in Luin/Lloyd, King of the Pirates/Aifread Found!
  - b. Maid for a Day
  - c. Genis is One Crazy Katz!
  - d. Dancer Once Again
  - e. Sheena's Touching Reunion
  - f. How Zelos Became a Bumpkin
  - g. Presea Saves Lezaren!...Kinda
  - h. On the Hunt in Altamira
  - i. The Saving of the Princess and the Party that Followed
- II. The Tale of Joshua and Rosa
- III. The Hot Springs Fiasco
- IV. The Meltokio Coliseum
- V. The Truth About Raine and Genis...
- VI. The Uncle Game
- VII. The Devil's Arms & Abyssion

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/\_/\_Special Costume-Changing Titles\_\/\_\

- A. Message Delivery in Luin/Lloyd, King of the Pirates/Aifread Found!
-

Fly to Luin in Sylvarant. In order for this event to take place, you'll have to restore Luin to its former glory and then some. To do that, talk to Pietro in front of the destroyed Phoenix Inn (if he's not there, talk to him on the second floor of Echoes in Hima. He'll be there when you get back). He'll say that he wants to rebuild Luin for the kindness they showed him when escaped from the ranch. You'll then be asked if you'd like to donate to the Luin Restoration Fund. I'll warn you ahead of time that it takes a fair amount in order to restore the city; about 485,000 Gald, in fact. Luckily, you don't have to cough it all up at once. You can't, anyway, as it happens (if you want things to go correctly, that is). To have everything go smoothly, donate the following amounts in their proper order (make sure to leave and re-enter Luin between each payment):

5,000; 12,000; 15,000; 21,500; 30,000; 35,000; 40,000; 45,000; 50,000; 75,000; 100,000; 5,000; 5,000; 5,000

Afterwards, Luin will look completely different and the townsfolk will show their appreciation by putting Lloyd, Raine and Sheena statues up around the city\*. Another good thing that will happen is that the Fighting Spirit will start selling stronger weapons.

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Renewed Fighting Spirit  
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Paper Fan- 40,000 Gald  
Tambourine- 40,000 Gald  
Phantasmagoria- 40,000 Gald  
Deck Brush- 40,000 Gald  
Money Bag- 40,000 Gald  
Baseball Bat- 40,000 Gald  
Toy Dagger- 40,000 Gald  
Pow Hammer DX- 40,000 Gald  
Glory Arts- 40,000 Gald

(\*Special Author's Note: If you so happened to choose to keep Kratos with you, come back a little later and examine the plaque in front of Lloyd's statue to view a special scene.)

But now, back on task. Go to the renewed Luin pier and you'll find a very oddly-dressed man standing on a boat. Talk to him to start a scene.

The man will ask Lloyd if he would like to buy his boat for 3,000 Gald. After a few minutes of wheeling and dealing, Lloyd will begin to consider it. When you have the option, choose to purchase it. The man will draw up a contract, have Lloyd sign, then leave. Regal will look over it and eventually inform Lloyd that the boat was merely leased to him, not sold, by a man named Aifread. Lloyd will be angry and the scene will end. Leave and re-enter Luin. Go back to the pier to find Aifread again. Talk to him to start another scene. Lloyd will call him out for tricking him and after a few moments of arguing, he will say that he'll draw up a new contract. Regal will offer to look over the contract to make sure there isn't anything funny going on with it. After a few moments, he'll say that it looks fine and Lloyd will sign. Aifread will tell Lloyd to get on the boat and Lloyd will ask what he means. Colette will look over the contract and say that it's an application to become a pirate. Regal will say that it must have been double-layered. Aifread will then give Lloyd some pirate clothes, saying that since funds are low, he'll have to represent them all as pirates. Lloyd will then attain the title of "Argh, Me Hearties!" After changing, Lloyd will say that the clothes aren't that bad and the others will begin to question his fashion sense\*. The man will then tell them that they're

on the hunt for Spiritua's legendary treasure and tell them to go and look for it. The scene will then end.

(\*Special Author's Note: If Kratos is in the party when Lloyd first gets his clothes, he'll actually apologize to him for not being there to raise him and teach him proper fashion sense. One of Kratos' more humorous moments in the game.)

Leave Luin and go to the Houses of Salvation in Sylvarant in the following order:

Hakonesia Peak, Palmacosta, Iselia, Thoda Geysers Dock

Along the way, the gang will find that they're chasing after High Priest Auguste and Colette will meet up with people who are angry about what happened with the Giant Tree and tell her to ask Martel to bring their loved ones back. When you arrive at Thoda Geysers Dock, run along the pier and talk to Auguste. He will tell Colette that he was asked by Aifread to go on a pilgrimage for his comrades that he lost at sea when the Giant Tree went out of control. Auguste will ask Colette if she knows why Aifread wanted her to go on a pilgrimage herself and she will say yes. She will then pray for the people that were lost and after a few minutes, Auguste will say that he was to give an item to the Chosen after she completed the journey. He will then give them Spiritua's Ring. The scene will then end. Fly to Hima.

Go up to the Adventurer's Graveyard and speak with Aifread. He will talk to them about how the people of Sylvarant are hurting because of Colette's failures. It was for that reason that he wanted her to go on the pilgrimage across Sylvarant; to make her think about the people that died. Eventually, Colette will pray for everyone and Aifread will forgive her. The gang will then remember the letter that Lyla gave them and they will give it to Aifread. He will read it and become panicked. He will write a letter and ask them to give it to Lyla. When Lloyd asks him why he can't do it himself, he will give a lame excuse and run off. You'll then acquire Aifread's Letter. Leave Hima and fly to Izoold.

In Izoold, go to Lyla's house and speak with her. She will read the letter and then demand money from Lloyd. Lloyd will ask her when she means and she will tell him to read the letter. He will find that the letter says that Aifread can't pay back the money he owes Lyla and he says that Lloyd, his first mate, will pay it for him. Genis will ask if she wasn't in love with Aifread and she will say that she would never go for someone like him, and that she's a money lender. Lloyd will ask how much Aifread owes her and she will say that, with interest, it comes to 100 million Gald. Lloyd will be in a state of shock and Lyla will ask him how he plans to make it for her. The gang will say that they found Spiritua's treasure (which was why Aifread borrowed money from Lyla to begin with), but Lyla won't accept just the Ring. Genis will then get the bright idea to sell it to Koton. Lyla will agree, but only if they take Max along with them to make sure they don't fly off with the money. Eventually, the scene will end. Fly to Hakonesia Peak.

Talk to Koton and a scene will start. The group will ask him to buy the Ring off of them. Koton will agree and ask how much they want for it. When the group says 100 million, he will refuse, saying that they would have to add something of equal value in order to get him to buy it for that much. In one of his more clever moments, Lloyd will offer up the Road Pass they got from Chocolat way back when, since Koton said that he was selling them for 100 million Gald. Koton will seethe in anger, but hand over the Gald. The group will then give it to Max. Return to Izoold. Lyla will be happy to see her money and declare the debt paid. The scene will then end.

Go to the pier and talk to Max. After a bit of talking, he will give you Aifread's Hat for Genis. The scene will then end.

#### B. Maid for a Day

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Go to Castle Tethe'alla in Meltokio. Head to the right and go up the stairs, talking to maid in the corner you find here. One of the maids will be worried, since she has to go somewhere and there is no one to take her place on staff while she's gone. Colette will offer to take her place and the girl will thank her. She will tell her to make sure she does her best, lest the head maid, Grace, get angry at her. Colette will try her best, but fall plenty of times during the course of the day. Grace will be furious at her, ordering her to scrub the halls as punishment. After Colette has finished and Grace yells at her more, Princess Hilda will walk by and say that she's never seen the hallway so clean. Grace will thank her for the compliment. After the day is over, Grace will give Colette 100 Gald and tell her that she can keep the clothes. Colette will then attain the title of "Maid."

#### C. Genis is One Crazy Katz!

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Go to the Meltokio Slums (follow the path east after entering the city and you'll run into it). Once you enter, a scene will start.

Genis will see a boy run by chasing a Katz. Genis will chase after him, telling Lloyd that they have to stop him. Lloyd will be slightly confused, but say that he'll come along. They'll follow the boy to the tops of the slums. He will be just about to catch the Katz, but it will jump to another roof. The boy will be sad and Genis will ask him why he was chasing the Katz. The boy, Vice, will be slightly confused, but then say that his dying grandfather wants to see a Katz before he goes, but the Katz won't go see him. Genis will say that that's pretty mean of them and say that they'll help. Vice will thank them and the scene will end. Leave the slums and go to the Belteon. Talk to the Explorer Katz to start a scene.

Genis will ask him why the Katz won't see Noah (Vice's grandfather). The Katz will say that if he wants to know why they won't see him, he should talk to the elder of their village, but say that he won't tell a friend of Noah's where it is. Genis will call him mean and say that its fine by him and the scene will end.

Leave Meltokio and hop on your Rheaird. Warp to Sylvarant and fly for the large island due north. Follow along it until you come to the end and see a small village. Land and enter...

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/\\_Katz' Village/\\_\"

When you enter the village, run up the stairs to the top of the village cliffs and talk to the old, brown Katz that's spinning in place. A scene will start.

Genis will ask him why the Katz won't go see Noah. The Katz Chief will say that it is because when Noah was younger, he used to be a Katz Hunter and tried to find ways of turning the Katz into pets for people. The Katz have never forgiven him for hunting them and that's why they won't go see him. Genis will beg them to go see Noah, but the Chief will still refuse. He will, however, see that Genis means well and give him a Katz suit that Noah used to wear when he

was hunting Katz. The Chief will tell Genis to wear it to try and make Noah think he's talking to a Katz. Genis will still be upset that the Katz won't go and see him themselves, but he will accept the suit and thank the Chief Katz. The scene will end and Genis will attain the title of "Katz, Katz, Katz!" Return to the Meltokio Slums.

Go and talk to Noah and a scene will start. Genis will walk forward and Noah will ask if he's really a Katz. Genis will hesitantly say that he is and meow. Noah will ask him to come closer and he will. Noah will say that he sees now that the Katz still haven't forgiven him and says that now he's able to die. Genis will ask him how he knew he wasn't a Katz and Noah will tell him that since he was a Katz hunter, he can recognize a fake from a mile away, especially when they're wearing his old Katz suit. He will then say that his only regret was not being able to apologize to the Katz in person for all the horrible things that he did to them. Suddenly, a Katz will come up to Noah and say that they have decided to forgive him. Noah will be glad and say that he's able to die in peace. He will tell Vice that he's ready to go and Genis will wonder what he means. Vice will thank Genis and disappear, taking Noah's spirit with him, much to Genis' shock. Lloyd and Raine will ask if Vice took Noah's spirit away. Genis will ask them if they couldn't see him and they will say that they couldn't. Genis will be silent and the Katz will say that they'll handle the burial of Noah's body. The scene will then end.

#### D. Dancer Once Again

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Fly to Asgard in Sylvarant and head up to the Wind Dais Stage. You'll see the Mayor of Asgard and a scene will start. The mayor will be glad to see Raine and she will ask why. He will say that ever since she first performed as the dancer, people have been asking to see her perform it again. Everyone will ask her to do it, but Raine will wonder if she really should. Regal will say that those of the group from Tethe'alla have never been able to see her do it and would love to have the chance. Zelos will enthusiastically second the motion. Raine will say that appears that it can't be helped and agree to do it again. The scene will automatically change to Raine performing on the dais. Everyone will be amazed and entranced by her dancing and Zelos will fall even more in love with her.

After the dance, the mayor will thank her and say that she can keep the clothes as a gift. Raine will thank him and attain the title of "Maiden." The scene will then end.

#### E. Sheena's Touching Reunion

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Fly to Mizuho. (If you have not already fought Kuchinawa, you must do so now.) Orochi will tell Sheena that there appears to be sounds coming from the Chief's house and the Chief may be trying to wake up. Sheena will be shocked and run into the Chief's house.

Inside, Tiga will confirm Orochi's information. The Chief will then begin counting in his sleep, but only get to three. Sheena will ask him what he's saying, but Tiga will tell her that's as far as he ever gets. After talking about how he's been like this ever since the Volt incident, Raine will suggest going back to the Temple of Lightning to look for more clues. Everyone will agree and the scene will end. Leave Mizuho and fly to the Temple of Lightning.

When you enter, everyone will hear the Chief counting, then say that some are missing. Sheena will say that they should head deeper into the temple and the others will agree. Continue on into the next section and head up the steps to

Volt's altar. A scene will start.

Sheena will be shocked to see her grandfather's spirit standing in front of her, counting the Guardians he has with him, saying that three are missing. He'll then say that he can't defeat Volt this way. Sheena will say that she already defeated Volt, but the Chief will ignore her. Lloyd will tell her to summon Volt, since that seems to be the only way to make him listen to her. Sheena will summon him and the Chief will be surprised, then ask her if she has already made a pact with Volt. Sheena will say that she has and the Chief will say that Sheena will be sad. Sheena will try to explain to him that she is his granddaughter, but the Chief will say that that's not possible, since Sheena is only seven. Sheena will say that it's been over ten years since the Volt incident and say once again that she is his granddaughter. The Chief will ask what happened and Raine will say that it may be that the Chief's spirit was separated from his body when he was struck by Volt. Lloyd will ask if that's really possible and Raine will say that it seems like Exspheres further the possibility of it happening. The Chief will say that it's true that he and some of the other villagers use Exspheres, but he didn't know this could happen. The others will then begin trying to think of a plan to take the Chief's spirit back to his body, but he will laugh at them and say that he has already learned how to use his astral body, then fly around and through people to prove it. Sheena will yell at him to stop it and the Chief will laugh, saying that he will go on ahead and meet them when they return to Mizuho, then disappear. You'll automatically be taken to Mizuho.

Once there, Orochi will tell them that the Chief has awoken, but the group will act less than surprised. They will then go inside the Chief's house and have a small discussion. Sheena and the Chief will be reunited and Zelos and Lloyd will decide to give them a little alone time. Afterwards, the Chief will ask them to leave Sheena in the village for a little while. The group will ask why, but Sheena will tell them not to worry about it. Lloyd will say that it's okay and they'll hang out somewhere until tomorrow.

That night, Lloyd and Colette will wonder what's going on with Sheena, but neither of them will be able to come up with anything. You'll then have control of Lloyd at the campfire. Talk to three people and you'll be able to turn in for the night. The next day, the group arrives back in Mizuho to the announcement that Sheena has restored the 12 Guardians of the Village and will be named the next Chief of Mizuho. It will be asked if there are any objections, and the people will say that they have no right to complain and congratulate her. The others will also congratulate Sheena after a bit of talking and eventually, the scene will end with Sheena attaining the title of "Successor."

#### F. How Zelos Became a Bumpkin

Head to Zelos' Mansion in Meltokio. On the stairs, some of his groupies will stop him, demanding to spend time with him. The girls will be furious to see that Colette is with Zelos and Sheena will get annoyed with them. They'll go after Sheena and just as Sheena prepares to go and attack them, Zelos stops them, promising that he'll come and see them eventually, since there's only so much of him to go around at once. The girls tell him to make sure he remembers and they take their leave.

After they've left, Sheena says that she's tired of going through this every time they come to Meltokio and she'll tell Zelos to do something about it. Zelos will say that can't help that the ladies flock to his masculine beauty. Presea then suggests that they cover his face. Everyone agrees that this might be the best idea. The scene picks up after they've gotten a mask and rather



large hat for Zelos to wear. Zelos will say that this will never be enough to mask his handsomeness. A second later, one of his groupies walk by and says that the mask is positively revolting, saying that this is why she can't stand country folk. Zelos will be heartbroken and the scene will end with him attaining the title of "Masked Swordsman."\*

(\*Special Author's Note: A popular alternate title for this costume is "Masked Pimp." This is because the hat Zelos wears is very similar to those worn by pimps in the late 70s and early 80s and because of his reputation with women. Adding to the fact is that you can still use his "Personal" EX Skill while using the title.)

#### G. Presea Saves Lezareno!...Kinda

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Fly to Altamira and head for the Lezareno Company. Go to the President's Office with Regal as your avatar and talk to George. A scene will start.

Regal will ask George if everything is running smoothly with the company. George will say that it is. Suddenly, a girl will come into the room and inform George that the costume that was scheduled to arrive today won't make it. Regal will ask what's going on and he will say that Lezareno is supposed to unveil Altamira's new mascot, Klonoa\*, today, but the EC carrying the costume has broken down. He will go on to describe that Klonoa has long, droopy ears much like Presea's hair. George and the girl will suddenly get the idea to dress Presea as Klonoa. Presea will agree and they'll get her in costume. A little while later, one of Altamira's Bunny Girls will introduce Presea (dressed as Klonoa) as the new Altamirian mascot. Presea will give a less than enthusiastic performance, but the emcee will ask for a round of applause afterward, anyway.

After the event, George will thank Presea for doing the job and say that she can keep the costume as a reward. Presea will then attain the title of "Dream Traveler."

(\*Special Author's Note: Klonoa is actually another one of NAMCO's huge series stars. There are several popular games starring him and his friends that take place in their realm of Dream World, hence Presea's title, Dream Traveler.)

#### H. On the Hunt in Altamira

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Fly to Altamira. Make your way to Hotel Lezareno. There should be a woman standing in front of it. Talk to her to start a scene.

The woman will tell Lloyd that her four daughters are lost and she has no idea where they are. Colette will tell Lloyd that they should help her out. When you have the option, choose "Sure." The woman will thank Lloyd and say that they shouldn't have left Altamira. Lloyd will say that he understands and the search is on.

To find the first girl, head on into Hotel Lezareno and take the elevator up to the third floor. Go around to the bulletin board to see a girl standing there. This is Diana, one of the woman's daughters. Make Zelos your avatar and talk to her (the girl makes Zelos looks modest. She only wants handsome guys talking to her). Diana will say that she understands her mother wants her to come home and she'll leave.

Leave the hotel and head down to the beach. Make your way to the very far end and talk to the lone boy standing on the beach. It's actually a girl and her name is Jo, another of the woman's daughters. Jo will tell you that she's

surprised that you figured out she was a girl and go back to her mother.

Go back to the main part of town and head for the sea trolley. Opt to go the Amusement Park rather than the Lezareno Company. Once you get off, talk to the little girl standing at the very first stall to the right. This is Beth, another of the woman's daughters. She'll say that she'll go back to her mother. Leave the Amusement Park and go talk to the mother again. She will say that Beth is more than a little laid-back and you may have to talk to her a couple of times to make her do something. Go back to the Amusement Park and talk to Beth again. She will say that she was thinking that it was about time to go back and finally return to her mother.

Go back to the mainland and head for the beach again. Head over to the concession stand and talk to the girl at the counter. This is Mary, the last of the woman's daughters. She'll say that since everyone else went back, she'll return to her mother. (If you tried to get her to go back before this, she would have told you that she didn't want to go back until her sisters had already returned.)

Go talk to the mother again and she will thank Lloyd for finding her daughters. She will say that she left a package for him and to talk to the manager of Hotel Lezareno to pick it up. She and her daughters will then leave. Enter the hotel and talk to the receptionist at the Check-In counter to start a scene.

The hotel manager will appear and tell Lloyd that a package arrived for him. Lloyd will say that it must be the woman's reward. The manager will inform him that they are swimsuits and rooms have been prepared for them to change in.

A little while later, Lloyd will come out in his swimming gear. He will attain the title of "Beach Boy." The manager will inform him that his companion is waiting for him. Lloyd will wonder who it is. You'll then be given the option to choose a member of your party that you want to get their swimsuit costume as well. (It's important to note that relationship level between Lloyd and the person you choose will increase.) After choosing, the person you chose, as well as the two characters with the highest affection for Lloyd will be waiting for him near the exit. The list of swimsuit titles is as follows:

Colette will attain the title of "Mermaid."  
Genis will attain the title of "Beach Comber."  
Raine will attain the title of "No, Not the Sun!"  
Sheena will attain the title of "Queen of the Beach."  
Zelos will attain the title of "Pick-Up Artist."  
Presea will attain the title of "First-Timer at Sea."  
Regal will attain the title of "Swimmer."

Following the small conversation in the hotel, it's off to the beach! Talk to the three people you came with for some amusing scenes.

(Special Author's Note: This side quest can also be done with Kratos in the party. However, if he manages to get to go to the beach either by choice or by affection, he does not receive a swimsuit [much to many a fangirl's chagrin, including this one].)

(Author's Note: All of the preceding costume-changing side quests, with the exception of Zelos', can be done with Kratos in the party. The following side-quests, however, cannot.)

I. The Saving of the Princess and the Party that Followed  
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(Author's Note: Yes, this was mostly covered in the guide already, but because this is covering all of the costume-changing titles, I'm doing it over again. Just bear with me here.)

Fly to Meltokio and head for Zelos' mansion. Enter for a scene to start. Sebastian will tell Zelos that an emissary of King Tethe'alla has sent a message saying that he requires Zelos' immediate presence. Zelos will wonder why, since the King told him he never wanted to see him again. Lloyd will say that he's interested to hear what the King has to say and they should check it out. The messenger will arrive and ask them to hurry. Leave Zelos' house and head for Castle Tethe'alla. Upon entering, a scene will start.

One of the Pope's chancellors will inform the group that Princess Hilda has been kidnapped by the Pope. He has demanded that the King turn over the Chosen in exchange for her safe return. Lloyd will ask if he thinks they'll really go along with that, but the King will say that he misunderstands. What he really wants to do is have Zelos and the others capture the Pope for good. Zelos will ask why he should do something for someone who said he never wanted to see him again. The chancellor will yell at him, but the King will say that Zelos is right to scorn him, but ask Zelos to rescue Hilda for her own sake, not his. Zelos will agree and ask where she is being held. The chancellor will say that the exchange is to take place on the Grand Tethe'alla Bridge. The group will take their leave. Leave Meltokio and head for the Bridge. Once you get on it, a scene will start.

The Papal Knights will oversee the exchange, demanding that Zelos and the Princess cross at the same time. As they do, Zelos will say that the woman that passes him isn't Hilda. She will try to rebut, but Zelos will say that the real Princess is more slender. The fake Princess will suddenly transform into...Kate! She will tell Zelos that her father plans to kill both him and the Princess. The Papal Knights will take this opportunity to make a break for it. Soon afterwards, the gang will notice that Kate has been poisoned. Zelos suggests taking her back to his mansion.

Back at the mansion, Raine manages to save Kate. Kate tells them that her father is hiding deep within Gaoracchia Forest. After a bit more talking, most of the group will take their leave. Zelos will hang back slightly and tell Sebastian to take good care of Kate. Sebastian will ask him if he's sure and Zelos will say that he's going to try to stop hating half-elves. Kate will call out to him and the scene will end. Leave Meltokio and fly to the Mizuho Exit of Gaoracchia Forest. Enter it and a scene will start.

The Pope will be furious that the group found him and say that Kate must have betrayed him. Genis and the others will yell at him, but the Pope will say that if everything had gone to plan, he would be able to reclaim what was rightfully his to begin with. Zelos will then say that the rumor must have been true. Lloyd will ask him what he means and Zelos will go on to say that there was a rumor that the previous King had a son that was a commoner. That Pope will say that he's correct and being his father's son was the reason that he was able to climb to the position of Pope so easily. However, if the King had died, he would be able to reclaim the throne that was supposed to be his. But, since he can't do that, he figures that if he has Zelos' Jewel (read: Cruxis Crystal) and kills the Princess, he should be able to take the throne by force. He then sics his Papal Knights on the group. Fight the easy battle for the scene to continue.

Afterward, the Pope curses and is finally captured. Hilda will come and thank the group, more specifically Zelos, much to Lloyd's embarrassment. Zelos will attain the title of "Princess Knight."

The gang will escort Her Highness back to Castle Tethe'alla. The King will say that he will fire the Pope and conduct a thorough investigation of the matter. He will go on to ask what he could possibly do to thank Zelos for saving Hilda. Zelos will ask him to find a way to repeal the laws that repress half-elves put into effect by the Pope. Both the King and Hilda will be surprised at his request and the King will say that it will be difficult since the veins of hate run so deep, but he will try. Hilda will then say that to celebrate her return, there will be a party held soon at the Dance Hall and the group is invited. She will say that she will have clothes made for the party and have them sent to Zelos' house. The group will thank her and the scene will end.

Return to Zelos' mansion for another scene to start. Sebastian will say that a package has arrived for the group. Lloyd will say that it must be the clothes Hilda mentioned. Everyone will get their costumes, but Lloyd will notice that his isn't among them. He'll decide to go to the castle to see what's up, telling the others that he'll meet up with them at the party. Zelos will tell him not to get lost, since he's a poor little bumpkin. Lloyd will yell at Zelos, saying that he told him to stop calling him "poor," and the scene will end. Leave the mansion and head for Castle Tethe'alla. Enter and another scene will start.

Lloyd will ask a wandering chancellor what happened to his outfit and said chancellor will make an inquiry. A little while later, two maids will appear and apologize, saying that his outfit was left in the fitting room by mistake. They'll then say that they'll help Lloyd dress, but Lloyd will protest. The maids won't take "no" for an answer and Lloyd is dragged off screaming. After some time, Lloyd reappears in his formal attire, complete with compliments that he looks quite good in the Nobleman style. Lloyd will ask if they really mean it. He will then attain the title of "Nobleman." The maids will then offer to take him to the Dance Hall, and once again, Lloyd will protest to no avail. You'll automatically end up in the Dance Hall.

The receptionist will say that Lloyd's companion is waiting up on the balcony for him. Lloyd will wonder who it is. You'll then have the option to choose who's waiting for you. After you've chosen, the receptionist will suggest speaking with the other party members before meeting the companion. Lloyd will say that he supposes he can talk to about three people and you'll have control of him. Enter the hall.

Talk to any three people you wish. They and your companion for the evening will be the only ones that will receive costumes. The list of formal attire titles is as follows:

Colette will attain the title of "Fair Lady."  
Genis will attain the title of "Easter Sunday."  
Raine will attain the title of "Glamorous Beauty."  
Sheena will attain the title of "You Look Great!"  
Zelos will attain the title of "Narcissist."  
Presea will attain the title of "Little Madam."  
Regal will attain the title of "Dandy."

After speaking with three people, you'll automatically be taken to the balcony for a scene with your companion for the evening.

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/ \\_The Tale of Joshua and Rosa\_ / \\_

This event will only take place if you've already started the Joshua and Rosa chain of events, which you would have, if you've followed this guide. At this point, you should have received 5,000 Gald from Rosa to give to Joshua. Go to

Sybak and speak to Joshua. He'll refuse to accept the money and ask the group to tell Rosa that he doesn't want it and ask them to give it back to her.

Return to Meltokio and head for the Noble's Quarter (where Zelos' mansion is). A scene should start automatically. Rosa will ask what happened and the group will inform her that Joshua didn't want the money, then give it back to her. She will say that she understands and walk off. Zelos will ask another of her friends what's going on with her and they will tell him that Joshua and Rosa were once in love, but were separated from each other when Rosa was given to the Duke as a bride as repayment for a debt. Rosa wanted to be with Joshua, who had already proposed to her with the Ring her gave to Sheena, but was forced to marry the Duke. She also partly wanted to be with the Duke because she would be able to provide Joshua with the money he needed for his tuition. Joshua was heartbroken when Rosa returned the ring to him without an explanation and figured she loved someone else, hence why he gave the ring to Sheena. The group will say that this is all a horrible misunderstanding and decide that they have to do something to fix it. Raine will say that they're already too involved and they shouldn't dig any deeper. The group will override her and decides to help clear the air among them. Leave Meltokio and fly to Sybak.

Talk to Joshua and when you have the option, choose to fill him in on the situation. He will ask if that's really the case. The group will say that it is and Joshua will decide to convince the Duke to release Rosa and allow him to marry her. He then runs out of town and heads for Meltokio.

Fly back to Meltokio and head for the Slums. When you arrive, a scene will start. Joshua and Rosa will be together and the group will ask them why they're in the Slums. They will explain that when Joshua came asking for Rosa's freedom, the Duke went into a rage and a fight ensued. During it, Joshua lost the use of his left hand. Afterwards, the Duke threw Rosa out and left her with nothing. Now the two of them live in the Slums, but they say that they don't care as long as they have each other. The group will say that it's horrible what happened, but they're glad that they're able to be together once again. The pair will then ask Sheena if it's all right to get the ring back from her. Sheena will quickly agree that it's only fair and return it to them. The scene will then end.

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### /\\_The Hot Springs Fiasco\\_/\

There is a very small island to the north of the Temple of Earth. This is the location of the Hot Springs. Fly there and enter. Run to the entrance of the baths and speak to the priest there. A scene will start.

The priest will welcome them and ask if they'd like to take a bath. The group will say that they'd like to. Sheena will then notice that the baths only have one large bath where there were two before the renovations took place. Zelos will say that it indeed wasn't like that before. The priest will apologize for the inconvenience and ask who would like to bathe first, males or females. When you have the option, choose "Males."

The scene will continue with the fellas in the bath, Zelos brooding over the fact that he can't look at the girl's fabulous figures. Lloyd will say that he doesn't feel exactly the same way that he does, but they should let the girls have a chance to jump in after they're done. Zelos suddenly gets a bright idea and says that they should. Lloyd gets confused and the scene ends.

Talk to the priest again and choose to let the girls have a dip in the springs. The scene will pick up with the girls in water. They will chat idly among themselves while Zelos sneaks out to have a peek at them. It's then that the

conversation of body types comes up. Colette mentions that Raine has a lovely figure, but Raine says that compared to Sheena, she's quite plain. Colette will say that compared to the both of them, she's like an ironing board. Zelos will say that he sees under his breath from afar. Colette will attain the title of "Ironing Board." Sheena will begin to yell at Raine, saying that she's not that bad. Sheena will attain the title of "WOW!"

Suddenly, Lloyd will confront Zelos about peeking on the girls. Zelos will offer to let him have a look as well, but Lloyd will yell at him to stop, unfortunately catching the girl's attention. Zelos makes a break for it, leaving Lloyd to take the heat. Lloyd will attain the title of "Peeping Tom." The girls let Lloyd have it while Zelos continues to look at the girls with Lover's Eyes safely behind a faraway tree. The scene ends with Lloyd yelling that this is all a misunderstanding.

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### /\\_The Meltokio Coliseum\\_/\

You remember when you freed Kate from jail through the Coliseum way back when? Well, you can battle there anytime you wish after the gang's names are cleared for plotting against the Tethe'allan throne for fun, money and some decent prizes, including titles.

Things start pretty easy to begin with. Head to the Coliseum and talk to the receptionist. After a little flattery-flashing, she convinces your avatar character to sign up. You can choose who will fight after you decide which class you'll fight in. In the beginning, only the Beginner Class is available and it costs 5,000 Gald to enter (hey, you have to spend money to make money, right?). To make things very easy on yourself, pick Lloyd to fight. You'll then be taken to the waiting area.

While there, prepare yourself. Equip your best stuff and set up all your best techs to make these fights quick and painless. You should also set up your cooking recipes to heal yourself just in case, as you are not allowed to use items in the Coliseum fights. Curry or Miso Stew would be good choices, currently.

Once you're ready, talk to the guard in the back. The person with the highest affection for Lloyd will wish him luck.

The fights are straight-forward: Defeat the enemy, move on to the next. Defeat the allotted number of enemies to clear the class. The following shows the rewards for winning, as well as the cost of entering each class:

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Beginner Class  
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Cost: 5,000 Gald  
Number of Fights: 3  
Prizes: 12,000 Gald; Medicine Set (Elixir, Miracle Bottle)

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Intermediate Class  
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Cost: 10,000 Gald  
Number of fights: 4  
Prizes: 20,000 Gald; Medicinal Herb Set (Red Sage, Red Lavender, Red Savory, Red Bellbane)

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Advanced Class  
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Cost: 30,000 Gald

Number of Fights: 5

Prizes: 32,000 Gald (first run); 40,000 Gald (second run & beyond); Krona Symbol (first run); Recovery Set (second run & beyond); Title (third run); Weapon (third run)

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Coliseum Titles & Weapons  
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Lloyd: Sword of Swords; Valkyrie Sabre

Colette: Super Girl; Angel Halo

Genis: Ultimate Kid; Final Player

Raine: Gladiator Queen; Crystal Rod

Sheena: Rose of Battle; Divine Judgment

Zelos: Grand Battler; Excalibur

Kratos: Conqueror; Excalibur

Presea: Bursting Girl; Bahamut's Tear

Regal: King of the Coliseum; Kaiser Greaves

After you clear each class, a scene will start in which you get to see Zelos' sister Seles and her caretaker, Tokunaga. Every time they appear, Seles will run away and Tokunaga will try to avoid Zelos' questions. If you defeat the Advanced Single Mode with Lloyd twice, you will have to fight a special battle with Seles.

Seles (12,000 HP) can be a very tough opponent for a little girl. She has a star-theme going with her moves, the most powerful being her Mini-Meteor and Star Beam techniques, although, she does have a somewhat powerful normal variation of the Light Spear techniques known as the Sword Blaster that will have you facing skyward if you're not on your toes. Be very careful when fighting her, as you're still not allowed to use items. If you're skilled enough, you'll take her out and be rewarded with Zelos and Kratos' most powerful weapon, the Last Fencer, along with an Elemental Circlet.

After the battle, another scene will start. A knight will come and try to take Seles back to the Abbey, but Lloyd will stop him, saying that he wants to know why Seles is out of the Abbey to begin with. You'll be taken to the waiting area automatically.

During the course of the scene, Tokunaga will reveal that Seles wanted to come along with Zelos and the others and help out, but Tokunaga knew that the only way she would be able to do that was to prove she was strong enough to (Seles is a very sickly child, though she doesn't seem it). Zelos will act casual, but be grateful for her concern. However, he will deny her permission to come along, saying that it's too dangerous. Seles will say that she understands and eventually, the scene will end.

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Party Mode  
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After you defeat the Beginner Class in Single Mode, Party Mode will become available. In Party Mode, there are only two classes, Beginner and Advanced Mode. The first three members of your party will make up the battle party for

the fight. You can switch characters around prior to registering by opening the Central Menu and scrolling down to the characters you want to switch and pressing Y. Choose the position you want to place them in to switch them around.

If you manage to make to defeat the Advanced Mode, Lloyd will attain the title of "Tactical Leader." If you go through again, you will be able to fight a special exhibition match against three characters from previous Tales series games, Meredy, Garr and Sarah Oerstead.

Meredy (18,000 HP), Garr (21,000 HP) and Sarah (21,000 HP) are damn tough opponents. Many claim that they are the toughest bosses in the game. Luckily, you're able to use items in this match. If you've made things easy on yourself, you have a party of Lloyd, Zelos and Raine. You'll need to go after Meredy first, since she's the spell caster of the group, able to cast stat-reducing magic such as Acid Rain, not to mention heavy-hitting spells like Meteor Storm and healing spells, including Resurrection. You and Zelos should double-team her to make sure she can't get her spells off, but Sarah will probably come to her defense. If you manage to kill her, Garr will more than likely bring her back with a Life Bottle (he has 1-3 depending on which difficulty setting you have your game on), so you may have to do her in several times before she goes down for the count.

After taking her out, go after Sarah. She's the real heavy hitter of the group, always attacking full force, Beast and Swallow Dance being among her favorite moves. Go after her with Raging/Hunting Beasts and plenty of Raining Tiger Blades. Have Raine hit her with a few Photons if she starts hassling you too much. She'll give you a VERY tough time, but you should be able to take her out eventually.

Finally, Garr is the archer of the group, attacking people from afar with his annoying Gale attacks. He'll ALWAYS go after Raine, so it's important to have Raine's "Concentrate" Compound EX Skill on during this fight. (This is comprised of her Lv. 3 Skill, "Speed Cast" and her Lv. 4 Skills, "Item Pro," "Happiness" and "Spell Save.") Anything and everything will hurt him, but he, like his female partners in crime, bear a resistance to certain elements, namely, Earth, Lightning, Ice and Darkness, so Zelos' Thunder Blade spell, not to mention the Lightning Blade/S. Lightning Blade combo, won't help all that much here. Garr won't hesitate to shoot you in the face if you get up-close and personal with him, not to mention bring out his sword to have at you with, but eventually, you should be able to take him down for good, earning yourself the Mumbane, the Star Cloak and another Krona Symbol for your troubles, not to mention a hefty amount of pocket change.

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/\\_The Truth About Raine and Genis...\\_/\\_

In Tethe'alla, there is a wandering city. How can a city wander? By floating in mid-air, of course. Fly over the oceans on your Rheaird until you find...

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/\\_The City in the Sky: Exire\_/\_\\_

Once you find it, go ahead and enter. Follow the paths around the tiny city and you'll eventually come to a three-tiered house. Enter it. On the second floor, you should see a Rheaird replica. Examine it to have the Wonder Chef appear and teach you the recipe for Shortcake. Head on to the bottom floor and exit. Continue following the paths and you'll come to the opposite end of the city. Once you get near the last house, a scene will start.

The old woman standing nearby will tell you not to go near the house you're



coming up on. Lloyd will ask why and she will respond that a crazy elven woman lives there. Raine will be shocked and wonder if it could be her mother. Ignore the woman's warning and enter the house. Another scene will start.

The woman, Virginia, is indeed Raine and Genis' mother. But, as the elderly woman said, she's lost her mind. When Virginia meets Raine, she calls the doll that she's holding in her arms Raine and says that she's a very intelligent girl. She will also say that she has another child on the way that she will name Jean or Genis, depending if it's a girl or a boy. Raine will become furious, ranting and raving at Virginia for abandoning them and demanding answers. Virginia will say that she's made Raine (the doll) cry and ask that she leave. Raine will run out in tears. The others will follow her.

Outside, Raine will scream even more, angry that her mother abandoned her, then abandoned the memory of doing so. Eventually, the mayor of Exire will come and say that she must have met Virginia. Lloyd will ask how Virginia ended up in the village.

The mayor of the city will explain that she found Virginia and her husband, Kloitz, collapsed on the edge of the Ymir Forest. Kloitz was dispatched from Meltokio to check out Heimdall, but there he fell in love with Virginia and remained there with her, Raine and Genis when they were born, until another half-elf tried to sell out Kloitz to the soldiers of Heimdall. Raine will explain that it turned into a huge incident and fighting broke out between the elves and half-elves, ending with all half-elves, including Virginia's family, being banished from the village. The mayor will explain that Virginia and Kloitz traveled the land, but the world was not kind to them and they were eventually turned away from everywhere they tried to stay, and eventually Raine and Genis were abandoned. Kloitz sadly died soon after he arrived in Exire from an illness and Virginia began to go insane from that day. Raine will become even more agitated about it and start ranting about her mother again, but the mayor will say that Virginia was worried about them and only wanted them to be happy in Sylvarant. Raine will say that she's heard enough. The mayor will offer to let them see Virginia's diary if they so wish, then take his leave. The scene will end there.

Go to the mayor's house (the very first enterable house near the landing spot where you came in) and speak with him to start another scene.

Lloyd will look over Virginia's diary and tell Raine she'd better look at it. Raine will read it and find that Virginia sent Raine and Genis to Sylvarant to save them. It seems that Raine was very brilliant, even as a child, and the Imperial Research Academy had been chasing them to get their hands on Raine. Virginia, not wanting Raine to spend the rest of her life in a damp, filthy basement like a slave, sent her and Genis through the Otherworldly Gate in the hopes that they could find a better life in the legendary land of Sylvarant.

Genis will be glad to learn that their past isn't nearly as horrible as he thought it was. Raine will be glad of it herself, in her own way. She will ask the mayor if she can keep the diary and he will say that she can, seeing as it's her mother's. You'll then acquire Virginia's Diary and the scene will end.

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/\\_The Uncle Game\\_/\

Fly to Triet in Sylvarant. There will be a man standing in the plaza. Speak with him to start a scene. The man will ask Lloyd if he would like to play the new game that's all the rage in Triet at the moment. To play, say "Sure."

The Uncle Game is basically a memory match game taken to a new level. Several men will walk past Lloyd in a certain order. You will have to remember which

passed in which order. After all of the men have gone by, you will then be asked to speak with them in the order that they came in a limited amount of time. Correctly identify them to move on to the next round.

There are a total of 100 rounds in the game, each having one man added to the line-up from the previous round. If you manage to clear the entire game, you'll be rewarded with Lloyd's "Midlife Crisis" title and 1,980 Gald.

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### /\\_\\_Abyssion and the Devil's Arms\\_/\

Remember when you talked to Abyssion way back when in Flanoir? Well, it's time to help him finish his quest by collecting the rest of the Devil's Arms for him. Below, you'll find a recap on how to acquire the ones that have already been mentioned in the guide and a description to find the others.

Lloyd: You automatically acquire Lloyd's Devil's Arm, the Neblim, when you agree to collect the Devil's Arms for Abyssion.

Colette: To find Colette's Devil's Arm, the Evil Eye, check the remains of the Bacura that you destroyed in the Toize Valley Mine. Raine will find it among the ruins.

Genis: To find Genis' Devil's Arm, the Disaster, go to Altamira and check into the Hotel Lezareno. When the receptionist asks you if you'll be going out for the evening, say yes.

That night, hop on the tram and go to the Casino and Theatre Area. Make your way to the bridge and there will be a man staring out over the water. Talk to him to start a scene. The man will say that he's having a rough string of luck, since he lost all his money at the casino. Genis will tell him that that's his own fault and the man will say that he should say things like that. He will then suddenly ask Genis if he likes kendamas. Genis will say that he does and the man will offer to sell him a kendama that he came across for 1,000 Gald. When you have the option, choose to purchase it. Genis will notice that it's a Devil's Arm and the man will walk into the casino with his new earnings.

Abyssion will then come and tell the others that he has heard rumors of the Devil's Arms sometimes choosing a person to wield them and enslaving them for life. Presea will suddenly become worried and ask if there's any way to tell if a person has been chosen. Abyssion will say that they should be fine as long as they don't hear the voices of the items calling out to them. Presea will whisper to herself and the scene will end.

(Author's Note: If you don't see the man on the bridge, then you must collect more of the Devil's Arms in order to get him to come out. Typically, Genis' Devil's Arm is the second to last you are supposed to collect.

Another thing: When you return to the hotel for the evening, make a stop on the 4th floor. Examine the large green pumpkin you find here to have the Wonder Chef appear and teach you the recipe for Spaghetti.)

Sheena: To acquire Sheena's Devil's Arm, the Gates of Hell, you must reunite the family of Gnomelettes that live in the Temple of Earth. You inadvertently started this when you gave Big Brother the potion in the Toize Valley Mine. The only other Gnomelette you need to find is the one that stands to the side in Altessa's House near the back. Talk to him and he will return. Fly to the Temple of Earth.

In the Temple, use the Gnomelette's special path to get to the bottom of the

collapsing bridge room. Run along the path and the Gnomelettes will be waiting for their final brother to arrive. Once he shows up, the group will go off on their way, allowing you the ability to continue along the path. Keep going along and you'll come across the chest.

Kratos: To find the Fafnir, fly to Gaoracchia Forest in Tethe'alla. You may remember a chest that you couldn't open when you first went through it. You can open it now to receive the Fafnir.

After you've obtained it, Abyssion will show up, thanking you for collecting the items. Presea will suddenly come down with a terrible migraine. When asked what's wrong, she will say that it only comes up when she is close to the Devil's Arms. When you have the option, choose "Should we stop collecting them?" Colette will say that they promised to help Abyssion, but Abyssion will tell the group not to strain themselves. After one last warning to take care of themselves, he'll take his leave and the scene will end.

Zelos: To find the Soul Eater, fly to Triet in Sylvarant. Talk to the person standing next to the Traveler's Mate. He'll tell you that a giant worm monster appeared in the desert and is eating travelers. Now go into the next section of town and talk to the man standing next to Cammy (the dog). He'll tell you that once, a priest traveled across the desert to seal an evil sword, but he was eaten by a giant monster along the way. He'll then say that it's a bit of a tall tale.

Leave Triet and head to the lone mountain in the Triet Desert area (the one closest to the Ossa Trail direction). You'll find a shiny Skit Point. Touch it to enter a battle with the Sand Worm. It's not that hard to beat, only being that it's the exact opposite of the Sliver that resides in the Flanoir region of Tethe'alla. Beat it to receive the Soul Eater and an All-Divide for your troubles.

(Author's Note: Although I described them as specific to the two characters, the Fafnir and the Soul Eater can be wielded interchangeably by Kratos and Zelos.)

Presea: To find Presea's Devil's Arm, the Diablos, you must have gotten it while going through Latheon Gorge. It was in the second section down the small ramp on the main hill you float off of, hidden in the shadows.

Regal: To find Regal's Devil's Arm, the Apocalypse, head to Welgaia. In the room that you came into from the dungeons when you were first captured, there is a door in the back. Enter it. In this new room, there are two doors on either side of the room. Enter the left door. You'll find the chest here.

After you've collected these eight, head back to Flanoir and speak with Abyssion. He'll thank you for collecting the Devil's Arms so far and say that there is only one remaining. He will tell them that once they have gotten hold of it, to meet him in the altar room of the Temple of Darkness. He'll then leave. Everyone will begin to wonder where the last Devil's Arm is and Raine will say that since they haven't found it after all of this searching, it, like the Disaster, may be in someone's possession. Genis will suddenly think of Koton. Lloyd will grumble at the thought of having to deal with him again and the scene will end. Warp to Sylvarant and fly to Hakonesia Peak.

Speak with Koton and he will show off his new walking stick, which he says he found on the outskirts of the ruins of Palmacosta. Genis will notice that it is, indeed, a Devil's Arm. Lloyd will ask Koton to give it to them and, of course, he will refuse. Raine will then ask him if he's familiar with the priest crowns of Asgard. Koton will say that he has the Crown of Heaven, but

someone walked away from the dig site with the Crown of Earth, rendering the crowns useless. Raine will offer to trade the Crown of Earth (that she possesses) for the staff. Lloyd will ask her if that's okay, and Raine will quietly respond that there's no reason to hang on to items that she received from "him." Lloyd will ask her what she means, but Raine will ignore him and ask Koton if it's a deal. He will say that it is and hand over the Heart of Chaos, Raine's Devil's Arm. The gang will say that they should head for the Temple. Warp to Tethe'lla and do just that.

Head down to the seal room, making sure to \*\*save on your way down.\*\* It may also be in your best interest to put on your best equipment. Continue on down and speak to Abyssion. A scene will start.

Abyssion will ask Lloyd to hand over the Devil's Arms. He'll do so. Abyssion will then summon up the Necronomicon. Raine will ask what he's doing with such a thing and inform everyone that it's a book of dark magic and death, used to revive the dead. She'll then ask Abyssion he's doing what she thinks he is and Abyssion will confirm her fears, saying that Neblim will be resurrected here and now. The gang will prepare to attack him and he'll tell them to stay out of his way. Time for a battle!

Abyssion (120,000 HP) is also known as the strongest boss in the game (though some argue that the trio you fight in Party Mode at the Coliseum are tougher). It is highly likely that you will not survive two minutes into the fight without using an All-Divide. The reason being is that Abyssion is able to use all the Devil's Arms at the same time and can use all the techniques everyone in your party knows (yes, I'm serious on this). To use a very grasped famous game concept, he's the equivalent of everyone's Dark Link combined. And you don't have the Biggoron's Sword. Yeah, it's that bad and beating him can be that tedious.

Anyway, this guy is fast, accurate and just plain brutal when it comes to attacks. He can also hit Over Limit fairly frequently, meaning there are plenty of chances for him to use some deadly combos, not to mention use your strongest magic against you (including the absolutely devastating Indignation Judgment, if you're fighting him in Mania Mode). However, though things seem bleak, he's not unbeatable.

As I said before, it would be in your best interest to use an All-Divide to lessen the damage he can do to your party. Of course, this means that all the damage that you do to him is halved as well, but that just makes the battle longer. Of course, if Zelos' Luck was high enough at one point, you may have been able to weasel an Hourglass out of a girl or two. Don't be afraid to use them here. All I can really tell you is to use your best techniques and make very good use of your Unison Attacks when you get them. Skill is what wins this battle. It'll be hard, but if you pull it off, you'll be rewarded with the Hyper Gauntlet and the Jet Boots for saving the world from evil...again.

After you manage to win the fight, Abyssion will fall. Suddenly, the dark presence of Neblim will leave his body and Presea will say that he wants to kill them all and ravage the land. Neblim will then possess Presea's body and say that this lonely and empty shell of a girl is perfect for his new body. Colette will cry out and release her angelic powers, forcing Neblim off. Genis will burn the Necronomicon, much to Raine's sadness. Presea will apologize and explain that the Devil's Arms had been calling out to her, enticing her to join them. The others will apologize for making her suffer and say that they'll help drown out the voices of the Devil's Arms from now on. You'll automatically re-acquire the Devil's Arms and Presea will attain the title of "Empty Soul."

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"With great power comes great responsibility."

There are many that claim that the Devil's Arms are or have the potential to be the strongest weapons in the game. In some ways, they are correct. The Devil's Arms have the ability to increase in power by one for each enemy the character has killed in battle. If you save your battle data from game to game, that eventually adds up to a lot of extra power. However, the Devil's Arms also come with small curses that affect certain stats that vary by item. They also increase certain stats by large amounts, as well. It's up to you to use them or not, but know that you cannot sell them off.

\*\*END OF SPECIAL EXTRAS SECTION I\*\*

Once you leave Flanoir, hop onto the Rheairds and head for the Tower of Salvation. Be sure to save while you're airborne. Go ahead and enter the Tower.

\_\_\_\_\_  
/\_\\_Tower of Salvation/\_\\_

Follow the paths and warp on up to the Dais Seal Room. A scene will start.

Zelos will run out in front of the group and ask Colette to come to him, since he has something to show her. Colette will do so, following him up to the dais. Suddenly, a circle seal will appear at her feet, trapping her. Pronyma and some angel guards will appear and take her into custody. Pronyma will tell Zelos that he did a good job. The others will ask him what's going on and he'll tell them to shut up, explaining that he's merely aligning himself with the winning side. He'll go on to say that what the group is doing is hopeless and meaningless and the group will begin to question him about his betrayal. Pronyma will inform them that he's been their spy from the very beginning. Zelos will say that it wasn't that hard for him to betray them since it was a matter of weighing the group against the Cruxis and the Renegades. Sheena will yell at him about leaking information to the Renegades and Regal will ask him why he would so readily betray them and Zelos will say that it's because Mithos said that he would release him from his fate as a Chosen. He'll go to say that he'll be glad when Seles becomes the Chosen in his stead. Eventually, Zelos will suggest that Pronyma take Colette away. Depending on the events of last night, he will either remain or go with her.

From here, the storyline takes its turn. If you chose to keep Zelos with you, read on, then hit Ctrl+F and type in "!!!" without the quotation marks. If you chose Kratos, hit Ctrl+F and type in "\*\*\*" without the quotation marks.

Zelos will warp onto the platform and he, Pronyma and a hysteric Colette will take their leave. Three angels will confront the group. Time for a battle.

The Gatekeeper (18,000 HP) can be a little tough; his two Angel Swordians, not so much. Go after them first so they won't hassle you later. Throw everything you have (except Light-based attacks) at this clown and you'll take him out in no time. You'll get the Mystic Symbol for your troubles.

After the fight, the group suddenly finds themselves saved by Orochi and a group of ninja from Mizuho. Sheena will ask why they're there and Orochi will explain that they received word that the group was headed toward the final battle and they were asked to come. Sheena will try to get more information out of him, but Orochi will tell her not to worry about it and say they should press on to try to save Colette.

\*\*\*

Zelos will remain behind and confront the group. Lloyd will say that he trusted them and he still believes that he's good, deep down. Zelos will scoff at him and tell him to prepare himself. As the battle commences, Zelos tells him that if he keeps harboring that naivety in his heart, he'll die. Fight time.

Zelos (28,000 HP) can be a tough opponent. He's exactly like Kratos (he can even cast Judgment now!\*), except he's even faster. He's also a fan of Kratos' Lightning Blade/S. Lightning Blade combo, often adding a Light Spear Cannon or Victory Light Spear on the end. He'll also resort to his new spell (read: Judgment) quite often, luckily leaving him open for plenty of combos and U. Attacks.

Anything and everything that you throw at Zelos will have him hurting, but he does have a resistance against Light and Fire, so Prism Stars may not be the best Compound U. Attack to hit him with. It'll still hit him with some damage, it just won't hit him as hard as it would anyone else. Take Zelos out and you'll be rewarded with the Mystic Symbol for your troubles.

After the battle, Zelos will fall and the group will run over to him. He will apologize and tell the group that Colette is being held in the Hall of the Great Seed, asking that they rescue her. When the group asks him why he did it, Zelos responds by saying that he was getting tired of living, anyway, and now that he'll be gone, they may let Seles out of the Abbey. Lloyd will begin to question if that was the only reason, but Zelos will cut him off, telling the group to defeat Mithos. He will then tell them to make sure they destroy his Cruxis Crystal and he will die. Sheena will call him an idiot and the scene will end.

(\*Special Author's Note: In the Japanese version of the game, if you keep Zelos, he gains the ability to use Judgment in his battles with you as well, making him a full-on Kratos clone. I guess it's just a matter of looks and personality in that version.)

!!!

Presea will look to the dais floating above them and ask if it's still active. Lloyd will say that it looks like it and suggest that they hurry to save Colette. The group will do so.

You'll find yourself standing on a shattered teleporter. Looks like there's no turning back now. Save on the Memory Circle next to you, then run to the northeast to find yourself blocked by a root, the remains of the Giant Tree. Fire off a blast from your Sorcerer's Ring to make short work of it. Continue on into the next section.

Run over to the ledge and jump to the mid-section. You'll begin to go down and a scene will start.

The gang will be at a loss, saying that there's no way to get to the other side. Lloyd will begin to suggest forming two groups with one acting as a weight so the others could get to the other side, but Regal will point out that there would be no way for the weight team to meet up with the others. Presea will notice a giant rock suspended on high by some tree roots and Lloyd will agree that the rock would make a good weight. The scene will then end.

Open the chest to the left to get the Diamond Shell for Regal. Run to the back and up the stairs, then jump on the mid-section again. Make your way across and

jump down when you get to the other side. Continue on into the next section.

Head south, then east, following the path around. You'll eventually come to an area in the northeast that's blocked by roots. Three quick shots from the Sorcerer's Ring will get them gone. Head on in to find two chests to the left containing a Hanuman's Staff for Raine and an Ogre Ax for Presea. A chest to the right will contain a Southern Cross for Genis. Return to the main path and continue onward. Burn the roots that get in your way, follow the path around, then climb the stairs and make your way to the next section.

Before climbing the next set of stairs here, go to the southwest and examine the terminal here to unlock the door below. Now return to the stairs and go on up.

Burn through the root, and follow the path around, going to the south to find a Heavenly Robe for Raine. Head to the north, burning through a root when you come to it to access a chest containing some Energy Tablets. Keep going until you come to a north/south split. Take the northern path and burn through the root to find two chests containing some Star Mail for Lloyd and an EX Gem Lv. 4. Return to the fork and take the southern path to get to the next section.

Run to the ledge and open the chest here to get a Phoenix Cloak for Regal. Now hit the roots holding the rock with three blasts from the Sorcerer's Ring to drop it. Make your way back to the door you opened before. Go through it and you'll find yourself back at the beginning of the dungeon. Make your way back to the lever room. Hop on it and you'll finally be able to the opposite side. Run across then north to access a chest containing a Star Guard for Presea. Now run up the stairs and to the south to get on the teleporter. Warp on up, then run a stride down the stairs. A scene will start.

Lloyd and Regal will run down the stairs when suddenly, bells will start going off. Angel Swordians will begin to awaken and start floating down to attack the group. Fight the easy battle to continue the scene. Lloyd will say that there doesn't appear to be an end to them and Regal will tell him they should make a break for the passage. Lloyd will agree and they'll run for it together. Lloyd will get through, but Regal will kick down a pillar, blocking the doorway. Lloyd will ask him what he's doing and Regal will tell him to go on without him and save Colette. Lloyd will begin to protest, but Regal won't hear it. Lloyd will tell him to be careful and not make him go through the same pain of loss that Regal himself has gone through, then run off. Regal will say that Lloyd doesn't make things easy and apologize to Alicia, saying that it seems it will still be a while before he joins her. He'll then make his stand against the angels, telling them they won't pass and the scene will end\*.

(\*Special Author's Commentary: I often refer to this as the "Ultimate Badass Regal Moment" because that's exactly what it is. Regal pwns.)

You'll be on another cracked transporter after the scene, in close proximity to another transporter and a Memory Circle, not to mention two areas to the northeast and southwest to explore. Head northeast to find a chest containing an EX Gem Lv. 3. Head southwest to find a chest containing a Shaman Dress for Sheena and a vending machine (if you need to stock up on things). Return to the midsection, save, then warp on up to the next section.

Run down the incredibly long ramp and begin to cross the bridge to start a scene.

Lloyd and Sheena will be running across when a large section of root attempts to stab at them. They'll back off and Sheena will say that this must be leftovers from earlier. Lloyd will wonder how they'll get across and Sheena

will say that she'll handle it. She'll summon up Tethe'alla's Summon Spirits and prepare "her impression of the Mana Cannon." She'll then tell Lloyd that when she gives the signal to run under the root. Lloyd will ask her what she'll do to get across, but she'll tell him not to worry about it. She'll then fire off the shot and tell Lloyd to go. He'll do so, and she'll blast it even more, the resulting explosion knocking her back. The root will fall and tumble down below.

Lloyd will tell Sheena she was amazing and she'll say not to ask her to do it again, as it sapped all her mana. She'll begin to say that she's going to take a rest when the root suddenly grabs her by the ankle and pulls her down. Lloyd will panic as Sheena grabs the ledge and starts laughing. Lloyd will ask her what's up and Sheena will say that her current situation reminds her of when they first met and she climbed out of the Ossa Trail to take him and the others on. Lloyd will begin to say that he'll get her out, but Sheena will tell him not to worry about her and to save Colette, ending by saying that she won't miss the main fight against Mithos. After a bit of apprehension, Lloyd will tell her that he'll be waiting for her and run off.

Afterward, Sheena will chide herself, saying that she should be more feminine and let him rescue her at times like this. She'll then say that that wouldn't really be her style and let herself fall. As she tumbles, she wishes Lloyd good luck and the scene ends.

You'll be atop yet another shattered transporter after the scene. Follow the path around, opening the chest you'll eventually come to for a Star Helm for Lloyd. Save on the Memory Circle you'll come to, then continue to follow the path around until you come to the next transporter. Warp on up and jog towards the new room to start a scene.

Lloyd will run over to a large locked door and say that it's blocking the path. Raine will say that it appears as if it can be controlled from the large door. She'll begin working on it and Lloyd will ask her to hurry. Raine will tell him not to rush her, then say that she's managed to get the first door open. It will do so, and Lloyd will say she's amazing, but suddenly a tile of the floor will give way, almost sending Raine to her doom. She'll manage to catch herself and pull herself up and Lloyd will ask her if she's okay. She will say that she is and begin opening the next door. When she does, a nasty surprise in the form of a Evil Orchid will greet him. Lloyd will ask if this is part of opening the doors and Raine will say that it isn't, ordering that he hurry and defeat it. Fight the easy battle to continue. More panels around the terminal will fall and Lloyd will start to get suspicious. Raine will tell him there's no time to waste and open the next door, revealing another Evil Orchid. Lloyd will groan and go to fight it. Win yet another easy battle to continue. When Lloyd returns, he finds that all the panels that surround the terminal have fallen and there is no way for Raine to make it to the other side before the room collapses. She will tell him to hurry on, but Lloyd will say that he won't sacrifice any more people. Raine will ask him when anyone became a sacrifice and tell him that he must continue on, for the sake of everyone that believes in him and his ideals. Lloyd will say that creating a new world won't mean anything without her and Raine will say that if he dies, then her hope dies with him, ending by asking him if he thinks that living without hope is worse than death. Lloyd will say that he doesn't understand and Raine will tell him to use his remaining life to think about what it means for a person to live as her final lesson to him, then order him to leave. Lloyd will say that he'll never forget her and run off. Raine will say that the rest is in the hands of her precious student and the scene will end.

Things are getting tougher now that your party is down to three people (and none of them are primary healers), but press on, you must.



Follow the path, taking the first southern path you come to. You'll come across a chest containing a Star Shield, but beware, as a flower will come flying out at you beforehand. You can go back to the main path and follow it all the way around to access a Memory Circle if you need it, but otherwise, follow the path inward from the chest to eventually come to the next teleporter. Head on up. Run along the ledge and down the stairs. Run up to the door to start a scene.

Lloyd will say that the door won't open and Presea will say that there's a vent that's open. Lloyd will say that she can't go, but Presea will rebut that she's the only one who would be able to fit through there. Lloyd will tell her to be careful and she will say that she will.

In the next room, Presea will land on the floor and manage to get the door open. However, a block will begin to come down on the exit from the room and Presea will run to stop it, only to be tripped up by yet another root. She'll manage to put her ax up to stop the block from coming down all the way before the root drags her back across the room.

Lloyd will come in to see Presea trapped, but as he goes to help her, she will tell him to go and save Colette. Lloyd will argue, but Presea will say that he is a kind person, but if he allows his kindness to interfere with his judgment, he's merely weak. She will tell him that he has something he must do and that he cannot forget that. She'll then tell him to go, or she will lose her respect for him. Lloyd will go, baseball-sliding under the block to get past. Before the ax finally gives way and the block slams down, Presea will tell Lloyd to stand and fight, telling him that she believes in him. Lloyd will vow to save Colette and move on. The scene will end.

And then there were two. Follow the northern path around until you come to the Memory Circle. Save and go north, then left and follow the path to find a chest containing an EX Gem Lv. 3. Go back to the split and follow the right path to find the teleporter, but shirk it for now. Continue to follow the path south, ignoring the first left and taking the second to come to a chest containing a Star Gauntlet for Lloyd\*. Go back to the teleporter and warp on up.

(\*Special Author's Note: Equipping the Star Mail, Star Helm and Star Gauntlet to Lloyd or anyone else who can wear them all at the same time will make the wearer invulnerable to fire.)

You'll find yourself in a long hallway when you get off the teleporter. Run up and you'll find yourself at a split. Take the left split to come to a chest containing an EX Gem Lv. 2. Take the right split to come to a chest containing a Star Bracelet for Genis. Now go back to the junction and continue north to start a scene.

A wall will suddenly appear in front of Lloyd and Genis and begin closing in on them. Lloyd will suggest they run, but walls will form on every side as they try to escape, trapping them at the junction. Lloyd will come up with the bright idea to hit the north wall with a blast from the both of them at the same time and Genis will ask if he really thinks it'll work. Lloyd will quote Dwarven Vow #16, "You can do anything if you try," saying that they're dead if they don't do something. As they prepare to blast the wall, Genis will begin to say something, but shrug it off when Lloyd asks him what it is. They'll launch their attack after a three-count and Lloyd will dash through the opening. Genis will say that it was pretty good for one of his plans, but the only thing he didn't take into account was his lack of physical reflexes. Lloyd will try to go back for Genis, but the hole will close on him. Genis will fall to his knees and say that he messed up, but Lloyd will call Genis out, saying that he knew this would happen. Genis will break down, saying that he's not like Lloyd and

he's scared. He'll go on to say that when it comes down to it, his knees start shaking and he can't go on and he just didn't want Lloyd to see him looking pathetic in the end. He will eventually yell at Lloyd and tell him to go. Lloyd will call him a fool and run off. Genis will fall to his knees again and begin crying, saying that Lloyd was his best friend. The scene will end.

Lloyd is all by himself now. A Z Skit entitled "Sacrifices" will greet you at the next shattered teleporter. Lloyd will say that he didn't want to sacrifice anyone and apologize to everyone for not being able to help them. The skit will end.

It's pretty straight-forward here. Take the northern path to access the Memory Circle. Take the southern path and take the first north to work your way around to a chest containing an EX Gem Lv. 4. Either path straight will get you to the transporter. Warp on up.

Here, run to the bridge and take a step on it. A piece will fall down. Lloyd will say that it doesn't look like there's any going back. Run toward to the bridge again for Lloyd to run the gauntlet. At the end, Lloyd will either be shot by an arrow and the item that he received from someone (either Kratos, Zelos or Colette) will take the hit for him, or he'll dodge. Either way, there will be brief commentary from Lloyd afterward. Run up the short flight of stairs, save on the Memory Circle and examine the hilt sticking out of the wall. The wall will disappear and the sword will fall to the ground. Lloyd will ask if it's another trap, but say there isn't time to worry about that now. He'll then run down the corridor.

Meanwhile, Mithos and Pronyma will be preparing to transfuse Martel's consciousness into Colette. Lloyd will appear behind them and say that he won't let them do it. Mithos will ask how he got inside, saying that only members of the Cruxis High Order should be able to open the door. Lloyd will say that that doesn't matter and order him to return Colette. Mithos will scoff at him and begin to close in on him to kill him, but will suddenly be hit with a blast from behind. Genis will yell that they won't let them lay a finger on him. Lloyd will look up to see that everyone is alive and well. After greetings from all, they'll jump down and join him. Mithos will begin to get annoyed, yelling at Pronyma that it's her fault that they're still alive and order her to kill them. Pronyma will move to obey and you'll be prompted to reorganize your party.

For this fight, I would suggest putting Raine and Genis in at the least and putting in whomever you wish to fill out the battle party, though I suggest Sheena. Also, but sure to set up the U. Attack list so that Raine and Genis will use their "Prism Stars" Compound U. Attack when you start it up. Make sure everyone is in fighting shape with Gels and exit out of the menu to start the battle.

Pronyma (32,000 HP) isn't alone in this fight. She has two Iduns (11,000 HP), and they are the primary threat, because they can Curse you (Curses don't allow you to use techniques. It can be cured with a Panacea Bottle or through Raine, however). They can also make you Weak, which lowers Attack power. Take them out before going after Pronyma.

Pronyma is still an aqua/necromancer, using a combination of water techniques (Spread, Aqua Laser) and dark magic (Bloody Lance, Dark Sphere), along with her annoying Leonazium and Agorazium techniques. If you've managed to hold onto a White Quartz this far into the game, toss it to Lloyd to lay some extra hurt on the girl (alternatively, you can also have Sheena with an S. Seal: Light, but that takes longer). If you followed my advice and out Sheena in your battle party, bring Luna into the fray if she manages to hit Over Limit and watch the beautiful light show of pain rain down on the Queen of All Things Gaudy.

Eventually, Pronyma will go down.

After the battle, Pronyma will beg Mithos to help her, but her pleas will fall on deaf ears. Mithos will begin to rejoice at the revival of his sister, and Pronyma will attempt to ask for help again, calling Mithos by his first name. Mithos will become enraged, saying that only his former companions can call him by that name, killing Pronyma once and for all for her insubordination. Presea will say that it was a cruel thing to do, but Mithos will ignore her.

Martel will awaken and walk out of the revival capsule, much to everyone's dismay. When Mithos greets her, she will ask him what he's done. Mithos will mistakenly think that she is talking about his body and will switch to his teenage form, but Martel will tell him that she is referring to all the horrible things that he's done in to resurrect her. Mithos will become hysterical, asking if she's rejecting him. Martel will say that she isn't, but she is trying to make him remember what they were striving for when they ended the Ancient Kharlan War; a world where elves, humans and everyone in between could live in harmony. It won't sink into Mithos' head, however, and he will think that Martel is truly rejecting him. During the midst of the conversation, the person you decided to take with you (either Kratos or Zelos) will arrive on the scene and begin to free Colette. Mithos will scream at them for a bit, then Martel will begin to take her leave. She will tell Mithos that he needs to set things right and say that if things were going to turn out like this, perhaps it would have been better for the elves never to have left Derris-Kharlan so that people like them would never have been born. Martel will then return to the Great Seed.

Mithos will again misinterpret Martel's wish, thinking she wants to leave the planet and return to Derris-Kharlan. Mithos will begin to take the Great Seed away, but Colette will finally come to and say that Martel is calling to her and saying that they need to stop Mithos. Mithos will say that she's lying and tell her to shut up, but Colette will say that she's telling the truth, saying that Martel is crying and asking him to stop making everyone suffer. Mithos will ignore her and the party will begin to tell Lloyd how important that seed is to everything. Lloyd will say that he gets it and they have to stop Mithos with everything they have. Mithos will stop what he's doing and say that he won't let them interfere. He'll then change to his older form and vow to kill them all. The game will then prompt you to reorganize your party so that it includes Lloyd. Take this time to heal up and switch out some party members (I personally suggest a party of Lloyd, Kratos/Zelos, Sheena and Raine). After you exit out of the menu, it's go time.

Well, you're finally in a battle where you actually have to put Yggdrasill (40,000 HP) down for the count. No fade out to stop you this time. ^\_~

Yggdrasill, being a true angel, is quite fond of Light-based techniques. Of course, this means that Light-based attacks from your side will have no effect, meaning Raine is essentially useless in offensive terms (though that's pretty much true 90% of the time, anyway). However, Raine will probably be too busy healing your party from the absolute pounding that Yggdrasill will be shelling out. Don't get me wrong, it's not that he's unbeatable; he obviously is. However, Yggdrasill can keep up an assault as well as any Mongolian\* with his Rays, Holy Lances and stupidly strong Outbursts, not to mention his Death Eaters, which are very similar to Luna's Limited Rays. He can also warp at will, messing up a good U. Attack and has a small window until he hits Over Limit, which also sucks.

(\*Special Author's Commentary: A little bit of history humour for you, there, heh. ^^;)

What you need to do is get in there and don't let up. Set your melee fighters to Frontlines to have them really help you out. Yggdrasill will shell out a LOT of damage, but Raine should have Revitalize by now and if you were smart, you stocked up on a fair amount of Gels beforehand, so you should make it out all right.

After the battle, Mithos will not be able to believe he lost. He will fall as he says he's going home with his sister. Afterward, Lloyd will say that it's over, but Kratos will say that it's far from it, since the Great Seed hasn't germinated and the worlds are still split. The scene will be different depending on who you chose, but ultimately, Kratos will say that in order to make a pact with Origin and reunite the worlds, Lloyd must defeat him in combat. Kratos will leave after saying that he will be waiting for Lloyd before the seal. Colette will suggest that they go back first.

You'll find yourself at the entrance to the Tower of Salvation. Run down the stairs, exit to the World Map, save and fly to Heimdall.

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The Journey Nears Its End  
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/\\_\\_Heimdall\\_\\_\  
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\*COMING SOON\*

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Legal and Personal Information  
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/\\_\\_Version Information\\_\\_\  
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11/08/06- V.8 of the guide. Updated to Heimdall.

6/25/06- V.7 of the guide. Updated to the start of rescuing Colette for the umpteenth time in the Tower. Also fixed many grammatical errors.

4/14/06- V.6 of the guide. Updated to Special Extras Section: Part I.

4/07/06- V.5 of the guide. Updated to Mithos' revelation.

3/24/06- V.4 of the guide. Added up to the Welgaia Escape.

3/3/06- V.3 of the guide. Small update up to Welgaia. Also fixed some grammatical errors.

2/20/06- V.2 of this guide. Written up to SE Abbey. Parts added to the Table of Contents.

2/11/06- This is V.1 of my Tales of Symphonia Guide. I'm currently still working on it, trying to make it as complete as possible. Please bear with me as I continue updating it.

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