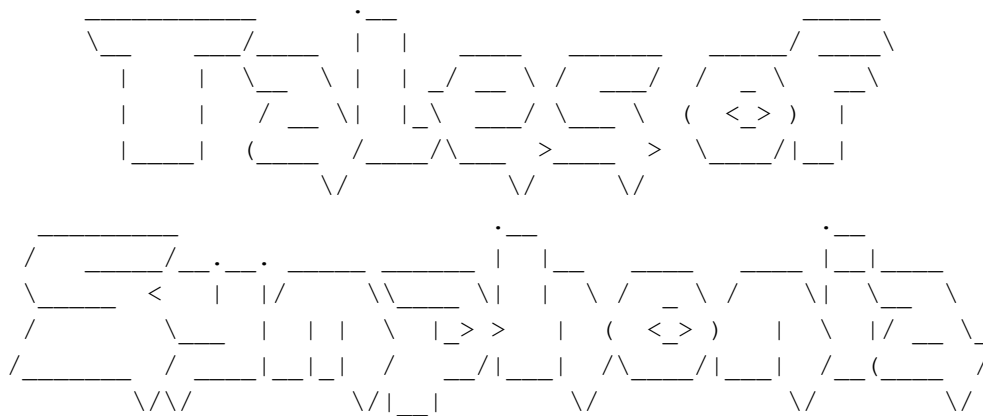


# Tales of Symphonia FAQ/Walkthrough Final

by Alex

Updated on Jul 15, 2007



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|                                         |
|                               Author: A I e x |
|                               Began: July 18th, 2005 |
|                               Completed: July 23rd, 2005 |
|                               Email: Legal & Copyright Section |
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\*\* In order to navigate this guide I have implemented a Ctrl+f system, which means you press ctrl+f in your browser or word processor to bring up the search menu, then enter the letters in brackets on the right of the section that you're looking for. Do not include the brackets.

Also note anything which reads "None" can actually be searched for, do a Ctrl+f search for the part dash area, for example, part II section i (Triet) you would do a ctrl+f search for "II - i" without the quotation marks.\*\*

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Introduction:  
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The following is a step-by-step guide to not only making your way through Tales of Symphonia, but getting the most enjoyment out of it as well. I am currently writing this guide as I play through the game for a second time, recording events as they happen, with prior knowledge of each situation in order to be as clear and concise as I possibly can.

Also I'd like to note that this was the first walkthrough I ever wrote and it carries kind of a sentimental value with it. While I don't exactly find it to be the most aesthetically pleasing of my work, I can look back and say that I think I did quite a good job for a first guide, and I hope you enjoy it too.

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Controls:  
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O===||Field Map----- )  

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- Control Stick - Move player-controlled character
- Control Pad - Open Map
- A Button - Enter towns and dungeons
- B Button - Cancel/Board Rheaird  
- Embark/Disembark EC
- X Button - Mount/Dismount Noishe (Activates long range mode)
- Y Button - Open Main Menu
- Z Button - Start skit
- L Button/R Button - Rotate the camera left/right
- Start/Pause - Toggle world map

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O===||Town/Dungeon Map--- )  

||-----/

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- Control Stick - Move player-controlled character
- Control Pad - Rotate player controlled character 45 degrees (only while standing still)
- A Button - Action (Speak, Examine, etc.)
- X Button - Use Sorcerer's Ring
- Y Button - Open Main Menu
- Z Button - Start skit

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  ||-----\  
O===||Battle----- )  
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Control stick - Move player controlled character/Item selection  
Control Pad - Select strategic orders  
A Button - Attack  
B Button - Perform a magic or technique  
C Stick - Magic and technique shortcut  
X Button - Guard/Cancel magic technique  
Y Button - Open Battle Menu  
Z Button - Initiate Unison Attack  
L Button - Delay magic or technique  
R Button - Change target (hold to select a target)  
Start/Pause - Pause

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1. Characters /1

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I - Lloyd Irving  
II - Colette Brunel  
III - Genis Sage  
IV - Raine Sage  
V - Kratos Aurion  
VI - Sheena Fujibayashi  
VII - Zelos Wilder  
VIII - Presea Combatir  
IX - Regal Bryant

o-----o  
| Lloyd Irving |  
o-----o

Gender: Male  
Age: 17  
Height: 5'8"  
Weight: 128 lbs  
Class: Swordsman  
Race: Human  
Hair: Dark Brown/Short Hair  
Build: Average  
Weapon: Two single-edged swords  
Occupation: Student

The central character of the game, Lloyd was found in the woods with Noishe when he was an infant. He now lives with his adoptive dwarf father.

o-----o  
| Colette Brunel |  
o-----o

Gender: Female  
Age: 16  
Height: 5'2"  
Weight: 97 lbs  
Class: Chosen

Race: Human  
Hair: Platinum Blonde/Long Hair  
Build: Slender  
Weapon: Chakram  
Occupation: Student/Chosen

Colette is the game's heroine and Lloyd's childhood friend. Though normally a bit clumsy and seemingly care-free, she has a strong will and sense of responsibility hidden underneath her soft appearance -- she bears the weight of the world on her shoulders. She is not the type who looks to other for protection. If anything, she is bold and daring in times of need, always willing to sacrifice herself to help her friends.

o-----o  
| Genis Sage |  
o-----o

Gender: Male  
Age: 12  
Height: 4'8"  
Weight: 64 lbs  
Class: Mage  
Race: Elf  
Hair: Silver  
Build: Slender  
Weapon: Kendama  
Occupation: Student

This young boy is one of Lloyd's closest friends. He's a child prodigy -- not only is he the smartest student in the village, he is a talented mage as well. Because of these abilities, he is overflowing with self-confidence, to the point of looking down upon others.

o-----o  
| Raine Sage |  
o-----o

Gender: Female  
Age: 23  
Height: 5'5"  
Weight: 108 lbs  
Class: Mage  
Race: Elf  
Hair: Silver  
Build: Average  
Weapon: Staff  
Occupation: Teacher

Raine is the teacher of the school Lloyd, Colette, and Genis attend. She is also Genis' older sister. She is asked to join Colette on her journey because of her knowledge of archeology and the magical arts. Although normally cool and logical, her passion for archeology gets the best of her at times.

o-----o  
| Kratos Aurion |  
o-----o

Gender: Male

Age: 28  
Height: 6'1"  
Weight: 172 lbs  
Class: Mage/Swordsman  
Race: Human  
Hair: Dark Brown  
Build: Average  
Weapon: Double/edged sword  
Occupation: Mercenary

Kratos is a mercenary hired to accompany the chosen on her journey of regeneration. He is a skilled swordsman -- Lloyd's swordsmanship pales in comparison. His cool demeanor and logical approach to handling situations irritate Lloyd, who tends to handle things completely the opposite way.

o-----o  
| Sheena Fujibayashi |  
o-----o

Gender: Female  
Age: 19  
Height: 5'5"  
Weight: 106 lbs  
Class: Summoner  
Race: Human  
Hair: Black  
Build: Voluptuous  
Weapon: Cards infused with magical energy  
Occupation: Assassin

Sheena is an assassin sent from the prospering world of Tethe'alla to stop Colette from succeeding in her journey of regeneration. If Colette succeeds in reviving Sylvaent, then Sheena's world will be ruined. Similar to Colette, Sheena carries the fate of her world on her shoulders.

o-----o  
| Zelos Wilder |  
o-----o

Gender: Male  
Age: 22  
Height: 5'10"  
Weight: 150 lbs  
Class: Mage/Swordsman  
Race: Human  
Hair: Red  
Build: Average  
Weapon: Double-edged sword  
Occupation: Chosen of Tethe'alla

Zelos is Tethe'alla's chosen one. His good looks, his title, and his smooth charm make him irresistible with most women. Because of this, he can be a bit arrogant and egotistical at times. He doesn't take things too seriously, and thus has a laissez-faire attitude toward his duties as the chosen.

o-----o  
| Presea Combatir |

o-----o

Gender: Female  
Age: Looks around 12  
Height: 4'6"  
Weight: 53 lbs  
Class: Axwoman  
Race: Human  
Hair: Pink  
Build: Typical child's build, but slightly small for her age  
Weapon: Ax  
Occupation: Woodcutter

Presea works as a woodcutter in place of her sick father. Although she is small and slender, she manages to heft with ease a heavy ax that most adults would struggle to lift. This is possible due to the special Exsphere she has equipped. This special Exsphere however, suppresses Presea's humanity -- she does not display any sort of emotion at all.

\*\*For some reason the art book decided it was no big deal to just put all this information about Regal, which is essentially just one giant spoiler. Read at your discretion.\*\*

o-----o

| Regal Bryant |

o-----o

Gender: Male  
Age: 33  
Height: 6'2"  
Weight: 187 lbs  
Class: Fighter  
Race: Human  
Hair: Blue  
Build: Large, fairly muscular  
Weapon: Greaves  
Occupation: Former aristocrat

Regal is a prisoner of the prosperous world of Tethe'alla. Sent to capture Colette on behalf of the pope, Regal is extremely quiet and constantly wears a grim expression. The few words that escape his lips are dignified and carefully thought out. They are perhaps traces of his aristocratic background.

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## 2. General Information/FAQ

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/2

- I - Battle System
- II - Skits
- III - Memory Gems
- IV - Avatar Character
- V - Monoliths
- VI - S and T Skills
- VII - Multiplayer
- VIII - Difficulty Levels

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I - Battle System

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This game offers a unique battle system, which is one of its primary appeals to people. To start with the simplest notes in is a real time RPG, meaning the battles are not turn based, you character moves where you control him to. Some have compared the battle system to that of Star Ocean, or too broader but less accurate extent, Kingdom Hearts. Obviously it's best to just understand how it works, rather than worrying about what other game it's most like.

To start, while this game takes a very three dimensional look to the battles, when you control it you'll actually notice it's done in a very clever two dimensional fashion. Every enemy has its own 2D plane, if you target an enemy you can run either away or towards it. At any time you can press the R button to switch to another enemy, and change the plane you move on. So it may seem like you are moving into the background, but the camera will change and you will still be moving left and right.

Attacking in this game can depend on your character's combat setting, which you can choose at the beginning of the game. There are three.

Auto - No control of your character. The AI will fight for you and you can sit and watch. If you enjoy not playing your games, this setting is for you.

Semi-auto - You have moderate control. You can still move left and right. Pressing A will cause you to run up to the enemy you are targeting and attack it. You will also block automatically sometimes, however you do not have full control of your ability to jump.

Manual - Everything is controlled by you. A button will cause you to swing your sword without moving, control with the analog and jump by pressing up. I recommend this setting, I find it to be the most enjoyable to use.

You will also be able to have three other characters accompany you in battle. These characters will be set to Auto by default and will perform actions based on the options you have set in the strategy section of the main menu. They can also be instructed what to do manually through the menu, or by the C stick.

You can also try and perform large combos in battle, they will begin to count as you repeatedly hit an enemy without delaying for more than a second of so between attacks. This combo can be contributed to by everyone in your party, so practice using everyone to your advantage. That is about as far as the basics go.

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II - Skits

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Skits are events meant to either further the story, your relationship with the particular characters, or just entertain you on the whole.

You will know a skit is available when you see the Z button icon and a name at the bottom left of the screen. At those times you can press Z to watch a skit. They are unvoiced and can move rather fast at times so keep your eyes sharp. They can also be skipped by pressing the start button at any time.

You can go through the entire game without every voluntarily watching a skit, they are entirely optional.

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### III - Memory Gems

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Memory gems are special crystals found in most dungeons. The majority of dungeons will contain one save point near the beginning, and one broken save point near the end. These broken save points can be activated by examining them and using a memory gem. One of the enemies of the particular dungeon you're in will always be holding the memory gem, it's your job to find which one. (I will tell you which enemy to defeat to receive the memory gem at the appropriate times in the walkthrough.)

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### IV - Avatar Characters

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Your avatar character put simply means the character displayed on screen that you control while out of battle. To change who this character is open your menu, press down until you reach the character you want and press the A button. You will see a little red flag on that character in the menu, now they will appear on the map. Certain events in the game require certain characters to be the avatar, so make sure you understand the concept.

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### V - Monoliths

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You will find monoliths scattered all over the world map. When you see one approach it and you will be told that long range mode is now available for that area. What that means is that you can now ride Noishe by pressing X on the world map there. The camera will zoom out giving you a better view of everything.

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### VI - S and T Skills

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S and T skills refer to your proficiency as either a "Strike" character or a "Tech" character. Strike characters will have the ability to hit with singular, powerful blows. Tech characters will be able to hit with multiple, weaker blows. It will average about to the same in the end so it comes down to a matter of personal preference. There are just a few things you have to understand:

Your characters will learn different magic spells and tech attacks depending on whether they are S or T. If you learn some T spells, but realize you want to S ones you have to "Forget" the T ones first. To forget a spell or tech, go into the tech menu, and with your cursor over the tech/spell press X. You cannot forget techs/spells which are not influenced by the T/S direction, so don't worry. You also cannot ever permanently lose something by forgetting so don't worry too much.

The other important thing to know is how to go from S to T or vice

versa. Which direction you go is based on your EX Skills so check there first. Hover your cursor over an EX ability and at the top right of the description it will say either "S-TYPE" or "T-TYPE," if your S-TYPE outnumber you T-TYPE you will progress toward S and vice versa.

The other way to switch easily to equip an accessory called the Strike Ring. It will send you toward S regardless of your EX Skills, but you will return to whichever is more prominent once you take it off. You can learn the skills from one side, and go to the other, and you will still have them.

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#### VII - Multiplayer

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This game is a single player game at heart, but it does offer the option to play with friends, and it would be a shame not to take advantage of it at least once. Actually the real shame is the lack of any concrete explanation as to how to utilize it, well read on:

To play with more than one person, choose the character you want, for this example lets say it's Genis in character slot number 2. Go to the tech menu, select Genis, then press up once to hover your cursor over his name. From here you can press start to change him from Manual to Semi-Auto to Auto. Set him to manual. Now plug a controller into slot 2 and begin a battle, controller two can move Genis now.

Here's one more important thing, the controller must be plugged into the controller port corresponding to the character position. So if Genis is your third character on the list, you have to plug controller 2 into the third slot, even if only playing with two people.

This game can be played with anywhere from 1 - 4 people. Remember to set the characters back to Auto when your friends leave.

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#### VIII - Difficulty Levels

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This game has three difficulty levels: Normal, Hard and Mania.

Normal and hard can be chosen at the beginning, but you must complete the game at least once before you can play Mania mode. To change the difficulty enter you menu, choose "System" then "Customize" and there will be an option here to cycle between difficulties.

This can also be done in the customization menu on the title screen, and again when starting a new game.

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### 3. Full Walkthrough

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#### \*\*MOST IMPORTANT:

If you EVER get stuck in this game the number one source of information is also the number one overlooked feature of this game and that is the synopsis located as the top right option in your main menu. It will

tell you almost everything you need to know, check it often.\*\*

\*\* Please note before I begin that the intent of this walkthrough is to assist and guide you through the game. It is purposely written so that it instructs you where to go, not why you go there which is of course the best means to avoid spoilers. Finally note I will not sacrifice content for spoilers, so even those who have completed the game once should find this guide equally as useful as those who have not. The guide WILL be written primarily for those who wish to get as much as possible out of the game, and so I would recommend using it in conjunction with an in-depth guide for receiving titles and recipes, however this of course is not at all a requirement.\*\*

\*\*Note that people wishing to avoid spoilers, when I say "Do this and watch the next scene" that implies watching the whole scene before continuing on to even the next sentence. It's no big deal, it's just a helpful tip to those who would like the least amount of spoilers possible\*\*

\*\*Also one final note before I begin, as much as I appreciated the help of all the walkthroughs from the JP version, I found myself getting stuck a LOT, something very easy to do in this game if you don't know exactly where to go. So if it seems like I'm being overly detailed at times, keep a mind that often it may not seem like it, but those details are likely very important! My goal is to help people avoid all the frustration

I went through trying to find the exact insignificant events that allow you to progress. Anyway thanks for allowing me to make these notes, and with that said, enjoy Tales of Symphonia!!\*\*

\*\*\*\*\*  
\* Disc 1 \*  
\*\*\*\*\*

=====  
Part I - The Beginning  
=====

The game begins with a brief narration.

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I - i - Iselia Village

-----o  
Halo:

- Apple Gel - 100G
- Orange Gel - 200G
- Life Bottle - 300G
- Magic Lens - 10G
- Wooden Blade - 700G
- Chakram - 200G
- Nova - 600G
- Soft Leather - 480G
- Boots - 100G
- Chicken - 120G

Lettuce - 80G

Tomato - 60G

Bread - 70G

Egg - 50G

After the narration you will find yourself in the local schoolhouse. Here you will meet many of the game's characters, including your main character, Lloyd Irving. Following an event you will gain control of Lloyd. You are free to speak with any of your fellow classmates here, once you have done so attempt to leave the room. An event with Genis will occur. Choose the option "It's Research" to gather your party. Before exiting be sure to examine the hole at the top of the room to obtain Colette's title "Klutz."

Once outside you will witness a quick event and be free to roam the town of Iselia. You can quickly familiarize yourself with the save point right above you, the item shop down the path below you, and the house where you can be fully healed for free to your right. When you're ready to progress go past the save point to the north.

Now you encounter your first battle. Nothing too challenging, use it to get the feel for combat in this game. Same applies to the next battle. leave Iselia and travel the simple path to the Martel Temple.

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## I - ii - Martel Temple

Watch an event and choose the top option. Move up to engage in another battle, and then another, your first boss battle. Don't worry if you are having trouble, soon a mysterious stranger will interrupt the battle. The stranger has the ability to heal which should make this battle much easier. Another event, choose the top option.

Once you have control of Lloyd again head north to witness a quick scene, then head down the right path. Here you will encounter a rock enemy, which can be quickly disposed of. You will notice each time the rock monster respawns and leaves a block. Defeat another and push the block through the top centre hole. Now make another and push a second one down the top centre hole. Descend the stairs to the bottom where you pushed the two blocks. Push the top block forward to create a path to the Sorcerer's Ring. Once you have it go back to where the rock golem was.

(Note the Sorcerer's Ring can be used anytime by pressing X. Not only does it serve different functions in different dungeons, it also freezes enemies)

From here go up the stairs to the left and follow the path to the three treasure boxes. Once again return to where the rock golem was to find that he's back. Defeat another to get a box, which should be pushed into the left centre hole. Next defeat another golem and push the box into the right centre hole. Descend the stairs and head around the right side of the box on the left you pushed down. Push it left into the slot and continue up the stairs to Life Bottle. Now defeat one last golem and push that box into the right centre hole. Head down and push it into the slot to the right. Continue up those stairs to a Panacea Bottle.

Now finally, return to the entrance of the temple and head north to the door which needed the Sorcerer's Ring. Press X to remove the seal and enter. Take the warp and witness an event, and a cutscene.

Now it's time to exit the temple, and return to the world map.

---

I - iii - Iselia Village

Head down the path to the right, and into the house for an event. Afterwards head over to Genis' house, which is on the right side of town. You can get an explanation of cooking, and then ingredients for a sandwich. Yum. Anyway, head all the way south for an event, and exit Iselia. Take the northwest path to Iselia Forest. (Also I may have missed this but I believe you can get the title of "Brotherly Love" for Genis by talking to Raine in the school.)

---

I - iv - Iselia Forest

After an event, head straight along the path. Turn left at the fork to pick up a treasure box. Go down the right path now to grab the Life Bottle and continue on for another event. Save and take the left path.

Head around the left side of the compound to meet Genis' friend. During the scene, choose the top option both times. Afterwards you're told to find higher ground. Head to the right this time, up to a raised section beside the cliff. Jump twice, then to the right for an Orange Gel, and up the left side after. Now watch another scene, and a quick, easy fight. Now save and head north.

At the three way split head up and then left for an Apple Gel, then to the right for a Leather Glove which should be equipped on Lloyd. Back at the split, take the middle one for an apple gel and then go across the bridge. Grab the 500 Gald and go up, here you will see an item sitting on a fallen tree above you. Simply go under it, loop around and run across it to get the Orange Gel. Now leave the forest to the North.

On the world map, follow the path North to Dirk's House.

---

I - v - Dirk's House

Now enter the house and talk with Dirk for a long scene. Choose the top choice for any option.

Once it's over, run downstairs, save, and talk to Dirk again by the grave to continue. You receive numerous items, and will be automatically taken back to Iselia Village.

---

I - vi - Iselia Village

Now go to Colette's house (the one on the right where you met with everyone earlier.) Prepare for another event. Leave the house and

head down to the south of the village to continue it.

Fight a battle, watch more scenes. Now time for a boss battle. It has some powerful close range attacks. These attacks however are easy to predict and block. Keep hitting it hard and fast. If you have the sword rain tech it helps, chain it onto the end of a 3 hit combo and this boss should go down before you even need to heal.

Finish the event and make your way to the exit of Iselia. Receive the title of "Drifting Swordsman" automatically as you head out to start your journey.

=====  
Part II - The Journey Begins  
=====

Your destination is the desert oasis Triet, located due south of Iselia. Along the way you can visit the Nova Caravan and house of Salvation, neither of which are of any real importance at the moment. You will also get a little tutorial on EX skills.

---

II - i - Triet

-----o  
Traveler's Mate:

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

-----o  
Heat Storm:

Knight's Saber - 800G  
Flying Disk - 880G  
Fine Star - 800G  
Rod - 800G  
Long Sword - 790G

-----o  
Sand Shield:

Soft Leather - 480G  
Leather Guard - 280G  
White Clock - 800G  
Robe - 600G  
Ribbon - 240G  
Baret - 200G  
Wooden Shield - 600G  
Leather Glove - 200G  
Gloves - 100G  
Cape - 100G

Start by heading to the inn (just up and right of the entrance.) Inside go up

the stairs and examine the objects at the end of the hall. This is the first of many times you will meet the "Wonder Chef," who is always disguised as a unique object, and will teach you a new recipe each time you find him. This time it's Cabbage Rolls.

Now head out and up the left side of town to the shops. In an automatic event, choose the top option to learn about customization, and equip your characters with the best equipment you can afford.

When you're done exploring, head north to the fortune teller in the tent at the end of the path. Pay her, listen to what she says and return to the town exit for an event.

Now for a battle, you'll undoubtedly find it easy if you upgraded Lloyd's weapon. Afterwards, another scene.

---

## II - ii - Sylvarent Base

Looks like Lloyd's would up in jail. To escape, use the X button to hit the guard with the Sorcerer's Ring. Examine the panels on the left of the two cells beside you for a Beast Hide and a save point. Save and head down the path to the right. Grab the chest just ahead to recover your equipment, and keep going to encounter two more guards. Easy fight.

In the next room, examine the pedestal to change the function of the Sorcerer's Ring. Once the guards leave, your goal is to use your Sorcerer's Ring to freeze both the guard robots on the two panels on each side. Allow them to chase you to guide them onto the panels, time it right and you shouldn't have too much of a problem. Once you've accomplished this, head into the now unlocked door to the left.

In the door to the left, you'll find numerous enemies. The one to note is the soldier in the corridor to the north. He holds the memory gem, which works to unlock save points as described in the general information section above. Head up the find a treasure chest with a Beast Fang, and the computer at the upper left works like an item shop. Go back down, and take the left path. Unlock the save point and save your game. Now for a little puzzle that seems tricky, but is actually quite simple.

By shooting each of the three pillars with your ring, it moves the circle around the giant Gamecube by a different number of degrees. 180 for the top one, 90 for the middle, and 45 degrees for the bottom. To get into the door to the North simply shoot the top pillar once, and the bottom pillar once. Head into the now unlocked door at the North and prepare for a scene.

Boss: Botta

Hp: 4200

Tp: 224

Foot Soldier (x2)

Hp: 823

Tp: 0

Exp: 505



Not a particularly hard boss. Be sure to defeat his foot soldiers first, as like most minions, they can get annoying. A great combination attack you should have access to right now is 3 attacks + Sword Rain or 3 attacks + Tiger Slash. Both are effective against this boss. Wail on him with any combo you have, and block whenever you see him raise his sword. Kratos should easily take care of any healing you need.

After a short scene, make your way West, back to Triet.

---

II - iii - Triet

A scene begins right as you enter town. Once it's over, leave your room and go upstairs to the first room on the right, to continue it. Leave the room and choose the top option. Watch more. Leave the room again... watch more.

Now it's finally time to go to the Seal of Fire. You've got Raine in your party now, so make sure to use her. May not seem like it for awhile, but she's the powerhouse healer you'll be needing from this point on. Do whatever you need to do and leave Triet. (You can buy better weapons and armour for your new characters.)

The Seal of Fire is located West of Triet. Looks like a bunch of ruins.

---

II - iv - Seal of Fire (Triet Ruins)

Be sure to save outside first.

After a quick event, and battle with a couple fire elementals, you learn new defensive skills for everyone. These can be extremely helpful, be sure to set them up in the tech menu. Examine the hole in the ground for another scene and a new title "Archeological Mania" for Raine.

This is the Seal of Fire, meaning the majority of enemies are weak to water elemental attacks like Genis' Aqua Edge.

Enter the temple and head up at the first fork. There is a treasure box containing the first real "hard" enemy so far. It's only hard because physical attacks can't hurt it, but luckily, you have Genis. So open it.

Miniboss: Fake

Hp: 400

Tp: 50

Simply stay close to him while holding the block button the whole time. Open the menu and continuously command Genis to keep casting Stone Blast or really any spell he has. Doing this should give you no problem.

Now head back and go down at the fork. You'll see a treasure box covered in stones, use your Sorcerer's Ring to uncover it and collect the Lemon Gel. Go inside the door just above and fight the enemy, this is the enemy that holds the memory gem. Afterward go up the little

stairs and light the torch on the wall after a mini tutorial. Once the platform raises, go down the stairs and light the torch just to the right. Now leave the room.

Go back up to the fork, and go straight into the door. Head straight down here to pick up an Apple Gel. Go back and push the lower block off the edge just ahead of where you entered the room. Run up the path and collect the 1000 Gald and the Mumei (equip for Lloyd) and Savory. Go back down and grab the upper block, pushing it over the last one, so they are beside each other giving you access to another torch. Light that torch to raise a platform leading to the broken save point. Now go back to the entrance and up to find two treasure boxes containing a Life Bottle and a Bracelet (equip for Genis.) Leave the room again.

Head up to where you fought the treasure box and go into the door to the left. Go up and around to a block, which you should drag and put in the space beside the treasure box and the torch. Grab the Stiletto (equip for Kratos) and light the torch. Backtrack a little and make your way across the platform that just raised. Head up the stairs and follow the path straight and turn right just before the broken save for a Circlet (equip for Colette.) Now use the memory gem on the broken save and save your game. Make sure Colette is well equipped, even if you don't use her and head into the warp portal for an event.

Boss: Ktugach  
Hp: 5000  
Tp: 50

Ktugachling (x2)  
Hp:1500  
Tp: 180

Exp: 748  
Gald: 115

Start off by going to your menu, choosing tech and Genis. Use Y to turn off all spells except Aqua Edge. Now go after those two minions. You'll have at least one healer, but the boss can hit pretty heavy so keep in mind your Hp totals. The AI is not 100% reliable. Remember you can hold block and press down to activate your guardian shield. Use your best combos and when the two minions are dead, go after the big guy. If you follow suggestions he should be dead in no time.

Once this scene is over, Colette will learn a new ability. Remember to turn all of Genis' spells back on. Exit the ruins, easy task since you've already made the path. Watch a scene.

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II - v - Campfire

Talk to people here, choosing whichever options you like. Then talk to Colette for a scene.

---

II - vi - Triet

Return to Triet for a quick scene. Raine should acquire the title "Sisterly

Love" here. Rest at the inn and another scene will occur. Now leave Triet.

Follow the edge of the mountains East, on the right side. Follow it until you see a path, this is your next destination, the Ossa Trail.

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## II - vii - Ossa Trail

Enter the Ossa Trail, and almost immediately an event occurs. Choose the top option and be on your way. Follow the path to the next screen and around, going left at the fork to pick up a Battle Staff (equip for Raine.) Continue down the path. Go down the first chance you get and save your game at the save point and pick up the Apple Gel and Melange Gel. Follow the path right.

Grab the Orange Gel on your way down. When you reach the bottom watch a quick scene.

Boss: Clumsy Assassin

Hp: 1800

Tp: 131

Guardian-Wind

Hp: 2000

Tp: 400

Exp: 490 (Approx)

Gald: 378

Take out the guardian first, as it is the more dangerous of the two. No special weaknesses here, just a good combination of strategic blocking and offensive attacking is what you need. Keep an eye on your Hp totals, but if you have both Raine and Kratos, that should easily hold your weight when it comes to healing. Once one is dead, the other is a breeze.

Now head inside where the assassin came from. Go right at the 3 way split, then down and get the Black Silver. Go back and head left this time, then up and get the Fine Guard (equip for Colette.) Now head down the path to the right, and go up at the next intersection. Grab the Beast Fang and EX Gem Lvl. Now it's time to make a choice. The Sword Dancer is a very challenging optional boss, you may want to wait if this is your first time through the game, if not, or if you have a lot of guts, get ready! If you are not fighting him, scroll down to the three asterisk marker (\*\*\*). If you are fighting, talk to it and choose the top option to begin the battle!

Optional Boss: Sword Dancer 1 (@@@)

Hp: 8888

Tp: 38

Exp: 150

Gald: 2000

This guy is hard, but has a weakness. I BARELY beat him at level 14, but keep in mind that is with the Hp bonus purchased after beating the game. I'd recommend at least level 18 if you want to beat him right now. Make sure to have lots of items on hand. He

has lots of Hp and his attacks can kill you in one hit but the catch is... they're super simple to block! Start the battle by running up to him and attacking. Be sure to use any kind of 3 attack-tech attack combo you have. Tiger Slash works good. Once you've done it hold block IMMEDIATELY. He will always counter attack. This shouldn't deal too much more than 200-300 damage if blocked, which Raine and Kratos can heal back. Make sure Genis is always casting spells, especially mid level spells if you have them, and use those times when the Sword Dancer is being hit as windows of attack. Remember to keep blocking blocking blocking. It'll take awhile, but if you're a good level, and you have lots of Tp healing items, he will go down. For defeating him you get the Yata Mirror.

\*\*\*

Anyway, regardless of whether you fought the boss or not, leave the cave, and go down to exit the Ossa Trail. As you do you will get a quick guide and Unison Attacks will become available. These can be activated in battle by pressing Z when the meter is charged.

Save your game (especially if you defeated the Sword Dancer) and head Southeast to Izoold.

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II - viii - Izoold

-----o  
Deep Blue:

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

Begin by entering the house just to the right of the Katz expedition booth. Head to the back right and examine the object on the floor. This is another Wonder Chef who will teach you the recipe for the Rice Ball. Now leave and head right to the docks.

At the lower right side, follow the dock down to talk to a man standing there. He'll refer you to Max, the other man standing beside the boat just up and to the right. After you talk to him, (he should refuse you passage.) Talk to the little boy walking around near the docks entrance. Now go back and into the house left of the Katz expedition. Talk to the girl and her grandmother. Leave and talk to the man just in front of their house. Now go back and talk to the girl again. This should trigger an event. If not, follow these steps again, or talk to more people at the docks.

When she leaves, head back to Max. You should see a scene, choose the top option, talk to him and be on your way!

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III - i - Palmacosta

Walk down and stop at the numerous shops along the way, buying newer and stronger equipment for your characters. Now head down for a scene which is unavoidable.

The shop you're looking for is the larger building, the right-most one of the two located just East of where it occurred. The item you're looking to buy is the "Palma Potion" for 1000 Gald. You likely have enough things to sell, if you don't have the cash, so pick it up and head back to the group.

Now go to the next map at the far right across the bridge for a quick scene, then enter the large building at the upper left for another scene. Now exit and head left and leave the city.

A quick note before leaving the city is to set Colette as your avatar and find a dog wandering around. Speak with the dog then continue on.

The next part can be confusing as it is non linear and can be done in many different ways. this may sound good but people have been known to find themselves stuck and have no clue where their next destination is. You are free to choose your own path, but the guide will continue on the path I recommend most, leaving you with the most amount of experience before a more challenging boss fight.

If you are ready, head all the way North to a place called Hakonesia Peak. When I say North I mean NORTH. It's quite far up, you'll know you're on the right track if you cross a bridge, and pass another House of Salvation. It looks like a path into the mountains, when you reach it, enter.

---

III - ii - Hakonesia Peak

Follow the pass and enter the house. Speak with the man there for a quick event and leave. Once again another event, in which you learn something new about Palmacosta. Time to head all the way back there. (It's to the South in case you've forgotten already)

---

III - iii - Palmacosta

Quickly enter and head back to the area in front of Dorr's residence for a scene. Now for a battle... you'll waste those pathetic underlings. In the item shop, watch another scene and head back out to the town square in front of Dorr's residence.

On the right you should see two buildings, well head inside the right-most one of those two. During this scene choose the top option. When you have control again examine the funny looking pole thing

under the stairs to meet the Wonder Chef and learn to make Omelets! Head up the stairs and into the first door on the right to for a quick review, I'm not sure if this has any bearing on the test itself, but it's fun. Now go to the next room for the test.

If all has gone well, once the test is over the two students should receive the same grade and Genis' will get the new title "Honor Roll." Before you leave head to the right-most room on the first floor, talk to the man behind the counter and answer "Yes" to becoming a waitress. You have to memorize some things here. I believe how good you do reflects how much money you make, but either way Colette should receive the title "Turbo Waitress."

Now leave town and again go towards Hakonesia Peak, but stop at the House of Salvation along the way.

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### III - iv - House of Salvation

Head forward for an event, in which you should choose the top option, then enter the house for another event, again the top option.

That's all to do here now, but now that you know about Chocolat, head for the Palmacosta Human Ranch. If you open your map (press left or right on the D-pad on the world map), the farm is located on that blackish splotch on the right side of the continent, should be almost directly right of the House of Salvation, however you must go south a bit in order to get around the mountains. Just follow the Southeast trail from the House of Salvation, and cure around the mountains to the left.

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### III - v - Palmacosta Human Ranch

Go up and to the right to trigger a scene. You do have a choice here but your best bet is the top option, so choose it. Now go up, and battle your way through the gate and into the base.

Examine the pedestal here to change the function of the Sorcerer's Ring. Go into the right door, and use the Sorcerer's Ring. Examine the terminal to get a White Silver, and then the pedestal to activate a bridge. Across to your right is a vending machine that can both heal you full and sell items, be sure to take advantage of it.

Use the Sorcerer's Ring and examine the terminal at the top left for and Orange Gel, and the pedestal at the top right for another bridge. It may look like it's a dead end, but activate the Sorcerer's Ring and pick up the life bottle. Now go back, if you haven't killed the enemy beside the vending machine by now, do so, as he carries a "Purple Card." Use your ring again to turn off the upper bridge, then cross the left one and turn it off as well. The reason will become apparent later. Now go back to the main hall.

Go into the left door and defeat the guard there to receive the memory gem for this dungeon. Use the Sorcerer's Ring to find an Apple Gel in this room. Activate it again and head down the bottom left path, you should be able to find two Orange Gels and a Life Bottle in this general area. Now head back to the main hall.

Use your ring to make the warp portal appear above the pedestal, and use it. Now head up, save your game and go into the door on the right. Activate your ring, and you should see a sparkle with a box near the bottom. Push the box down and grab the item for an EX Gem Lv2. Be sure the ring is activated and move the box at the top with a sparkle in it, and grab the Mage Cloak (equip for Genis.) With the radar on, examine the pedestal to make a bridge, cross it, go down the stairs and watch a quick scene. You should now have a Red Card. Go across the bridge again and deactivate it. Now head back to the save point.

Take the left door this time for another event and a Blue Card. Exit to the right.

Now activate your ring and go into the portal North of the save point, now you have to deal with a ton of confusing teleporters, the following is the best route to take: (Note you may see many sparkles through this, but the majority are alarms with enemies, it is best not to pick them up.) Beginning from the room you end up in after you use the first portal:

Be sure to activate your ring each time:

1. West Portal
2. North Portal
3. North Portal

Assuming you deactivated all the bridges after you left, there should be a spiral path leading up to a Panacea Bottle you can see with the Sorcerer's Ring. Return, activate the ring and go into the centre portal, choose to return to the connecting path, save, and use the following path (start by entering the portal above the save point.)

- 1: West Portal
2. West Portal
3. South Portal
4. North Portal
5. North Portal
6. West Portal
7. North Portal
8. West Portal

Watch a scene, easy battle and another scene. Once it's over, follow Chocolat and enter the North Portal. A slightly longer event occurs now, another easy battle, and then...

Boss: Magnius

Hp: 8500

Tp: 120

Whip Master

Hp: 2300

Tp: 60

Bowman:

Hp: 2100

Tp: 40

Exp: 739

Gald: 2124

It's probably implied by now, but the subordinates must die first. They go down quick and will just get annoying otherwise. As for Magnius himself, it's just a matter of slowly beating him down, he's not particularly hard, he just blocks a lot. He also has numerous attacks that will send flying, keep in mind the block button will land you on your feet when timed well. Hopefully Genis has some mid-magic by now, but even if not, combos and low level magic should take him out in no time.

Following the fight is another scene. You'll be taken out automatically so you don't have to worry about backtracking. Time to return once again to Palmacosta.

---

III - vi - Palmacosta

Head into Dorr's residence for an event. When it's over go down the stairs for another, longer one. Once again get ready...

Boss: Kilia

Hp: 10,000

Tp: 400

Exp: 500

Gald: 500

Another not-too-hard boss. She casts a lot of magic, but it's just weak stuff. Normally I'd recommend a healthy combination of attacking and blocking, but she rarely blocks, which gives you little reason not to mash out those attack combos over and over. Eventually she'll change forms, but she still has the same weak attacks, except they're physical instead of magical now, which you can likely defend better against anyway. Should be no problem.

Afterwards, an event occurs, choose the top option when prompted. You will receive a pass that will enable you to cross Hakonesia Peak.

At this point you should be strong enough to take on the Seal of Water, so your next destination is the Thoda Geyser, accessible via the Thoda Dock. The Thoda Dock is located just around the mountain East of the Palmacosta Human Ranch, on the shoreline.

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III - vii - Thoda Dock

This place is very similar to a House of Salvation. Inside you can go upstairs to rest and save. After doing so talk to the women at the counter to rent a boat, watch a scene and sail away!

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III - viii - Seal of Water (Thoda Geyser)

Upon arrival head over, up the stairs on the right side and examine the pedestal for an event.

Set Colette as your avatar and speak with the dog wandering around



in this place.

You should now enter the Thoda Geyser.

Even at a decent level, the Thoda Geyser can prove to be quite a challenge so there are a couple recommendations I'd like to make first.

Turn off all Genis' spells except for lightning, and thunder blade if you have it. Being a water temple most enemies are weak to electricity. Secondly, set lightning for all of Genis' and Kratos' union attack slots. When you use Tiger Blade with Lloyd during a unison attack, it does a powerful finishing combo with the lightning especially helpful here. Finally I highly recommend that you go after the water elementals first in every battle (they're the magic casting blue spheres) as they're magic can be pretty devastating. Now begin.

Go down the stairs and grab the Mermaid's Tear. Continue down the stairs and head left-up a bit to grab the Life Bottle and Circlet (do not examine the pedestal yet.) Head to the bottom and take the right exit. Out here grab the Stun Bracelet and fight the fish enemy, as he holds the memory gem and open the treasure for another Circlet. Go down and into the room to the left. Here you see a box, and a switch under the door you came in. Push the box onto the switch and go back out all the way up to the room with the pedestal. Now go down the bottom left door.

This may be hard to miss but on the right, you can go between the two large pillars for a White Silver and Orange Gel. Return left again and use your Sorcerer's Ring to set the two torches ablaze. They are located on each side of the large urn. Now go back to the pedestal, and this time change the function of your Sorcerer's Ring. Once again head out the bottom left exit.

Now that you can propel water with your ring, notice the scale in front of the urn. Shoot water into the right side of the scale, this should bring down the door, only for it to be thwarted by the box you used to keep it from closing. Once that occurs, go all the way back down to where you pushed the box. At the end of the path there is another scale, once again shoot water onto the right side. A platform should raise just to the left of the large urn and torches. That's your destination so backtrack all the way up there again.

Head straight down from the bottom left door of the pedestal room after you go through, it's hard to see but this is the broken save point. Use your memory gem and save the game. Now head up and left and go through the warp portal.

An event occurs after you go through the portal. Watch it and if Colette is not in your party, make sure to put her there and equip her (you are automatically given a chance. Now get ready to fight.

Boss: Adulocia

Hp: 10,000

Tp: 248

Amphitra (x2)

Hp: 2300

Tp: 120

If you think I begin every boss guide with "Ok this fight is easy" this is where you find out you're wrong. This fight can be really hard. You absolutely MUST defeat her underlings first and you should have prepared Genis' spells as I described above. Save all unison attacks for Adulocia herself. Start by pounding on the two Amphritas until they die, you may sustain a lot of damage during this time, remember to activate guardian, hold block and press down. When it gets down to you and Adulocia, let loose any unison attacks you have built up. Tempest is a fairly effective tech attack, and thunder blade is a great spell. Make sure your healers stay stock with Tp and don't be afraid to block. Despite this probably being the hardest battle yet, it's no different than any other, in that in due time you attacks will put her away. You just may have a harder time keeping your Hp up.

Once she's done away with watch another scene and make your way back out of the Thoda Geyser and another event.

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### III - ix - Campfire

Only a quick scene occurs here, you have no control.

When you regain control, you'll be back at the Thoda Geyser exit. Save and jump on the washtub to return to the mainland. Now with your pass in hand, and the Seal of Water completed, it's time to head to Hakonesia Peak.

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### III - x - Hakonesia Peak

Quickly head up to the gate. After a quick pass verification you're on your way to the other side on the continent!

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Part IV - Well on Your Way  
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You certainly are well on your way by now. To your North is another House of Salvation, follow the path West from there to reach your next stop, Asgard. Save before entering.

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### IV - i - Asgard

-----o  
Gale:

Pork - 120G  
Beef - 140G  
Chicken - 120G  
Juicy Meat - 200G  
Beef Strips - 80G  
Cabbage - 60G  
Lettuce - 80G

Mushroom - 60G  
Potato - 50G  
Onion - 60G  
Radish - 60G  
Carrot - 60G  
Barley Rice - 60G  
Panyan - 70G  
Roll - 70G  
White Satay - 200G  
Red Satay - 200G  
Black Satay - 200G  
Egg - 50G  
Cheese - 60G  
Kelp - 40G

-----o

Typhoon:

Masamune - 1500G  
Slicer Ring - 1380G  
Duel Star - 1180G  
Gem Rod - 1550G  
Steel Sword - 1380G  
Hydra Dagger - 2200G

-----o

Cyclone:

Ring mail - 1800G  
Fine Guard - 900G  
Mage Clock - 1500G  
Feather Robe - 920G  
Iron Helm - 1200G  
Iron Gauntlet - 1200G  
Kitchen Mittens - 1000G  
Paralysis Charm - 4000G

-----o

Whirlwind:

Apple Gel - 100G  
Orange Gel - 200G  
Panacea Bottle - 150G  
Life Bottle - 300G  
Holy Bottle - 200G  
Dark Bottle - 200G  
Magic Lens - 10G  
Stone Charm - 4000G

If you're hurt, rest at the inn just to the left when you enter, or if you prefer to shop around, there's at least three inns in this town. Don't forget to stop and shop at the equipment shop located just North from the top of the first set of stairs.

First things first head up and down the little set of stairs to the right.

Keep

going right onto the next map, and go up the larger set of stairs just to the North. On your right should be a large house with a girl named Aisha inside. Go in and head upstairs. Examine the little object beside the bed and poof, the Wonder Chef appears teaching you the recipe for Meat

Stew. Now leave the house and head left back to the main area and go up the large stairs to the North.

Despite my position on having a spoiler free walkthrough, the I feel obligated to tell you there is a boss coming up. The reason being that if any point in the events following those that occur at the top of the stairs, you so choose the save the game, it is possible to find yourself stuck in Asgard with a boss to fight and no way to level. The boss is not particularly hard, but don't risk finding yourself at too low a level. Mentioning an upcoming boss in a game like this where they're thrown at you like candy is no big spoiler anyway, but regardless, please continue.

After a scene, even while Raine continue to speak you have control of Lloyd. Head around behind the large stone structure for another event. Now return to Aisha's house where you got the recipe (this is also Linar's house. After an event return to the large stairs and ascend. More scenes for you to watch. After these scenes, something appears:

Boss: Windmaster  
Hp: 10,000  
Tp: 220

Exp: 1325  
Gald: 800

Be sure to go into your tech menu for Genis' and turn off all wind based spells, as this is a wind elemental boss. Use magic like Stalagmite to pack a good punch, while comboing with Lloyd and Kratos. His spinning attack can cause some massive damage, but it's predictable and blocking it renders it virtually ineffective. Remember unison attacks can be a great source of damage, and can really rack the combo meter up if used at the end of an already large combo.

After the boss is defeated, you will get a scene and a Map of Balacruf. When you regain control of Lloyd head back up to Linar's house. After the scene, leave the house and head for the exit of Asgard.

Now that you have the map of Balacruf, it's time to go there. The path is pretty much straight East and across a bridge, following the path right there.

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#### IV - ii - Seal of Wind (Balacruf Mausoleum)

Quick tip before beginning. There are traps in here that can damage your party outside of battle. It's not uncommon to find yourself at death's door at the beginning of a battle, so be sure to keep track of your current Hp at all times.

Head in and make an immediate left to the end of that path and grab the chest containing 1800 Gald. Now head up and watch a scene to enter the temple.

Start by going right, try to time it right to run over the spike belt without being porked. Head up a bit and ascend the stairs. There is an enemy hidden from view on the landing, however you should fight it as it holds the memory gem. Now backtrack to the beginning and go right, for a

Beast Fang and the save point. Unlock it and save your game. Now go back to the stairs and head up.

Turn left at the top and light the torch just above the box with your Sorcerer's Ring, then push the box over the edge. Go down and push the box on top of the switch to stop the air from blowing. Head back up the stairs and go North this time. Light the torch and go across the bridge to the left which will take you back to the beginning.

This time head up past the spike crushers, which are significantly easier to dodge. You can try to light the torch at the top but it will blow out. Go left and follow the path around, lighting the two torches in front of the door to open it. Keep on the path down the stairs to the right and down at the bottom to find another box. Push it like last time onto the nearby switch, and grab the Iron Guard and Blue Ribbon. Afterward head down to the bottom, grab the Beast Hide and light the torch. You can return to light that torch now, however lighting these only serves to give hints to an upcoming puzzle, if you plan to just read the answer, you need not bother. If not, make a big circle and light the torch now that the breeze is gone. The hints are on slabs next to the torches.

Anyway when you're ready, head down the stairs below the exit door and change the function of the Sorcerer's Ring. Now go through the door at the top and watch a quick scene.

Eliminate the two enemies as they will just get in the way. If you wish to try the puzzle yourself, please do so, if not, the answer is as follows:

Start with this combination: (Activate them with the Sorcerer's Ring)

1. Red
2. Green
3. Yellow
4. White
5. Blue

This will break the wall on the right side. Grab the EX Gem Lv2. Use the ring on each fan a second time to stop them. Now turn on the following:

1. Blue
2. Red
3. Yellow
4. White
5. Green

Now the left side is open, grab the Blue Ribbon and input this final combination:

1. Red
2. Yellow
3. Green
4. White
5. Blue

At this point I would very highly recommend going back and saving your game. It really is worth it. Once you've done so, return to this room and exit by the door to the North for a quick scene. Set up Colette if you aren't using here, then it's time for:

Boss: Iapyx  
Hp: 14,000  
Tp: 88

Exp: 1324  
Gald: 2000

This boss is similar to the one from the Thoda Geyser as it can be extremely taxing on your party, and really use a lot of your items. Hopefully you've got plenty to spare because you'll likely need them. There is however a helpful tactic to use against him. You may notice most of his attacks hit fairly low, well they won't hit at all if you're spinning yourself high up in the middle of a Tempest tech attack. Three swings of your sword followed by a tempest will often have the added bonus of dodging his attack so keep that in mind. Also removing all tech attacks for Colette except Angel Feathers is a wise move.

Once the battle ends, and the scene is over, be sure to heal all your characters' Hp and Tp using items. Make your way back towards the entrance for another surprise event.

Boss: Resolute Assassin (Sheena)  
Hp: 4500  
Tp: 164

Guardian-Lightning  
Hp: 5500  
Tp: 400

Exp: 550  
Gald: 700

Go after the guardian first. It may have more Hp, but it has the unfortunate property of having virtually no defense, especially when targeted by water based attacks. It should go down quick, and with it gone, Sheena will soon follow. The only thing that makes this battle remotely hard, is that you are forced to fight it after another boss battle without the chance to heal. Hopefully you were able to save a few items from the last fight and will win this with little problem.

A couple scenes here, just leave the temple.

---

IV - iii - Campfire

Nothing much to do here but sit and listen. As soon as you can, exit to the world map.

Now you should head for the town of Luin. It's to the North of the House of Salvation to head there and use it as a reference point, from there follow the path North on your map. If you go over a bridge, it means you've gone too far. (Note I refer to a different bridge than the one you took to get to Balacruf.)

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IV - iv - Luin

There is an automatic event that occurs immediately after you enter the town. Proceed on the path leading up and follow it left to the next map. An important scene occurs here, and it is very important that you choose the top option, otherwise you may change the course of the next section of the game and become completely lost.

You should now have Sheena in your party. Exit the town by the upper left bridge.

The time has come to head to the Asgard human ranch. It's quite easy to locate. Follow the path that leads away from Luin while moving and facing Northeast. Within seconds the ranch should be in view, pathetically attempting to shroud itself in the forest. When you reach the ranch, enter it.

---

#### IV - v - Asgard Human Ranch

Watch a couple of scenes until you have control of your character. When you do, head up to the upper right, and navigate between the boxes for a treasure chest containing a Beast Hide, then go inside the base. The upper right door is blocked, so take the upper left door. Now for an event.

Afterwards, grab the White Robe above you and go down, around left and save your game. Proceed onward left, and take the path to the treasure box containing an Iron Bracelet. From here get back on the main path, head up and watch a scene. Once it ends, leave the farm to the left. Return to the Luin for now.

---

#### IV - vi - Luin

Just a short scene here. Watch it and be on your way. Go left and return to the world map.

Time to head to the village of Hima, located across the bridge to the West. Follow the path West until it ends, when it does head due South. Follow the edge of the mountains around to the right until you see a dirt path. That path leads up to Hima.

---

#### IV - vii - Hima

-----o  
Crimson Canyon:

Apple Gel - 100G  
Orange Gel - 200G  
Panacea Bottle - 150G  
Life Bottle - 300G  
Holy Bottle - 200G  
Magic Lens - 10G  
Sinclair - 2100G  
Moon Robe - 1400G  
Tartan Ribbon - 1600G  
Iron Bracelet - 800G

When you enter town, make your way down to the first building, this is the inn. Inside head into the room to the right of the save point and examine the smoking pot at the top of the room. The Wonder Chef will appear and teach you to make Risotto. Now leave and be sure to buy the best equipment available from the merchant to the right of the inn. Now speak with the woman on the stairs for an event.

Leave and head up the path behind the house for another scene. You should receive the Desian Orb. Now that you have the information you need, head back to the Asgard Human Ranch.

---

#### IV - viii - Asgard Human Ranch

When you enter the ranch, examine the large boulder right in front of you. Now you'll have access to the ranch, so fight a quick battle and watch a scene.

Now you'll have to split your party into two teams. Both will have to fight at least a bit, but the game makes sure all your party members are nearly equally leveled, so you shouldn't have a problem splitting up any way you like. You would still be better off putting your more powerful characters with Lloyd, especially a healer.

Now as Lloyd's team, take the upper left door out of the room. Run all the way back and pick up the Cleric's Hat. Then in the next hall to the left, run back and grab the Pellets and Lamellar Leather. At the front of the screen on the left is a terminal, examine it and choose to shut down. Now head back to the main room.

Save your game and go out the bottom left door. Examine the pedestal to change the function of your Sorcerer's Ring. Run down and take a left onto the moving conveyer belt. See those six glowing cylinders in the machine to your left? Well you have to destroy these using your new more powerful Sorcerer's Ring, so position yourself at the bottom of the conveyer belt and time your shots as you move along with the belt. If you seem to have any problems it can be done rather quickly by trial and error just pounding the X button and going back to try until all three are hit. When done go down around the bottom of the path.

Go and defeat the soldier walking aimlessly beside the treasure chest you should have opened last time. He's holding the memory gem for this dungeon.

Your goal here is the same as it was on the other side. Stand on the conveyer belt and use your ring to destroy the remaining three cylinders. When finished go up the stairs and then ascend the now stopped conveyer belt, grab the hard-to-spot treasure box next to the North door for an EX Gem Lv2, and head into the North door.

Use the memory gem to save your game and attempt to go into the warp portal. This will prompt the change to your other party.

As the other team, there's an inconspicuous exit at the bottom right of this room, so go out there. Fight a battle and make your way out the door at the bottom. The guard has moved since your last



visit so squeeze into the tiny opening between the boxes on the right. Push the first box you encounter two panels right, then move around it and put it back where it was. Now grab the upper right box, pull it down once, then move above it and push it down once more. Go to the left of it now, pull it left once, run around to the right and push it left again. Now you are free to pull the upper right block down twice and run up into the door.

Head right and up. Grab the Card of Earth from the treasure box. Now stand near the panel in the floor and examine it, the door will move across. Go into the room on the left for a quick scene. Exit through the door on the left. Pick up the Stun Charm and activate this panel as well. Return to the room on the right, then leave via the South exit.

From here, go down and around left. Fight the robotic drone in the room you opened up, and activate this switch. Now head back down and do the same thing, except on the go right at the intersection. Fight another robotic drone and activate the panel. Upon completion you will regain control of Lloyd's team.

Be sure to save, then enter the portal. Time for a scene, and another:

Boss: Kvar  
Hp: 10,000  
Tp: 340

Energy Stone (x2)  
Hp: 5500  
Tp: 100

Exp: 2280  
Gald: 3795

Take out those damn drones. They will never let you be until they're dead, so put everything you have into it. The faster they go down, the easier the fight. Kvar will be doing his stupid lightning attack, the only attack he seems to know besides the occasional Spark Wave. Luckily once you defeat the drones, you can slow his attacks down a lot by pounding his skull in with your best combos. Being a mage, he rarely if ever blocks, so use that to your advantage. The block button won't have much use in this fight.

When the battle is over, there's a couple of scenes, and then you'll find yourself in Asgard. Leave this place, you want to be in Hima so head to the world map and start your long walk Northwest.

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IV - ix - Hima

Enter and go towards the inn for an event and receive the key to the Tower of Mana. That's all to do here for now, so leave. Start by doubling back across the bridge in front of Luin, as you cross it, assuming you're facing forward you should see some mountains. These mountains are blocking the Tower of Mana, your destination, so go towards them, around the right side, and ahead you should see the tower. Enter it.

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Mail. Proceed across the magic bridge to the left for an event and a switch back to Lloyd's party.

Go up a bit and use the memory gem on the broken save point, then save the game. Proceed across the bridge to the left and make a Z pattern upward to reach the other group. Once reunited take the warp portal and prepare for another event. After which of course:

Boss: Iubaris

Hp: 16,800

Tp: 1500

Exp: 2650

Gald: 2500

Luckily no drones to take care of this time, just a fairly easy boss if you picked up all the best equipment in Hima and the tower. Tempest, or better yet Psi Tempest if you have it will help, and will pretty much all of Genis' spells. He has more Hp than any other boss you've faced so far, but you should be dealing more damage so it evens out. Keep hitting him with your heaviest attacks... and there's not much to say, he'll be dead in no time.

Following the next scene, you are afforded the luxury of running out of the tower manually. The next part however is important. Whichever way you choose to get back down, when you reach the main hall, you must examine the bookshelf at the upper left corner. Doing so will award you the book needed in order to perform the healing. Leave the tower for another scene, which you are undoubtedly expecting now after every seal.

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#### IV - xi - Campfire

Nothing much to do here, but an extremely important scene.

Now you may think it's time to return to Hima, but I'll save you the trip and single speech bubble telling you the book is not enough, your next stop is Lake Umacy.

Lake Umacy is located almost directly Southeast of the Tower of Mana. It can also be easily located by following the main path to exactly half way between Luin and Hakonesia Peak and just going Northeast for a few seconds. It looks like a small lake hidden between a mountain and some trees. It shouldn't be too hard to locate.

---

#### IV - xii - Lake Umacy

Enter Lake Umacy to watch a brief scene. With the new information you now have it's time to head back to the Thoda Geysir. If you've forgotten where it is, bring up your map and check. You'll have to head back across Hakonesia Peak and make your way there, so do so now, head to Thoda Dock and cross by washtub. It's free this time!

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IV - xiii - Thoda Geyser

This is much easier now that you've already set everything up, all you need to do is head to where you fought the boss last time you were here. Up the magic path, and into the cave to find your way down to the warp portal you took to the boss last time. Be sure to save before you go in, you may also want to be sure Sheena is optimally equipped. Go into the warp portal for a scene, after which there is:

Boss: Undine

Hp: 13,000

Tp: 320

Exp: 2110

Gald: 765

She can be fairly hard if your level is too low. She uses a lot of magic so this is really another one of those fights where it's better to hit harder and faster than worrying about blocking. Be sure to turn off all Genis' spells other than Thunder Blade, and also make sure Sheena is not equipped with the Card of Water. I find that this boss' Hp will deplete quite quickly, so even if she is doing a number on your party, hopefully Kratos/Raine can keep their Hp up. (Especially Raine if she has learned the Nurse spell by now.)

After another scene leave the Thoda Geyser, and now with your new summon in hand, venture back to Lake Umacy. Time for a long trip North.

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IV - xiv - Lake Umacy

An event occurs automatically once you enter Lake Umacy. After this Raine should learn the Resurrection spell and gain the title of "Grand Healer." Now it's time to leave Lake Umacy.

At this point you have the option of returning to the Balacruf Mausoleum and Triet Ruins to obtain two new summon spirits, Sylph and Efrete. You will not be able to progress in the game later unless you have these two spirits so whether you get them now or later is your choice. One thing to note is that if you wait, they actually get harder with more Hp. It would be a good idea to get them now. For boss strategies go to sections VII - xiii and VII - xiv. The Hp totals will not be correct for this point, but you can still read the information based on getting the summon spirits from these temples.

(Also if you would like quick access to these sections ctrl+f and search for "~~~" without the quotation marks. I will put a marker at that section.)

Also at this point while you are backtracking, you can return to Dirk's house to receive an EX Gem Lv3. It's a long way to go for this item, of which you get many later, but this is the earliest you can get one.

Regardless of what you choose, after, return to Hima.

---

IV - xv - Hima

First thing to do when you reach Hima is to go into the inn. There will be an event that occurs in the lone room up the stairs. Now leave the inn and go all the way up the hill at the back, and watch a scene at the top. Following that you can speak to everyone, but the only person you actually have to talk to is Colette. Choose the bottom choice to proceed and watch another couple of scenes. You will automatically receive the Assassin's Ring. Make absolutely sure to save the game in the inn, then go up the hill to the back and choose the top option. When you reach the top it's a quick scene and you're on your way. It doesn't matter who you ride with, just choose someone you like.

---

IV - xvi - Tower of Salvation

It's a one way path here, so you won't have any problem. At the end of the walkway warp up and prepare yourself for a long scene. Everything after this sentence is pretty much one big spoiler for the to be sure to watch all of it before reading past this point.

Boss: Remiel

Hp: 16,000

Tp: 258

Exp: 2795

Gald: 1840

It's a good thing he doesn't block too often otherwise you'd be having a really hard time with this guy. He's not too hard to hit, but his attacks can be devastating. If you see a magic spell start to form around you I'd recommend opting to run out of the way rather than take the full fit of it just to squeeze in a bit more damage on him. This fight may tax your remaining items a bit, but use them if you need to. Keep in mind Raine just learned the resurrection spell, so if you run out of life bottles it's still not over.

Another scene here, again I recommend waiting until you're actually thrust into a boss fight before reading any of this to avoid any possible spoilers.

Boss: Kratos

Hp: 22,500

Tp: 1500

Exp: 3739 (Approx)

Gald: 2900

Yes, Kratos is indeed your enemy here. The first thing to note is that it doesn't matter if you win or lose in this fight. The events following will not change. For those who want to win anyway, it's definitely possible and you will be rewarded with an EX Gem Lv3. He's strong and fast, there's no real strategy here. The higher your level and how well stocked with items you are will make all the difference. This fight is a good example of one where blocking can

make all the difference.

More events, more of the same, and once again:

Boss: Yggdrasil

Hp: 40,000

Tp: 3000

Exp: 0

Gald: 0

Don't waste items trying in vain to stay alive. As far as I know this guy can't be beaten. Anyone playing through with Exp x10 modifier is free to prove me wrong, but as far as I'm concerned, just put down the controller and watch the slaughter. Following your demise the game continues as normal.

Long scene here, lots to watch, take it all in. When all is said and done proceed to the next section.

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#### IV - xvii - Sylvarent Base

When you have control of Lloyd again, head immediately right and up and into the door to the right after a battle. Below you is a vending machine to stock up. Then head East, save and go into the door. Puzzle time.

Start by changing the function of your Sorcerer's Ring by examining the pedestal. Now head up the stairs at the lower left and go down. It is possible to do this and miss the treasure boxes, so follow these instructions:

Look at the brown box closest to where you came down the stairs. Push it one panel left, and pull it one panel down. Now run to the right and bring the other brown box over placing it to the right of the first brown box, and completing a walkway to the grey box above. Now go up, push the grey box off to edge to the right, and go back down. Take that grey box now and push it into the open slot to the right of the blue panel, between the two treasures and the raised part below it. Now one at a time, bring the two brown boxes and form a bridge between the raised part you can access with the bottom set of stairs, and the raised part below the two treasures. You should now be able to go up the stairs a walk right and up to the treasures for a Straw Hat and an EX Gem Lv2. Go back down.

Forget the brown boxes, take the grey one out and place it on top of the blue panel. This will open stairs that head down to the lower level. Before you go down them note where you originally created the bridge with the boxes, there is a brown square on the floor four panels in size. Bring the brown boxes back and put one at the top left of this square, and the other at the bottom left. Now go down the stairs above.

When you go down, there will be a split where the stairs go left and right. Go right, and push the block down into the water. Then go left. You should see a spinning pillar at the top, use your Sorcerer's Ring and shoot it with electricity, then go down and operate the terminal

at the bottom left. It will bring down the elevator which you have already set up the brown boxes on to make a bridge, so cross. Now shoot the spinning pillar in the middle of this section and operate the terminal just up the stairs. Proceed up into the now water-less canal and push the block left onto the panel. The gate lowers so shoot the spinning pillar to open the door up the stairs and to the South so head up and go through it. Time for another scene.

Now go left and up for another scene. Watch the scene before reading ahead.

=====  
Part V - Tethe'alla  
=====

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V - i - Fooji Mountains

Save your game and head down the path. Pick up the EX Gem Lv2 and continue down and around. When you reach the next screen take the two left paths for a Cool Orbit and a Card of Fire, then keep going right for a scene. On the world map head straight North and enter the city of Meltokio.

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V - ii - Meltokio

-----o  
Belteon:

Apple Gel - 100G  
Lemon Gel - 1000G  
Orange Gel - 200G  
Pineapple Gel - 1200G  
Melange Gel - 500G  
Panacea Bottle - 150G  
Life Bottle - 300G  
Anti-Magic Bottle - 1000G  
Flare Bottle - 1000G  
Guard Bottle - 1000G  
Acuity Bottle - 1000G  
Syrup Bottle - 1000G  
Holy Bottle - 200G  
Dark Bottle - 200G  
Magic Lens - 10  
Poison Charm - 4000G  
Paralysis Charm - 4000G

-----o  
Axios:

Nimble Rapier - 2800G  
Ogre Sword - 3000G  
Ray Thrust - 3000G  
Cool Orbit - 2250G  
Silver Sword - 2600G

Card of Fire - 2700G  
Card of Earth - 2400G  
Francesca - 3200G

-----o

Trupelos:

Splint Mail - 3000G  
Elven Protector - 3000G  
Druid Cloak - 2700G  
Misty Robe - 2200G  
Straw Hat - 1000G  
Striped Ribbon - 1400G  
Gold Circlet - 1000G  
Omega Shield - 1600G  
Claw Gauntlet - 1000G  
Lapis Bracelet - 1400G  
Heavy Boots - 3000G

Enter Meltokio for an automatic event. This will probably be the first chance you've had to update your equipment in quite awhile, so head up the first set of stairs and after a scene, head left to the weapon shop. Once you've made your purchases don't leave yet, examine the funny cat statue at the back left corner and the Wonder Chef appears! It seems he's transcended the boundaries of Sylvarent to teach you the recipe for Steak. When you've done that, exit and go to the opposite side on the right for the armour shop.

Another thing to note is that in this world you can buy more powerful healing items as well. They're expensive, but head back down the stairs and go into the item shop at the right to stock up on whatever you can.

Now head up the next set of stairs in the middle. Turn an immediate right and go to the next section where there are many mansions. Enter the second one from the left and go up the stairs. On the left side of this hall is an object to examine. When you do the Wonder Chef will appear and teach you the recipe for Fruit Cocktail. Once you do this, leave the house and head back left.

If you're ready to progress then go up to the top and try to enter the castle to trigger a scene. The church is to the left so go there now and watch another scene. Then leave to continue it.

When you're in the castle make your way left, then up two flights of stairs and into the door. Attempt to enter the double door-ed room for another scene. Choose the top option. Now leave the castle and go left into the church. Once you have Zelos return to the world map.

You'll see a large bridge to the North, that's your next destination.

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V - iii - Tethe'alla Bridge

Following a scene, begin to run across the bridge. It's extremely long and may seem at times like it's looping, but it ends. On the other side, go North to the village of Sybak.



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V - iv - Sybak

-----o  
Student Mart:

Apple Gel - 100G  
Lemon Gel - 1000G  
Orange Gel - 200G  
Pineapple Gel - 1200G  
Melange Gel - 500G  
Panacea Bottle - 150G  
Life Bottle - 300G  
Syrup Bottle - 1000G  
Holy Bottle - 200G  
Dark Bottle - 200G  
Magic Lens - 10

-----o  
Student Supplies:

Ogre Sword - 3000G  
Kotetsu - 3300G  
Ray Thrust - 3000G  
Mythril Ring - 3400G  
Aqua Brand - 3600G  
Battle Ax - 3600G  
Pointed Hat - 1300G  
Bridal Gloves - 1200G

Quick event here. There's more shopping to be done at the counter at the upper left corner. If you're running low on money, you can always do the tasteless trick of putting Zelos as your avatar and talking to all the women for lots of free goodies.

Anyway, go into the top building. In between the two bookshelves on the upper wall is an interesting looking object, examine it and the Wonder Chef will teach you to make Fried Rice. Exit the library and go down to the left, the large building here is the research academy. Enter it. Now watch the next scene, during which Colette should obtain the title "Ill-fated Girl."

The man you have to speak to next is the man just to the left of the equipment counter. Speak to him for a quick scene and return to the research academy. Talk to the person blocking the door and go inside. Now head into the West door and into the second door you pass in this next hallway for another scene. With Lloyd, go back to the front hall. Now for another event, where you should receive a map. Take the hidden door out of there.

Time to leave town and head back to the Tethe'alla bridge.

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V - v - Tethe'alla Bridge

Begin your long trek back across the bridge and watch the scene at the end. After the battle, take your recovered party members and head for the Fooji mountains (where you first came to Tethe'alla.)

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V - vi - Fooji Mountains

After a quick event, follow the path back up the same way you came down the first time. Nothing has really changed except the enemies, be sure to save your game when you reach the top. Now go North and watch the scene. Then of course...

Boss: Pronyma

Hp: 18,000

Mp: 750

Exp: 3000

Gald: 1500

A fine example of a boss for which an all out offensive does the trick. If you and Zelos can just keep comboing her, she'll rarely even get the chance to get an attack off. Even if she does don't expect much damage to come out of it. One note to make is that she uses the beast tech so if you're knocked back by it, remember to quickly hit X to correct yourself and get right back to attacking her. You really shouldn't have any problems.

At the end of the next event, once again run down the mountain. Now return to Meltokio.

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V - vii - Meltokio

This is a just a quick scene, and an introduction to your next destination.

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V - viii - Meltokio Sewers

This whole place is one big puzzle. Start by following the path around to the pedestal and change the function of your Sorcerer's Ring. You now have the ability to shrink. Those blue panels lying around will return you to normal size, and be sure to watch out for enemies when you are small, obviously it makes them seem a lot bigger. Anyway shrink yourself and cross the spider web and go up the stairs. At the top be sure to kill the enemy as he holds the memory gem for this dungeon.

The path takes you around to a split. Go down the stairs, and around behind there is a hidden treasure chest that is hard to see. Open it for a spirit ring and head back up the stairs and to the right. There will be a quick scene, when it's over open the box and take the Ex Gem Lv3. Now go up the stairs twice and head forward for another quick event.

First you may note the little hole in the wall beside the trash compactor, shrink yourself and go inside. Watch out for the enemy, grab the Great Ax and go back out. When you've been returned to normal size examine the controls on the left side of the garbage compactor, and it will churn out a block. Grab it and pull it all the way down to the bottom, you'll have to move around to the other side and push. Send

it right off the edge at the bottom that it's already aligned with. You'll note there is an opening just to the right as well, make another block and push it off there. Finally of the three openings on the left side, push one final third block off the middle one.

After that go all the way back downstairs until the bottom where you opened the hidden treasure chest. To your top right, you can see the path is now complete with the two blocks you dropped so shrink and go across it. Turn the blue wheel to open the blue door and head back up to go through it.

When you've gone through the door, ahead of you is the save point which you should unlock and save your game. Now go left and down the stairs. There is a brown box in the water here, get into it and float back to the first map. (You have to be shrunk to get in.) Turn the red wheel and return. Instead of going back into the blue door, go to the top, to the right of the garbage compactor where the red door opened and head inside.

You are now on the ceiling of the other area. Start by creating a block from the new trash compactor. Start pushing it down the path that goes over top of the whole map. Here's the trick to getting it around a corner:

Push it right onto the corner panel and shrink yourself. Run across the spider web and touch the blue panel to grow again. Now pull it one panel in the new direction, shrink once again and go back over the spider web. Return to normal size and continue to push it in the new direction.

You only have to do this once until you come to a corner with no spider web. Just push it off the edge to the right. It should land nicely and connect the previously broken path below. The get there, go back through the door to the first map and into the blue door you previously opened. Now as you approach the save point, go down the stairs to the right. Begin to cross the small walkway on the right side of the wall, it's a dead end if you go straight so make the first left turn. Go up the stairs and shrink to fit between the bars. Open the gate to the cage and run back all the way out, and up into the red door leading to the ceiling again.

A new spider web has appeared where there was none before, so create another block and bring it down to where you pushed it off last time, but now continue to push it up to the next corner, and then right again once more. Push it off of this side to the right and it should land right beside the cage. As you may have expected, backtrack down to the cage again (this time just go around the path the right at the save point since you already opened the door.)

When you reach it, push the block onto the square switch and the bridge will move across. Despite this bridge just appearing, you have to go back up to the ceiling, as the bridge only leads to a broken path. Create one final block and push it all the way to the last corner. Now push it off the right side. Of course head all the way back around to the save point, go right and up past the cage, up the stairs to where the block is waiting for you.

Before moving it be sure to shrink and go into the little hole in the wall, grab the EX Gem Lv1 and go back out. Now push the block off the edge that's just south of the blue panel. Now you can finally cross

the bridge. Do so, then shrink and walk to the yellow switch, turn it and head back. Save your game and proceed up through the yellow door that just opened.

All you have to do is go left, and open the box for 2500 Gald, then down the stairs and head up. There is a path leading under the waterfalls that requires you to shrink to cross. When you reach the other side prepare for a scene. Now for a simple battle with some smelly convicts. Another event here, then head up the stairs. The chest here is another optional enemy, open it to fight:

Miniboss: Fake

Hp: 2800

Tp: 250

Once again physical attack are meaningless to this thing. Simply use your time to command Genis' to use his most powerful spells, as well as Zelos casting if you're using him, and Raine use Photon. Lloyd will take a backseat to the action here, but the fight isn't too hard. You receive an Elixir for defeating it.

Now go upstairs and leave the sewer.

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V - ix - Meltokio

The laboratory, which is your destination is located just to the right of the main stairs in town, through the gate. Inside watch the scene that occurs. Now leave and go up the main stairs in town, then the next ones that lead to the castle area. Head onto the map to the right with all the mansions. Zelos' is the second one from the left. Go inside for a scene. Talk to the butler and choose the first option, and another event. Return to the Elemental Research Laboratory and after the scene, leave Meltokio.

To get out, go back to the sewers. Fortunately you now have the option to "Quick Jump" and avoid running through the whole thing again. Now when you're back on the world map go to the Tethe'alla bridge again.

Elemental Cargo Control Explanation:

A Button: Move forward

B Button: Embark/disembark (on a dock only)

Control Stick: Tilt <- and -> to turn

C Stick: Tilt ^ v to move forward and backward

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V - x - Tethe'alla Bridge

When you enter, head to the right for a short event. Go down the stairs and talk to Kuchinawa to board the boat. Now cross the ocean and dock, then return to Sybak. The dock if you have trouble finding it, is just to the right of the bridge.

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V - xi - Sybak

After a scene, return to the secret path to the basement of the facility. It's the manhole at the bottom left of the facility section if you've forgotten. Speak with Kate inside to learn of your next destination. Leave via the secret exit once again and return to the world map.

The Gaoracchia Forest is located Northeast of Sybak, go there now.

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V - xii - Gaoracchia Forest

A quick reminder to keep in mind for this forest, when fighting the flowers you'll probably get uppercut a lot. A quick tap of X while in the air will have you on your feet when you land. Anyway...

You'll encounter a battle right away. Afterwards head up and change function of the Sorcerer's Ring at the pedestal. The light can be used to melt vines. Take the right path at the fork. Keep heading right, and go stand in the patch of flowers for awhile. Notice it charges your light meter. When it's full, head up. You can see the bottom of a treasure box covered in vines on this path, use your Sorcerer's Ring to burn the vines and access the Phoenix Rod. Now go right. Head down the path a bit and you will notice a large vine-hump on the right side. Dissolve it and get the Witch's Robe. Now dissolve the vines just above you and head to the right. Along the path uncover the treasure box to obtain an Angel Bracelet. Continue down and take the right path.

Recharge your light here, and dissolve the vine that blocks your path. Be sure to defeat the enemy beside the vine to get the memory gem. Now head down, and Southwest through the vine. You'll come to another fork head Southeast this time and uncover the chest next to the path. It cannot be opened now, but you can come back later to obtain a powerful weapon. Continue to go down-right along the path ignoring the split to the left until you hit the save point. Now save your game and make a decision: (A decision maybe better made later, because it is possible to return, and this boss is hard! If you're lower than level 35, don't even consider it.)

Remember the optional boss Sword Dancer on the Ossa Trail? Well you can choose to fight the sword dancer two right now. You can only fight him if you defeated the first one. If you wish to do so, go back up to the fork and head left this time. Down the trail sits the darkened skull you may remember. Speak to it to and choose the top option to trigger the fight: If you are not fighting him, scroll down to the three asterisk marker (\*\*\*) .

Optional Boss: Sword Dancer 2 (@@@)

Hp: 33,333

Tp: 4444

Exp: 8568 (Approx)

Gald: 15,000

Wow. He hits hard, and your attacks hit anything BUT that. You're pretty much fodder here. For the first time this game I'd recommend an All Divide item. It'll make the battle even longer but it'll negate some of the massive damage this guy can dish out. In terms of actual strategy mine worked pretty well, I didn't use an All Divide, or even that many items, I just focused on using Genis' magic and unison attacks for the most damage I could. I'd recommend a party of Lloyd, Genis', Raine

and Zelos. Go into the strategy menu for each character and set them up like this:

Genis - Attack Freely, At Once, Don't Pursue

Raine - Attack Freely, Heal, Don't Pursue

Zelos - Attack Freely, Heal, Skills/Magic

Turn off all spells for Genis' except for Spread.

Now head into battle, everyone will be fine with what they're doing, Genis' will be casting spread very rapidly and doing good damage with each one. As Lloyd you have two main goals. Build up your unison meter and keep the other three stocked with Tp. Hopefully you have at minimum 10 - 15 Pineapple Gels. Blocking is very important when building your unison meter, you will die from a single wave of attacks, almost guaranteed. Predict them and block them, and hit as quickly as you can. Lloyd will deal very little damage but that's ok, the main power is Genis and unison attacks. I had the following unison attacks set up: Lloyd - Tiger Slash for left and right buttons, Genis - Raging Mist for all, Raine - Photon for all and Zelos - Lightning for all. The lightning and Tiger Slash will finish with a very powerful combo and the Photon and Raging Mist will deal good damage. Each of my unison attacks did an average of 3500-4000 damage. Keep it up and you will beat him. Personally I found him to be rather easy with the above setup, all my characters were at level 38.

For defeating him you get a Yasakani Jewel and a heck of a lot of experience points. Now return to the save point and save your game!

\*\*\*

From the save point head down to the next map. A scene will automatically occur. Then afterwards:

Boss: Convict

Hp: 12,000

Tp: 320

Exp: 2250

Gald: 1500

If you just beat the Sword Dancer 2, you definitely don't even need to read this, however in the more likely scenario that you did not, he's still a piece of cake anyway. His attacks are slow and fairly weak, and he's hit by your combos far more often than he blocks. Just juggle him a bit while Genis' pounds on him with magic, and one or two unison attacks later, he'll be toast.

After the battle, witness a quick event and take the lower exit to the world map. From here Mizuho is really the only place you can go, a mere few steps from the forest.

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V - xiii - Mizuho

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Toyama:

Apple Gel - 100G

Lemon Gel - 1000G  
Orange Gel - 200G  
Pineapple Gel - 1200G  
Melange Gel - 500G  
Mizuho Potion - 1000G  
Magic Lens - 10  
Shiden - 4000G  
Shuriken - 4000G  
Spell Card - 1350G  
Card of Water - 1600G  
Card of Earth - 2400G  
Card of Fire - 2700G  
Card of Lightning - 3500G  
Card of Wing - 3800G  
Manji Seal - 10,000G  
Water Spider - 5000G  
Drain Charm - 4000G

An event will occur when you enter. Once it ends head into the house in the middle of town. Now for another scene, at the end of which Lloyd should receive the title of "Gentle Idealist." Now go back into the chief's house and examine the wooden object just up from the door. The Wonder Chef will appear and teach you the recipe for Ramen. Now exit the house.

Just left of the path leading to the chief's house is the weapon booth, be sure to upgrade to all the best stuff you can buy. Also buy a Mizuho Potion here. Just let it sit in your inventory, it'll save you running all the way out of a dungeon and back here at a later time.

Leave Mizuho and go back into the forest.

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V - xiv - Gaoracchia Forest

All you have to do is go up and take the right path onto the world map.

From here cross the bridge and head straight into the village of Ozette (it's a bit hidden by the trees.)

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V - xv - Ozette

Go up the path and to the left. Head down the stairs to the left and inside the inn. Examine the parrot to the right of the counter and the Wonder Chef will appear to teach you how to make Tenderloin.

The equipment shop is the house at the upper right if you need some stronger armour.

Make Colette your avatar and find the two dogs in this town.

Now go to the bottom right of town and head down the path. A scene will occur. Once it's over leave Presea's house and take the path out of town to the left.

Out here the only place you can possibly go, other than back into town is Altessa's House, so do so.

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V - xvi - Altessa's House

All there is here is one scene to watch. Afterwards leave. Now your is to make your way to the mine. Start by passing through to the other side of Ozette. Back on the map again, instead of crossing the bridge go to the right and follow land around to the Northeast. You will eventually come to a dock, when you do board your ship.

Go almost straight North, with a bit of East. It's easy to locate the dock on your map, press left or right on the D-pad. The dock is located at the tip of the lowest point the land reaches and the bottom right of the map. Right at the end of that large peninsula. You should have no trouble finding it.

After docking head North, veering left when you approach the mountains. The entrance to the mine should easily be visible so head inside of it.

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V - xvii - Toize Valley Mine

Once you enter you're immediately thrust into an event. Naturally a problem arises and of course...

Boss: Defense System

Hp: 12,000

Tp: 100

Auto Repair Unit

Hp: 5500

Tp: 0

Orbit (x2)

Hp: 3000

Tp: 500

Guard Arm (x4)

Hp: ??? (unable to target with Magic Lens)

Tp: ??? (unable to target with Magic Lens)

Exp: 4310

Gald: 1600

This is an odd boss, mainly because there's so many things, and it has been a long time since you've fought a boss with underlings. Go after the Orbits and Auto Repair Unit first, as they are the easiest to take down. The auto repair unit will revive itself after awhile so deal as much damage as you can to the Defense system while it's down. The guard arms aren't really enemies, just things that attack you while you're smashing away at the door. They shouldn't be too much of a problem though, in fact this whole boss is kind of a push-over.

When it's disabled, turn right around and go back to where you fought it. Down on the tracks, hiding behind a mine cart on the lower left is a hard to see treasure box containing an EX Gem Lv1. Now go into the mine.



Up and to the right you will see a switch and a moving platform. Also if you stand at the edge you will see a raised platform with a picture of and arrow pointing to the left. Your objective is to hit this with your Sorcerer's Ring as you pass by it on the moving platform. Now it will go up instead of to the right. Take it and get off at the top. Be sure to defeat the enemy in front of the large door here to get the memory gem for this dungeon. Now take the elevator below you to the bottom.

Go to the very bottom right of this area to find the pedestal. Examine it and change the function of your Sorcerer's Ring. You now have the ability to drop bombs. Be careful as they will hurt you if you are too close when they explode. Head up the makeshift wooden ramp on the left and grab the Saint Rapier. Then head up further to grab the Sand Saber. Now return to the top on the elevator.

When you reach the top head left and drop a bomb beside the large boulder. Return to the bottom of the elevator and change the function of your Sorcerer's Ring back to normal. Back up the elevator again you can quickly hop across where the boulder used to be. Ride the moving platform and shoot the arrow to change the platform back to moving across left and right. Now you need to be able to drop bombs again so go down the elevator one final time and change the function of your Sorcerer's Ring again. Finally go up, hop over, and ride the moving platform across to the right side and enter the door. If you know a more efficient way of doing this, by all means please do so.

In here drop a bomb to blow up this giant boulder as well. Go forward and to the left to open a box with Iron Greaves in it. Continue North and blow up the next boulder. Go up and left, then down into the lower area and activate the switch. Now head up and destroy this boulder as well. Ahead of you are two more boulders, one on each path. Destroy them both and go down the middle wooden ramp. There's a little gnome guy here to talk to. Give him the Mizuho Potion I told you to buy, and bypass a long out-of-the-way trek back here later. Grab the treasure containing a Silk Robe and go back up the ramp.

Head left and down the path, keep going down the wooden ramp and activate the next switch. We're now in the little pit area just right of where you entered this room in case you've become lost along the way. Anyway go over to the right, there's a hidden treasure box containing a Battlesuit. Go up the ramp and head right. Blow up this boulder and proceed up at the fork. Once again blow this boulder and head left to use the memory gem and save your game. Now head to the right.

There's a little scene here with a large boulder. The next part is pretty simple. To make it easier, be sure to have a EX Gem Lv2 on Lloyd, and set up the "Personal" EX skill on him. Now you run faster. Go down and around, be sure not to turn the switch off. There's a weird spinning block here. What you have to do is lead it back to the other path with the boulder. When you've had it follow you about half way make a mad dash for the activation panel. Once you've done that sprint into the little side area so you aren't hit and watch as the spinning slab becomes the settled dust. You can take the elevator, but for a couple hundred damage, just get hit by the boulder it'll land you where you want to be, and a lot faster too.

When you land grab the treasure chest for a super pellets. Time

to obtain your first darkness weapon, simply examine the broken pieces of the spinning slab. Now go up, grab the Thunder Cape, and take the elevator. Go across to the right, dodging the boulder. Hit the switch to deactivate it and continue downward.

When you come to the bridge, head down the stairs and right for an EX Gem Lv3. Back up and across the bridge is a quick scene. A simple tap of X makes short work of these boxes, the ore is in the ones on the far right. Collect it and head out of the mine!

On the world map, get in your boat and be on your way back to Ozette.

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V - xviii - Ozette

When you approach the middle of town and scene will begin automatically. An easy battle begins here and the scene continues. Choose the top option when prompted.

You will now be asked to quick jump. If you are collecting recipes choose "no", if not then choose "yes". If you chose no keep reading. Enter Presea's house and examine the bear statue at the end of the bed in the left room. The Wonder Chef will appear and teach you the recipe for Gratin. Now leave Ozette via the main entrance and go into the forest. Go down past the pedestal and when you're on the world map again, enter Mizuho.

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V - xix - Mizuho

Enter the chief's house and speak with him. After a scene leave the chief's house and find Sheena at the Northwest corner of town. Speak with her and after the next event, leave Mizuho.

Your destination is the Temple of Lightning, go to the dock you set off of to go to the mine, and just go straight North. The Temple of Lightning is located on the island directly North from that dock.

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V - xx - Temple of Lightning

To start, head up to a split with many paths. Watch out for the electricity, you'll take damage if it hits you. At the fork you will see three paths straight ahead out you, take the left path. At the end examine the lightning rod to activate it. Go back down and take the right path. Activate this lightning rod as well. Return to the fork and take the centre path. As you step on the button lightning should strike the pedestal on the right rather than the one in front of you. Since you can keep moving ahead now, deactivate the lightning rod. Go back down and deactivate the one on the right. Now when you return to step on the switch lightning will hit the left rod since it is the only one active and destroy the box in your path. Go back to the left path and continue on to a pedestal, and change the function of your Sorcerer's Ring.

Back at the fork in the middle of the room, head East all the way down

to the end. Now that you can shoot electricity with your Sorcerer's Ring, you can destroy the two boxes up the North path. Do so and avoid the electricity to get the Silver Guard. Take the West path at the fork this time and head up to save your game. Finally now you can take the middle path up, past the switch in the floor to the next room.

Before going forward, proceed up either the stairs on the left or the right to the very top. There will be three boxes stacked on top, each of a different colour. You can destroy the bottom box with your ring, so do it. Return to the ground and proceed forward, through the box and into the door.

In this large room take the stairs up to your left and into the door. You will have to navigate slowly here to avoid falling off the edge, but it's not too hard. When you reach the top go in the door, and then into the next door below you. Run along to the end of the path but don't touch the lightning rod yet. First use your Sorcerer's Ring to break open the box floating on your right to drop a treasure chest. Now examine the lightning rod. When you drop grab the EX Gem Lv3 and head around to the other side. Do the same thing here for a Duel Helm. Before you do it one more time run to the end of the path left to drop another treasure box down below that you can pick up later. Now return and shoot the box, dropping one final time for a Thunder Scepter. Now activate the lightning rod in the centre, it now attracts the lightning instead of the one in the bottom of the room. Now go to the door.

This one's a little more challenging than the last one. Follow the path until you come to the point where you go down a set of stairs. Here, instead of going up the ones on your left at the bottom, head to the right and go up to find a hidden treasure box. Just move slowly until you see the "Examine" icon at the bottom right of your screen. Grab the spirit and then fall off the edge on purpose.

You're now in the room just before the main room, go back into the door at the North. Now you can take the stairs down to the bottom of this room without any risk. When you get down deactivate the lightning rod and go up the set of stairs on the right to examine the pedestal and change the function of your Sorcerer's Ring for a second time. You now have the ability to destroy yellow boxes. Go back up and head back down and into the door back South out of the room.

In here climb the stairs on the left, and destroy the two yellow blocks as you go, however don't go in the door. Proceed to the top again to destroy the yellow box now sitting at the bottom of the large stack. When you go back down, take the right path and go into the door leading East out of the room. Follow the dark path to the top of the room and exit, here you will be able to destroy the yellow block and drop the pedestal down to a lower section of the room. Return to the dark room and fall on purpose.

From here go back to the first hall of the temple. Run to the West at the fork again and save your game. You'll notice below you, you can now destroy the two yellow blocks and grab the Shining Star. Once you have it run all the way back to the large main room, two maps North.

Now if you go up to the right, you'll notice the machine now has a lightning rod on top of it, examine the machine to activate the rod. Now head up the stairs on the far left, taking the EX Gem Lv2 from the treasure box you dropped and navigating through the dark room.

When you reach the top go up the small set of stairs and across the bridge to the right, then down and into the door. Once again another dark room to go through. When you reach the bottom head up the path and deactivate the lightning rod there. This will leave the one on the machine as the only one remaining, so it will have power restored. Return to the dark room and make your way back up and out the door.

Now instead of crossing the bridge, take the small stairs and run back to the machine. Once you've examined it, do not start the machine otherwise you'll be struck by a bolt of lightning. The machine works by sending a current up that moves along the connectors on the wall. These connectors are held up by yellow bricks that you can break. Start by going up the stairs just below you. Now on this path there is a set of stairs you can ascend on each level, climb the first and defeat the enemy to receive the memory gem. Continue to climb until you are on the very top row. Destroy the two yellow boxes on the far left, then head back down to activate the machine. Ignore the box that falls for now.

Now venture up the second highest floor. Destroy the two blocks on the left here as well as the remaining two on the highest floor. Then return to the bottom and activate the machine a second time. Go down the newly created ramp and up the stairs to obtain a Battle Cloak from the box you dropped. Head down two flights of stairs and into the door to find yourself just above the water section. Now examine the pedestal to make the final change to your Sorcerer's Ring. You can now destroy red blocks.

Make your way up the stairs and the ramp back to the dark room, where you should just fall on purpose. Go out the South door here and down to the fork in the first room. Taking the East path this time will take you to a split with red blocks below you. Destroy them and grab the EX Gem Lv3. Now return to the middle room, where you landed after falling.

Take the stairs to the left and enter the door that used to have yellow blocks in front of it. This is the most challenging darkness room so take your time. At the top, destroy the red blocks and take the Power Greaves. Go back in the door and fall on purpose. Now take the North exit, use your memory gem and save your game.

Your final task in the room South of the save point is to make your way to the top and destroy the final red block on what used to be a stack of three. Activate the lightning rod and prepare for a scene. Watch the scene, then of course at the end...

Boss: Volt

Hp: 24,000

Tp: 240

Exp: 3580

Gald: 2800

A lot of people find this boss extremely difficult, so I'll try to be as helpful as I can. Begin the fight by turning off all spells for Genis' except for Spread. Make absolutely sure Sheena is not equipped with the Card of Lightning, otherwise she will only heal him with her attacks, this could make the boss seem very hard if you don't notice it's happening. As for the boss fight itself, Tempest techs work great with Lloyd. Always be ready with items on hand and

be sure to keep a close eye on your character's Hp and Tp at all times. There aren't a lot of cheap tricks to use here, your proficiency with your characters combos is what makes all the difference, give Volt as little chance to attack as possible.

Following this event there will be another scene, and the new title "Summoner" for Sheena. Now take your leave of this temple.

Now embark from the dock again and look at your map. You can see the large white island surrounded with little islands. Well your destination is hidden among all the little islands right about in the middle of the lower left (Southwestern) side. Look around and you'll eventually find it.

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#### V - xxi- Tethe'allia Base

Begin by watching the scene that occurs as you enter. At any time you can talk to Orochi to heal yourself and hear the password you've obtained. Change the function of your Sorcerer's Ring and leave the room.

Now go through the door on the right. Pull (not push) the block down one panel, then push it one panel to the right to block the laser. Run to the end of the hall and go into the room with the guard, he holds the first password so defeat him. Leave and push the blue box in front of the beam, the in front of the beam blocking the upper path and go up through the door.

In this room, grab the Silver Circlet then push the box at the bottom right in front of the beam on the left. After pass by it and pull it left, and push it in front of the beam above you. You can now leave through the door at the upper left. Pull the blue box down and push it in front of the beam to the left. In this room defeat the purple guard to receive another passcode. Go up the small set of stairs at the top and shoot the little generator with your Sorcerer's Ring. Down the steps again, examine the panel at the top right corner of the room to send the elevator up. Now go all the way back to the main central room, head North to Orochi and save your game.

Now from the front hall, take the left exit. Pull and push the block so it's in front of the beam on your left and run by. Go into the next two rooms for an EX Gem Lv2 and a Card of Ice. Now block the beam to the path upward at the intersection and head North through the door. Take the first left and go into the door. Defeat the blue guard for the third and final password, then open the chest for an EX Gem Lv3. Now head North at the split.

You are above the room where you got the second password, also where you raised the elevator. Follow the path up, defeating the robo guard along the way to get the memory gem for this dungeon. Drag the block off the elevator right in front of the stairs, then push it down through the small opening in the rail. It will land on the beam generator, disabling it and allowing you to access the treasure boxes. Now go all the way back to the main hall, heal and save at Orochi, then into the right door. Follow the path up all the way up, taking a left at the next split and you'll be back in that room once again. Now that the beams are gone you can pick up the Dragon Tooth and Lightning Sword. Exit the room and block the beam to the North, then head up

that path into the door.

Use your memory gem here and save your game. First of all go to the upper left corner of the ground floor and notice two slots where two boxes could fit nicely. Grab two boxes and drag them over, filling those two spots. Now ascend the stairs at the lower left corner, then down again slightly North to cross the path you just created. Open the chest for a lavender. You'll notice there is a generator below the treasure box but the box blocks your electric shot. I believe you're supposed to go back down and build a path so that you can aim straight and hit it, but if you stand on the brown stationary block, between the two you set yourself and face Southeast towards the generator, you can hit it quite easily by shooting diagonally. So activate it and return to the ground.

Now take one of the blocks you set and push it onto the elevator just below the generator you turned on. Place the block at the upper left corner, and position yourself on the upper right corner. From here you can activate the elevator while standing on it, you need to be on the elevator when it goes up. When it does, push the block up one panel onto the ledge and ride the elevator back down again. Now run to your right and up the stairs to get a treasure box containing a Silver Mail. Now go up the stairs at the bottom left and head all the way up and around to the right, past the guards and down to where you pushed the block off of the elevator. Pull it all the way over to the right side and push it off the edge behind the treasure box you just opened. Now by walking on top of it you are able to activate the generator below you by shooting it with your ring. Once again head back to the ground floor.

When you reach the bottom, save your game and exit the room. Go right back in and the boxes will be reset. Drag both of them onto the elevator at the lower right, put them at the bottom left and right corners of the elevator, then get on it and examine the panel to ride it up.

When you reach the top take one block and push it off of the edge in front of the treasure box to your North. Step onto it and get the Tomahawk Lance. Grab the other box and drop it a couple spaces to the right of the last one so that you can walk across to the upper section. Before you do so, go back South and take the stairs left of the elevator. Run along the path all the way around to the box at the top containing a Beam Shield. On your way back activate the generator, then stand on the elevator with the box and examine the terminal to go down. Now you can push this box to the left of the treasure chest here, and fill the gap allowing you to pick up the EX Gem Lv3. Now ride the same elevator back up, head to the right and go North over the path you already created with your second block. Ride this elevator up.

There is a panel beside the door that will ask for the passcode, enter the following:

THE POWER OF  
THE STAR IS  
THE RADIANCE OF LIFE

The door will open and give you access, it may be a good idea to ride back down and save, but it's up to you. Inside the door, a scene will occur. After the scene, you can expect...

Boss: Yuan  
Hp: 16,000  
Tp: 652

Botta  
Hp: 12,000  
Tp: 580

Exp: 6570  
Gald: 5950

This fight can be rather annoying because no matter who you're going after, the other will usually be doing a number on the rest of your party. Neither is really any more or less dangerous than the other, so begin by focusing your attacks on Botta since he has less Hp. Blocking will play a key role when fighting Botta since his attacks can knock you back and really slow you down. For Yuan, you won't need to block quite as much but you will want to run out of the way if you see a large circle begin to form around your party, you'll have a good bit of time to move, but if not everyone in the circle will take a good 1500-2000 damage. Use your strongest combos and unison attacks to defeat them as quickly as possible.

Another scene occurs and you're on your way. You won't have to worry about backtracking out of this place.

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Part VI - The Skies of Tethe'alla  
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Rheaird Control Explanation:

- Rheairds can be boarded on the field map by pressing the B Button.
- Control Stick: tilt <- or -> to turn and tilt ^ v to control altitude.
- A Button: Press to move forward
- C Stick: tilt ^ v to move forward or backward. tilt <- or -> to strafe left or right.
- L Button and R Button: Rotate the camera
- Press the B Button while hovering over the ground to disembark from the Rheairds

Personally I recommend flying with the C stick, it seems to be quite a bit easier.

Anyway, located in the far East of your map, right in the middle, Southeast from the Tethe'alla base in the sky is the Nest of Flying Dragons, where you have to head next.

---

VI - i - The Nest of Flying Dragons

Not a lot occurs here, it begins with a scene. Then...

Boss: Winged Dragon  
Hp: 18,000  
Tp: 400

Baby Dragon (x2)

Hp: 12,000

Tp: 800

Exp: 4950

Gald: 2200

This can be an extremely hard fight if you aren't leveled enough. You absolutely must defeat the baby dragons first, they are capable of absolutely devastating you. The hardest part of this fight is far and away the beginning while all three are still alive. Use your most powerful combos and unison attacks right away to eliminate at least one as soon as you can, it will really make the fight easier. Tempest techs are good for damage as well as dodging here. Once the two baby dragons are out of the picture you should have no problem taking your time on the big head.

Another scene follows the battle. When it is over you will find yourself on the world map, right beside your next destination. Take about two steps up.

---

## VI - ii - Temple of Earth

Start by changing the function of the Sorcerer's Ring. From there go up to the four pillars and get as close to them as you can. Use your ring to cause an earthquake and collapse the pillars. Continue forward to the little gnome on the bridge. Speak to him and he will say, since you helped his brother come back, you may cross. In the event you did not buy a Mizuho potion, and give it to the little gnome in the mine, you now have to venture to both places again and do it, then return here. Quite nice not to have to do it though. Now cross the bridge. Continue forward into the cave.

Across the bridge to your left there is a V shaped split, take the upper path to a treasure box containing a Bellebane. Now go back and speak with the second gnome. After you hear his request, leave the temple and fly to Altessa's house.

There's no need for a separate section for this, upon arriving at Altessa's house all you need to do is go inside and speak with Tabatha. She will teach you the recipe for Curry. Afterwards just return to the temple.

Make sure to change the function of your Sorcerer's Ring again. Now return and speak with the second gnome again and choose your best cook. By default Genis' pretty much the best cook so your best bet is to choose him. Once you can go through, speak with the next one, and being a nice guy he'll just move. Now for a semi-puzzle.

Stand on the far left wooden section and use your ring. You will fall. Now stand on this section of wood and use your ring to drop down one more. Grab the EX Gem Lv2 and drop down, you'll fall twice. Grab the EX Gem Lv1 and stand on the wooden section furthest left and drop to the bottom. Speak with the gnome to have him move out of the way.

If you want all the items, do the following: If you don't want the items, scroll down to the three asterisk marker (\*\*\*) .



Go into the door where the gnome was standing and head up. At the top is another gnome, do not speak with him yet, there's still more (and much better) items to get. Walk around him and return to the top to see that all the wooden bridges have respawned.

Now stand on the middle section and drop down. Drop again when you land. Go left and grab the Ghost Shell and then drop from the wooden bridge on the right side. Go to the right and grab the Ancient Rod. Now stand on the left section of the bridge that is closest to the treasure and break it. Now grab and Bardiche and drop down to the bottom. Exit through the same door and head back up to the top one final time.

This time stand on the right most panel and drop. Get the EX Gem Lv3 and drop again. That's the last item so just drop from anywhere until you hit the ground.

\*\*\*

At the bottom before you go into the door that leads to the top, note the large dragon you can fight. It gives you good experience and 10,000 gold. It respawns every time you enter the room and is a great source of money. Fight it if you like, but either way go into the door and back to the top. Speak with the gnome that is waiting right in front of you.

He will follow you down the path. Don't go too far ahead of him. Always be absolutely sure you defeat the enemies before he reaches them. When you get to the bottom, let him go in the door before you do. Speak with the gnome again.

This is pretty simple, just time your uses of the ring with him hitting the ground. The game is pretty generous, even when your timing is off. The bridge will collapse soon after. Head along the path downward and grab the Mythril Bracelet. Return to the bridge and save your game. Now head up.

There's a scene that occurs here. Following the scene it's no different than any other temple...

Boss: Gnome

Hp: 28,000

Tp: 682

Exp: 5890

Gald: 4280

Gnome can be a tough boss if your levels are too low, but she's big, so there's lots to hit. Her physical attacks are laughable, it's the magic that's going to really eat away at your Hp. If possible try to dodge ground asher whenever possible. If you get knocked into the air by her body slam then just be sure to tap X and correct yourself. Gnome is really easy to get large combos on, so use that to your advantage and be sure Genis' is constantly casting high level magic. Gnome has a lot of Hp but also takes a lot of damage so it won't be too long before you defeat it.

After a scene, head up the path and out of the cave. When you come to a fork take the bottom path and use your ring next to the pillar with the box on it. Grab the Mythril Guard and go along the

upper path now. At the dead end use your ring to create a ramp and exit the Temple of Earth.

Your next destination is Flanoir, the snow city up on the Northeastern continent. When you reach the city however, do not enter it, that is unless you need to rest at the inn. The following event requires you to have at least three Penguinist Quills. These are obtained by defeating the penguins that appear commonly as enemies on the world map in this area. Fight until you have at least three before entering the town of Flanoir.

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VI - iii - Flanoir

-----o  
Winter Harvest:

Flanoir Potion - 1000G  
Juicy Meat - 200G  
Beef Strips - 80G  
Mushroom - 60G  
Potato - 50G  
Onion - 60G  
Carrot - 60G  
Rice - 80G  
Pasta - 80G  
Bread - 70G  
White Satay - 200G  
Red Satay - 200G  
Black Satay - 200G

-----o  
Hailstorm:

Angel's Tear - 7600G  
Toroid - 6600G  
Northern Lights - 5400G  
Rune Staff - 5000G  
Gladius - 6400G  
Asura - 6400G  
Battle Pick - 7000G  
Rare Plate - 6000G  
Rare Guard - 11,200G  
Rune Cloak - 4800G  
Holy Robe - 4800G  
Rare Helm - 4800G  
Rare Gauntlet - 1800G  
Holy Circlet - 7200G

-----o  
Snow White:

Poison Charm - 4000G  
Drain Charm - 4000G  
Stone Charm - 4000G  
Paralysis Charm - 4000G  
Talisman - 8000G  
Stun Bracelet - 4000G  
Heal Bracelet - 4000G

Spirit Bangle - 4000G  
Black Onyx - 25,000G  
Moonstone - 25,000G

Enter Flanoir and take the path down to the right. A man will stop you to talk, when he finishes continue up to the next section. Follow the path around to the next section and go up the stairs here. Enter the house at the top of the first set and speak with the old man beside the fireplace. He will take the Penguinist Quills you collected and fashion Penguinist Gloves out of them. Choose yes to give him the quills. Speak with the woman at the counter to buy accessories, the Black Oryx and Moonstone are both extremely good, albeit expensive at this point. Now leave the shop. Go up the stairs to your right and enter the church at the top. At the upper left there is an odd object on a cushion to examine, do so and the Wonder Chef will appear and teach you to make Quiche. Head back down the stairs to the left section of town.

Go down the stairs here and follow the path up to the equipment shop and buy any weapons/armour you need. Now leave town.

On the world map, get into your Rheairds and fly directly south until you reach a location built into the side of the mountains. This is the temple of ice, your next destination.

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#### VI - iv - Temple of Ice

When you enter the temple head up a little, and to your left hidden by the ground in front of it is a treasure box containing a Mythril Shield. Now run all the way to the right for two treasure boxes with an Ancient Robe and a Defender. Now head North into the cave.

Examine the pedestal and change the function of your Sorcerer's Ring here. Follow the path and grab the Ice Coffin, then continue to the Mythril Gauntlet. When you come to a point where there's a ramp going up in the opposite direction you are heading, follow it up to the top. Grab the Mythril Armor and go exit the cave. Approach the gap and dripping icicles. You can freeze the drips as they fall to create a bridge. Follow the path around and into the cave and grab the EX Gem Lv2. Also note the flower growing near the edge, walk up to it and examine it. You now have the "Celsius' Tear." Go back outside and head again into the main part of the cave.

Go back down and head to the right this time. Keep following the path across the bridge and down until you come to a gap you cannot cross with a dripping icicle to the right of it. Use your ring to freeze a drip and create a block, then push it into the gap to get across. Run to the end of the path and press the A button when the "Examine" message appears at the bottom. Now there's a bit of a puzzle here, it's kind of fun to try, but if you can't figure it out use the following guide:

Begin by standing in front of the left most of the three place you can enter from. It's right a step or two right of where you froze everything. Now standing below it move in the following directions. (Make sure the first "Up" actually sends you sliding onto the ice, you don't want to just stand in one place on the ground facing all different directions.)

1. Up

2. Left
3. Up
4. Right
5. Down
6. Left

You should now be on the section with a treasure box. Grab the Rosemary and position yourself just left of the bottom of the three exits from here that will take you back onto the ice. Now slide:

1. Right
2. Up
3. Left
4. Down
5. Right
6. Up
7. Right
8. Up

Open the box for an EX Gem Level 3 and continue up. There are four pillar here and a slab beside the door saying "The answer lies in a place with a view." You are free to try and explore this puzzle yourself, but if you choose not to the answer is as follows:

1. Top pillar faces left
2. Right pillar faces down
3. Bottom pillar faces right
4. Left pillar faces right

With this combination the door should open. At this point after all you've done you may want to consider leaving and saving. You will have to go through the sliding part again but it would be a small price to pay to risk having to do the whole dungeon over again. Now go through the door and prepare for a scene. After the scene...

Boss: Celsius  
Hp: 18,000  
Tp: 600

Fenrir  
Hp: 12,000  
Tp: 300

Exp: 7720  
Gald: 5800

Go after Fenrir first. If you set Genis' up so that every spell is turn off except for Raging Mist it will absolutely dominate these two. Fenrir has an annoying spinning attack like Tempest, but just block it if you see it coming. At this point you may have the Card of Ice equipped on Sheena which isn't a good idea since both of them are of the ice element. I don't really know what to say other than the really key here is Genis' Raging Mist. I did even have time to build up a unison attack bar, the battle was over in 57 seconds.

Following the battle is a quick scene. Leave the cave now, you should have no problem getting back to the other side across the sliding ice part. A simple down, right down will have you on your way. Just head outside.

When you reach the world map there will be another event. You will automatically be taken to Ozette. Leave through the left exit and go to Altessa's House.

---

VI - v - Altessa's House

Run up to the front and speak with Altessa for another scene. After head inside Altessa's house and speak with him again for the next segment. After a long winded scene, choose the top event and return to the world map. You need to fly to Altamira now, it's easy to find. It's on the large island to the Southeast of Altessa's house, you can't miss it.

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VI - vi - Altamira

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Full House:

Apple Gel - 100G  
Lemon Gel - 1000G  
Orange Gel - 200G  
Pineapple Gel - 1200G  
Melange Gel - 500G  
Miracle Gel - 3000G  
Panacea Bottle - 150G  
Life Bottle - 300G  
Miracle Bottle - 3000G  
Anti-Magic Bottle - 1000G  
Flare Bottle - 1000G  
Guard Bottle - 1000G  
Acuity Bottle - 1000G  
Syrup Bottle - 1000G  
Shell Bottle - 1000G  
Holy Bottle - 200G  
Dark Bottle - 200G

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Wild Card:

Elemental Brad - 5200G  
Defenser - 5000G  
Lunar Ring - 5000G  
Shuriken - 4000G  
Shining Star - 3600G  
Ancient Rod - 4200G  
Thunder Scepter - 3200G  
Flame Dagger - 5400G  
Ice Coffin - 5000G  
Halberd - 5600G  
Bardiche - 5200G  
Bear Claw - 5200G  
Ghost Shell - 5000G

-----o

Aces High:

Mythril Armor - 4600G  
Mythril Guard - 10,000G  
Mythril Mesh - 4200G  
Mythril Circlet - 2200G  
Mythril Shield - 2800G  
Mythril Gauntlet - 1200G  
Mythril Bracelet - 2000G  
Cute Mittens - 1800G  
Poison Charm - 4000G  
Drain Charm - 4000G  
Stone Charm - 4000G  
Paralysis Charm - 4000G  
Stun Charm - 4000G  
Thief's Cape - 3000G  
Heavy Boots - 3000G  
Magic Mist - 6000G

When you enter Altamira, after a scene go up and enter the large hotel on your right. Take the elevator to the second floor. There are many shops here with better equipment than you've found anywhere else up to this point so stock up. Now leave the hotel.

Once you're out head to the top right of town for a scene in front of the tombstone. Once it is over, head over the bridge to the Southwest, down the elevator and tell the man on the boat to take you to the Lezareno Company.

Once you're inside, ride the elevator to the Sky Terrace. Head into the middle for another event. Return down the elevator, another scene occurs. Speak to the man at the bottom right to take you back to Altamira and return to the world map.

The Otherworldly Gate you're looking for is on the tiny island directly East of Altamira, right off the coast of the Southeastern continent. Go there now.

---

VI - vii - Otherworldly Gate

You'll be thrust right into an event upon entering the gate. During this time you'll have to fight a simple battle, then continue to watch the rest of the scene.

=====  
Part VII - Two Worlds  
=====

Once you're back in Sylvarent and have control of your character, enter Palmacosta which is conveniently right beside you.

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VII - i - Palmacosta

Return to Dorr's large residence and watch a scene with Neil to learn where to go next. After leave Palmacosta.

Once you get on the world map again go back to the Palmacosta Human Ranch.

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VII - ii - Palmacosta Human Ranch

Watch a fairly long scene here. You will have control of you character once again when it ends, leave and save on the world map. Now if you're ready, go back in and speak to Botta. Choose the top option and you'll be taken automatically.

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VII - iii - Remote Island Human Ranch

Traverse the long tunnel and enter the ranch. The left and right paths lead to dead ends so continue straight, and you'll find yourself in front of another puzzle. This first is quite easy:

1. Run 3 panels right
2. Run 2 panels up
3. Run 2 panels left
4. Run 4 panels down
5. Run 2 panels right
6. Run 1 panel up

Now cross to the right to the next more challenging version.

1. Run 3 panels right
2. Run 2 panels up
3. Run 2 panels right
4. Run 2 panels down
5. Run 2 panels right
6. Run 2 panels down
7. Run 4 panels left
8. Run 2 panels down
9. Run 2 panels right
10. Run 4 panels up
11. Run 2 panels left
12. Run 2 panels down
13. Run 2 panels left
14. Run 1 panel up

Now run all the way right into the next room.

In here examine the pedestal to change the function of your Sorcerer's Ring, then examine the elevator to ride it up. Exit and circle around this large structure pushing the four switches, one on each side. Also do not miss the treasure boxes cleverly hidden behind three of the outside corners you go around for a Stone Charm, Holy Staff and a Vajra. Once the prisoners are free, head into the door the guards came out of and take the elevator up.

At the edge of the path, use your Sorcerer's Ring to summon a platform. While on the platform, pressing X will change the direction the platform will take at the next corner. This is pretty much just a matter of trial

and error and even if I were to write an accurate map of where to go, it would be almost impossible to read it and react perfectly every time. Use your discretion to get to the top, you can't be hurt or fall down the pit or anything. Also try and avoid the electricity as it causes paralysis.

When you get off go follow the doors into a large room with coloured portals. You can activate your right next to a white portal to change its colour. I will try and separate this as much as possible to avoid anyone getting lost.

Start by changing the first portal to green and walking onto it. Open the treasure here to get a Saffron and return.

Now change it to red and go up, grab the EX Gem Lv2. Now return.

Change it to blue now and go in it. You will be in a room with another white portal. Change it to red and go in. Here there is a terminal with a lock to disengage. Examine it to disengage "Lock 2" and go back one portal.

Now change this one to blue and go in. You will be in a room with another white portal. Change it to Red and go in. Grab the EX Gem Lv1 from the chest and go back.

Now change the white one to green and go in. Before going up the stairs run left for a Holy Cloak. Now go up the stairs. At the top you will find another white portal. Change it to green and go through. Ignore the stairs first and get the treasure box which contains an EX Gem Lv3. Now go up the stairs and examine the terminal to disengage "Lock 1." Return through the portal.

Change the white portal to blue and go through it and open the treasure box to receive an EX Gem Lv2. Now return.

Change the white portal to red this time and go through. Head right, the stairs to find two treasure boxes containing a Minazuki and an EX Gem Lv4. Now go up the stairs. There is another white portal here. Change it to blue and go through.

Head below the stairs to find another chest with a Mythril Ax in it. Go up the stairs to the very top ignoring the white portal to find the final terminal, examine it to disengage "Lock 3" and head back down to the white portal. Change it to red and go through to find a treasure chest with an EX Gem Lv3 in it. Return through the portal.

Change the white portal to blue and go through. Go below the stairs and open the chest for a pair of Mythril Greaves. Proceed up the stairs and grab the Revive Ring on your way. Head up the large staircase, ignoring the green portal and change the white portal to red.

At this point you should be in a large room with three portals, a big door and a save point. There are numerous ways to get here so if you've become lost over the course of all this, but still managed to disengage all three locks, then you should still have no problem locating this room rather quickly by trial and error. Save you game and enter the large door to the North.

Go up the elevator and out the door for a scene at the top. After the



scenes is over...

Boss: Rodyle

Hp: 35,000

Tp: 500

Exp: 6240

Gald: 5800

Not exactly human in this fight, Rodyle can pack a punch. Though what he has in power he lacks in speed, so he's actually not that hard to defeat. He seems to enjoy uppercutting you a lot so correcting yourself in the air with the X button is a good tactic here. Though the times when he pounds you into the ground can get pretty annoying so sometimes there's no substitute for good old fashion blocking. He's really not a particularly hard boss and I assume that appropriately leveled you won't have a problem.

Following the fight is a fairly long scene, but a good one. Mid-way through you're thrown into a battle with three of those baby dragons. You've defeated them before at a lower level, they can be rather obnoxious, but hardly a problem at this point. The scene continues after the battle.

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VII - iv - Palmacosta

Watch the scene. Leave. When you try to go back onto the world map you will be asked to automatically quick jump to the Sylvarent Base. Do so.

---

VII - v - Sylvarent Base

More events for you to watch here.

Dimensional transfer using the Rheairds:

- The Rheairds Dimensional Transfer Capability is now operational. This will allow you to travel between the two worlds at will.
- Fly above the airspace of the Sylvarent Base or the Tethe'alla Base to procure energy to cross the barrier of space-time

You'll once again be transported automatically.

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VII - vi - Altessa's House

More events for you to watch here.

When you finally have control, go to the world map. Heed Regal's words and head to Altamira.

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VII - vii - Altamira

Start by going up and taking the boat back to the Lezareno Company. An event will automatically occur at this point. Choose the top option when given the chance and Regal will obtain the title of "El Presidente."

Go down the elevator and return to Altamira on the boat. Now leave for the world map.

Your new destination is the Temple of Darkness. It's South of Meltokio, in fact right on the Southern tip of that continent. Go inside the small cave-like entrance.

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VII - viii - Temple of Darkness

There will be a quick scene right when you enter, after which you have little choice but to leave the temple. Return to Meltokio now.

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VII - ix - Meltokio

Still unable to go through the main gate, make a quick jump through the sewers. Head towards the Elemental Research Laboratory on the right, a couple quick events will occur on the way. Speak with the people in the lab and then leave.

Go up one flight of stairs and then left to where the weapons shop is. This is also the location of the arena. Go up to the counter and enter anyone you wish, probably Lloyd. Speak with the guard at the gate and tell him you're ready. Prepare for an easy battle. When you return to the room, go in the door and the right and watch another scene.

After a brief trip to Ozette you'll find yourself back where you started, candle in hand. Jump through the sewers and on the world map, return to the Temple of Darkness.

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VII - x - Temple of Darkness

Just a quick warning before beginning, this is far and away the most obnoxious dungeon in the game. Be sure you're in a patient mood before continuing.

Follow the path up and get the EX Gem Lv2, then cross the bridge and go down the ramp. Here you'll meet the small shadowy figures that you'll have to guide at the end. The frustrating thing is not collecting all the shadows, but the fact that they are stupid and will get stuck on virtually every corner unless you walk extremely slowly. Regardless after the scene, go into the door on the right.

Part-way down the stairs one of the lights is illuminated making sort of a triangle of light in the wall. Examine this to go through it. When you do use the pedestal to change the function of your Sorcerer's Ring. Now grab the block that Lloyd automatically shot with the ring, and pull it out one panel. Now go back out.

Return up the stairs to where you saw the first shadow. Walk through him to have him start following you. Now use your ring on the light

just to the left of him to turn it off. Now you can pass this part, as well as the next block. Turn off the next light you reach and bring the shadow down. At the bottom of the path is another shadow and two more blocks.

Shoot the block on the right, and push it into the wall. This will knock down a box with another shadow on it. Now shoot the left block with your ring and pull it out once. Go back up to the stairs that are heading down to the right, and descend them. At the bottom be sure to defeat the skull enemy because he holds the memory gem.

When you reach the bottom of the stairs head left underneath them, turn off the light and go to the bottom. Here is where the block with the third shadow landed. Push it three panels to the right and then all the way up. The shadow will then walk off. Go up (hopefully the other two shadows are still following you) and make your way around to the shadow who just walked off the block. Now with three of them following you go right, turn off the light and descend down the large Southwestern path. As luck will have it at the bottom you can turn out the light and leave the three shadows here. You have to do it one at a time, make sure there are three separate scenes. Now you can leave the room and they will be here when you return. Save your game.

Now go back up the large ramp. At the top on your left is where you crossed to get the third shadow off the box. Note that there is one of the move-able stone things facing out to the right making it so you can walk across. You need to push this all the way into the wall. Now go back to the save point and exit the room to the bottom right.

Proceed up the stairs, grab the chest hidden under the large stairs to receive a Headband. Continue up to the top and go out the door. You'll notice if you pushed in the other slab that the one below you after you've gone through the door is now across making it so you can walk down, get the shadow here and grab the chest containing a Shadow Dancer. Guide the shadow back across, you will see a little scene of him crossing. Once you see that scene go back into the door on your right, head down the stairs to the light on the wall and enter it once again.

You need to once again pull this stone slab out one panel. When you do go back up the stairs to where you left the shadow, he will be waiting on your side this time. Guide him along the path to the top, and do everything you did last time in order to make your way to the bottom. Save your game again and head out the door to the bottom right.

Ascend the stairs and once again examine the light on the wall to enter it. For a third time pull this block out one panel and leave. Head up the stairs and out the door. By now you should know which block that one controls, it's the one just across the path to your left here, beside the main entrance to this room. This time instead of just walking past it, you need to grab it and push it all the way into the wall. Once you do that go back to the right and into the door. Head down the long stairs to the bottom exit and return through there, run up to the left and you should once again be at the save point.

Head up the large ramp to the Northeast until you reach the light at the top. Go up a bit and to the right to find a treasure chest with an EX Gem Lv3. Now go back to the left. Head down under the blocked stairs past the light and across the slab that sticks out to the right down

to the bottom here. This should be where you pushed the box with the third shadow. There's a path that leads all the way to the right that goes out from the bottom, run across it. Assuming you pushed the large stone slab all the way in near the entrance, this one should be out far enough for you to cross and get the fifth final shadow. Walk into him and have him follow you down to the other four, and save your game. Now grab all five of them and run to the North, then down to the right to a new area.

Follow the path, when you come to the first split ignore it and continue forward. At the three way split take the bottom path, and grab the treasure containing an EX Gem Lv2 at the end. Now return to the three way split and go down the right path for a chest and an EX Gem Lv4. Return to the three way split and go up. The path now goes down a lot of stairs and pretty much one way for quite awhile. When you reach the broken save point unlock it and use it. Take the path to the left and go pretty much straight until the end. When you reach the end watch a scene and after all your hard work...

Boss: Shadow

Hp: 30,000

Tp: 800

Exp: 6320

Gald: 4500

Being of the dark element, Raine's Photon and Ray spells are pretty effective against this guy. Luckily this boss isn't even a fraction as annoying as his dungeon is, he'll give you lots of chances to just sit there and combo him to your heart's content. Even if he hits you with a powerful attack he seems to be nice enough to wait until you have a chance to heal to make his next one. Unless you're low on items here I doubt you'll have any trouble.

There's a scene here for you to watch, soon after you'll have control. Unfortunately the game deems it necessary to add insult to injury and have you manually run all the way out of the dungeon yourself, so do that first.

Your next task is to head to the Linkite tree. The tree is in Sylvarent so return there for now. The tree can be rather hard to find, but the following makes it easy. From exactly where you appear after warping from Tethe'alla, do not move anywhere just turn your ship until it faces directly Northeast. Now fly forward for about 2-3 seconds. You will find yourself right on top of the Linkite Tree pretty much. On your map it's the little green bit surrounded by mountains on this continent. Now go in.

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VII - xi - Linkite Tree

Run up to the tree and examine it. Now leave.

Fly over to Hakonesia Peak. Just a bit South and to the East from there is Nova's Caravan, this is where you have to collect information, go there now.

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VII - xii - Nova's Caravan

Some long conversations occur here. Speak with the man, then with each one of his children individually, and you'll get a Linkite Nut (unless you got it earlier in the game.) There will be another long conversation scene between your party, then talk to the man again and ask him to show you the memo. Finally, leave the caravan.

Once you're on the world map, you need to collect the final two summon spirits. Luckily you don't have to go through large dungeons both of them are located in dungeons you've already completed. Start by going to the Balacruf Mausoleum, also known as the Seal of Wind.

If you have already obtained Sylph and Efreet by this point, then scroll down to the three asterisk marker (\*\*\*) . If not continue normally.

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VII - xiii - Balacruf Mausoleum (Seal of Wind)

Follow the path straight to the boss area. After a brief scene here Sylph appears...

Boss: Sephie  
Hp: 13,000  
Tp: 150

Yutis  
Hp: 12,000  
Tp: 120

Fairess  
Hp: 10,000  
Tp: 450

Exp: 4545 (Depends on your level)  
Gald: 6330

Sylph is actually composed of three spirits, the one you should go after first is Fairess with the shield. She also casts a lot of magic and has low Hp so it's good to get her out of the way. The low Hp total for each of these bosses means they will go down fast, and the more you get rid of the easier the boss gets. After Fairess move onto Yutis and then Sephie. Have Raine casting her most powerful spells and Genis' casting pretty much any magic he likes, it all works good against this boss. Soon the three of them will be defeated.

After the scene, exit and Seal of Wind and make your way to the Seal of Fire, the Triet Ruins.

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VII - xiv - Triet Ruins (Seal of Fire)

Head in and make your way to the boss. The path there is from the upper of the three doors if you've forgotten. Watch a scene and prepare for...

Boss: Efreet

Hp: 30,000

Tp: 850

Exp: 3900 (Depends on your level)

Gald: 5690

This boss can actually be rather tricky. He is able to deal a fair bit of damage to your party in a short amount of time. With the exception of Eruption all his magic is pretty devastating, and when he grabs you he can really shell out huge damage. Be sure Genis' only spell that is turned on is Ice Tornado, and that Raine is constantly healing. Use as many unison attacks as you can, and be sure that you set up everyone else's Unisons to be of the ice element if possible. Not the hardest boss but can still pose a problem.

After the fight watch the scene and exit from the ruins. At this point Sheena will probably acquire the title of "Elemental Summoner." Once you leave the ruins head over to Dirk's House.

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VII - xv - Dirk's House

Go inside and speak with Dirk. He'll give you the Exsphere Shard that you need. Now leave and return to the Linkite Tree.

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VII - xvi - Linkite Tree

Run up to the tree and examine it for a scene. Once the scene is over it's time to return to the Tower of Mana. Head there now.

---

VII - xvii - Tower of Mana

Head up the tower to the top for an event, then go into the warp for another event. After the summon spirit appears...

Boss: Luna

Hp: 18,000

Tp: 720

Aska

Hp: 19,650

Tp: 600

Exp: 6730

Gald: 7600

Go after Aska first and get it out of the way, your party should adequately be able to hold Luna until you've defeated Aska. Aska's attacks are slow, weak and extremely easy to predict and block. Luna's ray attack is really the only thing she has going for her and even that won't hit for more than 1000 damage. It may take longer because she blocks a lot but if you build up your unison

attacks it won't be long before both of the are down.

Once the fight ends, watch the first animated cutscene since the game's opening. Kratos will join your party and obtain the title of "Traitor." Another scene, and when you finally have control of your character, head down a bit and save your game.

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## VII - xviii - Iselia Human Ranch

Go through the main gate and down the stairs into the ranch. Examine the pedestal and change the function of your Sorcerer's Ring. Avoid those red beams and head up. You'll need to split your party here, take your best team to the reactor. Above you now are two circular terminals, the one on the left restores your Hp/Tp and the one on the right serves as a shop. In the same room against the lower wall is a treasure box containing Lovely Mittens. Now head North.

When you come to the fork, go left. there are three treasure boxes here containing a Solar Spinner, Cor Leonis and Muramasa. Now take the path to the right. Grab the chests here for a Rune Staff and an Ether Sword. Now turn around and head back to the room with the healer and shop. On the left door, use your ring to activate both the little panels on each side of the door to open it. Go through, avoiding the beams and onto the next nap.

A scene occurs here. After a short battle go down the stairs and exit through the door on the right. Grab the chest with the Rune Robe before going up the stairs, then proceed left. Activate the panels in front of this door and go in. There are three treasures here holding Aqua Greaves, a Rune Shield and a Rune Mail. Go back down and go North at the intersection. Use your ring and open this door to find a room with three more chests. Pick up the Rune Guard, Hairpin and Rune Gauntlet. When you return to the intersection go right.

Take the stairs down and into a room with two chests, with a Rune Circlet and a Rune Cloak. Go back up and head down the North stairs. Go up into the door and take the warp portal.

Watch a quick scene here, and then...

Boss: Forcystus

Hp: 20,000

Tp: 400

Exbone (x2)

Hp: 6000

Tp: 320

Exp: 7100

Gald: 5800

Go after those obnoxious Exbones first. They don't have too much Hp so get them out of the way. Forcystus himself is extremely annoying. It's not that he deals a lot of damage, he just does not react at ALL to your combos. You could get him right when he's most vulnerable but it still won't stop him from casting a spell at the same time. In fact about the only time he reacts and lets you get in a good combo is during a

unison attack, so use as many as you can. Unless you're extremely good at timing your blocks you'll just going to have to accept being hit virtually every time you attack. Luckily it shouldn't actually bring your Hp to dangerous levels and you can just take your time.

After this scene, backtrack all the way out of the ranch. Another event and a nice cutscene will occur. Watch the following scene and then it's finally time to switch to disc 2.

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*****
*                                     Disc 2                               *
*****
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Part VIII - Repercussions
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VIII - i - Iselia Village

Some scenes will occur here. When they finish leave and head over to the front of the schoolhouse where everyone has gathered. Witness the next event and make your way to Genis' house and find Raine. After go to the South exit of town to meet up with your other party members. You will be take to Dirk's House automatically.

---

VIII - ii - Dirk's House

There will be another scene when you enter. Once you have control of Lloyd go up the stairs and out the door to speak with Colette. Events will follow and then it'll be time to leave Dirk's House.

Fly over the Sylvarent Base and warp to Tethe'alla. Return to Altessa's House.

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VIII - iii - Altessa's House

Just a quick scene here. The following is completely optional, and is just meant to expand on the story. If you do not want to do this, scroll down to the three asterisk marker (\*\*\*) .

Go back into Altessa's house and examine the red Exsphere on the table. Following a scene you will be taken to the Toize Valley Mine. Run all the way to the waterfall at the end for another event, then you will be returned to Altessa's house.

\*\*\*

Now go to the world map, and set sail for Sybak.

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VIII - iv - Sybak

Enter Sybak and head to the library at the North. Inside there will be a scene. Choose the top option. Leave the library. There is another optional thing to do here. If you wish you can speak with the man standing next to the dog South of the Research Facility. Either way head out of Sybak.

Now go across to Meltokio.

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VIII - v - Meltokio

Go into the sewers and do a quick jump, however you won't quite be out. Run forward for an event. Exit the sewers. Go up the stairs to the church (left of the castle). Go into the door at the back left corner and a scene will commence. After a fairly long chain of events Colette will obtain the title of "Spiritua Reborn." Another scene with the king.

After you leave his room, go to the right and down the stairs. Head into the door on the right for an event in the library. Exit the library and go down the stairs, then to the left. Speak with the queen in the main room to trigger a scene, and you will receive the King's Letter.

While you're here there is another optional event to further the story of Presea. You can speak with the woman standing near the window in the right most mansion on the upper class side of town. Choose the top option when you exit.

Now proceed out of Meltokio. Don't bother going through the sewers, the gate is finally open.

Now that you're on the world map it's time to go to Altamira.

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VIII - vi - Altamira

Start by heading up and into the large hotel again. When you go to stay at the hotel after paying the person will ask if you want to go out at night. Answer yes. You will be taken outside the hotel, turn around and go right back in. Now take the elevator to the fourth floor. There's a large pumpkin beside the circular stairs, examine it and the Wonder Chef will appear. Once you've learned to make Spaghetti. If you like cats, enter the room at the bottom left. Now take the elevator to the fifth floor. Enter the large room and examine the bed to stay for the night. The next day leave the hotel.

Take the boat to the Lezareno company and go up the elevator to the president's office. Speak with the man in the red jacket for a scene. Speak with him a second time and Regal will get the title of "Eternal Sinner." Now go down the elevator to the second floor.

An event will take place here when you step off. Leave Altamira and head to Sybak.

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## VIII - vii - Sybak

Run to the Sybak Research Facility for an event when you get inside. Afterwards go into the door on the left, and up into the first door you see. In here is a treasure box containing the Zircon.

Now leave Sybak and return to the world map. The following is optional, if you do not wish to return for the duel, scroll down to the three asterisk marker (\*\*\*) .

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## VIII - viii - Mizuho

Enter the village and the scene will occur automatically. While speaking in the chief's hut choose the bottom option. Leave and talk to Orochi near the entrance of the village to be taken to the island.

Sheena fights by herself. You can lose this fight and still continue the game. When it's over return to the world map.

Your next destination is the Ymir forest. The Ymir forest is at the Northwestern tip of the Southeastern continent.

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## VIII - ix - Ymir Forest

Enter the forest and go straight up. Change the function of the Sorcerer's Ring at the pedestal. Jump on the stump to the right and use your ring. After the event go behind the tree, you won't see anything but the "Examine" option will be there. Push A and you will open a chest with a Resist Ring. Now go down a bit and take the path to the right.

When you come to a fork, take the path down and jump on the stump beside the treasure box. Use your ring and an animal will crash and unlock it. Grab the Solar Guard. Go up the path all the way, there is another treasure box behind this tree. Open it to receive a Gladius. Head down a little and take the path that goes left, and turns up up the next section.

Take the first left here and jump on the stump. Use your ring to have an animal smash into the boulder, not doing much. Go back to the right.

Go up a bit and follow the path all the way right until you see a small scene. Jump on the stump then use your ring. Grab the Blue Seed and the chest behind the tree containing a Crystal Shell. Now return to the pedestal at the beginning of the forest.

To the left of the pedestal is a little fenced off garden with a pink flower. Examine it and choose "Yes" to plant the blue flower. Head down and take the left path. You can go up the branch of the tree to an elevated part of the path. Take this up to the next section.

Go down the tree here and you'll come to a split. Take the left path and you'll find a dead end with a water lily. Jump onto the lily and use your ring. Now go right and take the path all the way around, continue on it until you come to another split up in the tree. Take the South path and it will bring you to a save point. Save your game then grab the chest behind the tree for a Maid's Hairband, and the one on the lily for a

White Seed. Return to the pedestal once again.

Plant the white seed this time. Now head back to the left and follow the path up to the map you were section recently in. Follow the path to the split where you went down to the save point, now go to the right and onto the next map.

Up this tree on the left, jump on the branch with the white flowers and use the ring. Along the path to the right, use your ring on the stump to smash the boulder. Head back by using your ring on the white flowers. Now return to the pedestal again.

Just above the right path from the beginning of the forest, is a tree you can run up. From the top path jump on the branch with the white flowers and use your ring. Go up and examine the wooden box. Choose "Yes" to drop it in the water and return again.

Jump off the branch and go up, then down the tree on the right side. Head up towards the next section. Take your first right here again. Your first left takes you to a dead end off of this path, so take your second right and go left up the tree. At the North part of this path notice instead of going left, you can climb down the tree on the corner, so do it. Go to the right, across the box you dropped and jump on the stump. Use your ring and fruit will fall. Now do the following:

Jump off the stump, go left and back up into the tree. Take the path South and head up when you get out of the tree. Jump on this stump to drop a bug and occupy the fish. Now go back down and take a right at the bottom fork, then go up the path to the water lily directly below the floating fruit. Jump onto it and use your ring. Jump off again.

Return up into the tree and go back down at the same corner again. To your right will be the path with the box, and to the left will be the island near the fruit with a stump. Jump on the stump and use your ring to knock the fruit down a bit more. Go up the tree and return South, down to the other end. Head back to the bottom entrance to this section of the forest, but do not leave. You should be on the part that has two paths to the left, and one path to the right. If you go to the top of this path you'll be almost in arm's reach of the fruit. Now notice on your right the water lily with a blue flower on it. Go down the right path for a couple steps and press A to jump on the lily. Use your ring to call a fish to take the fruit. Jump off the lily and go a bit left, then up the path and take the top left exit to the next section of the forest.

You'll get a small scene here, then jump on the water lily. You must wait until the bottom fish is facing up. The moment his "... " bubble disappears, use your ring and the fish with the fruit will slip by. Now return to the pedestal.

From the entrance to the forest, take the left path and go down at the fork. Follow this all the way around to another lily. Jump on it and use your ring. The fish will finally bring the fruit within' reaching distance. Go back to the pedestal area, and just a few steps North of the garden, jump on the lily and grab the fruit.

Now all you have to do is go to the save point. Take the path on your left that goes up the tree and to the North. Follow it around to the save point, save your game and speak with the kid. After a scene head North out of the forest.

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VIII - x - Heimdall

After the events that occur when you enter, you can head a bit North to find the equipment shop. Continue up taking a left at the stairs in front of the inn to head to another section of the map.

At the top of this section is the Elder's house. Before speaking with him enter the door at the back right. In the upper right corner of this room is a painting to examine. Do so and the Wonder Chef appears to teach you to make Cream Stew. Now go into the other room and speak with the elder.

After the scene you will receive the Elf Elder's Staff.

Make Colette your avatar and find the two dogs in this town.

It is now time to leave Heimdall so exit, perform a quick jump and return to the world map.

Your next destination is the Latheon Gorge, directly Southeast of Heimdall on the same continent. It's in the side of a mountain.

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VIII - xi - Latheon Gorge

With the Elder's Staff you are allowed to pass. Watch the scene then head up to grab the treasure box containing an EX Gem Lv4. Head down the next path and change the function of your Sorcerer's Ring. Now go right and curve up with the path and get the chest with Rare Pellets. Up the hill you have to stand in front of the flower, and time your use of the Sorcerer's Ring in order to be carried across to the other side.

Now head up the path to the tree. Examine it and take a Kirima fruit. You can take up to twenty, and you will need a bunch so if you have the patience take as many as you can. Return down and examine the dead flower. Use a Kirima fruit to revive it and have it blow you to the other side. Now head down and follow the path around and across the bridge.

In this section, take the lower path (but not up the hill) at the fork and pick up the EX Gem Lv3. Continue up the hill to the South and go left for a treasure containing an EX Gem Lv3. Now head to the right up the hill and down the hill to the North. There is a dead flower here, give it a Kirima fruit to revive it. Now double back to the other flower right at the top where you came up the hill from the ground. Use your ring and have it blow you across. The flower you revived should send you diagonally onto the next hill. Follow the path up to a new tree with purple fruit. Grab as many Amango fruit as you can, and proceed North to the next section of the map.

Follow this path up, and grab the treasure chest hidden by the hill (near the dead flower) on the left for an EX Gem Lv4. Just up and left from the chest is a dead flower, use a Kirima fruit to revive it. Now go back to the right and make your way up the hill. Revive the dead flower here as well. There's another living flower just South of this one, allow it

to blow you across to the left. When you reach the other side head up immediately and ride the wind of this flower to the upper left where it takes you.

Grab the treasure here containing Flare Greaves, then go around to the right, open the chest for a Toroid, and head up to revive the dead flower here. Now ride the lower left one back to the other side. There is a much larger blue flower here, ride it to the next map.

Ahead of you is a five way split. Go up the hill to the Southeast and ride this flower across to the upper left. Examine the flower on the right of this ledge and give it an Amango. It will wilt, then ride the flower on the left across to the South. Return to the point where the paths split and once again go up the same hill to the Southeast. This time instead of riding the flower, give it an Amango to wilt it. Now from the split path go straight down and up the hill to the left. Examine the flower on the right and give it a Kirima fruit to revive it. Now that the other two flowers are wilted you can ride this across without being pushed to the side. Ride it across.

When you land go up the path and revive the flower on the landing with a Kirima fruit. Go up the hill to the left and ride the wind of that flower to the next section of the map.

Now you should find yourself on the ledge of a cliff. There's only one flower to ride here so ride it. Go up the path to the top where you'll find two flowers. Ride the wind of the blue one to the right into the next section.

Ride the only flower you can when you land. Landing again, revive the dead flower just in front of you, then be carried along to the left by the other one. Be sure to revive this flower before proceeding into the cave, then enter. Be warned the treasure box that lies in front of you is another Fake.

Miniboss: Fake

Hp: 7800

Tp: 350

Nothing has changed since the last two times really except his Hp total. He is still impervious to physical attacks, so Genis' is your main man for this fight. If Genis has explosion then it's all you need. With a single hit it'll probably do around 1500 damage, so it won't take long to go down, especially with Raine supporting with Photon/Ray. Your job as Lloyd is to pretty much hold the block button and force it to attack you, not your magic users.

When the battle ends you will receive an Elixir.

Go up the path on your left and head right at the top. Proceed up the slope here and defeat the goo enemy at the top, he holds the memory gem. Go left and up the path to a chest at the top containing a Draupnir. Return back down to the path above the fake treasure box and take the fork to the left. There's a fork at the end here too, if you're out of Kirima fruit head up to the tree. Either way go down and out of the cave afterward.

Revive the flower on this cliff ledge. Then after landing take the blue flower. Now you'll land on another ledge, assuming you've revived all the plants you were supposed to up to this point, riding this flower

will take you up to a path at the top. On your left will be a dead flower you should ignore, on your right will be a path North to the next section. Go towards the North path, watch a scene and proceed up.

Follow the path all the way along until you find a dead flower. Revive it but do not ride the wind, instead cross the bridge and revive the flower on that side as well. Go back across to the right and ride the first one. A boulder will drop and you'll be on the bridge again. GO left, save, and enter the house.

Inside you will find the Storyteller. Before speaking to anyone, go to the back left of the house and examine the big bunny. The Wonder Chef will appear and teach you how to make Pescatore. Now speak to the storyteller. Watch a scene then save your game again.

Head down the Southeast path and get the chest containing a Battle Pick. Then head down the Southwest path. After a quick scene, ride the flower across into the cave (the cave only appears if you knocked down the boulder, be sure you did.) Now go inside.

As you approach the flower an event will occur. Once the conversation ends...

Boss: Plantix  
Hp: 36,000  
Tp: 400

Exp: 7500  
Gald: 1250

This is a pretty stationary boss, and also a large one. If you're good at racking up combos you should have a field day with this boss. While he can get a few hits in here and there with his flailing tentacles, he's far too susceptible to tech attacks to get any of those dangerous hits in very often. All this not to mention that Genis' Explosion spell will absolutely devastate him. Even if you haven't learned it yet, Raging Mist is just as good. Turn off all Genis' spells but Raging Mist and throw the best combos you have at him, and you're looking at a 2 - 3 minute fight.

After the battle there will be a scene and you will receive the Mana Leaf Herb you've been waiting so long for. Now save your game and return to speak with the Storyteller. There will be an event, then you will be automatically teleported to the bottom of the mountain. Leave for the world map.

Head now to SE Abbey. The Abbey is on the small island at the bottom right of the map, just Southeast of the Toize Valley Mine.

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VIII - xii - SE Abbey

Speak to the two people outside the abbey and then enter. Go up the stairs and speak with the girl in this room for a scene. Afterwards leave the Abbey.

The time has come to return to the Tower of Salvation, you've been there before, so head there now.

---

VIII - xiii - Tower of Salvation

Approach the tower to make the stairs appear. Proceed up and into the tower. Go forward for a scene. After which...

Boss: Kratos Aurion

Hp: 25,000

Tp: 980

Exp: 7600

Gald: 4800

Kratos' judgment spell is extremely powerful, and he casts it quite often. The one thing to keep in mind for this fight is: Unison attacks cancel enemies' magic. Therefore if you build up a unison attack, wait until he casts judgment and interrupt it, it'll probably save your life. With the exception of that his only other powerful attack is his sword thrust lightning attack, which he does more often than any other attack unfortunately. Be sure to have a Black Oryx equipped on Lloyd because if he's the main attacker he's going to absorb the majority of the damage. Use your most powerful combos and unison attacks to bring Kratos down.

A scene follows. You will be transported to Welgaia.

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VIII - xiv - Welgaia

After the scene, ride the elevator across. Save your game and use the warp portal on your left. A scene will occur and you will gain control of Colette. Push the lower block to the left, then pull the upper one off of the transporter panel. Now with your full party, teleport up.

Go into the building on the right and speak with the angel. Following the conversation you will receive a Mana Fragment. Leave the building and go up the conveyor belt at the upper left.

At the split, take the path to the right and across the conveyor belt to the next section of town. Go up the small set of stairs. Up the second elevator here is a refresher machine, up the last elevator is a shop terminal. The terminal on the ground floor at the far right is the information database, access it and read up on the three topics. The terminal second from the right will activate the portal you need to take. Once it has been activated go back to the left, take the lower stairs and get on the lift just on your right. Now take the warp.

From this room head out to the left, then save and go down the stairs.

Proceed left down the path, ignoring chances to head either up or down. Continue on the path as it curves downward and then descend the stairs. Follow the path until it leads to a set of doors on your right, and watch a scene. Now that you are weightless you find yourself in a puzzle room, similar to the one from the temple of ice, however much more complicated. Use the following directions to get through, from where you start slide:

1. Right
2. Down
3. Left
4. Up
5. Left
6. Up
7. Left
8. Down
9. Left
10. Up
11. Left
12. Down
13. Right
14. Down
15. Right
16. Down
17. Right
18. Up
19. Right

And head into the door. At the end of this path there is a treasure box at the bottom containing an EX Gem Lv4, and a red switch at the top. Examine the switch to disengage the Red Gate Lock. Now return to the weightless room. Find your way to the other door you came in from and exit. Now return to the save point just near where you warped in from the angel city.

Save if you like and head down the stairs. Proceed up this time. Ignore the door and go to your left. At the bottom of the stairs head down both paths that lead South to find two treasures containing a Nagazuki and a Laser Blade. At the top left of this room is the switch that disengages the Blue Door Lock. Examine it to do so. Now if you know your way back return to the low gravity room (if not just go to the save point and follow the first instructions.)

When you reach the weightless room again, follow this new path:

1. Right
2. Down
3. Left
4. Up
5. Left
6. Up
7. Left
8. Down
9. Left
10. Up
11. Left
12. Down
13. left
14. Down
15. Right
16. Up
17. Right

Examine the elevator and select "Yes" to enter it. When you reach the top you will find yourself in another similar room. The directions to take here are as follows:

1. Down



2. Right
3. Up
4. Left
5. Up
6. Right
7. Up
8. Right
9. Down
10. Right
11. Down
12. Right
13. Up
14. Left
15. Up

Enter the door. Follow the path up and then to the upper right at the split to find a chest with Energy Tablets in it. Now take the path down and follow it into the same room again. Don't worry if you don't see yourself (you're actually in the middle of the right wall) just use the following directions:

1. Left
2. Up
3. Left
4. Down
5. Right
6. Down
7. Right
8. Down
9. Right
10. Up
11. Left
12. Down
13. Right

Examine the elevator and choose "Yes" to go down. You will find yourself in the first weightless room again, use the following directions:

1. Left

Yeah that's it. Take this elevator up to one new (and thankfully final) weightless room. Now go:

1. Left
2. Up
3. Right
4. Up
5. Right
6. Down
7. Right
8. Down
9. Left
10. Down
11. Left
12. Up
13. Left
14. Down
15. Left
16. Up
17. Right

18. Down
19. Right
20. Up
21. Right

Enter the room and grab the treasure chest at the bottom to get the Holy Circlet. Now examine the terminal on the right and you will obtain the Elevator Key. Return to the weightless room and slide your way to the elevator you came from. After going down, this time when you slide to the right, instead of going into the elevator slide up and left to exit the room. Return to the first room and save your game.

Now head down the stairs and take the upper path again. Go into the door on the right. Head up and you will find the elevator door. Examine the slot on the left of the door to unlock it and enter. Examine the glowing sphere and choose "Yes" to go down.

The path here is straightforward, follow it until you reach a warp portal. Warp from the large circle at the end, and prepare for a scene. The scene ends with...

Boss: Yggdrasill  
Hp: 40,000  
Tp: 3000

Exp: 0  
Gald: 0

You do not have to kill this guy, you only have to stay alive for a certain period of time. I'd still recommend attacking him of course, it may be a trigger for the end of the fight, but don't waste resources like unison attacks or special potions to try and kill him. Dedicate your time to trying to dodge his dangerous Holy Lance attack, as well as his equally powerful Ground Dasher, these spells have the capacity to wipe out entire parties if you aren't prepared so do everything you can to avoid being hit. Hopefully the fight will end before you are too taxed.

More events follow the battle. Watch the next scene, then head South and take the warp back, and exit the Tower of Salvation.

Upon leaving you will automatically be taken to Altessa's House.

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#### VIII - xv - Altessa's House

Save your game here and enter Altessa's home. There are many events that take place here. Even if you aren't following the story you may find it interesting, so sit back and enjoy it. You'll have to fight a small battle here but it's nothing compared to what you're used to fighting as of late.

When the fight is over speak with Raine, Yuan and Tabatha.

If you defeated the first and second sword dancers, and feel up to the challenge it's time to fight the third and final one. If not scroll down to the three asterisk marker (\*\*\*) .

Fly to the Tethe'alla base and warp back to Sylvarent. The third sword dancer is waiting right in front of you in the Iselia Forest,

when you enter from the same side as Dirk's House. Save your game and enter the forest.

Optional Boss: Sword Dancer 3 (@@@)

Hp: 99,999

Tp: 8888

Exp: 15,000 (Approx)

Gald: 30,000

If you have any All Divides in your inventory, now is a very good time to use one. There is one thing to note: When you see the word "Indignation" appear at the top of the screen, and Genis' isn't casting it: RUN! He can cast many, many spells, and while all of them hurt you quite a bit, it's just small potatoes compared to this spell. It has a huge damage radius, and guarantees about 3000-4000 damage to everyone in it. When you see the circle, get out of there! Secondly, if you do not use constant unison attacks whenever you have them, this battle will take forever and you likely tire out before he does. Hit him with as many combos as you can, but more for the purpose of building your unison bar, than actual damage. Hopefully you have a unison strategy set up that ends with a nice finishing combo. One more thing to note is that when he goes below approximately 10,000 Hp he will do almost nothing BUT Indignation. So at that point you're going to have to do everything you can to finish him off if you wish to stay alive. Personally when I beat him I used a party of Lloyd, Genis Raine and Zelos. Raine and Zelos were on non stop heal, and Genis had every spell turned off except for ground dasher, which did a good bit of damage. Everyone in my party was level 65, I used about 10 Life Bottles, 10 Pineapple Gels, 10 Lemon Gels and one or two energy tablets after I was massively hurt by an indignation. Good luck on this guy and don't hesitate to wait until later if you can't beat him now. Once it's over, if you win you will receive a Kusanagi Blade for Lloyd, his second best weapon in the game. Now return to Tethe'alla.

\*\*\*

Head over to Flanoir, save on the map and enter.

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VIII - xvi - Flanoir

Follow the path to the right and up to the next map. Enter the house with people lined up in front of it. Inside watch the event with the doctor, now take note of the following:

This is the determining point where either Kratos or Zelos will join you. It is much easier to get Zelos than Kratos, and if Kratos does not have a good enough relationship with you, it's impossible to have him join at this point anyway. If you are sure you want Zelos in your party then do the following:

The first person who knocks on the door, agree to go outside with them.

If you want to attempt to get Kratos back in your party do the following:

Decline everyone's offer who comes to the door. If you hear a voice and automatically go outside and see Kratos, it's a pretty sure sign he can join your party (I'm not positive about this though.)

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VIII - xvii - Tower of Salvation

Enter and attempt to go up but your path will be blocked. Following a scene you will be taken to another entrance where you can use the shop and refresher. After take the warp portal on the left to the top for a scene. After the scene the outcome will depend. If you decided to keep Zelos use the following, if you went for Kratos scroll down to the three Asterisk marker:

Boss: Gatekeeper

Hp: 18,000

Tp: 800

Angel Swordian (x2)

Hp: 7480

Tp: 130

Exp: 9352

Gald: 9640

The angel swordians have low Hp so go after them first. They will go down extremely fast. The boss will also die quickly however he like a couple other bosses has the annoying trait of being impervious to stagger. Meaning while being hit, even when not blocking he'll continue to go about his business batting you around like a rag doll. If it wasn't for the fact that his attacks are pathetically weak he might actually pose a challenge to you, however since that is not the case, waste him.

Scroll to the three plus sign marker (+++) at this point.

\*\*\*

For those who chose Kratos, your enemy will be...

Boss: Zelos

Hp: 28,000

Tp: 1200

Exp: 9300

Gald: 9800

Zelos fights a lot like Kratos in past battles, probably because they use similar weapons and techs. He's fast and has some powerful combos, but you have good healers on your side and probably more powerful combos than he does, not to mention the ability to interrupt him with a unison attack. Not a lot of strategy here, just appropriate levelling with a hefty dose of skillful attack/blocking combination, and Zelos will be out of your way.

+++

After the scene you will be teleported away. Save your game and head up.

Ignore the left and right paths and continue straight. Use your Sorcerer's Ring to burn the branch that is in your way, and any others

that follow. Go in the door.

When you are in this large room move to the right and press A to jump across. After sliding down watch the scene and grab the chest containing a Diamond Shell. Now go up the stairs at the top and attempt to jump across for a second time. This time the path will slant and you can run across it. Head into the door on the right.

Make your way South and follow the path to the first split, at which you should head right, burning the branches. Beyond them are three treasure chests with a Southern Cross, a Hanuman's Staff and an Ogre Ax. Go back and take the path up this time, following it all the way down and then up the stairs.

On this floor go left and activate the terminal which will open the door right beside it. Now go back North and up the stairs. Follow this path to a large area that forks up and down, head down and get the box for a Heavenly Robe. Go up and stay in that direction, burning a branch until you find another chest containing Energy Tablets. Now backtrack a few steps and head to the right. Keep going right until you see a path down and then one going up. Take the path up to find two chests, and grab the Star Mail and EX Gem Lv4. Now return to the split and take the bottom path down and into the door.

You are now high above the room with the slanting stone path. Open the chest at the bottom to get the Phoenix Cloak and run over beside the large rock. Use your Sorcerer's Ring to burn the branches holding it up and watch it fall. Leave the room again.

Head all the way back through the next part and down the stairs. This time go through the door you opened with the panel and head South for a shortcut. Continue South until you find the save point again, save and go all the way North until you are back in the room with the huge boulder.

Descend the stairs at the North and run up the slanted path. Now you will be able to jump onto the higher part of the path. Run to the back and examine the chest for a Star Guard, and proceed up the stairs and into the warp portal. You will find yourself in a large room, go down the stairs and watch a scene. Fight the easy battle and continue the scene. After that display of awesome badassness, your party will now be one Regal short.

At this point save your game and head South to find a shop terminal and a chest containing a Shaman Dress. On the opposite side to the North there is a lone chest with an EX Gem Lv3 in it. After this take the active portal near the save point. Descend this large spiral staircase. At the bottom there is another scene.

When you have control again, go North. Run until you're at the corner at the top. Say we call this open area a room, then head right and not the next room, but the one after it has a treasure box hidden behind some debris on the lower left side. Open it for a Star Helm, then keep going down and save you game. Proceed down the only path you can which may be visually confusing but actually has no branches. At the end warp up using the teleport. There will be a scene here. You'll have to fight a couple of battles but nothing worthy of note.

Now you're a bit lacking in the character department, but venture on

nonetheless. Follow the path until the fork. If you want to save you can make the long trip down the Southeastern path, after go down the Southwestern path and keep heading in that direction until you bump into a treasure box. Open it to obtain a Star Shield. Now take the Northwest path and follow it to the warp portal, and go up. Go down the stairs and examine the door for a scene. Now again with one less character, continue.

From the portal go Southeast once, Northeast, then Southeast again. At the bottom of this area is a treasure box containing a Star Circlet. Go Northeast and save your game. Now from the save point head Northeast again then Northwest. Follow this path until you get to a chest with an EX Gem Lv3. Go now to the top Northeast corner and you will find the warp portal, don't go in it yet. Follow the path down to the bottom and then a bit left to find a treasure box, open it to receive a Star Gauntlet. Now go back and into that warp portal.

At the top proceed North and make your first left. Examine the chest to get an EX Gem Lv2 run to the right side on the opposite end and you'll find a Star Bracelet there. Now continue North. Watch the next scene.

From this point go down to the Southeast until there is an unblocked path to the Northeast, and take it. Follow this around to the left and you'll find an EX Gem Lv4. Now return to the warp portal. Go up to the Northeast until you find an opening on your right, follow it down two rooms and you'll find a chest containing a Spirit Bottle. Now run to the Northwest corner of this map and save your game. (Random note, this exact save just put my game clock to 100:00... anyway) Go Southeast to the far right corner of this map and take the teleporter up.

There's a fun little scene here, then you can save your game... again. When you're ready examine the sword sticking out of the wall. Run through the door for a sequence of events. Following these events is...

Boss: Pronyma

Hp: 32,000

Tp: 850

Idun (x2)

Hp: 11,000

Tp: 0

Exp: 9400

Gald: 6200

Go after the underlings first as usual, the battle will be much easier with them out of the way. Their Hp is low so you should make short work of them rather quickly. Pronyma's Prism and Bloody Lance attacks are her two most dangerous, luckily she doesn't cast them too often. She will cast them more often as her Hp depletes, but by the time she starts to do so, she'll be so close to death you won't notice much anyway. She doesn't block too often, and if you've come up with a good combo-to-unison strategy by now, you can put it to good use on her.

More scenes after this fight. It's not quite over yet though...

Boss: Yggdrasil

Hp: 40,000

Tp: 3000

Exp: 8320

Gald: 4800

Finally a battle against this guy where you actually have to win. That's a bit easier said than done though, he can put up quite a fight. That's not to say he's the hardest boss you've fought either, while he is consistent with his attacks, none of them in particular will be the party obliterating spells you may fear. He also doesn't block too much or have particularly high defense. If you're able to get in with a couple good fighters you can actually juggle him for quite a long time, that way you'll be doing good damage, and won't have to worry about dodging his magic at all.

Following this battle is yet another scene. When it is over, leave the tower of Salvation and return to the world map.

=====  
Part IX - The Beginning of the End  
=====

Now it is time to return to Heimdall.

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IX - i - Heimdall.

Do a quick jump through Ymir forest and head into Heimdall.

After an event, go to the inn and spend the night. Watch a little scene during the night, then head to the section of the village with the Elder's house. At the upper left is the entrance to Torent Forest.

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IX - ii - Torent Forest

This place is extremely confusing so pay close attention. Go up to the top until you see the little animal. When he goes in the stump, shoot it with your Sorcerer's Ring. Follow him up the path exactly where he goes and exit North after him.

On this next screen shoot this stump as well and watch him run to the right. Go left and up, examine the treasure chest for an Acalanatha. Now go right after the little animal. Go up and follow the path right, grabbing the Angel's Tear on the way. Head right to the next section of the forest.

Along the path go up the first fork, and you'll come to a three way split. Take the middle path and defeat the flower at the end to get the memory gem. Follow the path up, then right, then up, then right and you'll be right next to another stump. Use your ring to shoot it and follow the animal as he runs out. Follow him back along the path to the left, and then go up. (I'm assuming it's the same every time, regardless of which direction the thing goes follow it.)

On the next map you'll find a left and right fork. Take the left path

and then go up to get an EX Gem Lv4. Go back and take the right path. At the next split you can go either up or right, go right and then head North to open the box for an EX Gem Lv3. Go down again and to the right. Use your memory gem to unlock the save point and save your game. From the save point go right and get the EX Gem Lv4. Go back and then South. Take the right path at the fork and follow it around under the waterfall to the two chests containing a Warlock Garb and a Shield Ring. Return to the fork and take the left path. On the way down, shoot the stump and follow the animal to the right.

Follow the path, go up and make your first right. Go to the next screen. Similar here, follow the path then go up, make your first right and on the way shoot the stump. Follow the animal to the East and into the next section.

A scene will occur automatically. Then as usual...

Boss: Kratos  
Hp: 12,000  
Tp: 1400

Exp: 9990  
Gald: 5520

The only difference between this and any other boss fight is that you're short three members. No matter, Kratos low Hp total reflects that. If you've been using Lloyd primarily through the whole game this fight shouldn't be too different, except now you have to keep an eye on your Hp total and use items to refill it, instead of Raine. He's extremely easy if you use this tactic, a very simple one: Get him in one of the corners. Block one of his attack-lightning strikes, then send in a combo of your own to do good damage, then block and repeat. If he tries to cast magic, start a combo and usually you can interrupt him.

After the battle there is another scene. The summon spirit appears and the trial begins...

Boss: Origin  
Hp: 40,000  
Tp: 800

Exp: 10,240  
Gald: 9870

This guy really doesn't like being hit so if you actually get the chance to break through his defenses, go nuts. Genis' magic is a good way to knock him off guard so you can get in there. He has a fair bit of Hp but his attack strengths don't rival those of someone like Kratos or Yggdrasill, so this is really a test of your endurance. Be sure Raine is healing your party every time Origin manages to get a good magic spell through, and with the help of Genis and Sheena, try and get your combos as big as you can. He'll go down.

After the battle watch another event. After there is a nice big impressive cutscene. After that you will be returned automatically to Heimdall.



#### IX - iii - Heimdall

Begin by running to the left and saving the purple haired elf. Now go to the East section. Cross the bridge in front of the inn and save the two elves there. Now return to the West section and run up past the rubble into the Elder's house. Speak with him and then run out of the village.

As you approach the exit, there is another cutscene. Exit Heimdall and quick jump.

On the world map, fly to the Tethe'alla base and return to Sylvarent, specifically Dirk's House.

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#### IX - iv - Dirk's House

Enter the house and watch the event with Dirk. After you will receive the "Material Blade" a new weapon for Lloyd. If you defeated the third sword dancer then this weapon will be meaningless, but if you haven't, this new acquisition may be just the help you need. You're already right next to the Iselia forest. Anyway at the end of the scene leave Dirk's house and return to the world map.

It is now time for the final chain of events. Head to the Tower of Salvation.

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#### IX - v - Tower of Salvation

Enter the remains of the tower and run up the stairs. Across the bridge there will be a scene. After the scene Lloyd will acquire the title of "Eternal Swordsman." You will automatically be teleported afterward.

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#### IX - vi - Derris-Kharlan

Start by going down the path to the South. Open the chest and take the EX Gem Lv2. Head up for a ways and get the EX Gem Lv3. Of the two paths here take the lower one then go East at the next split to the next section of the map.

Go straight up and get the Golden Helm from the chest. Head left now. Go for a long ways then make another left. Keep going and then go right at the next fork, at the end of this path get the Magical Ribbon. Now go back to the second fork and go right (the left path closest to you leads to a dead end.) Follow the path right until you hit a fork and take the North path.

\*Note before the green panel, you can head right and follow it for about a million miles to get an EX Gem Lv3 and an EX Gem Lv4... I can't imagine you'd want to though

Step on the green panel and there will be a scene. Warp up with the next portal, then the next one after that.

Head to the split and take the Northeastern path, then follow it to the right. Go down the stairs, then one of the elevators and examine the occupied jail cell. Watch a lengthy scene. After examine the broken glass on the ground. Choose "Yes."

Miniboss: The Neglected

Hp: 20,000

Tp: 500

No problems here. Just a miniboss, your strongest attacks will put it in its place, even if you don't have your best party with you.

Go back up the elevator and run to the left. Return to the main path split and go West back to the main part of town. When you cross the conveyor belt an event will begin automatically. After the scene, examine the green panel in the floor, choose "Yes."

Miniboss: The Fugitive

Hp: 20,000

Tp: 500

Same as last time, except easier with a fourth party member.

Now go down and take the warp portal. Save your game and cross on the lift to the prison cells, then head forward for another scene. Examine the blood on the floor and choose "Yes."

Miniboss: The Judged

Hp: 20,000

Tp: 500

Seems he has a few shield like drones around him, however they are not target-able enemies so don't even worry about them. Just waste him like you did the other two.

Take the lift back across and save your game. Return to the main splitting path. A scene will occur at this point. Take the North path and obtain the Derris Emblem. Now you have to make a decision again. You can continue up that path, or you can return to the world map for an optional quest to receive a new summon. If you choose not to, skip this next section and scroll down to the three asterisk marker (\*\*\*) .

Go through the South warp portal and head all the way back until you are on the world map.

On the world map start by doing the following: Equip your Aquamarine, Opal, Ruby and Garnet accessories on your party. Now you have to find the floating city of Exire. I moves around but is easy to locate most of the time as a dot on your map over a large area of water. Find it and fly there now.

---

## IX - viii - Exire

Enter Exire and make your way to the large three story building in the centre. From there go to the top and take the path that leads to the next island on the right. Here there should be two people standing out front and a small house you can enter. Instead of going inside climb the steps but run around to the right and behind the house. From here you can go down the left side and across a long bridge to a monument at the back. If you have the right accessories equipped and the Derris Emblem then a scene should occur. After the scene...

Optional Boss: Maxwell

Hp: 60,000

Tp: 800

Exp: 10,800

Gald: 8250

You'll probably find yourself fighting this guy thinking "Seems like age got the best of him, he's pretty slow and susceptible to attacks." And usually that's about the time the old man decides to cast Meteor Swarm. "Hold block" is about all the advice I can give and hope for the best. Keep him staggering as much as possible to delay the time between each of his spells so that Raine has time to heal your party. He does have a lot of Hp but it'll deplete faster than you think, just focus on surviving those Meteor Swarms and you'll be fine.

If you've been following the walkthrough up to this point, Sheena will obtain the title "Master Summoner." Now return to the three story building.

On the middle of the three floors there is an odd figurine. Examine it and the Wonder Chef will appear. He will teach you how to make Shortcake. Now head back up to the top, go left and depart from Exire.

Now head to the House of Guidance on the Southeastern continent, located just East of Latheon Gorge.

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## IX - ix - House of Guidance (Southeastern Continent)

Go into the house and to the left to find a chef. Make Regal the avatar (go into menu scroll down to Regal and press A.) Then speak with the chef. He will teach you how to make Potato Salad. Now leave this place.

Head to the Southwestern continent and find the House of Guidance located on the coastline, just Northeast of the Fooji Mountains.

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## IX - x - House of Guidance (Southwestern Continent)

Enter with Regal as the on-screen character again. Speak with the chef at the upper right and he will teach you to make Pork Cutlets. Now leave this place.

If you're ready to go beat the game, then head to the Tower of Salvation,

go all the way through Derris Kharlan again to find yourself in Welgaia.

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Head up past where you got the Derris Emblem and enter the portal.  
Go up and take the next portal to reach Vinheim.

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IX - xi - Vinheim

The following is entirely optional, if you don't wish to partake then simply scroll down to the three asterisk marker (\*\*\*).

Begin by heading into the room on the right. Go around the bottom of the stairs to find an angel. Run up to him to start a normal battle. After the fight you can see a treasure box appear at the upper left. Go into the room on the right and grab the Energy Tablets, then leave the room. Now climb the stairs here and into the door at the top right. Behind the couch here you will notice the "Examine" icon appears, push a to receive a Prism Guard. Now return to the main room.

From here head into the door at the upper left. Go right to get a chest containing a Blue Shield, then start to ascend the spiral stairs. Skip the first door, then the second door. Enter the third and get the Elixir. Exit this room, continue to the right and go into the next door. Fight the enemy here. When you defeat it, open the chest at the back to obtain the Past Stone. Leave the room and head into the door on the right, out on to the roof.

Go to the right a bit, then at the corner, head into the little hidden cove at the top. There is a hidden treasure box here containing an Elemental Guard here, and another on the other side containing a Ninja Sword. Go into the door on the right side.

Begin heading down the stairs to the left and enter the first room you come by. Open the chest for a Spirit Bottle and another behind the couch for a Mortality Cloak. Skip the next two doors and grab the EX Gem Lv4 in the hallway. Now go back to the door you most recently passed and go in it.

You should be on the bridge over the main hall, cross to the left and enter the door on the left wall. Go across this room and into the upper left door and get the Shield Ring. Exit and go up the stairs on your right. Here you will come to a split path left and right. Take the right path and proceed upward into the door. Run across to the right side and enter the door. Now you can open the chest you made appear awhile ago. Open it to get the Future Stone. Now exit through the door.

Return to the split between the left and right stairs, now take the stairs to the left. Go up into the door and grab the Demon's Seal. Leave the room and go all the way back to the main hall.

When you enter the hall, presumably from the left, the Past Stone will create a number of boxes, then so will the Future Stone on the right side. Now save your game.

The following must be done with the correct boxes of the correct colours. You can see the circular emblem on the ground to the

left of the main stairs. Well start by pushing the Black Box onto it. When you teleport you will notice at the bottom right some there is a railing. Between these is where you need to push the boxes to make a bridge to the section on the right. After pushing the Black Box over the right edge, return and do the same for the Blue Box, then for the Red Box. Now bring the Purple Box, push it across the bridge and set it into the indentation.

On the other warp, take the Yellow Box first then the Green Box and finally the Cyan (Light Blue) Box to build the bridge. Then use the White Box to put into the indentation.

Your reward for all this hard work is a Sacred Stone. It may be difficult to figure out exactly what this does. Well it allows you to basically quick jump from this room to the Tower of Salvation and vice versa. An interesting reward to say the least. Anyway save your game.

\*\*\*

When you are ready proceed up the stairs and encounter the enemy...  
Choose "Let's Go!."

Miniboss: Dark Dragon  
Hp: 19,000  
Tp: 0

Wow, talk about a pushover. Use your most powerful combos and magic and he'll never see the light of day again. Low Hp and defense really make it hard for him to do anything... at least for very long.

Once you beat him and get the Vinheim Key, return and save your game if you like. As of the end of this sentence you may go and explore the game's extras if you wish, because after proceeding through that door, there's no heading back.

Head through the door.

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IX - xii - Finale

Witness the next event. Then walk forward and warp.

Watch the scene here. Nothing much to say, and no reason to spoil it. Obviously after some time there has to be...

Boss: Mithos  
Hp: 55,000  
Tp: 5000

Exp: 8280  
Gald: 1690

This guy is hard. Really hard, even at a high level. This Holy Lance spell devastates, and his Judgment spell can eliminate your entire party if you're not careful. He also has a lot of Hp and almost unbreakable defenses meaning this battle will take a long time. Consider using an all divide if you can't seem to stay alive. The only

decent ways of damaging him really are unison attacks and high level magic for Genis like Explosion. The other thing you need to watch out for is the Retribution spell which will put adverse status effects on your entire party. You absolutely need to command Raine to cast Nullify after that or you'll find yourself crippled for the rest of the fight. Good endurance is the key to winning this battle.

Immediately following that battle... is a second form!

Boss: Mithos

Hp: 60,000

Tp: 1500

Exp: 0

Gald: 0

I will ease your mind right now and tell you compared to the last fight, this is much much easier. It's still no walk in the park of course, but if you can take on his first form, the only reason you have to lose here is if you ran out of Hp/Tp healing items. There are only two hard things about this boss: First, he still has Judgment, so he is capable of dealing massive damage to your party. Be sure Raine is always ready to Revitalize. Second is his most powerful attacks are all close range, meaning you will likely find Lloyd killed more than a couple of times, but it won't be your entire party, so it shouldn't pose a problem. He seems to have an objection to blocking, because he never does it. Use this to your advantage and despite his 5000 Hp gain on his first form, you'll find he'll probably go down in barely half the time. Then that's it.

Now sit back and enjoy the ending.

You beat the game. Good job!

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Now there's two things you should do:

1. Save your completion data in another slot. When you load it you can start a new file and purchase bonuses with the grade you accumulated in your last run. See if you can save up for the 10x experience modifier and show every enemy in the game who's boss.
2. Head to your local Electronics Boutique, or other local video game retail and preorder Star Ocean 3. Think how incredible Tales of Symphonia is, now imagine more dungeons, more side quests, more options, faster battles, bigger bosses, bigger spells, dozens of unlockables, 300 challenges, and an incredible soundtrack. Yeah. GO NOW! (<http://starocean.net/dc>)

This is the end of the walkthrough, but it's far from the end of the game. There's tons of stuff to do, the check out the sidequests, or minigames sections to get all you can out of this game. Enjoy :)

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Tech attacks and magic are pretty simple in themselves, but choosing between a S and a T character can be tricky, as can trying to understand who learns what. These are the tech attacks and magic, separated by character:

- Terminology:

Basic Tech: Character learns by level no matter what

S Techs: Must be S type. Learns at level and after a certain amount of uses of a previous skill

T Techs: Must be S type. Learns at level and after a certain amount of uses of a previous skill

Advanced Techs: More than just a level requirement, also a previous usage requirement. Not specifically T/S.

Special Techs: Not gained in battle

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| Lloyd Irving |-----\
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Basic Techs:

- Demon Fang
- Tiger Blade
- Sword Rain
- Sonic Thrust
- Tempest

S Techs:

- Demonic Circle
- Fierce Demon Fang
- Heavy Tiger Blade
- Twin Tiger Blade
- Sonic Sword Rain
- Super Sonic Thrust
- Psi Tempest
- Hunting Beast

T Techs:

- Double Demon Fang
- Demonic Chaos
- Tiger Rage
- S.Rain Alpha
- S.Rain Beta
- Hurricane Thrust
- Omega Tempest
- Raging Beast

Advanced Techs:

- Demonic Tiger Blade
- Demonic Thrust
- Raining Tiger Blade
- Tempest Thrust
- Tempest Beast
- Beast Sword Rain
- Rising Falcon

Special Techs:

- Guardian

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| Colette Brunel |-----\  
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Basic Techs:

- Ray Thrust
- Pow Hammer
- Ring Whirlwind
- Item Thief

S Techs:

- Ray Satellite
- Triple Ray Satellite
- Para Ball
- Torrential Para Ball
- Whirlwind Rush

T Techs:

- Dual Ray Thrust
- Triple Ray Thrust
- Pow Pow Hammer
- Hammer Rain
- Ring Cyclone

Advanced Techs:

- Item Rover
- Grand Chariot
- Stardust Cross
- Toss Hammer
- Ice Hammer

Special Techs:

- Angel Feathers
- Holy Song
- Judgment
- Sacrifice
- Damage Guard

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| Genis Sage |-----\  
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Basic Techs:

- Aqua Edge
- Fire Ball
- Wind Blade
- Stone Blast
- Lightning
- Icicle

S Techs:

- Aqua Laser
- Flame Lance
- Air Blade
- Grave
- Spark Wave
- Freeze Lancer
- Atlas
- Absolute



- Earth Bite
- Prism Sword

T Techs:

- Spread
- Tidal Wave
- Eruption
- Explosion
- Air Thrust
- Cyclone
- Stalagmite
- Ground Dasher
- Thunder Blade
- Indignation
- Ice Tornado
- Raging Mist
- Gravity Well

Advanced Techs:

- Indignant Judgment

Special Techs:

- Meteor Swarm
- Force Field

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| Raine Sage |-----\  
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Basic Techs:

- First Aid
- Recover
- Dispel
- Sharpness
- Barrier
- Photon
- Charge

S Techs:

- Heal
- Cure
- Revive
- Restore
- Anti-Magic
- Keenness
- Permaguard
- Holy Lance

T Techs:

- Nurse
- Healing Circle
- Revitalize
- Purify
- Acuteness
- Field Barrier
- Ray

Advanced Techs:

- None

Special Techs:

- Resurrection
- Force Field

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| Kratos Aurion |-----\  
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Basic Techs:

- Demon Fang
- Sonic Thrust
- Light Spear
- Fire Ball
- Wind Blade
- Stone Blast
- Lightning
- First-Aid

S Techs:

- Fierce Demon Fang
- Super Sonic Thrust
- Light Spear Cannon
- Grave
- Thunder Blade
- Lightning Blade
- Healing Stream

T Techs:

- Double Demon Fang
- Hurricane Thrust
- Eruption
- Air Thrust
- Hell Pyre
- Healing Wind

Advanced Techs:

- Demon Spear
- Super Lightning Blade
- Grave Blade

Special Techs:

- Judgment
- Guardian

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| Sheena Fujibayashi |-----\  
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Basic Techs:

- Power Seal
- Serpent Seal
- Pyre Seal
- Mirage Seal
- Life Seal
- Spirit Seal
- Force Seal
- Purgatory Seal
- Cyclone Seal
- Guardian Seal

S Techs:

- Power Seal Absolute
- Serpent Seal Absolute
- Mirage Seal Absolute

T Techs:

- Power Seal Pinion
- Serpent Seal Pinion
- Mirage Seal Pinion

Advanced Techs:

- Demon Seal

Special Techs:

- Sylva Seal
- Tethe Seal

Summons Spirits:

- Fire
- Water
- Wind
- Ice
- Lightning
- Earth
- Light
- Dark
- Origin
- Maxwell
- Corrine

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| Zelos Wilder |-----\  
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Basic Techs:

- Demon Fang
- Sonic Thrust
- Light Spear
- Fire Ball
- Wind Blade
- Stone Blast
- Lightning
- First-Aid

S Techs:

- Fierce Demon Fang
- Super Sonic Thrust
- Light Spear Cannon
- Grave
- Thunder Blade
- Lightning Blade
- Healing Stream

T Techs:

- Double Demon Fang
- Hurricane Thrust
- Eruption
- Air Thrust
- Hell Pyre
- Healing Wind

Advanced Techs:

- Demon Spear
- Super Lightning Blade
- Grave Blade

Special Techs:

- Guardian

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| Presea Combatir |-----\  
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Basic Techs:

- Destruction
- Punishment
- Infliction
- Devastation
- Beast
- Earth Protection

S Techs:

- Fiery Destruction
- Finality Punishment
- Resolute Infliction
- Mass Devastation
- Eternal Devastation

T Techs:

- Deadly Destruction
- Infinite Destruction
- Dual Punishment
- Rising Punishment
- Dual Infliction
- Endless Infliction
- Finite Devastation

Advanced Techs:

- Fiery Infliction
- Eternal Damnation

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| Regal Bryant |-----\  
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Basic Techs:

- Crescent Moon
- Spin Kick
- Triple Kick
- Wolverine
- Swallow Kick
- Eagle Dive
- Rising Dragon
- Heaven's Charge
- Healer
- Crescent Dark Moon
- Mirage
- Bastion

S Techs:

- Dragon Dance
- Eagle Fall
- Dragon Rage
- Grand Healer

T Techs:

- Swallow Dance
- Eagle Rage
- Dragon Fury
- Chi Healer

Advanced Techs:

- Super Swallow Dance

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5. Unison Attacks

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Unison attacks are a special kind of attack you build up by performing combos. You don't gain the ability to use unison attacks until leaving the Ossa Trail.

The bar above your Hp/Tp totals is your unison attack bar. When it becomes red you can activate it by pressing Z. Once you press Z, the four buttons on the face of your controller become the activation buttons for the tech attacks and spells you set for everyone in the Unison Attack heading of the main menu. Unlike normal techs and spells they do not require Tp to use.

The best time to use a unison attack is either at the end of a really long combo, to guarantee lots of extra hits, or to interrupt a powerful enemy spell. It works well for both. Although unison attacks are just combined techs and spells, it is possible with the right combination to finish them with a special ending attack.

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6. EX Skills

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EX Skills serve as additional enhancements that are usually unique for each character. When you find an EX Gem of either Lv1, Lv2, Lv3, or Lv4 you can equip it on your character by going to the EX Skill heading in the main menu.

You can put an EX Gem in an empty slot. Once it has been set you cannot take it out. You can put another gem on there but the first will disappear. All levels of EX Gems are extremely common near the end of the game so don't worry about losing a high level gem if you need to.

Once the gem is set you can choose between four enhancements depending on the level of the gem and character. These are the EX Skills for each character:

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| Lloyd Irving |-----\
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EX Gem Lv1:

- Strong - Increases physical strength. Increases power of physical attacks.
- Tough - Increases defense. Decreases damage from physical attacks.
- Taunt - Taunt opponents by pressing Z. Increases U.Attack gauge.

Sharp-eyed - Increases accuracy and physical attack damage on enemies with low evasion.

EX Gem Lv2:

Dodge - Increases evasion. Decreases physical damage from enemies with low accuracy.

Dash - Increases mobility during battle.

Vitality - Increases max Hp.

Personal - Increases mobility in cities and dungeons.

EX Gem Lv3:

Eternal - Combine with other EX skills for different effects.

Spirit - Increases max Tp.

Add Combo - Increases basic attack combo by one.

Guard Plus - Decreases the amount of damage taken while guarding.

EX Gem Lv4:

Immunity - Occasionally avoid receiving status effects from enemy attacks.

Sky Combo - Increases midair basic attack combo by one.

Ability Plus - Follow a special attack with a second special attack

Follow Up - Increases the amount of time an enemy staggers after a hit.

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o-----o
| Colette Brunel |-----\
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EX Gem Lv1:

Strong - Increases physical strength. Increases power of physical attacks.

Tough - Increases defense. Decreases damage from physical attacks.

Taunt - Taunt opponents by pressing Z. Increases U.Attack gauge.

Sharp-eyed - Increases accuracy and physical attack damage on enemies with low evasion.

EX Gem Lv2:

Dodge - Increases evasion. Decreases physical damage from enemies with low accuracy.

Magical - Increases intelligence. Increases power of spell attacks.

Vitality - Increases max Hp.

Personal - Increases the duration of the Holy Bottle effect.

EX Gem Lv3:

Eternal - Combine with other EX skills for different effects.

Spirit - Increases max Tp.

Lucky - Increases luck.

Guard Plus - Occasionally revive automatically.

EX Gem Lv4:

Immunity - Occasionally avoid receiving status effects from enemy attacks.

Stat Boost - Increases the effect of healing and spell-based status boosts.

Angel Song - Decreases the casting time of Angel-type spells.

Sky Combo - Increases midair basic attack combo by one.

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| Genis Sage |-----\
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EX Gem Lv1:

Magical - Increases intelligence. Increases power of spell attacks.

Tough - Increases defense. Decreases damage from physical attacks.

Taunt - Taunt opponents by pressing Z. Increases U.Attack gauge.

Dodge - Increases evasion. Decreases physical damage from enemies with low accuracy.

EX Gem Lv2:

Spirit - Increases max Tp.

Dash - Increases mobility during battle.

Personal - Increases the effects of cooking.

Guard Plus - Decreases the amount of damage taken while guarding.

EX Gem Lv3:

Eternal - Combine with other EX skills for different effects.

Add Combo - Increases basic attack combo by one.

Rhythm - Press A rapidly while casting spells to decrease casting time.

E. Guard - Increases elemental defense. Decreases damage from elemental attacks.

EX Gem Lv4:

Immunity - Occasionally avoid receiving status effects from enemy attacks.

Speed Cast - Decreases spell casting time.

Spell Save - Decreases casting time of the same spell if the spell is interrupted by an enemy.

Spell Charge - Press A while delaying a spell. Spell activates at the end of an attack.

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| Raine Sage |-----\  
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EX Gem Lv1:

Magical - Increases intelligence. Increases power of spell attacks.

Tough - Increases defense. Decreases damage from physical attacks.

Taunt - Taunt opponents by pressing Z. Increases U.Attack gauge.

Dodge - Increases evasion. Decreases physical damage from enemies with low accuracy.

EX Gem Lv2:

Spirit - Increases max Tp.

Neutralizer - Occasionally nullifies received damage.

E. Guard - Increases elemental defense. Decreases damage from elemental attacks.

Personal - Decreases non-battle Tp consumption to 1 at Save Points.

EX Gem Lv3:

Eternal - Combine with other EX skills for different effects.

Add Combo - Increases basic attack combo by one.

Speed Cast - Decreases spell casting time.

Guard Plus - Decreases the amount of damage taken while guarding.

EX Gem Lv4:

Immunity - Occasionally avoid receiving status effects from enemy attacks.

Item Pro - Decreases the amount of time character is unable to move after using items.

Spell Save - Decreases casting time of the same spell if the spell is interrupted by an enemy.

Happiness - Occasionally increases the amount of Gald and Experience earned after battles.

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| Kratos Aurion |-----\  
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EX Gem Lv1:

Strong - Increases physical strength. Increases power of physical attacks.  
Magical - Increases intelligence. Increases power of spell attacks.  
Taunt - Taunt opponents by pressing Z. Increases U.Attack gauge.  
Dodge - Increases evasion. Decreases physical damage from enemies with low accuracy.

EX Gem Lv2:

Spirit - Increases max Tp.  
Dash - Increases mobility during battle.  
Vitality - Increases max Hp.  
Personal - Not quite sure.

EX Gem Lv3:

Eternal - Combine with other EX skills for different effects.  
Slasher - Increase basic attack combos to six (not linkable to Special Attacks after fourth.)  
Super Chain - Able to link Level 1, 2, and 3 special attacks in any order.  
Guard Plus - Decreases the amount of damage taken while guarding.

EX Gem Lv4:

Immunity - Occasionally avoid receiving status effects from enemy attacks.  
Speed Cast - Decreases spell casting time.  
Sky Combo - Increases midair basic attack combo by one.  
Spell Charge - Press A while delaying a spell. Spell activates at the end of an attack.

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| Sheena Fujibayashi |-----\  
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EX Gem Lv1:

Strong - Increases physical strength. Increases power of physical attacks.  
Tough - Increases defense. Decreases damage from physical attacks.  
Taunt - Taunt opponents by pressing Z. Increases U.Attack gauge.  
Sharp-eyed - Increases accuracy and physical attack damage on enemies with low evasion.

EX Gem Lv2:

Dodge - Increases evasion. Decreases physical damage from enemies with low accuracy.  
Dash - Increases mobility during battle.  
Vitality - Slows the reaction time of enemies in dungeons.  
Personal - Increases mobility in cities and dungeons.

EX Gem Lv3:

Eternal - Combine with other EX skills for different effects.  
Spirit - Increases max Tp.  
E. Guard - Increases elemental defense. Decreases damage from elemental attacks.  
Prolong - Increases the duration of Card-type spell effects

EX Gem Lv4:

Guard Plus - Decreases the amount of damage taken while guarding.  
Add Combo - Increases basic attack combo by one.  
Immunity - Occasionally avoid receiving status effects from enemy attacks.  
Speed Cast - Decreases spell casting time.

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| Zelos Wilder |-----\  
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EX Gem Lv1:

Strong - Increases physical strength. Increases power of physical attacks.  
Magical - Increases intelligence. Increases power of spell attacks.  
Taunt - Taunt opponents by pressing Z. Increases U.Attack gauge.  
Dodge - Increases evasion. Decreases physical damage from enemies with low accuracy.

EX Gem Lv2:

Spirit - Increases max Tp.  
Dash - Increases mobility during battle.  
Vitality - Increases max Hp.  
Personal - May receive items when Zelos speaks to a female.

EX Gem Lv3:

Eternal - Combine with other EX skills for different effects.  
Slasher - Increase basic attack combos to six (not linkable to Special Attacks after fourth.)  
Super Chain - Able to link Level 1, 2, and 3 special attacks in any order.  
Guard Plus - Decreases the amount of damage taken while guarding.

EX Gem Lv4:

Immunity - Occasionally avoid receiving status effects from enemy attacks.  
Speed Cast - Decreases spell casting time.  
Sky Combo - Increases midair basic attack combo by one.  
Spell Charge - Press A while delaying a spell. Spell activates at the end of an attack.

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| Presea Combatir |-----\  
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EX Gem Lv1:

Strong - Increases physical strength. Increases power of physical attacks.  
Tough - Increases defense. Decreases damage from physical attacks.  
Taunt - Taunt opponents by pressing Z. Increases U.Attack gauge.  
Sharp-eyed - Increases accuracy and physical attack damage on enemies with low evasion.

EX Gem Lv2:

Rear Guard - Able to guard attacks from the back  
Dash - Increases mobility during battle.  
Vitality - Slows the reaction time of enemies in dungeons.  
Personal - Able to find food items in dungeons.

EX Gem Lv3:

Eternal - Combine with other EX skills for different effects.  
Endure - Decrease amount of time needed to recover from a stagger hit.  
P. Charge - Hold A to temporarily increase attack power.  
Guard Plus - Decreases the amount of damage taken while guarding.

EX Gem Lv4:

Immunity - Occasionally avoid receiving status effects from enemy attacks.  
Heavy Hit - Increases probability of stunning enemies.  
Savior - Increases stats when alone in battle.  
Revive - Automatically recovers some Hp when near death.

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| Regal Bryant |-----\  
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EX Gem Lv1:

Strong - Increases physical strength. Increases power of physical attacks.  
Tough - Increases defense. Decreases damage from physical attacks.  
Taunt - Taunt opponents by pressing Z. Increases U.Attack gauge.  
Sharp-eyed - Increases accuracy and physical attack damage on enemies with  
low evasion.

EX Gem Lv2:

Dodge - Increases evasion. Decreases physical damage from enemies with low  
accuracy.  
Dash - Increases mobility during battle.  
Vitality - Slows the reaction time of enemies in dungeons.  
Personal - Price at shops decrease to 90% and sold items increase to 110%.

EX Gem Lv3:

Eternal - Combine with other EX skills for different effects.  
Spirit - Increases max Tp.  
Add Combo - Increases basic attack combo by one.  
Guard Plus - Decreases the amount of damage taken while guarding.

EX Gem Lv4:

Immunity - Occasionally avoid receiving status effects from enemy attacks.  
Sky Combo - Increases midair basic attack combo by one.  
Guilt - Increases stats when Presea is on the battlefield.  
Flash - Impervious to stagger when hit between combo attacks.

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7. Grade /7  
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Think of grade as the currency you can't spend. That's not quite the truth,  
you can use it to purchase materials from some vendors, but it's primary  
purpose is for buying bonuses you can use during your next time through  
the game. After the ending finishes you will get a chance to save your  
game. Do so (not over your main file if you want to still explore the  
world.) Now continue from that file, a shop-like menu will come up with  
the following choices:

Retain Collector's Book data (10 Grade)  
Retain World Map data (10 Grade)  
Retain all Spells/Techs (1000 Grade)  
Retain Battle Strategy data (10 Grade)  
Retain Figurine Data (10 Grade)  
Retain Cooking Skills (50 Grade)  
Retain EX Gems in Inventory (600 Grade)  
Retain EX Gems that are Equipped (400 Grade)  
Retain Gald (1000 Grade)  
Retain Memory Gems (20 Grade)  
Retain Minigame data (10 Grade)  
Retain Monster List data (10 Grade)  
Retain Game Clock Time (10 Grade)  
Retain Recipes (50 Grade)  
Retain Relationship levels (10 Grade)  
Retain Number of Spell/Tech Usage (25 Grade)  
Retain Titles (1000 Grade)  
Hold up to 30 of each item (500 Grade)  
EXP x 1/2 (10 grade)

EXP x 2 (1000 grade)  
EXP x 10 (3000 grade)  
More EXP from Combos (50 grade)  
Raise Relationship Levels (100 Grade)  
Receive more Grade in battles (100 grade)  
Start game with 500Hp more (250 Grade)  
Start with 160Hp in battles (10 grade)

Here are some answers to the more commonly asked questions:

- Any grade you don't spend you carry over
- You cannot retain your levels
- You cannot retain your items/equipment except EX Gems and Memory Gems

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## 8. Side Quests

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I - Colette's Dogs  
II - Rebuilding Luin  
III - Meltokio Arena  
IV - Titles  
V - Recipes  
VI - Devil's Arms  
VII - Meteor Swarm  
VIII - Costumes  
IX - Kuchinawa  
X - Hot Springs  
XI - Niflheim  
XII - Sword Dancer

=====  
I - Colette's Dogs  
=====

Begin by making Colette your avatar (going to menu screen and pressing the A button on her profile.) Now head to the following places:

1. Iselia Village (At end of game) - Find the spotted dog directly in front of Genis' house.
2. House of Salvation (Iselia) - Go to the House of Salvation South of Iselia. There is a white dog wandering just below the door to the house.
3. Triet - There is a brown dog in the North section, just down the path from the fortune teller.
4. Izoold - There is a spotted dog just directly ahead of you when you enter the town.
5. Palmacosta - Find the dog in this town.
6. Thoda Island Dock - Spotted white dog on the path towards the dock.
7. Thoda Geyser - Find the dog here.
8. Asgard - The first dog is down the path to the right and up the

small set of stairs beside the item booth

- The second dog is a brown and white dog on the East map, wandering around near the children at the bottom
9. House of Salvation (Asgard) - Along the path North find the brown and white dog walking around
  10. Luin (Must be Rebuilt) - Find the dog outside the equipment shop
  11. Hima - Speak to the white dog sitting in front of the inn
    - There is another spotted dog in the graveyard up the hill at the back
  12. Meltokio - Spotted brown dog at the North end of the slums
    - The second dog is in the upper class section of town, sitting in front of the gate of the far right mansion
  13. Sybak - The first spotted dog is sitting outside of the library on the right
    - The second is South of the Research Facility, sitting beside someone
  14. Mizuho - Find the dog next to the equipment booth
  15. Ozette - Find the dog in this town
    - Find the second dog in this town
  16. Flanoir - Right when you enter there is a brown dog wandering around at the fork path
    - The second dog is down the right path, to the left of the little vending cart
  17. Altamira - At the top of the first section beside the path to the monument, there is a brown dog sitting.
    - Stay at the inn and choose "Yes" to going out at night. Take the boat to the Casino. Ride the elevator up and find the dog sitting to the right of the entrance
  18. Exire - Starting from the three story house on the bottom floor go one island South and find a white dog sitting beside the ruined house.
    - From the top of the three story house, go two islands away starting in the Southeast direction. There is a brown dog sitting here.
  19. Heimdall (Before end of the game) - Find the dog in this town
    - Find the second dog in this town

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It is possible to rebuild the destroyed town of Luin in this game. If you wish to do so, enter Luin and speak with Pietro just West of the entrance. You will then have the option to donate as much as you like. You cannot donate the full amount at once, you must do it in small increments. Use these exact values each time you make a donation to have it cost the least amount of Gald to complete:

1. 5000
2. 12,000
3. 21,500
4. 15,000
5. 20,000
6. 25,000
7. 35,000
8. 40,000
9. 45,000
10. 50,000
11. 75,000
12. 100,000
13. 5000
14. 5000
15. 5000

Each time you pay, leave Luin and go back in before you pay again. Once Luin is rebuilt it becomes a normal town.

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Fighting Spirit:

- Paper Fan - 40,000G
- Tambourine - 40,000G
- Phantasmagoria - 40,000G
- Deck brush - 40,000G
- Money Bag - 40,000G
- Toy Dagger - 40,000G
- Baseball Bat - 40,000G
- Pow Hammer DX - 40,000G
- Glory Arts - 40,000G

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Crossroads:

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

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III - Meltokio Arena

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After the events at SE Abbey, the arena in Meltokio becomes available to register.

Winning the advanced matches for each character individually will

get them their best overall titles. Winning party mode will get another title for Lloyd. You can also continue to battle to receive some powerful weapons, there are many rewards here.

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IV - Titles  
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The following is taken from my Titles FAQ at [www.gamefaqs.com](http://www.gamefaqs.com). If you wish to go more in depth and find out the individual statistical values for each title, use the Titles FAQ. That's what it's for. The following is a guide to help you obtain each title:

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| Lloyd Irving |  
o-----o

Swordsman - Default Title

Drifting Swordsman - Get during main scenario, after being banned from Iselia.

Eternal Swordsman - Get during main scenario, after receiving the Eternal Sword.

Gourmet King - Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria

Nobleman - See costumes section

Arrgh, Me Hearties - See costumes section

Beach Boy - See costumes section

Gentle Idealist - Get during main scenario, after going to Mizuho for the first time.

Peeping Tom - With Zelos in the party, talk to the pastor at the Hot Spring. Choose 'Females' the second time around or later.

Midlife Crisis - Clear Uncle game in Triet after returning to Sylvarant Base.

Sword of Swords - Complete Advanced Single Mode at the Coliseum using Lloyd.

Tactical Leader - Complete Party mode at the Coliseum with Lloyd in the party.

Grand Swordsman - Get after reaching Level 20

Master Swordsman - Get after reaching Level 40

Holy Sword - Get after reaching Level 100

Combo Newbie - Combo over 10 hits (during battle)

Comboist - Combo over 30 hits (during battle)

Combo Expert - Combo over 60 hits (during battle)

Combo Master - Combo over 100 hits (during battle)

Tetra Slash - Get a combo using three different types of normal attacks and then a Lv. 1, Lv. 2, or Lv. 3 Special Attack.

Brave Soul - Clear the battle with Yuan without running away from battles up to that point.

Lone General - Get this title when fighting alone (during battle). The party must contain at least two people.

Boorish General - Use 10 shortcuts during battle.

Gung Ho - Defeat Rodyle with 4 characters whose total combined level is 145 or less.

Eternal Apprentice - Clear the Kilia battle by only using the Wooden Sword up to that point.

Berserker - Fight enemies 256 times in the hard or mania difficulty levels.

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| Colette Brunel |  
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Fledgling Chosen - Default Title  
Spiritua Reborn - Get during the Pope chase event.  
Klutz - Examine the hole in the classroom wall in Iselia  
with Genis and Colette.  
Charismatic Chef - Master all recipes and talk to the Wonder Chef at the  
Altamira Cafeteria with Colette as the onscreen character.  
Fair Lady - See costumes section  
Maid - See costumes section  
Mermaid - See costumes section  
Ill-fated Girl - When Colette's condition is revealed at Sybak.  
Dog Lover - Give names to all thirty of the dogs (Pepe is  
already set)  
Ironing Board - Have Zelos in the party. Talk to the pastor at the Hot Spring.  
Choose "Females in the second or later conversation.  
Turbo Waitress - After the Palma Potion event or after it  
becomes possible to purchase items at Pepe's Shop. In the Cafeteria at  
the  
school (if Colette cannot speak then the event does not occur).  
Super Girl - Complete Advanced Single Mode at the Coliseum using Colette.  
Chosen - Get after reaching Level 20  
Tiny Angel - Get after reaching Level 40  
Angelic Maiden - Get after reaching Level 100  
Little Pickpocket - Use Item Thief and Item Rover a combined total of 400  
times.  
Oblivious - Start a battle already affected by Poison and finish  
it without healing it.  
Single-Minded - Use the same Lv. 1 Special Attack ten times during  
one battle.  
Self-control - Finish a battle without using  
Special Attacks (during battle). Colette must be controlled by the player.  
Don't Run - Finish a battle without running (during battle).  
Colette must be controlled by the player.  
Friendship First - No party members die until the battle with  
Iubaris.

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| Genis Sage |  
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Magic User - Default Title  
Honor Roll - Get from sub-event: "Academy Challenge". Before Palmacosta  
is destroyed and Colette still has her voice. Happens at the  
Palmacosta  
Academy.  
Friend - Get from sub-event: 'Genis and Mithos' Adventure!  
Little Chef - Master all recipes and  
talk to the Wonder Chef at the Altamira Cafeteria with Genis as the  
onscreen character.  
Easter Sunday - See costumes section  
Katz Katz Katz - See costumes section  
Beach Comber - See costumes section  
Brotherly Love - After completing Martel Temple--talk to  
Raine inside the Iselia School.  
Item Collector - Get all items to complete the  
Collector's Book and talk to Koton.  
Figurine Collector - Complete the Figurine Book by crafting

pellets and talk to Harley in Asgard once it is complete.  
Strategist - Visit Grand Tethe'alla Bridge (after it is opened). Beat the red light/green light game.  
Ultimate Kid - Complete Advanced Single Mode at the Coliseum using Genis.  
Mana Master - Get when learning "Meteor Storm" in Heimdall after it is destroyed.  
Sorcerer - Get after reaching Level 20  
Warlock - Get after reaching Level 40  
Experimental - Change weapons 5 times or more during battle.  
Study Harder! - Use a magic that the enemy is resistant to 10 times or more.  
Dependent - Finish a battle without taking damage or attacking (during battle). Player must be in control.  
Magic Cycle - Use every elemental spell in one battle (during battle)  
I Hate Gels! - Don't use gels until the first time the party meets Pronyma in Fooji Mountains.

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| Kratos Aurion |  
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Mercenary - Default Title  
Traitor - Get when going into Iselia Ranch after Martel loses control.  
Dad - Get during the skit 'Childhood Memory'  
Gourmet Master - Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria with Kratos as the onscreen character.  
Judgement - Automatically acquired  
Conqueror - Complete Advanced Single Mode at the Coliseum using Kratos.  
Magic Swordsman - Get after reaching Level 20  
Battle God - Get after reaching Level 40  
War God - Get after reaching Level 100  
Tetra Slash - Perform a combo using three different types of normal attacks and then a Lv. 1, Lv. 2, or Lv. 3 Special Attack.

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| Raine Sage |  
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Teacher - Default Title  
Archeological Mania - Get from an event at Triet Ruins.  
Grand Healer - Get from the event where the Unicorn Horn is received.  
Passable Chef? - Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria with Raine as the onscreen character.  
Glamorous Beauty - See costumes section  
Maiden - See costumes section  
No, Not the Sun! - See costumes section  
Sisterly Love - Return to Triet after clearing the Triet Ruins.  
Monster Collector - After completing the Monster List talk to the Gypsies. Visit Nova during disc 2 after the sandworm event.  
Gladiator Queen - Complete Advanced Single Mode at the Coliseum using Raine  
Researcher - Get after reaching Level 20  
Professor - Get after reaching Level 40



Wisewoman - Get after reaching Level 100

Item Keeper - Raine uses the same item 5 times or more in one battle.

Crimson Rose - Fight using a party of 4 women.

Never Say Never - Die 5 or more times in one battle.

Survivor - Finish a battle being the only party member alive.

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| Sheena Fujibayashi |

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Mysterious Assassin - Default Title.

Summoner - Make pacts with the Water and Lightning Summon  
Spirits.

Elemental Summoner - Make pacts with the Summon  
Spirits of Fire, Water, Wind, Earth, Ice, and Lightning.

Master Summoner - Make pacts with all of the Summon Spirits.

You Look Great! - See costumes section

Successor - See costumes section

Queen of the Beach - See costumes section

Master Cook - Master all recipes and talk to the Wonder  
Chef at the Altamira Cafeteria with Sheena as the onscreen character.

Treasure Hunter - Open every dungeon treasure chest, then  
talk to the sleeping Katz in Katz' Village with Sheena onscreen.

WOW! - Zelos is in the party. Talk to the pastor at the  
Hot Spring. .Choose 'Females' in the second or later conversation.

Rose of Battle - Complete Advance Single Mode at the Coliseum  
using Sheena

Acrobat - Get after reaching Level 40

Ultimate Summoner - Get after reaching Level 100

Chicken - Run away 50 times with Sheena as a party  
member.

Indecisive - Attempt to escape from battle and cancel the  
escape 3 times.

Party Comboist - Have Sheena start two Unison Attacks in one  
battle.

Combo Conductor - Complete a battle using Unison Attacks only.

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| Zelos Wilder |

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Magic Swordsman - Default Title

Princess Guard - Get during sub-event: "Princess Kidnapped", after the  
battle with the Papal Knights in Gaoracchia.

Gigolo - Talk to every woman in the world after  
equipping the EX Skill "Personal", and then speak with Sebastian in  
Meltokio.

Gourmet Prince - Master all recipes and talk to the  
Wonder Chef at the Altamira Cafeteria with Zelos as the onscreen  
character.

Narcissist - See costumes section

Masked Swordsman - See costumes section

Pickup Artist - See costumes section

Idiot Chosen - Get during the skit "Mizuho, the Mystical  
Village"

Grand Champion - Complete Advanced Single Mode at the Coliseum using Zelos

Gleaming Knight - Get after reaching Level 40

Elegant Swordsman - Get after reaching Level 100

Tetra Slash - Perform a combo using three different types of  
normal attacks and then a Lv. 1, Lv. 2, or Lv. 3 Special Attack.

Casanova - Fight with a party of 3 females (during battle)  
Gilgamesh - Equip Excalibur, Golden Helm, Golden Armor, Hyper Gauntlet, or Blue Shield, and Jet Boots and finish a battle.  
Commander-in-Chief - Perform over 4 party commands in one battle.  
Loudmouth - Hear Zelos' voice many times in one battle.

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| Presea Combatir |  
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Taciturn Girl - Default Title  
Mature Kid - Get during sub-event: "A Mature Child," talk to Wells when visiting Ozette for the first time.  
Empty Soul - Get during sub-event: "Nebilim Event". Collect all Devil's Arms and battle Abyssion.  
Master Chef - Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria with Presea as the onscreen character.  
Little Madam - See costumes section  
Dream Traveler - See costumes section  
First-timer at Sea - See costumes section  
Paw Mania - Get during the skit 'Poke Poke'  
Deadly Flower - Complete Advance Single Mode at the Coliseum with Presea  
Axman - Get after reaching Level 40  
Bursting Girl - Get after reaching Level 100  
Fragile Shield - Guard Break over 10 times during one battle.  
Lone Girl - Form a party with Presea and three other male characters at the start of the battle.  
Associate - Form a party with only residents from Tethe'alla at the start of a battle.  
Hunter - Battle over 5 times with the same Monster Type. Works in the field or in dungeons.

o-----o  
| Regal Bryant |  
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Convict - Default Title.  
El Presidente - Get it when the members of the party discover he is the President of Lezareno.  
Eternal Sinner - Talk to George after defeating Vharley  
True Chef - Master all recipes and talk to the Wonder Chef at the Altamira Cafeteria with Regal as the onscreen character.  
Dandy - See costumes section  
God of The Kitchen - See costumes section  
Swimmer - See costumes section  
Paw Dandy - Get during the skit 'aw'  
King of the Coliseum - Complete Advance Single Mode at the Coliseum with Regal.  
Battle Artist - Get after reaching Level 40  
Perfect Battler - Get after reaching Level 100  
Testosterone - Form a party with four guys and battle.  
Potion King- Use potions more than 5 times on Regal during battle.  
Way of the Jungle - Fight against an enemy with over 8 levels in difference and win.  
Pratfall King - Get knocked down more than 3 times during

one battle without air escaping.

\*\*\*\*\*  
\* Titles Stats Chart \*  
\*\*\*\*\*

Each numerical value here represents how effective that stat is when you're using a particular title and levelling up. A stat with a 6 for strength is better than a stat with 4 for strength etc.

|                    | HP | TP | STR | DEF | INT | EVA | ACC |
|--------------------|----|----|-----|-----|-----|-----|-----|
| Lloyd              |    |    |     |     |     |     |     |
| Swordsman          | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Drifting Swordsman | 1  | 0  | 2   | 2   | 0   | 0   | 0   |
| Eternal Swordsman  | 7  | 0  | 7   | 6   | 0   | 0   | 6   |
| Gourmet King       | 0  | 0  | 0   | 5   | 4   | 5   | 0   |
| Nobleman           | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Arrgh, Me Hearties | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Beach Boy          | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Gentle Idealist    | 0  | 1  | 0   | 4   | 4   | 0   | 0   |
| Peeping Tom        | 0  | 0  | 0   | 0   | 5   | 5   | 0   |
| Midlife Crisis     | 0  | 1  | 0   | 0   | 6   | 0   | 0   |
| Sword of Swords    | 4  | 3  | 4   | 4   | 4   | 4   | 4   |
| Tactical Leader    | 0  | 3  | 0   | 0   | 5   | 5   | 5   |
| Grand Swordsman    | 4  | 0  | 4   | 3   | 0   | 0   | 0   |
| Master Swordsman   | 5  | 0  | 5   | 4   | 0   | 0   | 4   |
| Holy Sword         | 0  | 0  | 0   | 10  | 0   | 10  | 0   |
| Combo Newbie       | 0  | 0  | 3   | 0   | 0   | 0   | 2   |
| Comboist           | 0  | 1  | 4   | 0   | 0   | 0   | 4   |
| Combo Expert       | 6  | 2  | 6   | 0   | 0   | 0   | 2   |
| Combo Master       | 0  | 5  | 0   | 0   | 0   | 0   | 10  |
| Tetra Slash        | 2  | 0  | 2   | 0   | 0   | 0   | 0   |
| Brave Soul         | 5  | 0  | 5   | 4   | 0   | 5   | 0   |
| Lone General       | 0  | 0  | 0   | 2   | 0   | 3   | 0   |
| Boorish General    | 0  | 1  | 0   | 0   | 3   | 0   | 0   |
| Gung Ho            | 6  | 2  | 0   | 5   | 0   | 0   | 0   |
| Eternal Apprentice | 3  | 0  | 2   | 2   | 0   | 4   | 3   |
| Berserker          | 10 | 0  | 10  | 0   | 0   | 0   | 6   |
| Colette            |    |    |     |     |     |     |     |
| Fledgling Chosen   | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Spiritua Reborn    | 4  | 0  | 5   | 0   | 0   | 3   | 0   |
| Klutz              | 1  | 0  | 1   | 0   | 0   | 0   | 1   |
| Charismatic Chef   | 0  | 0  | 0   | 5   | 4   | 5   | 0   |
| Fair Lady          | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Maid               | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Mermaid            | 3  | 0  | 3   | 0   | 0   | 0   | 0   |
| Ill-fated Girl     | 3  | 0  | 3   | 0   | 0   | 0   | 0   |
| Dog Lover          | 0  | 0  | 0   | 0   | 4   | 4   | 4   |
| Ironing Board      | 5  | 0  | 0   | 4   | 0   | 0   | 0   |
| Turbo Waitress     | 0  | 0  | 0   | 2   | 2   | 0   | 0   |
| Super Girl         | 4  | 3  | 4   | 4   | 4   | 4   | 4   |
| Chosen             | 0  | 2  | 0   | 0   | 3   | 0   | 2   |
| Tiny Angel         | 0  | 0  | 4   | 0   | 4   | 0   | 3   |
| Angelic Maiden     | 10 | 0  | 0   | 10  | 0   | 0   | 0   |
| Little Pickpocket  | 6  | 0  | 6   | 6   | 0   | 0   | 0   |
| Oblivious          | 3  | 0  | 0   | 0   | 0   | 0   | 0   |

|                  |  |   |   |   |   |   |   |   |  |
|------------------|--|---|---|---|---|---|---|---|--|
| Single-minded    |  | 0 | 1 | 0 | 0 | 0 | 0 | 2 |  |
| Self-control     |  | 0 | 0 | 0 | 1 | 1 | 0 | 0 |  |
| Don't Run        |  | 0 | 1 | 0 | 0 | 0 | 1 | 0 |  |
| Friendship First |  | 3 | 3 | 3 | 3 | 3 | 3 | 3 |  |

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| Genis |  | HP | TP | STR | DEF | INT | EVA | ACC |  |
|-------|--|----|----|-----|-----|-----|-----|-----|--|
|-------|--|----|----|-----|-----|-----|-----|-----|--|

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|                    |  |    |   |    |    |   |   |   |  |
|--------------------|--|----|---|----|----|---|---|---|--|
| Magic User         |  | 0  | 0 | 0  | 0  | 0 | 0 | 0 |  |
| Honor Roll         |  | 0  | 0 | 0  | 0  | 1 | 0 | 1 |  |
| Friend             |  | 0  | 0 | 4  | 3  | 0 | 0 | 0 |  |
| Little Chef        |  | 0  | 0 | 0  | 5  | 4 | 5 | 0 |  |
| Easter Sunday      |  | 0  | 0 | 0  | 0  | 0 | 0 | 0 |  |
| Katz Katz Katz     |  | 0  | 0 | 0  | 0  | 0 | 0 | 0 |  |
| Beach Comber       |  | 0  | 0 | 0  | 0  | 0 | 0 | 0 |  |
| Brotherly Love     |  | 1  | 0 | 0  | 1  | 0 | 0 | 0 |  |
| Item Collector     |  | 10 | 0 | 10 | 0  | 0 | 0 | 0 |  |
| Figurine Collector |  | 0  | 0 | 10 | 10 | 0 | 0 | 0 |  |
| Strategist         |  | 2  | 0 | 3  | 0  | 0 | 0 | 0 |  |
| Ultimate Kid       |  | 4  | 3 | 4  | 4  | 4 | 4 | 4 |  |
| Mana Master        |  | 0  | 3 | 0  | 0  | 5 | 5 | 2 |  |
| Sorcerer           |  | 2  | 1 | 0  | 0  | 0 | 0 | 1 |  |
| Warlock            |  | 3  | 2 | 0  | 0  | 1 | 0 | 2 |  |
| Experimental       |  | 1  | 0 | 1  | 0  | 0 | 0 | 3 |  |
| Study Harder!      |  | 0  | 0 | 0  | 0  | 0 | 2 | 2 |  |
| Dependant          |  | 0  | 0 | 1  | 1  | 0 | 0 | 0 |  |
| Magic Cycle        |  | 0  | 1 | 0  | 0  | 2 | 0 | 0 |  |
| I Hate Gels!       |  | 3  | 1 | 3  | 3  | 3 | 3 | 3 |  |

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| Kratos |  | HP | TP | STR | DEF | INT | EVA | ACC |  |
|--------|--|----|----|-----|-----|-----|-----|-----|--|
|--------|--|----|----|-----|-----|-----|-----|-----|--|

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|                 |  |    |   |   |   |    |   |   |  |
|-----------------|--|----|---|---|---|----|---|---|--|
| Mercenary       |  | 0  | 0 | 0 | 0 | 0  | 0 | 0 |  |
| Traitor         |  | 0  | 2 | 0 | 2 | 2  | 0 | 0 |  |
| Dad             |  | 0  | 0 | 0 | 0 | 3  | 3 | 3 |  |
| Gourmet Master  |  | 0  | 0 | 0 | 5 | 4  | 5 | 0 |  |
| Judgment        |  | 0  | 0 | 0 | 0 | 0  | 0 | 0 |  |
| Conqueror       |  | 4  | 3 | 4 | 4 | 4  | 4 | 4 |  |
| Magic Swordsman |  | 2  | 1 | 0 | 0 | 1  | 0 | 0 |  |
| Battle God      |  | 3  | 0 | 2 | 0 | 1  | 0 | 0 |  |
| War God         |  | 10 | 0 | 0 | 0 | 10 | 0 | 5 |  |
| Tetra Slash     |  | 2  | 0 | 2 | 0 | 0  | 0 | 0 |  |

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| Raine |  | HP | TP | STR | DEF | INT | EVA | ACC |  |
|-------|--|----|----|-----|-----|-----|-----|-----|--|
|-------|--|----|----|-----|-----|-----|-----|-----|--|

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|                     |  |    |   |   |   |    |   |   |  |
|---------------------|--|----|---|---|---|----|---|---|--|
| Teacher             |  | 0  | 0 | 0 | 0 | 0  | 0 | 0 |  |
| Archeological Mania |  | 0  | 1 | 0 | 0 | 2  | 0 | 0 |  |
| Grand Healer        |  | 0  | 1 | 2 | 2 | 0  | 0 | 0 |  |
| Passable Chef       |  | 0  | 0 | 0 | 5 | 4  | 5 | 0 |  |
| Glamorous Beauty    |  | 0  | 0 | 0 | 0 | 0  | 0 | 0 |  |
| Maiden              |  | 0  | 0 | 0 | 0 | 0  | 0 | 0 |  |
| No, Not the Sun!    |  | 0  | 0 | 0 | 0 | 0  | 0 | 0 |  |
| Sisterly Love       |  | 0  | 0 | 1 | 0 | 0  | 0 | 1 |  |
| Monster Collector   |  | 0  | 3 | 0 | 0 | 10 | 0 | 0 |  |
| Gladiator Queen     |  | 4  | 3 | 4 | 4 | 4  | 4 | 4 |  |
| Researcher          |  | 2  | 0 | 0 | 0 | 3  | 0 | 0 |  |
| Professor           |  | 4  | 0 | 8 | 0 | 4  | 2 | 0 |  |
| Wisewoman           |  | 10 | 0 | 0 | 0 | 10 | 0 | 0 |  |
| Item Keeper         |  | 0  | 0 | 0 | 3 | 0  | 3 | 0 |  |
| Crimson Rose        |  | 0  | 0 | 0 | 0 | 4  | 4 | 0 |  |
| Never Say Never     |  | 5  | 0 | 4 | 0 | 0  | 0 | 0 |  |
| Survivor            |  | 2  | 1 | 2 | 2 | 2  | 2 | 2 |  |

| Sheena              | HP | TP | STR | DEF | INT | EVA | ACC |
|---------------------|----|----|-----|-----|-----|-----|-----|
| Mysterious Assassin | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Summoner            | 0  | 1  | 0   | 0   | 3   | 0   | 0   |
| Elemental Summoner  | 0  | 2  | 0   | 0   | 4   | 0   | 3   |
| Master Summoner     | 0  | 3  | 0   | 0   | 5   | 0   | 4   |
| You Look Great!     | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Successor           | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Queen of the Beach  | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Master Cook         | 0  | 0  | 0   | 5   | 4   | 5   | 0   |
| Treasure Hunter     | 0  | 0  | 5   | 5   | 10  | 0   | 0   |
| WOW!                | 5  | 0  | 0   | 4   | 0   | 0   | 0   |
| Rose of Battle      | 4  | 3  | 4   | 4   | 4   | 4   | 4   |
| Acrobat             | 2  | 0  | 3   | 2   | 0   | 0   | 0   |
| Ultimate Summoner   | 10 | 0  | 0   | 10  | 0   | 0   | 0   |
| Chicken             | 0  | 1  | 0   | 0   | 2   | 3   | 0   |
| Indecisive          | 1  | 0  | 0   | 2   | 0   | 0   | 0   |
| Party Comboist      | 0  | 0  | 2   | 0   | 0   | 0   | 2   |
| Combo Conductor     | 1  | 0  | 3   | 0   | 0   | 0   | 3   |

| Zelos              | HP | TP | STR | DEF | INT | EVA | ACC |
|--------------------|----|----|-----|-----|-----|-----|-----|
| Magic Swordsman    | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Princess Guard     | 0  | 0  | 4   | 2   | 0   | 0   | 0   |
| Gigolo             | 2  | 1  | 2   | 2   | 2   | 2   | 2   |
| Gourmet Prince     | 0  | 0  | 0   | 0   | 5   | 4   | 5   |
| Narcissist         | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Masked Swordsman   | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Pickup Artist      | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Idiot Chosen       | 0  | 0  | 3   | 0   | 0   | 3   | 0   |
| Grand Champion     | 4  | 3  | 4   | 4   | 4   | 4   | 4   |
| Gleaming Knight    | 3  | 2  | 2   | 0   | 1   | 0   | 0   |
| Elegant Swordsman  | 10 | 0  | 0   | 10  | 0   | 0   | 0   |
| Tetra Slash        | 2  | 0  | 2   | 0   | 0   | 0   | 0   |
| Casanova           | 0  | 0  | 0   | 2   | 2   | 2   | 0   |
| Gilgamesh          | 8  | 1  | 8   | 8   | 0   | 0   | 0   |
| Commander-in-Chief | 0  | 1  | 0   | 0   | 3   | 0   | 0   |
| Loudmouth          | 0  | 0  | 0   | 0   | 3   | 2   | 2   |

| Presea             | HP | TP | STR | DEF | INT | EVA | ACC |
|--------------------|----|----|-----|-----|-----|-----|-----|
| Taciturn Girl      | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Mature Kid         | 7  | 2  | 0   | 0   | 0   | 0   | 3   |
| Empty Soul         | 4  | 3  | 4   | 4   | 4   | 4   | 4   |
| Master Chef        | 0  | 0  | 0   | 5   | 4   | 5   | 0   |
| Little Madam       | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Dream Traveler     | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| First-timer at Sea | 0  | 0  | 0   | 0   | 0   | 0   | 0   |
| Paw Mania          | 0  | 1  | 0   | 0   | 5   | 0   | 0   |
| Deadly Flower      | 3  | 2  | 3   | 3   | 3   | 3   | 3   |
| Axman              | 2  | 1  | 0   | 3   | 0   | 0   | 0   |
| Bursting Girl      | 10 | 0  | 10  | 0   | 0   | 0   | 0   |
| Fragile Shield     | 2  | 0  | 0   | 3   | 0   | 0   | 0   |
| Lone Girl          | 0  | 0  | 0   | 2   | 2   | 2   | 0   |
| Associate          | 0  | 0  | 0   | 3   | 3   | 0   | 0   |
| Hunter             | 0  | 0  | 3   | 0   | 0   | 0   | 2   |

| Regal | HP | TP | STR | DEF | INT | EVA | ACC |
|-------|----|----|-----|-----|-----|-----|-----|
|-------|----|----|-----|-----|-----|-----|-----|

|                      |  |    |   |    |   |   |   |   |  |
|----------------------|--|----|---|----|---|---|---|---|--|
| Convict              |  | 0  | 0 | 0  | 0 | 0 | 0 | 0 |  |
| El Presidente        |  | 0  | 0 | 5  | 5 | 4 | 0 | 0 |  |
| Eternal Sinner       |  | 0  | 2 | 0  | 0 | 0 | 5 | 5 |  |
| True Chef            |  | 0  | 0 | 0  | 5 | 4 | 5 | 0 |  |
| Dandy                |  | 0  | 0 | 0  | 0 | 0 | 0 | 0 |  |
| God of the Kitchen   |  | 0  | 0 | 0  | 0 | 0 | 0 | 0 |  |
| Swimmer              |  | 0  | 0 | 0  | 0 | 0 | 0 | 0 |  |
| Paw Dandy            |  | 0  | 1 | 0  | 0 | 5 | 0 | 0 |  |
| King of the Coliseum |  | 4  | 2 | 4  | 4 | 4 | 4 | 4 |  |
| Battle Artist        |  | 5  | 0 | 5  | 0 | 0 | 0 | 4 |  |
| Perfect Battler      |  | 10 | 0 | 10 | 0 | 0 | 0 | 0 |  |
| Testosterone         |  | 0  | 0 | 0  | 0 | 4 | 4 | 0 |  |
| Potion King          |  | 0  | 0 | 3  | 3 | 0 | 0 | 3 |  |
| Way of the Jungle    |  | 4  | 0 | 0  | 3 | 0 | 3 | 0 |  |
| Pratfall King        |  | 2  | 0 | 0  | 4 | 0 | 4 | 0 |  |

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\*\*\*\*\*  
\* Title Descriptions \*  
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| Lloyd Irving |  
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- Swordsman - One who trains his body and soul to fight the enemy with all his might
- Drifting Swordsman - The boy sets out on a journey, bearing his sins. Do not forget the past.
- Eternal Swordsman - The sword promises eternity, and its radiance will transcend time and space.
- Gourmet King - A charismatic master of the culinary arts with a golden tongue.
- Nobleman - You gotta try on something new. You're always wearing what Dirk made.
- Arrgh, Me Hearties - The ocean & humanity's first frontier. The title given to one who loves the sea.
- Beach Boy - A snorkel, goggles, and flippers. How can you say you don't like the ocean?
- Gentle Idealist - The ideals he holds may be unrealistic, but many are moved by his heart.
- Peeping Tom - Even if it's a false accusation, it's not good to be a peeping tom!
- Midlife Crisis - A title for you who scrutinized the middle-aged men racing across the desert.
- Sword of Swords - A gladiator who fights only believing in his victory. His swordplay rallies the crowd.
- Tactical Leader - Friendship. Strength. Victory. Trust and teamwork brings ultimate glory.
- Grand Swordsman - The lofty spirit that lives by the sword. His skillful attacks could be called art.
- Master Swordsman - The demonic thrusts could create a whirlwind. The title represents his strength.
- Holy Sword - A man who has reached the pinnacle of battle. He commands respect from all.
- Combo Newbie - The title given to those who have completed a 10-hit combo.
- Comboist - The title given to those who have completed a 30-hit combo.
- Combo Expert - Combo, combo, combo! The title given to those who have completed a 60-hit combo.
- Combo Master - He who crosses countless hurdles and completes a 100-hit

combo.

Tetra Slash - Execution of the four combo attack by linking a Special Attack to a normal combo.

Brave Soul - He who does not turn his back on enemies will be awarded this title.

Lone General - The title for a lonely warrior who gave orders when no one was there.

Boorish General - Shortcuts to do this, do that&The title for the one who loves giving orders.

Gung Ho - Who cares what level the enemy is! The title for those who love to rush in and fight.

Eternal Apprentice - He who earns this title never doubts the strength of a Wooden Blade.

Berserker - The title given to a true warrior who has an undying lust for battle.

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| Colette Brunel |  
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Fledgling Chosen - I'm still a fledgling but to save the world&Her smile heals the most wounded of souls.

Spiritua Reborn - The angel of death sent from the heavens bringing death to any who oppose her. Not!

Klutz - The countless miracles come naturally. Is it okay to make a hole in the wall at school?

Charismatic Chef - The ultimate chef, who knows the difference between sugar and salt.

Fair Lady - Gorgeous and brilliant. Wrapped in a silk dress, you're my fair lady.

Maid - A maid&such a charming occupation. A uniform, such an appealing outfit.

Mermaid - A whit swimsuit and a bright smile! You're the sunshine in my heart!

Ill-fated Girl - A sacrificial lamb to save the world. Can't allow it even if she chose it herself

Ironing Board - I'm like an ironing board. Or so we hear.

Turbo Waitress - Oriental Rice in the right hand, and BBQ Combo in the left. The waitress is called.

Super Girl - Um, I went boom! And bam!... And then I won!

Chosen - She is the daughter of an angel. With her powers, she sacrifices herself to restore the world.

Tiny Angel - The holy title given to the one who has superhuman power and limitless love.

Angelic Maiden - The title of light given to the goddess who flies through the heavens.

Little Pickpocket - I'm no thief! The enemies just give me items!

Oblivious - Are you alright? It might be a good idea to cure that status abnormality soon.

Single-Minded - Just one absolute belief. The title given to a very single-minded person.

Self-control - End a battle without Special Attacks. A title given to someone who is very hard on herself.

Don't Run - Finish a battle without dashing. Always greet with a smile, and don't be late!

Friendship First - Sacrifice none in battle. A heartwarming title for those who value teammates.

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| Genis Sage |

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Magic User - The first title given to those who study magic. Follow the path of sorcery!

Honor Roll - The brightest student in town. He has three times the normal brainpower!

Friend - It's awkward talking about it, but it represents the bond between the two.

Little Chef - I'm the best at cooking! The best!

Easter Sunday - A new shirt and pants are laid out for this day. You better behave yourself!

Katz Katz Katz - A miracle of love brought by a bit of kindness&A very heartwarming tale!

Beach Comber - Straw hat and sandals. Older women won't be able to resist.

Brotherly Love - You need me, sis. You can't do laundry and your cooking can only be called destructive.

Item Collector - Congratulations, you got all of the items! The Collector's Book is now complete!

Figurine Collector - Congratulations, you've recorded everyone's name! The Figurine Book is complete!

Strategist - Such a young child shouldn't be so good at bargaining and strategizing.

Ultimate Kid - The title given to small heroes. His magic can slice through the toughest of foes.

Mana Master - A master of mana and reason. That's what the people called the boy with godlike powers.

Sorcerer - The title for the one who controls the flow of mana with intelligence and technique.

Warlock - His power pierces the heavens. His strength strikes fear into all living souls.

Experimental - Maybe this, or maybe that&The title given to those who change their weapons often.

Study Harder! - That attack has no effect! A title for one who kept using the wrong elemental attack.

Dependent - I don't want to do anything. A title for one who finished a battle doing nothing.

Magic Cycle - The title given to he who used every kind of elemental attack in one battle.

I Hate Gels! - It's amazing that you've made it this far without using any gels in battles!

o-----o

| Kratos Aurion |

o-----o

Mercenary - He travels the world, trusting only his own powers. His skills are for sale, not his loyalty.

Traitor - A silent warrior who betrayed all trust. No reasons are given to those left behind.

Dad - A name I will never be called, and did not seek, until now.

Gourmet Master - A star of the cooking world with 4000 years of knowledge in the ancient arts.

Judgement - He was the ancient hero of yore. But now, he is one of the enemies of the world.

Conqueror - There is no looking back. There is nothing left for losers, so I must fight on.

Magic Swordsman - His attacks will crush the earth and frighten the evils of this world.

Battle God - He kills all who are in his way. He is beyond beast or man. He can only be called a god.



War God - A powerful force itself. His battle spirit will tear the earth and shake the heavens.

Tetra Slash - Execution of the four combo attack by linking a Special Attack to a normal combo.

o-----o  
| Raine Sage |  
o-----o

Teacher - A work filled with dreams, her job is to teach her students the joys of learning.

Archeological Mania - If there's a ruin in the east, she'll be there. If there's one in the west, she'll be there too.

Grand Healer - Using her energy from within, she can give her allies both salvation and healing.

Passable Chef? - It wasn't that close of a shave! Nobody got sick (according to her).

Glamorous Beauty - The perfect body! The title for a glamorous adult woman.

Maiden - It's a charming word, part 2. A pity that it's not a white kimono with a red skirt.

No, Not the Sun! - It's better to read under an umbrella. The sound of the waves calms you.

Sisterly Love - The title given to an older sister who is strict but at times, kind as a mother.

Monster Collector - She knows every creature that roams the world. Her research may aid humanity.

Gladiator Queen - A warrior who has trampled every enemy. The audience is astounded by her power.

Researcher - Her dedication has surpassed study itself; she can't stop flaunting her knowledge.

Professor - Her vast knowledge cannot be expressed in words& People call her the Professor.

Wisewoman - The title for the noble one who sees through the laws of the cosmos.

Item Keeper - Even if I know it is an important job, it does not mean that I would want it.

Crimson Rose - It blooms beautifully, because it is so close to death. But don't forget, it still has thorns!

Never Say Never - From countless deaths, the Phoenix rises. The title for the one who keeps coming back.

Survivor - Lonely as a castaway alone on an island. The title for the lone survivor.

o-----o  
| Sheena Fujibayashi |  
o-----o

Mysterious Assassin - An assassin who kills in the darkness of twilight with shadows of sorrow in her eyes.

Summoner - A title for one who controls non-humans with the power of amulets and mana.

Elemental Summoner - Title to one who opened the six gates to the three worlds and controls their mighty power.

Master Summoner - The title for the great one who can even summon the gods.

You Look Great! - Um, uh, Don't make fun of me!!

Successor - The successor of the Igaguri style. She leads the Mizuho to protect their tradition.

Queen of the Beach - She does not seem to be aware of it, but all eyes are

glued on her.

Master Cook - Title given to the culinary master who raised home-style cooking to the highest level.

Treasure Hunter - Travel the two worlds, over every terrain in search of new territories and treasures.

WOW! - So glamorous!

Rose of Battle - Countless warriors have been defeated by her graceful magic. People called her.

Acrobat - Confuse the enemy with quick moves, then attack with dead-aim, like an acrobat.

Ultimate Summoner - The title which praises the strength of the one who trains her body and soul earnestly.

Chicken - Never be compliant. Title given to one who knows that strategic retreat is a necessity.

Indecisive - Can't decide whether to run or to fight! The title given to the one who is indecisive.

Party Comboist - Defeated the enemy with a perfectly timed combo. She has won her teammates' trust.

Combo Conductor - Title given to one who loves unison attacks and does not need anything else.

o-----o

| Zelos Wilder |

o-----o

Magic Swordsman - His attacks will crush the earth and frighten the evils of this world.

Princess Guard - It is a sword to protect and to guard for one. The knight of the princess.

Gigolo - You talked to every single girl in the world. A title befitting this great accomplishment.

Gourmet Prince - Cultivated in elegant lifestyle, the sight of you making food is truly that of a prince.

Narcissist - You'll get more chicks with beauty on the outside! ...Is that okay?

Masked Swordsman - As long as it's a self-proclaimed title, its validity cannot be trusted.

Pickup Artist - The ocean and the shores don't matter as long as there are beautiful ladies.

Idiot Chosen - A title given by a friend during the journey. It's not a name given out of spite.

Grand Champion - Float like a butterfly and sting like a bee. It's a little cliché.

Gleaming Knight - A title given to the one whose sword's edge gleams with the magical light.

Elegant Swordsman - The ray of beauty emanates from him. Your beautiful eyes reflect off his blade.

Tetra Slash - Execution of the four combo attack by linking a Special Attack to a normal combo.

Casanova - It is the man's dream, the ever sought after ambition. A true man will have this title!

Gilgamesh - A hero's title that starts with three Green Slimes. Be careful not to get ZAP.

Commander-in-Chief - A title given to those who love to order people around. Can't you shut up for one second?

Loudmouth - What do you mean 'loudmouth?' I have a beautiful voice, like my face and...

o-----o

| Presea Combatir |

o-----o

Taciturn Girl - Her eyes do not reflect anything. She shows no emotions.

What has made her this way?

Mature Kid - Her mature expressions represent her hidden, cruel past.

Empty Soul - A huge void in her heart. It is filled not by darkness, but kindness from others.

Master Chef - Silent and devoted, your cooking is supreme. A title well-suited for someone like you.

Little Madam - A cute dress that favors her charm. But no words of praise may reach her.

Dream Traveler - The legendary Klonoa that traveled to the moon and the world of four bells.

First-timer at Sea - The heat from the sand is proof that you are alive. But octagonal turtle?

Paw Mania - Poke poke poke poke, I can't stop it, Poke poke poke poke, it doesn't stop.

Deadly Flower - She is a flower that blooms in the Coliseum. But at her feet are numerous corpses.

Axman - It is a raging storm; a steel storm that mows down all. Nothing is left after her battle.

Bursting Girl - Run right and boom! Run left and boom! The ax she wields shakes the earth!

Fragile Shield - A title for the fragile who repeatedly Guard Break.

Lone Girl - The sole flower that blooms in battle. But she's a force to be reckoned with.

Associate - Parties with only those of the same homeland. Is the wall between the worlds too wide?

Hunter - Hunting down the same race of monster over and over. A title befitting a hunter like you.

o-----o

| Regal Bryant |

o-----o

Convict - The shackle is the symbol of the crime he committed. Its weight condemns him.

El Presidente - Brought to you by the Lezarenos Group, Making life magnificent from birth to death.

Eternal Sinner - The dark wish is fulfilled but it is not the end. He fights for those hurt by Exospheres.

True Chef - All are mesmerized by his cooking. The name makes all gourmets envious of his godly gift.

Dandy - His combed hair, straightened back, and broad chest. His scent is just dandy.

God of The Kitchen - The dark chef approaches! Stand up for the future of cooking and everyone's smiles!

Swimmer - The raging wave calls to him. Beyond the horizon there is.

Paw Dandy - It is a pure, elegant taste. Poke poke poke poke.

King of the Coliseum - All doubted him at first, with his shackles&but he is the true king of the Coliseum.

Battle Artist - Calculated, beautiful battle with no waste. It can only be called art.

Perfect Battler - Each blow crushes the enemy. The word 'perfect' does not even begin to describe.

Testosterone - The pinnacle of masculinity. There has never before been so much man in one place.

Potion King - You get stronger as you drink more&maybe. A title for you who used a lot of potions.

Way of the Jungle - The truly strong go all out, even against the weak. A

title for you who showed your will.  
Pratfall King - Blown away several times and fell. A title for the dandy  
who doesn't soften his fall.

=====  
V - Recipes  
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There are many recipes you can learn in this game, each food you make has a different effect on your party. You can view your recipes by choosing "Cooking" from the main menu. Whenever you want you can press X to cook the dish in the menu, or after a battle. The food under the character's name in the Cooking menu is the food they will try to cook after battle.

Huge thanks to X Crono X for providing all the information below regarding locations and ingredients of all recipes. So much good information, could never quite hold it's own weight as an In-depth FAQ.

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The following is the list of recipes in the order of which they appear throughout the game:

Town: Triet  
Recipe: Cabbage Rolls  
Location: At the end of the hall on the second floor of the Inn.  
Appears As: Turtle Shell Lamp

Town: Izoold  
Recipe: Rice Ball  
Location: Back right corner inside the house next to the Katz Expedition booth.  
Appears As: Pelican House

Town: Luin  
Recipe: Seafood Stew  
Location: Inside the Item Shop to the left of the counter.  
Appears As: Huge Pig thing that has steam coming out of it

Town: Hima  
Recipe: Risotto  
Location: In the room next to the save point inside the Inn.  
Appears As: Tea Kettle

Town: Asgard  
Recipe: Meat Stew  
Location: Second floor of Aisha's house next to the bed.  
Appears As: Phonograph

Town: Asgard  
Recipe: Paella  
Location: Late in the game use Regal as the on screen character, and talk to the Chef next to the Wind Mill.  
Appears As: N/A

Town: Palmacosta  
Recipe: Omelet

Location: Under the stairs as soon as you enter the school.

Appears As: Ball Basket

Place: Dirk's House

Recipe: Miso Stew

Location: Next to Lloyd's bed on the second floor, after the Mana tower or anytime later in the game.

Appears As: Firebird House

Town: Meltokio

Recipe: Steak

Location: Inside the Weapon Shop

Appears As: Good Luck Cat

Town: Meltokio

Recipe: Fruit Cocktail

Location: Top of the stairs, in the biggest house in the upper class part of town.

Appears As: Present

Town: Meltokio

Recipe: Beef Stew

Location: Late in the game after getting the other recipes with Regal, go in front of the castle with Regal as your on screen character and should get a little scene (Walk to the left of the stairs leading up to the castle)

Appears As: Wonder Chef, Dark Wonder Chef

Town: Sybak

Recipe: Fried Rice

Location: In between two big book shelves inside the library.

Appears As: Magazine Rack

Town: Mizuho

Recipe: Ramen

Location: Inside the Cheif's hut.

Appears As: Animal Trap

Town: Ozette

Recipe: Tenderloin

Location: Inside the Inn.

Appears As: Parakeet

Town: Ozette

Recipe: Gratin

Location: Next to the bed in Presea's house, after she rejoins the group.

Appears As: Taxidermist Bear

Place: Altessa's House

Recipe: Curry

Location: Talk to Tabatha after Presea rejoins the group.

Appears As: N/A

Town: Flanoir

Recipe: Quiche

Location: Inside the church in the far left corner.

Appears As: Wood Block

Town: Exire

Recipe: Shortcake

Location: On the middle floor of the 3 floor house, Katz are on the top floor and a woman is on the bottom floor.

Appears As: Rheaird Model

Town: Heimdall

Recipe: Cream Stew

Location: Next to the bed inside the Elder's house.

Appears As: Painting

Place: Latheon Gorge

Recipe: Pescatore

Location: Inside the Storyteller's house, right behind him.

Appears As: Turtle/Rabbit

Town: Altamira

Recipe: Spaghetti

Location: Stay at the hotel and choose to go out at night. Then take the elevator to 4F

Appears As: Giant Green Pumpkin

Place: House Of Guidance (Southeast continent)

Recipe: Potato Salad

Location: As Regal talk to the Chef inside. After Heimdall is destroyed.

Appears As: N/A

Place: House Of Guidance (Southwest continent)

Recipe: Pork Cutlets

Location: As Regal talk to the Chef inside. After Heimdall is destroyed.

Appears As: N/A

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This is a list of all the ingredients needed to prepare each dish:

Sandwich: Recipe 1

Ingredients: Bread

Additional: Beef, Greens, Lemon, Cucumber

Risotto: Recipe 2

Ingredients: Rice, Cheese

Additional: Milk, Onion, Mushroom, Carrot

Ramen: Recipe 3

Ingredients: Panyon, Black Satay, Seaweed

Additional: Beef

Spaghetti: Recipe 4

Ingredients: Noodles, Onion, Tomato

Additional: None

Cabbage Rolls: Recipe 5

Ingredients: Cabbage, Pork

Additional: Onion, Mushroom, Cheese

Fruit Cocktail: Recipe 6

Ingredients: All Fruits, All Fruits

Additional Ingredients: All Fruits, All Fruits, All Fruits

Tenderloin: Recipe 7

Ingredients: Meat, Onion, Tomato

Additional: None

Shortcake: Recipe 8

Ingredients: All Fruits, Egg, Milk

Additional: All Fruits

Rice Ball: Recipe 9

Ingredients: Rice

Additional: Beef, Seaweed, White Satay

Fried Rice: Recipe 10

Ingredients: Rice, Egg

Additional: Beef, Bell Pepper, Carrot, Black Satay

Curry: Recipe 11

Ingredients: Rice, Onion, Red Satay

Additional: Beef, Potato, Carrot, Mushroom

Miso Stew: Recipe 12

Ingredients: Miso, Kelp, Egg

Additional: Beef, Radish, Kunjac

Omelet: Recipe 13

Ingredients: Rice, Egg

Additional: Onion, Beef, Lemon, Cheese

Steak: Recipe 14

Ingredients: Meat, Onion

Additional: Carrot, Cheese, Rice, Black Satay

Quiche: Recipe 15

Ingredients: Egg, Meat

Additional: Shrimp

Cream Stew: Recipe 16

Ingredients: Milk, Onion, Carrot

Additional: Beef, Potato

Meat Stew: Recipe 17

Ingredients: Meat, Kelp

Additional: Radish, Tofu, Carrot, Noodles

Seafood Stew: Recipe 18

Ingredients: Fish, Kelp

Additional: Radish, Tofu, Carrot

Gratin: Recipe 19

Ingredients: Cheese, Pasta, Milk

Additional: Beef, Egg, Potato

Pescatore: Recipe 20

Ingredients: Pasta, Fish, Tomato

Additional: None

Pork Cutlets: Recipe 21

Ingredients: Pork, Bread, Egg

Additional: Greens, Rice, Purple Satay

Potato Salad: Recipe 22

Ingredients: Potato, All Veggies, Purple Satay  
Additional: Onion, Cucumber, Carrot

Beef Stew: Recipe 23  
Ingredients: All Meat, Tomato, Purple Satay  
Additional: None

Paella: Recipe 24  
Ingredients: Rice, Fish, Purple Satay  
Additional: Fish

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The effect of each food dish is as follows:

Sandwich - A lunchtime classic. Restores a small amount of HP.

Cabbage Roll - Juicy morsels of meat wrapped in tender cabbage leaves. Restores a small amount of TP.

Rice Ball - A ball of rice wrapped in seaweed. Simple yet delicious! Restores a small amount of HP/TP.

Seafood Stew - Succulent stew packed with flavor and nutrition. Restores a small amount of TP. Temporarily increases Defense.

Risotto - A melodic harmony of rice and cheese. Restores a small amount of HP.

Meat Stew - A combo of tender meat and heavenly broth. Restores a small amount of HP. Temporarily increases Attack.

Paella - A divine combination of rice, seafood, and vegetables. Temporarily increases all characters stats.

Omelet - A scrumptious omelet stuffed to the brim. Cures Poison for the party.

Miso Stew - A nutritious and delicious miso-based stew. Restores a large amount of Hp/Tp.

Steak - A classic comfort food dish. Don't be shy on the gravy! Cures paralysis for the party.

Fruit Cocktail - An assortment of sweet succulent fruit in light syrup. Restores a small amount of Tp.

Beef Stew - Beef slowly simmered in a rich sauce until fork-tender. Cures all Status Effects.

Fried Rice - Rice stir-fried with egg and various vegetables. Restores a small amount of HP/TP

Ramen - An exotic broth-based noodle dish. Restores a moderate amount of HP.

Tenderloin - Steak pan-fried to perfection. Restores a moderate amount of TP.

Gratin - Pasta baked in a rich cream sauce. Restores a small amount



of Hp/Tp. Temporarily increases accuracy.

Curry - The spicy sauce titillates the taste buds! Restores a moderate amount of Hp/Tp.

Quiche - A delicate balance of ingredients baked in an egg mixture. Cures Curse for the party.

Shortcake - Cake topped with a tantalizing array of fruits. Restores a large amount of Tp.

Cream Stew - Nothing warms the soul like hearty cream stew. Cures all status effects for the party.

Pescatore - A pasta dish with bounty from the sea. Restores a small amount of Hp/Tp. Temporarily increases magic attack.

Spaghetti - Everyone's favorite tomato based pasta dish. Restores a large amount of Hp.

Potato Salad - An essential part of a respectable picnic. Restores a large amount of Tp.

Pork Cutlets - Tender pork dusted with bread crumbs, then fried golden brown. Restores a large amount of Hp.

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VI - Devil's Arms  
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Devil's Arms are special weapons you can obtain in numerous places throughout the game, primarily in the special black treasure boxes you find. At the start you may think they are weak and useless for having no attack power, but their strength is actually based upon how many enemies the character has defeated. You can quickly see how they become very strong. If you wish to begin collecting these do the following:

In the Toize Valley Mine, after crushing the spinning slab with the boulder, examine the remains to find an "Evil Eye." This is Colette's Devil Arm. Now head to Flanoir.

Go into the city and speak with the man hunched over on the step of the house in front of you. After the scene he will give you Nebilim and Nebilim's Key. Nebilim is Lloyd's Devil Arm. The names of all the Devil's Arms are:

Nebilim (Lloyd)  
Evil Eye (Colette)  
Disaster (Genis)  
Heart of Chaos (Raine)  
Fafnir (Kratos/Zelos)  
Soul Eater (Kratos/Zelos)  
Gates of Hell (Sheena)  
Diablos (Presea)  
Apocalypse (Regal)

Now to collect them all, look in the following locations:

Lloyd - Received from speaking with Abyssion in Flanoir

Colette - Received from pieces of slab in Toize Valley Mine

Genis - Go out at night in Altamira and head to the Casino.

Follow the bridge right and offer the buy the item from

the man on the bridge for 1000 Gald. The item is a Devil Arm.

Raine - Upon obtaining everyone else's Devil Arm, return to

Flanoir and speak with Abyssion. After the scene return to

Hakonesia Peak. Enter the hut and speak with

Kratos/Zelos - Black chest near the end of Gaoracchia Forest

Kratos/Zelos - Go to Triet. Speak with the man beside the

item shop to hear about a giant worm. Then go North to

the next section and talk to the man beside the dog to

hear about a legend. Leave Triet and walk to the Northwest.

Along the mountainside you should see a blue aura (you only

see it if on foot.) Go into it to fight the worm and get

the weapon.

Sheena - Go to Altessa's House and have the Gnome go back

to the Temple of Earth. Return there, head past the large

dragon enemy at the bottom of the bridge-collapsing section

and proceed past the gnomes to the black chest.

Presea - Open the black chest in the second section to the right,

across the bridge in Latheon Gorge.

Regal - In Welgaia take the left path at the main split to the main

area with the two buildings you can enter. Go into the top one

then into the door on the left to find a black chest with the

Devil Arm.

After you have collected all nine Devil's Arms, head to the

Temple of Darkness. At the bottom watch a scene and then...

Optional Boss: Abyssion

Hp: 120,000

Tp: 8200

Exp: 8000

Gald: 6800

Abyssion is the hardest boss in the game, and you are not going to win this fight unless you are at least level 75. If you don't have Lloyd's weapon from the Sword Dancer 3, you probably won't win at any level lower than 80. This fight is the reason you've still got All Divides in your inventory. Use one, either way it's going to be a long fight. His physical attacks are brutal, and while you can try to block them, they are too fast and too often to block every time. Also his magic, which can't be interrupted by comboing him, is just as powerful. Lower level spells like Spread and Fire Lance aren't too bad and will give you a chance to heal. But he has Indignation, he HAS Meteor Swarm and he will cast them. Hopefully you've collected lots of Energy Tablets and Spirit Bottles because you won't have time to heal individually after a huge spell. Forgive me for forgetting the name, but I believe it was his Prism or Holy Lance spell, very similar to Mithos' Judgment, that can be just as devastating if not more than Meteor Swarm. Have Raine with no spells except Revitalize and maybe a defense up, but nothing else, you can't afford it.

For attacking him expect him to block 90% of your combos. Not only does that make it extremely hard to damage him, it also makes it take forever to charge your unison bar. Try and

get him during a magic spell cast, or better yet, when coming back to the ground after an uppercut. If you can time Genis' magic to be hitting him right when your combo ends, giving you time to start another while he is still staggering, then you will have a great opportunity for damage. Since you will be struggling to penetrate his defenses, and your other characters will likely be healing, Genis is actually your main source of damage here. Command him to use powerful spells like Explosion, Indignation, Ground Dasher or Meteor Swarm if you have it (actually Meteor Swarm doesn't work to well, he is pretty small.) With 120,000 Hp this fight will take a good chunk of time, especially if you're using an All Divide (which is recommended). But given that amount of time, if you can withstand his onslaught, he will fall.

After the battle watch the scene, then Presea will obtain the title of "Empty Soul."

After defeating Abyssion it is likely that the Nebilim will be Lloyd's new best weapon for you, and possibly others. The strength of the Devil's Arms is based on the number of enemies you have killed, and the true power is unlocked once you defeat Abyssion. Try them out after the battle, the more you fight, the stronger they get.

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VII - Meteor Swarm  
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To obtain Genis' most powerful spell you must first have gone through the majority of the final dungeon and received the Derris Emblem. After you get this head to Heimdall village. Go North and take a right at the inn. Follow the path around and down to trigger a scene with an Elf and his pupil. After the scene Genis will learn "Meteor Swarm."

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VIII - Costumes  
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I - Formal Outfits:

Return to Meltokio late in the game. Go into Zelos' house and speak with the butler. An event will occur requiring you to go to the castle immediately, so do so.

Go to the Tethe'alla bridge and watch the events. After you realize it's a trap and wind up back in Zelos' house again. Watch the event here and leave. Return to the world map.

Enter Gaoracchia Forest from the entrance beside Mizuho. There will be an event here and then you will have to fight some simple soldiers. When it's over after the next scene Zelos will obtain the title "Princess Guard." Now you will be returned to Meltokio.

Watch the scene in the castle and gain control of your character again. Leave and run over to Zelos' house. Speak with the butler to learn that Lloyd's outfit did not arrive. Now return to the castle and watch a quick scene to obtain the title of "Nobleman." Choose whoever you like for the option, then enter the dinner room and speak with your party:

Presea will obtain the title of "Little Madam"  
Genis will obtain the title of "Easter Sunday"  
Raine will obtain the title of "Glamorous Beauty"  
Sheena will obtain the title of "You Look Great!"  
Zelos will obtain the title "Narcissist"  
Regal can obtain the title "Dandy"

I believe you are only able to get the upper class costumes for five people. Lloyd, three you speak to at dinner and whoever you meet on the terrace.

After the dinner party, leave Zelos' house.

## II - Beach Outfits:

Use Zelos as your avatar and enter Altamira, sometime late in the game. Speak with the woman standing out front of the hotel. She mentions her daughters are lost, so agree to help look for them:

Begin by going left down the stairs, follow the beach south and speak with the kid so that she agrees to return. Now head back and go into the hotel.

Take the elevator to the second floor and speak with the little girl looking at the bulletin board at the end of the path from the elevator. Go back down, leave the hotel and take the lift to the amusement park.

Right when you get off the little girl is on your right. You have to talk to her again and again and again until she actually disappears or it won't count. She's stubborn, after she disappears return to the city and go back down to the beach where you found the first girl.

At the drink stand is a blue haired girl, talk to her to send the last girl home. Now return and speak with the woman in front of the hotel. After the scene head inside and talk to the person at the desk. Lloyd will obtain the title of "Beach Boy"

Now choose someone else you want a swimsuit for, you will get it for that person and two others who are chosen primarily by your relationship level with them I believe.

Raine obtains the title "No, Not the Sun!"  
Colette obtains the title "Mermaid"  
Genis obtains the title "Beach Comber"  
Sheena obtains the title "Queen of the Beach"  
Zelos will obtain the title "Pickup Artist"  
Regal will obtain the title "Swimmer"  
Presea will obtain the title "First Timer at Sea"

## III - Individual Outfits

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Lloyd:

Go to Luin after it is rebuilt. At the Southwest corner on the dock is a man next to a boat. Speak to him and agree to buy the boat for 3000 Gald. He'll run and you realize you've been tricked. Leave Luin.

Re-enter Luin and go back, speak with him again to make a new contract,

to once again be cheated, but you'll get the new costume for Lloyd  
"Arrgh, Me Hearties."

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Colette:

Head to Meltokio and go up into the castle. Head right, then up into the first door. Speak with everyone in the kitchen, then exit. Go up the stairs and find two women standing at the upper left. Approach them with Colette as your avatar to trigger a scene.

Watch Colette fall down... a lot.

After that you will receive 100 Gald and Colette's title "Maid."

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Genis:

Head to Meltokio. If you have done Colette's dog sidequest you have already scene the beginning of this event. On the right to the slums, head there to witness a Katz being chased by a boy. Following a scene with Genis go to the item shop.

Speak with the Katz here and he'll tell you to speak with the Elder. Now go to Sylvarent.

On the top left island is Katz Village, enter it.

Katz' Meow (Shop):

Katz Mittens - 10,000G

Lemon Gel - 1000G

Pineapple Gel - 1200G

Miracle Gel - 3000G

Life Bottle - 300G

Snapper - 120G

Tuna - 100G

Cod - 110G

Squid - 110G

Shrimp - 60G

Octopus - 70G

Bell Pepper - 80G

Cucumber - 70G

Cabbage - 60G

Lettuce - 80G

Radish - 60G

Purple Satay - 200G

White Satay - 200G

Red Satay - 200G

Black Satay - 200G

Follow the path on the right up to the top and speak with the elder. Exit Katz village and go back to Tethe'alla.

Return to Meltokio and go to the right, into the slums. A scene will occur here. Genis obtains the title of "Katz Katz Katz"

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Raine:

Your destination is Asgard. With Raine as your avatar go up the large steps leading to the large stone slab.

Very easy here, just a scene and you'll get the title "Maiden" for Raine.

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Sheena:

Make Sheena your avatar and return to Mizuho village. Speak with the ninja outside the Chief's Hut. After a scene go inside and speak with Tiga. Following that, with your new information it's time to head to the Temple of Lightning.

In the temple, go North to the middle map and up the stairs to where you met Volt. After a brief event with Sheena's grandfather you will be in Mizuho again.

Speak with everyone at the campsite, back in Mizuho Sheena will obtain the title "Successor."

-----o  
Zelos:

Beat any difficulty in the arena with Zelos to get the attention of the butler. Return to Zelos' house to be mobbed by some women. Everyone will agree he needs a mask and he will get the title of "Masked Swordsman."

-----o  
Presea:

Make Presea your avatar and head to Altamira. Take the boat from there to the Lezaren Company.

Go up to the Presiden't Office for a scene, at the hotel the new costume will be unveiled. Presea receives the title of "Dream Traveler" (A Klonoa costume.)

-----o  
Regal:

Head to Meltokio with Regal as your avatar. On the left of the stairs up to the castle you will find the wonder chef (unless you've got all the recipes, and have this costume.) If not proceed through the scene, and at the end when you go to exit, Regal will obtain the title of "God of the Kitchen."

=====  
IX - Kuchinawa  
=====

For the optional fight against Kuchinawa, return to Mizuho. Inside Orochi will speak with you and a scene will take place at the Elder's house. Choose the bottom option. After the scene speak with Orochi when you are ready.

Take the boat and meet with Kuchinawa. You can lose this fight and not get game over. If you lose you receive Corrine's Bell, if you win you obtain an Asura weapon for Sheena, as well as Corrine's Bell.

=====  
X - Hot Springs  
=====

Go to the island at the Northwest of Tethe'alla to find the hot springs. Run to the right and speak with the man to use them. A scene will follow.

Once you're out, speak to him again and choose "Females" for a humorous event.

Following it Colette gets the title of "Ironing Board" Sheena gets the title of "WOW!" and Lloyd gets the title of "Peeping Tom."

=====  
XI - Niflheim  
=====

The following can only be done after you have the Sacred Stone from the final room in the game before the final boss:

Make your way to the Sybak library. On the upper right bookcase, there is a book on the bottom shelf that stands out. Examine it. Now leave Sybak.

Fly to Heimdall and speak with the elf wandering around in the middle of the Western side with the Elder's hut. He'll teach you more about the book and how it must be destroyed, so return to Sybak. Head into the library, examine the book and choose to enter:

This place is extremely odd. Don't let your soulfire reach 0, and almost all the time you'll have some kind of negative effect to deal with one floor. Use your discretion to complete this dungeon, I have yet to do so myself.

=====  
XII - Sword Dancer  
=====

I covered the sword dancer extensively in the walkthrough. In case you are interesting, the Sword Dancer is an optional boss that appears three different times during the game:

- Ossa Trail
- Gaoracchia Forest
- Iselia Forest

If you want to know more about them individually I have included a quick search icon with each one. Simply scroll to the top, press ctrl+f and search for "@@@" without the quotations. It will take you to each of the three sword dancers.

=====  
XIII - Clara  
=====

At the end of the game, return to Izoold. Go down the wooden ramp to the beach to trigger an event with Clara. Choose the top option and watch the scene.

9. Enemy List

/&

|                    |               |                          |
|--------------------|---------------|--------------------------|
| 001 Torent         |               | Type: Plant              |
| Hit Points.....    | 7480          | 228.....Experience       |
| Tech Points.....   | 0             | 321.....Gald             |
| Attack.....        | 1030          | 90.....Defense           |
| Drop.....          | Apple Gel     | Apple Gel.....Drop       |
| Steal.....         | Apple Gel     | None.....AA              |
| Weak.....          | Fire          | Water.....Strong         |
| 002 Orcrot         |               | Type: Plant              |
| Hit Points.....    | 6390          | 183.....Experience       |
| Tech Points.....   | 0             | 382.....Gald             |
| Attack.....        | 856           | 79.....Defense           |
| Drop.....          | Red Bellebane | None.....Drop            |
| Steal.....         | None          | None.....AA              |
| Weak.....          | Fire          | Water.....Strong         |
| 003 Marcoid        |               | Type: Plant              |
| Hit Points.....    | 1850          | 63.....Experience        |
| Tech Points.....   | 200           | 83.....Gald              |
| Attack.....        | 280           | 32.....Defense           |
| Drop.....          | Melange Gel   | Mushroom.....Drop        |
| Steal.....         | None          | None.....AA              |
| Weak.....          | Ice           | Water & Earth.....Strong |
| 004 Minicoid       |               | Type: Plant              |
| Hit Points.....    | 470           | 8.....Experience         |
| Tech Points.....   | 0             | 13.....Gald              |
| Attack.....        | 140           | 8.....Defense            |
| Drop.....          | Apple Gel     | Mushroom.....Drop        |
| Steal.....         | Orange Gel    | None.....AA              |
| Weak.....          | Ice           | Water & Earth.....Strong |
| 005 Tentacle Plant |               | Type: Plant              |
| Hit Points.....    | 500           | 18.....Experience        |
| Tech Points.....   | 0             | 25.....Gald              |
| Attack.....        | 150           | 12.....Defense           |
| Drop.....          | Lettuce       | Cabbage.....Drop         |
| Steal.....         | None          | None.....AA              |
| Weak.....          | Fire          | Water & Earth.....Strong |
| 006 Mocking Plant  |               | Type: Plant              |
| Hit Points.....    | 5980          | 198.....Experience       |
| Tech Points.....   | 0             | 200.....Gald             |
| Attack.....        | 850           | 94.....Defense           |
| Drop.....          | Cabbage       | Cucumber.....Drop        |
| Steal.....         | None          | None.....AA              |
| Weak.....          | Fire          | Water & Earth.....Strong |
| 007 Mandragora     |               | Type: Plant              |



```

=====
| Hit Points.....870 | 31.....Experience |
| Tech Points.....0 | 36.....Gald |
| Attack.....247 | 19.....Defense |
| Drop.....Cabbage | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....Fire | Water & Earth.....Strong |
=====

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```

| 008 Airaune | Type: Plant |
=====

```

```

| Hit Points.....8330 | 258.....Experience |
| Tech Points.....100 | 331.....Gald |
| Attack.....1070 | 99.....Defense |
| Drop.....Red Savory | Radish.....Drop |
| Steal.....None | None.....AA |
| Weak.....Fire | Water & Earth.....Strong |
=====

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```

| 009 Insect Plant | Type: Plant |
=====

```

```

| Hit Points.....2990 | 72.....Experience |
| Tech Points.....0 | 260.....Gald |
| Attack.....448 | 21.....Defense |
| Drop.....Melange Gel | None.....Drop |
| Steal.....Melange Gel | None.....AA |
| Weak.....None | None.....Strong |
=====

```

```

| 010 Carnivorous Plant | Type: Plant |
=====

```

```

| Hit Points.....19,250 | 534.....Experience |
| Tech Points.....0 | 860.....Gald |
| Attack.....1190 | 100.....Defense |
| Drop.....Red Sage | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====

```

```

| 011 Bomb Plant | Type: Plant |
=====

```

```

| Hit Points.....6800 | 176.....Experience |
| Tech Points.....0 | 289.....Gald |
| Attack.....930 | 93.....Defense |
| Drop.....Mushroom | Lavender.....Drop |
| Steal.....None | None.....AA |
| Weak.....Fire | Water & Earth.....Strong |
=====

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```

| 012 Bomb Seedling | Type: Plant |
=====

```

```

| Hit Points.....4180 | 168.....Experience |
| Tech Points.....0 | 188.....Gald |
| Attack.....890 | 48.....Defense |
| Drop.....Mushroom | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....Fire | Water & Earth.....Strong |
=====

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```

| 013 Pumpkin Tree | Type: Plant |
=====

```

```

| Hit Points.....2860 | 83.....Experience |
| Tech Points.....0 | 137.....Gald |
| Attack.....490 | 40.....Defense |
| Drop.....Lemon Gel | Onion.....Drop |
| Steal.....Lemon Gel | None.....AA |

```

|                     |              |                    |            |
|---------------------|--------------|--------------------|------------|
| Weak.....           | Fire         | Water & Earth..... | Strong     |
| =====               |              |                    |            |
| 014 Bellpepper Head | Type: Plant  |                    |            |
| =====               |              |                    |            |
| Hit Points.....     | 8130         | 268.....           | Experience |
| Tech Points.....    | 0            | 310.....           | Gald       |
| Attack.....         | 1100         | 87.....            | Defense    |
| Drop.....           | Lemon Gel    | Onion.....         | Drop       |
| Steal.....          | Mystic Herb  | None.....          | AA         |
| Weak.....           | Fire         | Water & Earth..... | Strong     |
| =====               |              |                    |            |
| 015 Boxer Iris      | Type: Plant  |                    |            |
| =====               |              |                    |            |
| Hit Points.....     | 3380         | 98.....            | Experience |
| Tech Points.....    | 150          | 183.....           | Gald       |
| Attack.....         | 545          | 42.....            | Defense    |
| Drop.....           | Bellebane    | Cucumber.....      | Drop       |
| Steal.....          | None         | None.....          | AA         |
| Weak.....           | Fire         | Water.....         | Strong     |
| =====               |              |                    |            |
| 016 Evil Orchid     | Type: Plant  |                    |            |
| =====               |              |                    |            |
| Hit Points.....     | 7200         | 220.....           | Experience |
| Tech Points.....    | 0            | 283.....           | Gald       |
| Attack.....         | 950          | 97.....            | Defense    |
| Drop.....           | Grapes       | None.....          | Drop       |
| Steal.....          | None         | None.....          | AA         |
| Weak.....           | Fire         | Water.....         | Strong     |
| =====               |              |                    |            |
| 017 Poison Lily     | Type: Plant  |                    |            |
| =====               |              |                    |            |
| Hit Points.....     | 6350         | 183.....           | Experience |
| Tech Points.....    | 0            | 286.....           | Gald       |
| Attack.....         | 836          | 82.....            | Defense    |
| Drop.....           | Red Lavender | None.....          | Drop       |
| Steal.....          | None         | None.....          | AA         |
| Weak.....           | Fire         | Water & Earth..... | Strong     |
| =====               |              |                    |            |
| 018 Wolf            | Type: Beast  |                    |            |
| =====               |              |                    |            |
| Hit Points.....     | 410          | 8.....             | Experience |
| Tech Points.....    | 0            | 13.....            | Gald       |
| Attack.....         | 130          | 8.....             | Defense    |
| Drop.....           | Beef Strips  | None.....          | Drop       |
| Steal.....          | Beast Fang   | None.....          | AA         |
| Weak.....           | None         | None.....          | Strong     |
| =====               |              |                    |            |
| 019 Night Raid      | Type: Beast  |                    |            |
| =====               |              |                    |            |
| Hit Points.....     | 1980         | 62.....            | Experience |
| Tech Points.....    | 0            | 100.....           | Gald       |
| Attack.....         | 396          | 31.....            | Defense    |
| Drop.....           | Beast Hide   | Pork.....          | Drop       |
| Steal.....          | Beast Fang   | None.....          | AA         |
| Weak.....           | None         | None.....          | Strong     |
| =====               |              |                    |            |
| 020 Bear            | Type: Beast  |                    |            |
| =====               |              |                    |            |
| Hit Points.....     | 1200         | 28.....            | Experience |
| Tech Points.....    | 0            | 29.....            | Gald       |

|                   |             |                 |            |
|-------------------|-------------|-----------------|------------|
| Attack.....       | 261         | 21.....         | Defense    |
| Drop.....         | Beast Fang  | Beast Hide..... | Drop       |
| Steal.....        | Beast Hide  | None.....       | AA         |
| Weak.....         | None        | None.....       | Strong     |
| =====             |             |                 |            |
| 021 Egg Bear      |             | Type: Beast     |            |
| =====             |             |                 |            |
| Hit Points.....   | 2820        | 76.....         | Experience |
| Tech Points.....  | 0           | 121.....        | Gald       |
| Attack.....       | 450         | 37.....         | Defense    |
| Drop.....         | Beef Strips | Juicy Meat..... | Drop       |
| Steal.....        | Beast Fang  | None.....       | AA         |
| Weak.....         | None        | None.....       | Strong     |
| =====             |             |                 |            |
| 022 Rabbit        |             | Type: Beast     |            |
| =====             |             |                 |            |
| Hit Points.....   | 380         | 6.....          | Experience |
| Tech Points.....  | 38          | 11.....         | Gald       |
| Attack.....       | 139         | 8.....          | Defense    |
| Drop.....         | Carrot      | Beast Hide..... | Drop       |
| Steal.....        | None        | None.....       | AA         |
| Weak.....         | None        | None.....       | Strong     |
| =====             |             |                 |            |
| 023 Hare          |             | Type: Beast     |            |
| =====             |             |                 |            |
| Hit Points.....   | 1860        | 58.....         | Experience |
| Tech Points.....  | 0           | 72.....         | Gald       |
| Attack.....       | 362         | 23.....         | Defense    |
| Drop.....         | Pork        | None.....       | Drop       |
| Steal.....        | Beast Hide  | None.....       | AA         |
| Weak.....         | None        | None.....       | Strong     |
| =====             |             |                 |            |
| 024 Bigfoot       |             | Type: Beast     |            |
| =====             |             |                 |            |
| Hit Points.....   | 6120        | 137.....        | Experience |
| Tech Points.....  | 38          | 238.....        | Gald       |
| Attack.....       | 712         | 65.....         | Defense    |
| Drop.....         | Life Bottle | Tofu.....       | Drop       |
| Steal.....        | None        | Ice.....        | AA         |
| Weak.....         | Fire        | Ice.....        | Strong     |
| =====             |             |                 |            |
| 025 Sidewinder    |             | Type: Beast     |            |
| =====             |             |                 |            |
| Hit Points.....   | 600         | 13.....         | Experience |
| Tech Points.....  | 38          | 12.....         | Gald       |
| Attack.....       | 219         | 3.....          | Defense    |
| Drop.....         | Egg         | None.....       | Drop       |
| Steal.....        | None        | None.....       | AA         |
| Weak.....         | Ice         | Fire.....       | Strong     |
| =====             |             |                 |            |
| 026 Violent Viper |             | Type: Beast     |            |
| =====             |             |                 |            |
| Hit Points.....   | 2840        | 73.....         | Experience |
| Tech Points.....  | 0           | 131.....        | Gald       |
| Attack.....       | 290         | 45.....         | Defense    |
| Drop.....         | Egg         | Chicken.....    | Drop       |
| Steal.....        | None        | None.....       | AA         |
| Weak.....         | Ice         | Fire.....       | Strong     |
| =====             |             |                 |            |
| 027 Manticore     |             | Type: Beast     |            |

```

=====
| Hit Points.....4540 | 168.....Experience |
| Tech Points.....320 | 313.....Gald |
| Attack.....764 | 70.....Defense |
| Drop.....Lemon Gel | None.....Drop |
| Steal.....Lemon Gel | None.....AA |
| Weak.....Ice | Fire & Lightning.....Strong |
=====

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| 028 Chimaera | Type: Beast |
=====

```

```

| Hit Points.....2680 | 67.....Experience |
| Tech Points.....180 | 111.....Gald |
| Attack.....418 | 37.....Defense |
| Drop.....Rune Bottle | Beef.....Drop |
| Steal.....Rune Bottle | None.....AA |
| Weak.....None | None.....Strong |
=====

```

```

| 029 Lobo | Type: Beast |
=====

```

```

| Hit Points.....7800 | 137.....Experience |
| Tech Points.....260 | 238.....Gald |
| Attack.....709 | 73.....Defense |
| Drop.....Beast Hide | Super Pellets.....Drop |
| Steal.....Super Pellets | Ice.....AA |
| Weak.....Fire & Lightning | Water & Ice.....Strong |
=====

```

```

| 030 Sasquatch | Type: Beast |
=====

```

```

| Hit Points.....9800 | 232.....Experience |
| Tech Points.....0 | 348.....Gald |
| Attack.....1300 | 132.....Defense |
| Drop.....Juicy Meat | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....Fire | Ice.....Strong |
=====

```

```

| 031 Boar | Type: Beast |
=====

```

```

| Hit Points.....6840 | 205.....Experience |
| Tech Points.....0 | 333.....Gald |
| Attack.....891 | 82.....Defense |
| Drop.....Pork | Milk.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====

```

```

| 032 Baby Boar | Type: Beast |
=====

```

```

| Hit Points.....2760 | 168.....Experience |
| Tech Points.....0 | 158.....Gald |
| Attack.....799 | 37.....Defense |
| Drop.....Pork | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====

```

```

| 033 Basilisk | Type: Beast |
=====

```

```

| Hit Points.....3100 | 100.....Experience |
| Tech Points.....0 | 180.....Gald |
| Attack.....504 | 43.....Defense |
| Drop.....Beef | Pellets.....Drop |
| Steal.....None | Earth.....AA |

```

|                         |                       |
|-------------------------|-----------------------|
| Weak.....None           | Earth.....Strong      |
| =====                   |                       |
| 034 Sewer Rat           | Type: Beast           |
| =====                   |                       |
| Hit Points.....2760     | 78.....Experience     |
| Tech Points.....0       | 99.....Gald           |
| Attack.....335          | 35.....Defense        |
| Drop.....Cheese         | None.....Drop         |
| Steal.....None          | None.....AA           |
| Weak.....None           | None.....Strong       |
| =====                   |                       |
| 035 Sewer Rat           | Type: Beast           |
| =====                   |                       |
| Hit Points.....4800     | 93.....Experience     |
| Tech Points.....0       | 100.....Gald          |
| Attack.....470          | 39.....Defense        |
| Drop.....Cheese         | None.....Drop         |
| Steal.....Cheese        | None.....AA           |
| Weak.....None           | None.....Strong       |
| =====                   |                       |
| 036 Armaboar            | Type: Beast           |
| =====                   |                       |
| Hit Points.....8300     | 315.....Experience    |
| Tech Points.....0       | 334.....Gald          |
| Attack.....949          | 120.....Defense       |
| Drop.....Beef Strips    | None.....Drop         |
| Steal.....None          | None.....AA           |
| Weak.....None           | None.....Strong       |
| =====                   |                       |
| 037 Zombie              | Type: Undead          |
| =====                   |                       |
| Hit Points.....800      | 8.....Experience      |
| Tech Points.....0       | 12.....Gald           |
| Attack.....130          | 0.....Defense         |
| Drop.....Apple Gel      | Black Quartz.....Drop |
| Steal.....None          | Dark.....AA           |
| Weak.....Fire & Light   | Dark.....Strong       |
| =====                   |                       |
| 038 Ghoul               | Type: Undead          |
| =====                   |                       |
| Hit Points.....2860     | 79.....Experience     |
| Tech Points.....0       | 128.....Gald          |
| Attack.....499          | 34.....Defense        |
| Drop.....Super Pellets  | None.....Drop         |
| Steal.....Super Pellets | None.....AA           |
| Weak.....Fire & Light   | Dark.....Strong       |
| =====                   |                       |
| 039 Demon               | Type: Undead          |
| =====                   |                       |
| Hit Points.....3330     | 99.....Experience     |
| Tech Points.....130     | 158.....Gald          |
| Attack.....462          | 40.....Defense        |
| Drop.....Melange Gel    | Brass.....Drop        |
| Steal.....None          | Dark.....AA           |
| Weak.....None           | None.....Strong       |
| =====                   |                       |
| 040 Arch Demon          | Type: Undead          |
| =====                   |                       |
| Hit Points.....9800     | 291.....Experience    |
| Tech Points.....0       | 381.....Gald          |

|                   |               |                              |            |
|-------------------|---------------|------------------------------|------------|
| Attack.....       | 1150          | 158.....                     | Defense    |
| Drop.....         | Miracle Gel   | None.....                    | Drop       |
| Steal.....        | None          | Dark.....                    | AA         |
| Weak.....         | None          | None.....                    | Strong     |
| =====             |               |                              |            |
| 041 Skeleton      |               | Type: Undead                 |            |
| =====             |               |                              |            |
| Hit Points.....   | 2190          | 53.....                      | Experience |
| Tech Points.....  | 0             | 68.....                      | Gald       |
| Attack.....       | 370           | 12.....                      | Defense    |
| Drop.....         | Apple Gel     | None.....                    | Drop       |
| Steal.....        | Ring Mail     | Dark.....                    | AA         |
| Weak.....         | Light         | Dark.....                    | Strong     |
| =====             |               |                              |            |
| 042 Gold Skeleton |               | Type: Undead                 |            |
| =====             |               |                              |            |
| Hit Points.....   | 3950          | 108.....                     | Experience |
| Tech Points.....  | 0             | 213.....                     | Gald       |
| Attack.....       | 615           | 55.....                      | Defense    |
| Drop.....         | Melange Gel   | Yelow Quartz.....            | Drop       |
| Steal.....        | Melange Gel   | Dark.....                    | AA         |
| Weak.....         | Light         | Dark.....                    | Strong     |
| =====             |               |                              |            |
| 043 Undertaker    |               | Type: Undead                 |            |
| =====             |               |                              |            |
| Hit Points.....   | 2440          | 95.....                      | Experience |
| Tech Points.....  | 0             | 168.....                     | Gald       |
| Attack.....       | 480           | 43.....                      | Defense    |
| Drop.....         | Pineapple Gel | Rune Bottle.....             | Drop       |
| Steal.....        | Rune Bottle   | Dark.....                    | AA         |
| Weak.....         | Light         | None.....                    | Strong     |
| =====             |               |                              |            |
| 044 Coffinmaster  |               | Type: Undead                 |            |
| =====             |               |                              |            |
| Hit Points.....   | 3750          | 158.....                     | Experience |
| Tech Points.....  | 200           | 226.....                     | Gald       |
| Attack.....       | 738           | 68.....                      | Defense    |
| Drop.....         | Pineapple Gel | Sage.....                    | Drop       |
| Steal.....        | None          | Dark.....                    | AA         |
| Weak.....         | Light         | None.....                    | Strong     |
| =====             |               |                              |            |
| 045 Living Armor  |               | Type: Undead                 |            |
| =====             |               |                              |            |
| Hit Points.....   | 120,000       | 13,000.....                  | Experience |
| Tech Points.....  | 0             | 25,000.....                  | Gald       |
| Attack.....       | 3750          | 410.....                     | Defense    |
| Drop.....         | None          | None.....                    | Drop       |
| Steal.....        | None          | Dark.....                    | AA         |
| Weak.....         | None          | Fire & Lightning & Dark..... | Strong     |
| =====             |               |                              |            |
| 046 Specter       |               | Type: Undead                 |            |
| =====             |               |                              |            |
| Hit Points.....   | 2000          | 63.....                      | Experience |
| Tech Points.....  | 0             | 95.....                      | Gald       |
| Attack.....       | 372           | 20.....                      | Defense    |
| Drop.....         | Black Quartz  | None.....                    | Drop       |
| Steal.....        | None          | None.....                    | AA         |
| Weak.....         | Fire & Light  | Dark.....                    | Strong     |
| =====             |               |                              |            |
| 047 Phantasm      |               | Type: Undead                 |            |

```

=====+=====
| Hit Points.....8800 | 245.....Experience |
| Tech Points.....450 | 331.....Gald |
| Attack.....1080 | 106.....Defense |
| Drop.....None | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....Light | Dark.....Strong |
=====+=====

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```

| 048 Death | Type: Undead |
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```

```

| Hit Points.....6880 | 231.....Experience |
| Tech Points.....380 | 218.....Gald |
| Attack.....1030 | 110.....Defense |
| Drop.....Lemon Gel | Pineapple Gel.....Drop |
| Steal.....None | Dark.....AA |
| Weak.....Light | None.....Strong |
=====+=====

```

```

| 049 Grim Reaper | Type: Undead |
=====+=====

```

```

| Hit Points.....1980 | 68.....Experience |
| Tech Points.....100 | 100.....Gald |
| Attack.....293 | 18.....Defense |
| Drop.....Apple Gel | Kirima.....Drop |
| Steal.....Black Quartz | Dark.....AA |
| Weak.....Light | None.....Strong |
=====+=====

```

```

| 050 Ghost | Type: Undead |
=====+=====

```

```

| Hit Points.....500 | 10.....Experience |
| Tech Points.....0 | 9.....Gald |
| Attack.....128 | 1.....Defense |
| Drop.....Apple Gel | Panacea Bottle.....Drop |
| Steal.....None | None.....AA |
| Weak.....Light | None.....Strong |
=====+=====

```

```

| 051 Phantom | Type: Undead |
=====+=====

```

```

| Hit Points.....2300 | 92.....Experience |
| Tech Points.....400 | 168.....Gald |
| Attack.....456 | 35.....Defense |
| Drop.....Black Silver | Panacea Bottle.....Drop |
| Steal.....None | None.....AA |
| Weak.....Light | None.....Strong |
=====+=====

```

```

| 052 Lamia | Type: Undead |
=====+=====

```

```

| Hit Points.....3630 | 99.....Experience |
| Tech Points.....290 | 201.....Gald |
| Attack.....557 | 53.....Defense |
| Drop.....Apple Gel | Orange Gel.....Drop |
| Steal.....Orange Gel | Lightning.....AA |
| Weak.....Water & Ice & Light | Lightning & Dark.....Strong |
=====+=====

```

```

| 053 Medusa | Type: Undead |
=====+=====

```

```

| Hit Points.....7800 | 268.....Experience |
| Tech Points.....680 | 318.....Gald |
| Attack.....1025 | 138.....Defense |
| Drop.....Panacea Bottle | None.....Drop |
| Steal.....Panacea Bottle | None.....AA |

```

|                            |                                    |
|----------------------------|------------------------------------|
| Weak.....Ice & Light       | Darkness.....Strong                |
| =====                      |                                    |
| 054 Doom Guard             | Type: Undead                       |
| =====                      |                                    |
| Hit Points.....8800        | 268.....Experience                 |
| Tech Points.....250        | 158.....Gald                       |
| Attack.....1150            | 115.....Defense                    |
| Drop.....Black Quartz      | None.....Drop                      |
| Steal.....Mirage Gel       | Dark.....AA                        |
| Weak.....Light             | Dark.....Strong                    |
| =====                      |                                    |
| 055 Phantom Knight         | Type: Undead                       |
| =====                      |                                    |
| Hit Points.....9570        | 278.....Experience                 |
| Tech Points.....0          | 316.....Gald                       |
| Attack.....1750            | 130.....Defense                    |
| Drop.....Miracle Gel       | None.....Drop                      |
| Steal.....Rare Pellets     | None.....AA                        |
| Weak.....None              | Everything.....Strong              |
| =====                      |                                    |
| 056 Hell Knight            | Type: Undead                       |
| =====                      |                                    |
| Hit Points.....88,000      | 11,000.....Experience              |
| Tech Points.....9800       | 30,000.....Gald                    |
| Attack.....2500            | 325.....Defense                    |
| Drop.....Force Ring        | None.....Drop                      |
| Steal.....None             | Dark.....AA                        |
| Weak.....Light             | Fire & Lightning & Dark.....Strong |
| =====                      |                                    |
| 057 Samael                 | Type: Unknown                      |
| =====                      |                                    |
| Hit Points.....8250        | 248.....Experience                 |
| Tech Points.....1200       | 398.....Gald                       |
| Attack.....1080            | 85.....Defense                     |
| Drop.....Spirit Bottle     | Fine Pellets.....Drop              |
| Steal.....Spirit Bottle    | None.....AA                        |
| Weak.....None              | None.....Strong                    |
| =====                      |                                    |
| 058 Pharoah Knight         | Type: Undead                       |
| =====                      |                                    |
| Hit Points.....5620        | 161.....Experience                 |
| Tech Points.....0          | 294.....Gald                       |
| Attack.....814             | 76.....Defense                     |
| Drop.....Anti-Magic Bottle | Miracle Bottle.....Drop            |
| Steal.....Miracle Bottle   | Dark.....AA                        |
| Weak.....Light             | Dark.....Strong                    |
| =====                      |                                    |
| 059 Golem                  | Type: Magical                      |
| =====                      |                                    |
| Hit Points.....1210        | 32.....Experience                  |
| Tech Points.....0          | 45.....Gald                        |
| Attack.....150             | 12.....Defense                     |
| Drop.....Apple Gel         | Yellow Quartz.....Drop             |
| Steal.....Yellow Quartz    | None.....AA                        |
| Weak.....Water             | Earth.....Strong                   |
| =====                      |                                    |
| 060 Rock Golem             | Type: Magical                      |
| =====                      |                                    |
| Hit Points.....5520        | 103.....Experience                 |
| Tech Points.....0          | 189.....Gald                       |



|                  |                |                    |            |
|------------------|----------------|--------------------|------------|
| Attack.....      | 596            | 49.....            | Defense    |
| Drop.....        | Melange Gel    | Guard Bottle.....  | Drop       |
| Steal.....       | Guard Bottle   | None.....          | AA         |
| Weak.....        | Water          | Earth.....         | Strong     |
| =====            |                |                    |            |
| 061 Clay Golem   |                | Type: Magical      |            |
| =====            |                |                    |            |
| Hit Points.....  | 4730           | 112.....           | Experience |
| Tech Points..... | 150            | 270.....           | Gald       |
| Attack.....      | 758            | 51.....            | Defense    |
| Drop.....        | Yellow Quartz  | Super Pellets..... | Drop       |
| Steal.....       | None           | None.....          | AA         |
| Weak.....        | Water & Fire   | Earth.....         | Strong     |
| =====            |                |                    |            |
| 062 Gentleman    |                | Type: Magical      |            |
| =====            |                |                    |            |
| Hit Points.....  | 8000           | 146.....           | Experience |
| Tech Points..... | 200            | 765.....           | Gald       |
| Attack.....      | 780            | 70.....            | Defense    |
| Drop.....        | Miracle Gel    | None.....          | Drop       |
| Steal.....       | Miracle Gel    | None.....          | AA         |
| Weak.....        | None           | None.....          | Strong     |
| =====            |                |                    |            |
| 063 Living Doll  |                | Type: Magical      |            |
| =====            |                |                    |            |
| Hit Points.....  | 1790           | 38.....            | Experience |
| Tech Points..... | 100            | 64.....            | Gald       |
| Attack.....      | 232            | 20.....            | Defense    |
| Drop.....        | Energy Tablets | Milk.....          | Drop       |
| Steal.....       | None           | None.....          | AA         |
| Weak.....        | None           | None.....          | Strong     |
| =====            |                |                    |            |
| 064 Evil Teddy   |                | Type: Magical      |            |
| =====            |                |                    |            |
| Hit Points.....  | 7800           | 287.....           | Experience |
| Tech Points..... | 800            | 483.....           | Gald       |
| Attack.....      | 1250           | 230.....           | Defense    |
| Drop.....        | None           | None.....          | Drop       |
| Steal.....       | None           | None.....          | AA         |
| Weak.....        | Fire           | None.....          | Strong     |
| =====            |                |                    |            |
| 065 Living Sword |                | Type: Magical      |            |
| =====            |                |                    |            |
| Hit Points.....  | 1000           | 60.....            | Experience |
| Tech Points..... | 38             | 96.....            | Gald       |
| Attack.....      | 340            | 35.....            | Defense    |
| Drop.....        | White Silver   | None.....          | Drop       |
| Steal.....       | White SILVER   | None.....          | AA         |
| Weak.....        | None           | None.....          | Strong     |
| =====            |                |                    |            |
| 066 Melting Pot  |                | Type: Magical      |            |
| =====            |                |                    |            |
| Hit Points.....  | 1480           | 47.....            | Experience |
| Tech Points..... | 0              | 71.....            | Gald       |
| Attack.....      | 293            | 10.....            | Defense    |
| Drop.....        | Panacea Bottle | None.....          | Drop       |
| Steal.....       | None           | None.....          | AA         |
| Weak.....        | None           | Earth.....         | Strong     |
| =====            |                |                    |            |
| 067 Brown Pot    |                | Type: Magical      |            |

|                           |                         |
|---------------------------|-------------------------|
| =====                     |                         |
| Hit Points.....810        | 14.....Experience       |
| Tech Points.....0         | 21.....Gald             |
| Attack.....190            | 10.....Defense          |
| Drop.....Apple Gel        | Panacea Bottle.....Drop |
| Steal.....None            | None.....AA             |
| Weak.....Water & Ice      | Fire.....Strong         |
| =====                     |                         |
| 068 Fire Element          | Type: Magical           |
| =====                     |                         |
| Hit Points.....380        | 17.....Experience       |
| Tech Points.....120       | 22.....Gald             |
| Attack.....75             | 30.....Defense          |
| Drop.....Red Quartz       | None.....Drop           |
| Steal.....None            | Fire.....AA             |
| Weak.....Water & Ice      | Fire.....Strong         |
| =====                     |                         |
| 069 Gargoyle              | Type: Magical           |
| =====                     |                         |
| Hit Points.....1200       | 52.....Experience       |
| Tech Points.....0         | 92.....Gald             |
| Attack.....348            | 52.....Defense          |
| Drop.....Life Bottle      | White Silver.....Drop   |
| Steal.....Black Silver    | None.....AA             |
| Weak.....None             | Earth.....Strong        |
| =====                     |                         |
| 070 Neviros               | Type: Magical           |
| =====                     |                         |
| Hit Points.....2970       | 123.....Experience      |
| Tech Points.....150       | 217.....Gald            |
| Attack.....621            | 65.....Defense          |
| Drop.....Lemon Gel        | Saffron.....Drop        |
| Steal.....None            | Lightning.....AA        |
| Weak.....None             | Earth.....Strong        |
| =====                     |                         |
| 071 Ice Warrior           | Type: Magical           |
| =====                     |                         |
| Hit Points.....4320       | 138.....Experience      |
| Tech Points.....0         | 231.....Gald            |
| Attack.....668            | 59.....Defense          |
| Drop.....Blue Quartz      | Beef.....Drop           |
| Steal.....Blue Quartz     | Ice.....AA              |
| Weak.....Fire & Lightning | Water & Ice.....Strong  |
| =====                     |                         |
| 072 Fire Warrior          | Type: Magical           |
| =====                     |                         |
| Hit Points.....1100       | 24.....Experience       |
| Tech Points.....0         | 25.....Gald             |
| Attack.....215            | 15.....Defense          |
| Drop.....Magic Lens       | Red Quartz.....Drop     |
| Steal.....Red Quartz      | Fire.....AA             |
| Weak.....Water & Ice      | Fire.....Strong         |
| =====                     |                         |
| 073 Thunder Sword         | Type: Magical           |
| =====                     |                         |
| Hit Points.....2180       | 118.....Experience      |
| Tech Points.....0         | 210.....Gald            |
| Attack.....625            | 51.....Defense          |
| Drop.....Brass            | None.....Drop           |
| Steal.....Brass           | Lightning.....AA        |

|                            |                               |
|----------------------------|-------------------------------|
| Weak.....None              | None.....Strong               |
| =====                      |                               |
| 074 Fake                   | Type: Magical                 |
| =====                      |                               |
| Hit Points.....400         | 30.....Experience             |
| Tech Points.....50         | 25.....Gald                   |
| Attack.....280             | 250.....Defense               |
| Drop.....All-Divide        | None.....Drop                 |
| Steal.....All-Divide       | None.....AA                   |
| Weak.....None              | Everything.....Strong         |
| =====                      |                               |
| 075 Water Element          | Type: Magical                 |
| =====                      |                               |
| Hit Points.....1190        | 32.....Experience             |
| Tech Points.....120        | 68.....Gald                   |
| Attack.....300             | 20.....Defense                |
| Drop.....Aqua Quartz       | Pellets.....Drop              |
| Steal.....Aqua Quartz      | Water.....AA                  |
| Weak.....Lightning         | Water & Fire & Ice.....Strong |
| =====                      |                               |
| 076 Wind Element           | Type: Magical                 |
| =====                      |                               |
| Hit Points.....1680        | 58.....Experience             |
| Tech Points.....120        | 84.....Gald                   |
| Attack.....300             | 20.....Defense                |
| Drop.....Green Quartz      | Apple Gel.....Drop            |
| Steal.....None             | Wind.....AA                   |
| Weak.....Earth & Lightning | Wind & Fire & Ice.....Strong  |
| =====                      |                               |
| 077 Earth Element          | Type: Magical                 |
| =====                      |                               |
| Hit Points.....3680        | 120.....Experience            |
| Tech Points.....120        | 182.....Gald                  |
| Attack.....590             | 58.....Defense                |
| Drop.....Yellow Quartz     | None.....Drop                 |
| Steal.....Yellow Quartz    | Earth.....AA                  |
| Weak.....Wind              | Fire & Earth & Ice.....Strong |
| =====                      |                               |
| 078 Hammer Knuckle         | Type: Machine                 |
| =====                      |                               |
| Hit Points.....6000        | 215.....Experience            |
| Tech Points.....500        | 483.....Gald                  |
| Attack.....910             | 95.....Defense                |
| Drop.....Brass             | None.....Drop                 |
| Steal.....Brass            | None.....AA                   |
| Weak.....None              | None.....Strong               |
| =====                      |                               |
| 079 Murder                 | Type: Machine                 |
| =====                      |                               |
| Hit Points.....7750        | 228.....Experience            |
| Tech Points.....800        | 318.....Gald                  |
| Attack.....940             | 100.....Defense               |
| Drop.....Metal Sphere      | None.....Drop                 |
| Steal.....Metal Sphere     | None.....AA                   |
| Weak.....Lightning         | None.....Strong               |
| =====                      |                               |
| 080 Perfect Murder         | Type: Machine                 |
| =====                      |                               |
| Hit Points.....11,130      | 231.....Experience            |
| Tech Points.....2000       | 685.....Gald                  |

|                  |               |                 |            |
|------------------|---------------|-----------------|------------|
| Attack.....      | 970           | 105.....        | Defense    |
| Drop.....        | Mythril       | None.....       | Drop       |
| Steal.....       | Mythril       | None.....       | AA         |
| Weak.....        | Lightning     | None.....       | Strong     |
| =====            |               |                 |            |
| 081 Raybit       |               | Type: Machine   |            |
| =====            |               |                 |            |
| Hit Points.....  | 665           | 18.....         | Experience |
| Tech Points..... | 10            | 30.....         | Gald       |
| Attack.....      | 120           | 15.....         | Defense    |
| Drop.....        | White Silver  | None.....       | Drop       |
| Steal.....       | None          | None.....       | AA         |
| Weak.....        | Lightning     | None.....       | Strong     |
| =====            |               |                 |            |
| 082 Cybit        |               | Type: Machine   |            |
| =====            |               |                 |            |
| Hit Points.....  | 4000          | 135.....        | Experience |
| Tech Points..... | 0             | 382.....        | Gald       |
| Attack.....      | 900           | 20.....         | Defense    |
| Drop.....        | Orange Gel    | Apple Gel.....  | Drop       |
| Steal.....       | Melange Gel   | None.....       | AA         |
| Weak.....        | Lightning     | None.....       | Strong     |
| =====            |               |                 |            |
| 083 Thief        |               | Type: Human     |            |
| =====            |               |                 |            |
| Hit Points.....  | 980           | 19.....         | Experience |
| Tech Points..... | 0             | 35.....         | Gald       |
| Attack.....      | 204           | 15.....         | Defense    |
| Drop.....        | Magical Cloth | Rice.....       | Drop       |
| Steal.....       | None          | None.....       | AA         |
| Weak.....        | None          | None.....       | Strong     |
| =====            |               |                 |            |
| 084 Rogue        |               | Type: Human     |            |
| =====            |               |                 |            |
| Hit Points.....  | 2000          | 85.....         | Experience |
| Tech Points..... | 38            | 102.....        | Gald       |
| Attack.....      | 400           | 30.....         | Defense    |
| Drop.....        | Magical Cloth | Miso.....       | Drop       |
| Steal.....       | None          | None.....       | AA         |
| Weak.....        | None          | None.....       | Strong     |
| =====            |               |                 |            |
| 085 Soldier      |               | Type: Human     |            |
| =====            |               |                 |            |
| Hit Points.....  | 1630          | 31.....         | Experience |
| Tech Points..... | 0             | 80.....         | Gald       |
| Attack.....      | 280           | 30.....         | Defense    |
| Drop.....        | Lid Shield    | Rice.....       | Drop       |
| Steal.....       | Pasta         | None.....       | AA         |
| Weak.....        | None          | None.....       | Strong     |
| =====            |               |                 |            |
| 086 Duelist      |               | Type: Human     |            |
| =====            |               |                 |            |
| Hit Points.....  | 5230          | 191.....        | Experience |
| Tech Points..... | 0             | 343.....        | Gald       |
| Attack.....      | 820           | 81.....         | Defense    |
| Drop.....        | Barley Rice   | Lid Shield..... | Drop       |
| Steal.....       | None          | None.....       | AA         |
| Weak.....        | None          | None.....       | Strong     |
| =====            |               |                 |            |
| 087 Warrior      |               | Type: Human     |            |

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| Hit Points.....2800 | 58.....Experience |
| Tech Points.....0 | 83.....Gald |
| Attack.....410 | 42.....Defense |
| Drop.....Panyan | Barley Rice.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
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| 088 Heavy Armor | Type: Human |
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| Hit Points.....5500 | 194.....Experience |
| Tech Points.....0 | 280.....Gald |
| Attack.....516 | 91.....Defense |
| Drop.....Panyan | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
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| 089 Dragon Rider | Type: Human |
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| Hit Points.....2680 | 68.....Experience |
| Tech Points.....0 | 91.....Gald |
| Attack.....425 | 37.....Defense |
| Drop.....Barley Rice | Pasta.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====

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| 090 Archer | Type: Human |
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| Hit Points.....1050 | 24.....Experience |
| Tech Points.....0 | 25.....Gald |
| Attack.....232 | 19.....Defense |
| Drop.....Roll | None.....Drop |
| Steal.....Magic Lens | None.....AA |
| Weak.....None | None.....Strong |
=====

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| 091 Ranger | Type: Human |
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| Hit Points.....2120 | 89.....Experience |
| Tech Points.....0 | 168.....Gald |
| Attack.....482 | 43.....Defense |
| Drop.....Rice | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
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| 092 Witch | Type: Human |
=====

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| Hit Points.....980 | 28.....Experience |
| Tech Points.....250 | 32.....Gald |
| Attack.....100 | 15.....Defense |
| Drop.....Orange Gel | Bread.....Drop |
| Steal.....Orange Gel | None.....AA |
| Weak.....None | None.....Strong |
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| 093 Sorceress | Type: Human |
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| Hit Points.....1980 | 89.....Experience |
| Tech Points.....250 | 100.....Gald |
| Attack.....312 | 37.....Defense |
| Drop.....Orange Gel | Bread.....Drop |
| Steal.....Orange Gel | None.....AA |

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|                       |                       |
|-----------------------|-----------------------|
| Weak.....None         | None.....Strong       |
| =====                 |                       |
| 094 Sorcerer          | Type: Human           |
| =====                 |                       |
| Hit Points.....2200   | 58.....Experience     |
| Tech Points.....300   | 43.....Gald           |
| Attack.....300        | 35.....Defense        |
| Drop.....Shell Bottle | Magic Lens.....Drop   |
| Steal.....None        | None.....AA           |
| Weak.....None         | None.....Strong       |
| =====                 |                       |
| 095 Druid             | Type: Human           |
| =====                 |                       |
| Hit Points.....3810   | 168.....Experience    |
| Tech Points.....420   | 231.....Gald          |
| Attack.....758        | 70.....Defense        |
| Drop.....Savory       | Fine Pellets.....Drop |
| Steal.....None        | None.....AA           |
| Weak.....None         | None.....Strong       |
| =====                 |                       |
| 096 Ogre              | Type: Human           |
| =====                 |                       |
| Hit Points.....3120   | 83.....Experience     |
| Tech Points.....0     | 99.....Gald           |
| Attack.....453        | 30.....Defense        |
| Drop.....Beef         | Pork.....Drop         |
| Steal.....None        | None.....AA           |
| Weak.....None         | None.....Strong       |
| =====                 |                       |
| 097 Beast Ogre        | Type: Human           |
| =====                 |                       |
| Hit Points.....3420   | 83.....Experience     |
| Tech Points.....0     | 99.....Gald           |
| Attack.....578        | 43.....Defense        |
| Drop.....Beef         | Pork.....Drop         |
| Steal.....None        | None.....AA           |
| Weak.....None         | None.....Strong       |
| =====                 |                       |
| 098 Whip Master       | Type: Human           |
| =====                 |                       |
| Hit Points.....570    | 14.....Experience     |
| Tech Points.....10    | 10.....Gald           |
| Attack.....120        | 10.....Defense        |
| Drop.....Apple Gel    | None.....Drop         |
| Steal.....Apple Gel   | None.....AA           |
| Weak.....None         | None.....Strong       |
| =====                 |                       |
| 099 Bowman            | Type: Human           |
| =====                 |                       |
| Hit Points.....480    | 50.....Experience     |
| Tech Points.....10    | 40.....Gald           |
| Attack.....130        | 20.....Defense        |
| Drop.....Orange Gel   | None.....Drop         |
| Steal.....Orange Gel  | None.....AA           |
| Weak.....None         | None.....Strong       |
| =====                 |                       |
| 100 Spearman          | Type: Human           |
| =====                 |                       |
| Hit Points.....800    | 33.....Experience     |
| Tech Points.....10    | 54.....Gald           |

|                      |                |             |            |
|----------------------|----------------|-------------|------------|
| Attack.....          | 130            | 20.....     | Defense    |
| Drop.....            | Melange Gel    | None.....   | Drop       |
| Steal.....           | Melange Gel    | None.....   | AA         |
| Weak.....            | None           | None.....   | Strong     |
| =====                |                |             |            |
| 101 Foot Soldier     |                | Type: Human |            |
| =====                |                |             |            |
| Hit Points.....      | 600            | 15.....     | Experience |
| Tech Points.....     | 38             | 20.....     | Gald       |
| Attack.....          | 130            | 10.....     | Defense    |
| Drop.....            | Apple Gel      | None.....   | Drop       |
| Steal.....           | Apple Gel      | None.....   | AA         |
| Weak.....            | None           | None.....   | Strong     |
| =====                |                |             |            |
| 102 Commander        |                | Type: Human |            |
| =====                |                |             |            |
| Hit Points.....      | 4800           | 123.....    | Experience |
| Tech Points.....     | 150            | 184.....    | Gald       |
| Attack.....          | 598            | 63.....     | Defense    |
| Drop.....            | Pineapple Gel  | None.....   | Drop       |
| Steal.....           | None           | None.....   | AA         |
| Weak.....            | None           | None.....   | Strong     |
| =====                |                |             |            |
| 103 Cardinal Knight  |                | Type: Human |            |
| =====                |                |             |            |
| Hit Points.....      | 4900           | 380.....    | Experience |
| Tech Points.....     | 150            | 200.....    | Gald       |
| Attack.....          | 530            | 30.....     | Defense    |
| Drop.....            | None           | None.....   | Drop       |
| Steal.....           | None           | None.....   | AA         |
| Weak.....            | Lightning      | None.....   | Strong     |
| =====                |                |             |            |
| 104 Commander Knight |                | Type: Human |            |
| =====                |                |             |            |
| Hit Points.....      | 6900           | 490.....    | Experience |
| Tech Points.....     | 100            | 3500.....   | Gald       |
| Attack.....          | 710            | 50.....     | Defense    |
| Drop.....            | Energy Tablets | None.....   | Drop       |
| Steal.....           | None           | None.....   | AA         |
| Weak.....            | Lightning      | None.....   | Strong     |
| =====                |                |             |            |
| 105 Evil Warrior     |                | Type: Human |            |
| =====                |                |             |            |
| Hit Points.....      | 3000           | 64.....     | Experience |
| Tech Points.....     | 0              | 51.....     | Gald       |
| Attack.....          | 420            | 20.....     | Defense    |
| Drop.....            | Lemon Gel      | None.....   | Drop       |
| Steal.....           | Lemon Gel      | None.....   | AA         |
| Weak.....            | None           | None.....   | Strong     |
| =====                |                |             |            |
| 106 Convict          |                | Type: Human |            |
| =====                |                |             |            |
| Hit Points.....      | 6300           | 300.....    | Experience |
| Tech Points.....     | 300            | 150.....    | Gald       |
| Attack.....          | 645            | 33.....     | Defense    |
| Drop.....            | None           | None.....   | Drop       |
| Steal.....           | None           | None.....   | AA         |
| Weak.....            | None           | None.....   | Strong     |
| =====                |                |             |            |
| 107 Evil Sorcerer    |                | Type: Human |            |

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| Hit Points.....1250 | 10.....Experience |
| Tech Points.....38 | 20.....Gald |
| Attack.....160 | 18.....Defense |
| Drop.....Melange Gel | None.....Drop |
| Steal.....Melange Gel | None.....AA |
| Weak.....None | None.....Strong |
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| 108 Angel Spearman | Type: Angel |
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| Hit Points.....7750 | 236.....Experience |
| Tech Points.....150 | 348.....Gald |
| Attack.....970 | 105.....Defense |
| Drop.....Lemon Gel | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====

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| 109 Angel Swordian | Type: Angel |
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| Hit Points.....7480 | 236.....Experience |
| Tech Points.....130 | 335.....Gald |
| Attack.....1040 | 105.....Defense |
| Drop.....Pineapple Gel | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====

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| 110 Angel Commander | Type: Angel |
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| Hit Points.....8130 | 240.....Experience |
| Tech Points.....380 | 290.....Gald |
| Attack.....1000 | 106.....Defense |
| Drop.....Miracle Gel | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====

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| 111 Angel Archer | Type: Angel |
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| Hit Points.....7250 | 198.....Experience |
| Tech Points.....142 | 258.....Gald |
| Attack.....954 | 98.....Defense |
| Drop.....Life Bottle | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
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| 112 Hawk | Type: Bird |
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| Hit Points.....480 | 9.....Experience |
| Tech Points.....0 | 18.....Gald |
| Attack.....115 | 6.....Defense |
| Drop.....Chicken | Egg.....Drop |
| Steal.....None | None.....AA |
| Weak.....Wind | None.....Strong |
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| 113 Storm Claw | Type: Bird |
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| Hit Points.....4440 | 199.....Experience |
| Tech Points.....0 | 301.....Gald |
| Attack.....748 | 73.....Defense |
| Drop.....Lemon Gel | None.....Drop |
| Steal.....Rune Bottle | None.....AA |

```



|                    |               |                       |            |
|--------------------|---------------|-----------------------|------------|
| Weak.....          | Wind          | None.....             | Strong     |
| =====              |               |                       |            |
| 114 Axe Beak       |               | Type: Bird            |            |
| =====              |               |                       |            |
| Hit Points.....    | 780           | 21.....               | Experience |
| Tech Points.....   | 38            | 23.....               | Gald       |
| Attack.....        | 218           | 15.....               | Defense    |
| Drop.....          | Chicken       | Lemon Gel.....        | Drop       |
| Steal.....         | None          | None.....             | AA         |
| Weak.....          | None          | None.....             | Strong     |
| =====              |               |                       |            |
| 115 Dodo           |               | Type: Bird            |            |
| =====              |               |                       |            |
| Hit Points.....    | 4980          | 181.....              | Experience |
| Tech Points.....   | 0             | 280.....              | Gald       |
| Attack.....        | 845           | 78.....               | Defense    |
| Drop.....          | Chicken       | Egg.....              | Drop       |
| Steal.....         | Egg           | None.....             | AA         |
| Weak.....          | None          | None.....             | Strong     |
| =====              |               |                       |            |
| 116 Harpy          |               | Type: Bird            |            |
| =====              |               |                       |            |
| Hit Points.....    | 1950          | 51.....               | Experience |
| Tech Points.....   | 100           | 99.....               | Gald       |
| Attack.....        | 358           | 21.....               | Defense    |
| Drop.....          | Chicken       | Green Quartz.....     | Drop       |
| Steal.....         | Magic Lens    | None.....             | AA         |
| Weak.....          | Earth         | Wind & Lightning..... | Strong     |
| =====              |               |                       |            |
| 117 Feather Magic  |               | Type: Bird            |            |
| =====              |               |                       |            |
| Hit Points.....    | 3580          | 138.....              | Experience |
| Tech Points.....   | 68            | 225.....              | Gald       |
| Attack.....        | 603           | 58.....               | Defense    |
| Drop.....          | Orange Gel    | Egg.....              | Drop       |
| Steal.....         | None          | None.....             | AA         |
| Weak.....          | Earth         | Wind & Lightning..... | Strong     |
| =====              |               |                       |            |
| 118 Fire Bird      |               | Type: Bird            |            |
| =====              |               |                       |            |
| Hit Points.....    | 910           | 15.....               | Experience |
| Tech Points.....   | 0             | 22.....               | Gald       |
| Attack.....        | 150           | 8.....                | Defense    |
| Drop.....          | Red Quartz    | Life Bottle.....      | Drop       |
| Steal.....         | Life Bottle   | None.....             | AA         |
| Weak.....          | Water & Ice   | Fire.....             | Strong     |
| =====              |               |                       |            |
| 119 Lightning Bird |               | Type: Bird            |            |
| =====              |               |                       |            |
| Hit Points.....    | 2530          | 92.....               | Experience |
| Tech Points.....   | 100           | 182.....              | Gald       |
| Attack.....        | 444           | 41.....               | Defense    |
| Drop.....          | Purple Quartz | None.....             | Drop       |
| Steal.....         | None          | Lightning.....        | AA         |
| Weak.....          | Water & Ice   | Lightning.....        | Strong     |
| =====              |               |                       |            |
| 120 Penguinist     |               | Type: Bird            |            |
| =====              |               |                       |            |
| Hit Points.....    | 3680          | 119.....              | Experience |
| Tech Points.....   | 145           | 210.....              | Gald       |

|                  |                  |                    |            |
|------------------|------------------|--------------------|------------|
| Attack.....      | 525              | 43.....            | Defense    |
| Drop.....        | Penguinist Quill | None.....          | Drop       |
| Steal.....       | Penguinist Quill | Ice.....           | AA         |
| Weak.....        | Fire             | Water & Ice.....   | Strong     |
| =====            |                  |                    |            |
| 121 Penguin      |                  | Type: Bird         |            |
| =====            |                  |                    |            |
| Hit Points.....  | 3990             | 141.....           | Experience |
| Tech Points..... | 0                | 21.....            | Gald       |
| Attack.....      | 645              | 89.....            | Defense    |
| Drop.....        | Mizuho Potion    | Palma Potion.....  | Drop       |
| Steal.....       | None             | None.....          | AA         |
| Weak.....        | Fire             | None.....          | Strong     |
| =====            |                  |                    |            |
| 122 Black Bat    |                  | Type: Bird         |            |
| =====            |                  |                    |            |
| Hit Points.....  | 2200             | 78.....            | Experience |
| Tech Points..... | 100              | 121.....           | Gald       |
| Attack.....      | 450              | 29.....            | Defense    |
| Drop.....        | Chicken          | Fine Pellets.....  | Drop       |
| Steal.....       | None             | None.....          | AA         |
| Weak.....        | None             | None.....          | Strong     |
| =====            |                  |                    |            |
| 123 Cockatrice   |                  | Type: Bird         |            |
| =====            |                  |                    |            |
| Hit Points.....  | 2420             | 68.....            | Experience |
| Tech Points..... | 0                | 98.....            | Gald       |
| Attack.....      | 420              | 35.....            | Defense    |
| Drop.....        | Apple Gel        | Chicken.....       | Drop       |
| Steal.....       | Chicken          | None.....          | AA         |
| Weak.....        | Wind             | Earth.....         | Strong     |
| =====            |                  |                    |            |
| 124 Red Bat      |                  | Type: Bird         |            |
| =====            |                  |                    |            |
| Hit Points.....  | 2300             | 93.....            | Experience |
| Tech Points..... | 120              | 168.....           | Gald       |
| Attack.....      | 450              | 39.....            | Defense    |
| Drop.....        | Beast Fang       | None.....          | Drop       |
| Steal.....       | Energy Tablets   | None.....          | AA         |
| Weak.....        | None             | None.....          | Strong     |
| =====            |                  |                    |            |
| 125 Giant Bee    |                  | Type: Insect       |            |
| =====            |                  |                    |            |
| Hit Points.....  | 320              | 5.....             | Experience |
| Tech Points..... | 0                | 9.....             | Gald       |
| Attack.....      | 130              | 0.....             | Defense    |
| Drop.....        | Panacea Bottle   | Acuity Bottle..... | Drop       |
| Steal.....       | None             | None.....          | AA         |
| Weak.....        | Ice              | None.....          | Strong     |
| =====            |                  |                    |            |
| 126 Killer Bee   |                  | Type: Insect       |            |
| =====            |                  |                    |            |
| Hit Points.....  | 4780             | 192.....           | Experience |
| Tech Points..... | 0                | 280.....           | Gald       |
| Attack.....      | 881              | 76.....            | Defense    |
| Drop.....        | Life Bottle      | Red Saffron.....   | Drop       |
| Steal.....       | None             | None.....          | AA         |
| Weak.....        | Ice              | None.....          | Strong     |
| =====            |                  |                    |            |
| 127 Scorpion     |                  | Type: Insect       |            |

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| Hit Points.....630 | 14.....Experience |
| Tech Points.....0 | 21.....Gald |
| Attack.....172 | 11.....Defense |
| Drop.....Panacea Bottle | None.....Drop |
| Steal.....Panacea Bottle | None.....AA |
| Weak.....Ice | Fire.....Strong |
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| 128 Scarlet Needle | Type: Insect |
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| Hit Points.....2480 | 90.....Experience |
| Tech Points.....0 | 193.....Gald |
| Attack.....505 | 46.....Defense |
| Drop.....Anti-Magic Bottle | None.....Drop |
| Steal.....Anti-Magic Bottle | None.....AA |
| Weak.....Ice | Fire.....Strong |
=====+=====

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| 129 Woods Worm | Type: Insect |
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| Hit Points.....1790 | 34.....Experience |
| Tech Points.....0 | 48.....Gald |
| Attack.....285 | 15.....Defense |
| Drop.....Melon | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....Ice | None.....Strong |
=====+=====

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| 130 Tropical Worm | Type: Insect |
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| Hit Points.....2970 | 78.....Experience |
| Tech Points.....0 | 148.....Gald |
| Attack.....485 | 42.....Defense |
| Drop.....Apple Gel | Mystic Herb.....Drop |
| Steal.....None | None.....AA |
| Weak.....Ice | None.....Strong |
=====+=====

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| 131 Sand Worm | Type: Insect |
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| Hit Points.....13,500 | 999.....Experience |
| Tech Points.....0 | 5800.....Gald |
| Attack.....2500 | 250.....Defense |
| Drop.....All-Divide | None.....Drop |
| Steal.....All-Divide | None.....AA |
| Weak.....Water | Numerous.....Strong |
=====+=====

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| 132 Sliver | Type: Insect |
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| Hit Points.....12,000 | 780.....Experience |
| Tech Points.....0 | 891.....Gald |
| Attack.....1900 | 250.....Defense |
| Drop.....Rune Bottle | None.....Drop |
| Steal.....Rune Bottle | None.....AA |
| Weak.....Fire | Numerous.....Strong |
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| 133 Mantis | Type: Insect |
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| Hit Points.....3800 | 138.....Experience |
| Tech Points.....0 | 159.....Gald |
| Attack.....620 | 58.....Defense |
| Drop.....Lemon Gel | None.....Drop |
| Steal.....None | None.....AA |
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|                                 |                    |
|---------------------------------|--------------------|
| Weak.....Fire & Ice & Lightning | Water.....Strong   |
| =====                           |                    |
| 134 Red Mantis                  | Type: Insect       |
| =====                           |                    |
| Hit Points.....2780             | 92.....Experience  |
| Tech Points.....0               | 180.....Gald       |
| Attack.....520                  | 43.....Defense     |
| Drop.....None                   | None.....Drop      |
| Steal.....None                  | None.....AA        |
| Weak.....Fire & Ice & Lightning | Water.....Strong   |
| =====                           |                    |
| 135 Spider                      | Type: Insect       |
| =====                           |                    |
| Hit Points.....460              | 10.....Experience  |
| Tech Points.....0               | 13.....Gald        |
| Attack.....120                  | 7.....Defense      |
| Drop.....Magic Lens             | Apple Gel.....Drop |
| Steal.....Panacea Bottle        | None.....AA        |
| Weak.....Ice                    | None.....Strong    |
| =====                           |                    |
| 136 Arachnid                    | Type: Insect       |
| =====                           |                    |
| Hit Points.....1870             | 38.....Experience  |
| Tech Points.....0               | 77.....Gald        |
| Attack.....320                  | 31.....Defense     |
| Drop.....Onion                  | None.....Drop      |
| Steal.....Shell Bottle          | None.....AA        |
| Weak.....Ice                    | None.....Strong    |
| =====                           |                    |
| 137 Giant Beetle                | Type: Insect       |
| =====                           |                    |
| Hit Points.....1110             | 31.....Experience  |
| Tech Points.....0               | 58.....Gald        |
| Attack.....272                  | 20.....Defense     |
| Drop.....Kirima                 | Cabbage.....Drop   |
| Steal.....Cabbage               | None.....AA        |
| Weak.....Ice                    | None.....Strong    |
| =====                           |                    |
| 138 Gold Beetle                 | Type: Insect       |
| =====                           |                    |
| Hit Points.....2380             | 70.....Experience  |
| Tech Points.....0               | 150.....Gald       |
| Attack.....479                  | 40.....Defense     |
| Drop.....Lemon Gel              | Onion.....Drop     |
| Steal.....Onion                 | None.....AA        |
| Weak.....Ice                    | None.....Strong    |
| =====                           |                    |
| 139 Grasshopper                 | Type: Insect       |
| =====                           |                    |
| Hit Points.....1480             | 28.....Experience  |
| Tech Points.....0               | 63.....Gald        |
| Attack.....247                  | 21.....Defense     |
| Drop.....Apple Gel              | None.....Drop      |
| Steal.....None                  | None.....AA        |
| Weak.....Fire & Ice & Lightning | Water.....Strong   |
| =====                           |                    |
| 140 Ice Spider                  | Type: Insect       |
| =====                           |                    |
| Hit Points.....3780             | 119.....Experience |
| Tech Points.....0               | 250.....Gald       |

|                    |                 |                  |            |
|--------------------|-----------------|------------------|------------|
| Attack.....        | 617             | 62.....          | Defense    |
| Drop.....          | Magic Lens      | Blue Quartz..... | Drop       |
| Steal.....         | None            | None.....        | AA         |
| Weak.....          | None            | None.....        | Strong     |
| =====              |                 |                  |            |
| 141 Deathseeker    |                 | Type: Insect     |            |
| =====              |                 |                  |            |
| Hit Points.....    | 5880            | 186.....         | Experience |
| Tech Points.....   | 0               | 318.....         | Gald       |
| Attack.....        | 881             | 93.....          | Defense    |
| Drop.....          | Panacea Bottle  | Amango.....      | Drop       |
| Steal.....         | Panacea Bottle  | None.....        | AA         |
| Weak.....          | Ice             | Fire.....        | Strong     |
| =====              |                 |                  |            |
| 142 Starfish       |                 | Type: Aquatic    |            |
| =====              |                 |                  |            |
| Hit Points.....    | 1820            | 28.....          | Experience |
| Tech Points.....   | 38              | 56.....          | Gald       |
| Attack.....        | 230             | 25.....          | Defense    |
| Drop.....          | Kelp            | Magic Lens.....  | Drop       |
| Steal.....         | None            | Water.....       | AA         |
| Weak.....          | Lightning       | Water & Ice..... | Strong     |
| =====              |                 |                  |            |
| 143 Super Star     |                 | Type: Aquatic    |            |
| =====              |                 |                  |            |
| Hit Points.....    | 2100            | 69.....          | Experience |
| Tech Points.....   | 0               | 110.....         | Gald       |
| Attack.....        | 440             | 35.....          | Defense    |
| Drop.....          | Flare Bottle    | Shrimp.....      | Drop       |
| Steal.....         | None            | Water.....       | AA         |
| Weak.....          | Lightning       | Water & Ice..... | Strong     |
| =====              |                 |                  |            |
| 144 Tortoise       |                 | Type: Aquatic    |            |
| =====              |                 |                  |            |
| Hit Points.....    | 2800            | 56.....          | Experience |
| Tech Points.....   | 0               | 82.....          | Gald       |
| Attack.....        | 381             | 20.....          | Defense    |
| Drop.....          | Syrup Bottle    | Tuna.....        | Drop       |
| Steal.....         | None            | Water.....       | AA         |
| Weak.....          | Lightning       | Water & Ice..... | Strong     |
| =====              |                 |                  |            |
| 145 Crush Tortoise |                 | Type: Aquatic    |            |
| =====              |                 |                  |            |
| Hit Points.....    | 9400            | 203.....         | Experience |
| Tech Points.....   | 0               | 389.....         | Gald       |
| Attack.....        | 904             | 121.....         | Defense    |
| Drop.....          | Acuity Bottle   | None.....        | Drop       |
| Steal.....         | None            | Water.....       | AA         |
| Weak.....          | Lightning       | Water & Ice..... | Strong     |
| =====              |                 |                  |            |
| 146 Octoslime      |                 | Type: Aquatic    |            |
| =====              |                 |                  |            |
| Hit Points.....    | 2310            | 45.....          | Experience |
| Tech Points.....   | 0               | 72.....          | Gald       |
| Attack.....        | 295             | 20.....          | Defense    |
| Drop.....          | Octopus         | Squid.....       | Drop       |
| Steal.....         | Mermaid's Tear  | Water.....       | AA         |
| Weak.....          | Lightning & Ice | Water.....       | Strong     |
| =====              |                 |                  |            |
| 147 Kraaken        |                 | Type: Aquatic    |            |

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| Hit Points.....7320 | 240.....Experience |
| Tech Points.....0 | 319.....Gald |
| Attack.....834 | 79.....Defense |
| Drop.....Squid | Octopus.....Drop |
| Steal.....None | Water.....AA |
| Weak.....Lightning & Ice | Water.....Strong |
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| 148 Fish | Type: Aquatic |
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| Hit Points.....920 | 16.....Experience |
| Tech Points.....0 | 25.....Gald |
| Attack.....200 | 10.....Defense |
| Drop.....Seaweed | None.....Drop |
| Steal.....None | Water.....AA |
| Weak.....Lightning | Water.....Strong |
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| 149 Seaspin | Type: Aquatic |
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| Hit Points.....2480 | 76.....Experience |
| Tech Points.....0 | 125.....Gald |
| Attack.....450 | 31.....Defense |
| Drop.....Kelp | Seaweed.....Drop |
| Steal.....None | Water.....AA |
| Weak.....Lightning | Water.....Strong |
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| 150 Float Dragon | Type: Aquatic |
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| Hit Points.....1630 | 31.....Experience |
| Tech Points.....0 | 56.....Gald |
| Attack.....293 | 25.....Defense |
| Drop.....Aqua Quartz | Snapper.....Drop |
| Steal.....None | Water.....AA |
| Weak.....Fire & Lightning | Water.....Strong |
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| 151 Seahorse | Type: Aquatic |
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| Hit Points.....1890 | 52.....Experience |
| Tech Points.....0 | 83.....Gald |
| Attack.....230 | 32.....Defense |
| Drop.....Aqua Quartz | Cod.....Drop |
| Steal.....None | Water.....AA |
| Weak.....Fire & Lightning | Water.....Strong |
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| 152 Jellyfish | Type: Aquatic |
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| Hit Points.....2860 | 79.....Experience |
| Tech Points.....0 | 154.....Gald |
| Attack.....482 | 39.....Defense |
| Drop.....Pellets | Fine Pellets.....Drop |
| Steal.....Pellets | Water.....AA |
| Weak.....Lightning & Ice | Water.....Strong |
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| 153 Sea Jelly | Type: Aquatic |
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| Hit Points.....1290 | 30.....Experience |
| Tech Points.....0 | 48.....Gald |
| Attack.....270 | 20.....Defense |
| Drop.....None | None.....Drop |
| Steal.....None | Water.....AA |

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|                           |                        |
|---------------------------|------------------------|
| Weak.....Lightning & Ice  | Water.....Strong       |
| =====                     |                        |
| 154 Mermaid               | Type: Aquatic          |
| =====                     |                        |
| Hit Points.....3820       | 132.....Experience     |
| Tech Points.....250       | 287.....Gald           |
| Attack.....640            | 62.....Defense         |
| Drop.....None             | None.....Drop          |
| Steal.....None            | Water.....AA           |
| Weak.....Fire & Lightning | Water & Ice.....Strong |
| =====                     |                        |
| 155 Evil Jelly            | Type: Aquatic          |
| =====                     |                        |
| Hit Points.....3680       | 141.....Experience     |
| Tech Points.....0         | 133.....Gald           |
| Attack.....718            | 60.....Defense         |
| Drop.....Lemon Gel        | None.....Drop          |
| Steal.....Lemon Gel       | Water.....AA           |
| Weak.....Lightning & Ice  | Water.....Strong       |
| =====                     |                        |
| 156 Sea Dragon            | Type: Aquatic          |
| =====                     |                        |
| Hit Points.....6800       | 189.....Experience     |
| Tech Points.....0         | 382.....Gald           |
| Attack.....879            | 86.....Defense         |
| Drop.....Mermaid's Tear   | None.....Drop          |
| Steal.....Mermaid's Tear  | Water.....AA           |
| Weak.....Lightning        | Water.....Strong       |
| =====                     |                        |
| 157 Sea Horror            | Type: Aquatic          |
| =====                     |                        |
| Hit Points.....3800       | 142.....Experience     |
| Tech Points.....600       | 183.....Gald           |
| Attack.....600            | 85.....Defense         |
| Drop.....Mermaid's Tear   | Snapper.....Drop       |
| Steal.....None            | Water.....AA           |
| Weak.....Fire & Lightning | Water & Ice.....Strong |
| =====                     |                        |
| 158 Slime                 | Type: Immaterial       |
| =====                     |                        |
| Hit Points.....490        | 10.....Experience      |
| Tech Points.....10        | 10.....Gald            |
| Attack.....132            | 8.....Defense          |
| Drop.....Apple Gel        | None.....Drop          |
| Steal.....None            | None.....AA            |
| Weak.....Fire             | None.....Strong        |
| =====                     |                        |
| 159 Gold Slime            | Type: Immaterial       |
| =====                     |                        |
| Hit Points.....3220       | 103.....Experience     |
| Tech Points.....10        | 189.....Gald           |
| Attack.....531            | 47.....Defense         |
| Drop.....Miso             | Fine Pellets.....Drop  |
| Steal.....Fine Pellets    | None.....AA            |
| Weak.....Fire             | None.....Strong        |
| =====                     |                        |
| 160 Giant Leech           | Type: Immaterial       |
| =====                     |                        |
| Hit Points.....2250       | 63.....Experience      |
| Tech Points.....0         | 98.....Gald            |

|                  |              |                   |            |
|------------------|--------------|-------------------|------------|
| Attack.....      | 400          | 30.....           | Defense    |
| Drop.....        | Apple Gel    | Melange Gel.....  | Drop       |
| Steal.....       | Apple Gel    | None.....         | AA         |
| Weak.....        | Fire         | None.....         | Strong     |
| =====            |              |                   |            |
| 161 Giant Slug   |              | Type: Immaterial  |            |
| =====            |              |                   |            |
| Hit Points.....  | 3600         | 158.....          | Experience |
| Tech Points..... | 0            | 131.....          | Gald       |
| Attack.....      | 731          | 65.....           | Defense    |
| Drop.....        | None         | None.....         | Drop       |
| Steal.....       | None         | None.....         | AA         |
| Weak.....        | Fire         | None.....         | Strong     |
| =====            |              |                   |            |
| 162 Roller Snail |              | Type: Immaterial  |            |
| =====            |              |                   |            |
| Hit Points.....  | 3200         | 123.....          | Experience |
| Tech Points..... | 0            | 163.....          | Gald       |
| Attack.....      | 550          | 41.....           | Defense    |
| Drop.....        | Fine Pellets | Potato.....       | Drop       |
| Steal.....       | None         | None.....         | AA         |
| Weak.....        | Lightning    | None.....         | Strong     |
| =====            |              |                   |            |
| 163 Giant Snail  |              | Type: Immaterial  |            |
| =====            |              |                   |            |
| Hit Points.....  | 3770         | 123.....          | Experience |
| Tech Points..... | 0            | 163.....          | Gald       |
| Attack.....      | 618          | 49.....           | Defense    |
| Drop.....        | Lemon Gel    | Fine Pellets..... | Drop       |
| Steal.....       | Fine Pellets | None.....         | AA         |
| Weak.....        | Lightning    | None.....         | Strong     |
| =====            |              |                   |            |
| 164 Green Roper  |              | Type: Immaterial  |            |
| =====            |              |                   |            |
| Hit Points.....  | 2310         | 39.....           | Experience |
| Tech Points..... | 0            | 79.....           | Gald       |
| Attack.....      | 312          | 38.....           | Defense    |
| Drop.....        | Shrimp       | None.....         | Drop       |
| Steal.....       | Beast Fang   | None.....         | AA         |
| Weak.....        | None         | None.....         | Strong     |
| =====            |              |                   |            |
| 165 Red Roper    |              | Type: Immaterial  |            |
| =====            |              |                   |            |
| Hit Points.....  | 3440         | 96.....           | Experience |
| Tech Points..... | 0            | 175.....          | Gald       |
| Attack.....      | 517          | 46.....           | Defense    |
| Drop.....        | Lemon Gel    | Rosemary.....     | Drop       |
| Steal.....       | None         | None.....         | AA         |
| Weak.....        | None         | None.....         | Strong     |
| =====            |              |                   |            |
| 166 Bacura       |              | Type: Magical     |            |
| =====            |              |                   |            |
| Hit Points.....  | 255          | 50.....           | Experience |
| Tech Points..... | 1            | 1000.....         | Gald       |
| Attack.....      | 1            | 1.....            | Defense    |
| Drop.....        | None         | None.....         | Drop       |
| Steal.....       | None         | None.....         | AA         |
| Weak.....        | None         | None.....         | Strong     |
| =====            |              |                   |            |
| 167 Cutlass      |              | Type: Immaterial  |            |



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| Hit Points.....9800 | 248.....Experience |
| Tech Points.....0 | 329.....Gald |
| Attack.....1010 | 95.....Defense |
| Drop.....Shell Bottle | Amango.....Drop |
| Steal.....Rune Bottle | None.....AA |
| Weak.....None | None.....Strong |
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| 168 Cave Worm | Type: Insect |
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| Hit Points.....6380 | 128.....Experience |
| Tech Points.....0 | 241.....Gald |
| Attack.....635 | 55.....Defense |
| Drop.....Mizuho Potion | None.....Drop |
| Steal.....Mizuho Potion | None.....AA |
| Weak.....Ice | None.....Strong |
=====

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| 169 Man-eater | Type: Immaterial |
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| Hit Points.....6500 | 210.....Experience |
| Tech Points.....0 | 300.....Gald |
| Attack.....1060 | 100.....Defense |
| Drop.....Lemon Gel | Rune Bottle.....Drop |
| Steal.....None | None.....AA |
| Weak.....Fire | None.....Strong |
=====

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| 170 Sheldra | Type: Immaterial |
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| Hit Points.....7250 | 210.....Experience |
| Tech Points.....0 | 399.....Gald |
| Attack.....916 | 95.....Defense |
| Drop.....Rune Bottle | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====

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| 171 Spiked Snail | Type: Immaterial |
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| Hit Points.....6230 | 198.....Experience |
| Tech Points.....0 | 245.....Gald |
| Attack.....999 | 83.....Defense |
| Drop.....Super Pellets | None.....Drop |
| Steal.....Super Pellets | None.....AA |
| Weak.....Lightning | None.....Strong |
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| 172 Wyvern | Type: Dragon |
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| Hit Points.....4800 | 152.....Experience |
| Tech Points.....0 | 250.....Gald |
| Attack.....457 | 37.....Defense |
| Drop.....Beast Fang | Shell Bottle.....Drop |
| Steal.....None | None.....AA |
| Weak.....Ice | Wind & Fire.....Strong |
=====

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| 173 Drake | Type: Dragon |
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| Hit Points.....11,850 | 530.....Experience |
| Tech Points.....1000 | 680.....Gald |
| Attack.....630 | 54.....Defense |
| Drop.....Rune Bottle | None.....Drop |
| Steal.....None | None.....AA |

```

|                   |                |                       |            |
|-------------------|----------------|-----------------------|------------|
| Weak.....         | Ice            | Fire & Lightning..... | Strong     |
| =====             |                |                       |            |
| 174 Dragon        |                | Type: Dragon          |            |
| =====             |                |                       |            |
| Hit Points.....   | 10,000         | 728.....              | Experience |
| Tech Points.....  | 2000           | 10,000.....           | Gald       |
| Attack.....       | 1350           | 230.....              | Defense    |
| Drop.....         | None           | None.....             | Drop       |
| Steal.....        | None           | None.....             | AA         |
| Weak.....         | None           | Fire.....             | Strong     |
| =====             |                |                       |            |
| 175 Gold Dragon   |                | Type: Dragon          |            |
| =====             |                |                       |            |
| Hit Points.....   | 16,800         | 1218.....             | Experience |
| Tech Points.....  | 450            | 1052.....             | Gald       |
| Attack.....       | 1158           | 38.....               | Defense    |
| Drop.....         | None           | None.....             | Drop       |
| Steal.....        | None           | None.....             | AA         |
| Weak.....         | None           | Fire.....             | Strong     |
| =====             |                |                       |            |
| 176 Dark Dragon   |                | Type: Dragon          |            |
| =====             |                |                       |            |
| Hit Points.....   | 19,000         | 1418.....             | Experience |
| Tech Points.....  | 0              | 534.....              | Gald       |
| Attack.....       | 1250           | 48.....               | Defense    |
| Drop.....         | Dragon Mail    | None.....             | Drop       |
| Steal.....        | None           | None.....             | AA         |
| Weak.....         | None           | None.....             | Strong     |
| =====             |                |                       |            |
| 177 Dragon Knight |                | Type: Dragon          |            |
| =====             |                |                       |            |
| Hit Points.....   | 13,500         | 297.....              | Experience |
| Tech Points.....  | 0              | 253.....              | Gald       |
| Attack.....       | 1485           | 250.....              | Defense    |
| Drop.....         | None           | None.....             | Drop       |
| Steal.....        | None           | None.....             | AA         |
| Weak.....         | None           | None.....             | Strong     |
| =====             |                |                       |            |
| 178 Velocidragon  |                | Type: Dragon          |            |
| =====             |                |                       |            |
| Hit Points.....   | 2300           | 68.....               | Experience |
| Tech Points.....  | 0              | 84.....               | Gald       |
| Attack.....       | 406            | 30.....               | Defense    |
| Drop.....         | Pellets        | Apple Gel.....        | Drop       |
| Steal.....        | None           | None.....             | AA         |
| Weak.....         | Ice            | Fire.....             | Strong     |
| =====             |                |                       |            |
| 179 Exbelua       |                | Type: Beast           |            |
| =====             |                |                       |            |
| Hit Points.....   | 5000           | 280.....              | Experience |
| Tech Points.....  | 38             | 320.....              | Gald       |
| Attack.....       | 190            | 10.....               | Defense    |
| Drop.....         | Panacea Bottle | None.....             | Drop       |
| Steal.....        | None           | None.....             | AA         |
| Weak.....         | None           | None.....             | Strong     |
| =====             |                |                       |            |
| 180 Windmaster    |                | Type: Magical         |            |
| =====             |                |                       |            |
| Hit Points.....   | 10,000         | 1325.....             | Experience |
| Tech Points.....  | 220            | 800.....              | Gald       |

|                  |                  |                               |            |
|------------------|------------------|-------------------------------|------------|
| Attack.....      | 580              | 85.....                       | Defense    |
| Drop.....        | Map of Balacruf  | Talisman.....                 | Drop       |
| Steal.....       | None             | None.....                     | AA         |
| Weak.....        | None             | Wind.....                     | Strong     |
| =====            |                  |                               |            |
| 181 Ktugach      |                  | Type: Beast                   |            |
| =====            |                  |                               |            |
| Hit Points.....  | 5000             | 628.....                      | Experience |
| Tech Points..... | 50               | 85.....                       | Gald       |
| Attack.....      | 300              | 28.....                       | Defense    |
| Drop.....        | Red Quartz       | None.....                     | Drop       |
| Steal.....       | None             | None.....                     | AA         |
| Weak.....        | Water & Ice      | Fire.....                     | Strong     |
| =====            |                  |                               |            |
| 182 Ktugachling  |                  | Type: Beast                   |            |
| =====            |                  |                               |            |
| Hit Points.....  | 1500             | 60.....                       | Experience |
| Tech Points..... | 180              | 15.....                       | Gald       |
| Attack.....      | 130              | 40.....                       | Defense    |
| Drop.....        | None             | None.....                     | Drop       |
| Steal.....       | None             | None.....                     | AA         |
| Weak.....        | None             | None.....                     | Strong     |
| =====            |                  |                               |            |
| 183 Adulocia     |                  | Type: Beast                   |            |
| =====            |                  |                               |            |
| Hit Points.....  | 10,000           | 825.....                      | Experience |
| Tech Points..... | 248              | 765.....                      | Gald       |
| Attack.....      | 600              | 55.....                       | Defense    |
| Drop.....        | Mermaid's Tear   | None.....                     | Drop       |
| Steal.....       | None             | None.....                     | AA         |
| Weak.....        | Lightning        | Water & Ice.....              | Strong     |
| =====            |                  |                               |            |
| 184 Amphitra     |                  | Type: Aquatic                 |            |
| =====            |                  |                               |            |
| Hit Points.....  | 2300             | 150.....                      | Experience |
| Tech Points..... | 120              | 200.....                      | Gald       |
| Attack.....      | 475              | 20.....                       | Defense    |
| Drop.....        | None             | None.....                     | Drop       |
| Steal.....       | None             | Water.....                    | AA         |
| Weak.....        | Fire & Lightning | Water & Ice.....              | Strong     |
| =====            |                  |                               |            |
| 185 Iapyx        |                  | Type: Beast                   |            |
| =====            |                  |                               |            |
| Hit Points.....  | 14,000           | 1324.....                     | Experience |
| Tech Points..... | 88               | 2000.....                     | Gald       |
| Attack.....      | 690              | 100.....                      | Defense    |
| Drop.....        | Paralysis Charm  | Spirit Badge.....             | Drop       |
| Steal.....       | None             | None.....                     | AA         |
| Weak.....        | None             | Wind & Lightning.....         | Strong     |
| =====            |                  |                               |            |
| 186 Iubaris      |                  | Type: Beast                   |            |
| =====            |                  |                               |            |
| Hit Points.....  | 16,800           | 2650.....                     | Experience |
| Tech Points..... | 1500             | 2500.....                     | Gald       |
| Attack.....      | 860              | 80.....                       | Defense    |
| Drop.....        | Brass            | None.....                     | Drop       |
| Steal.....       | White Quartz     | Light.....                    | AA         |
| Weak.....        | Dark             | Fire & Lightning & Light..... | Strong     |
| =====            |                  |                               |            |
| 187 Kilia        |                  | Type: Beast                   |            |

```

=====
| Hit Points.....10,000 | 500.....Experience |
| Tech Points.....400 | 500.....Gald |
| Attack.....490 | 65.....Defense |
| Drop.....Heal Bracelet | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....Light | Dark.....Strong |
=====

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```

| 188 Winged Dragon | Type: Dragon |
=====

```

```

| Hit Points.....18,000 | 2450.....Experience |
| Tech Points.....400 | 1200.....Gald |
| Attack.....1400 | 86.....Defense |
| Drop.....Venom | Flare Cape.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====

```

```

| 189 Baby Dragon | Type: Dragon |
=====

```

```

| Hit Points.....12,000 | 1250.....Experience |
| Tech Points.....800 | 500.....Gald |
| Attack.....1030 | 68.....Defense |
| Drop.....None | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====

```

```

| 190 Guardian: Wind | Type: Unknown |
=====

```

```

| Hit Points.....2000 | 250.....Experience |
| Tech Points.....400 | 250.....Gald |
| Attack.....280 | 38.....Defense |
| Drop.....Magic Lens | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====

```

```

| 191 Guardian: Lightning | Type: Unknown |
=====

```

```

| Hit Points.....5500 | 250.....Experience |
| Tech Points.....400 | 250.....Gald |
| Attack.....471 | 46.....Defense |
| Drop.....Fine Pellets | Magic Lens.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====

```

```

| 192 Sword Dancer | Type: Undead |
=====

```

```

| Hit Points.....8888 | 150.....Experience |
| Tech Points.....38 | 2000.....Gald |
| Attack.....600 | 75.....Defense |
| Drop.....EX Gem Lv1 | EX Gem Lv2.....Drop |
| Steal.....EX Gem Lv3 | None.....AA |
| Weak.....Light | None.....Strong |
=====

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```

| 193 Fenrir | Type: Beast |
=====

```

```

| Hit Points.....12,000 | 2600.....Experience |
| Tech Points.....300 | 1380.....Gald |
| Attack.....860 | 185.....Defense |
| Drop.....Blue Quartz | None.....Drop |
| Steal.....None | Ice.....AA |

```

|                  |                  |                  |            |
|------------------|------------------|------------------|------------|
| Weak.....        | Fire & Lightning | Water & Ice..... | Strong     |
| =====            |                  |                  |            |
| 194 Idun         |                  | Type: Unknown    |            |
| =====            |                  |                  |            |
| Hit Points.....  | 11,000           | 1200.....        | Experience |
| Tech Points..... | 0                | 1200.....        | Gald       |
| Attack.....      | 1150             | 220.....         | Defense    |
| Drop.....        | Black Quartz     | None.....        | Drop       |
| Steal.....       | None             | Dark.....        | AA         |
| Weak.....        | None             | None.....        | Strong     |
| =====            |                  |                  |            |
| 195 Rodyle       |                  | Type: Magical    |            |
| =====            |                  |                  |            |
| Hit Points.....  | 35,000           | 6240.....        | Experience |
| Tech Points..... | 500              | 5800.....        | Gald       |
| Attack.....      | 1350             | 210.....         | Defense    |
| Drop.....        | None             | None.....        | Drop       |
| Steal.....       | None             | None.....        | AA         |
| Weak.....        | None             | Earth.....       | Strong     |
| =====            |                  |                  |            |
| 196 Undine       |                  | Type: Magical    |            |
| =====            |                  |                  |            |
| Hit Points.....  | 13,000           | 2110.....        | Experience |
| Tech Points..... | 320              | 765.....         | Gald       |
| Attack.....      | 580              | 88.....          | Defense    |
| Drop.....        | Guardian Symbol  | None.....        | Drop       |
| Steal.....       | None             | None.....        | AA         |
| Weak.....        | None             | Water & Ice..... | Strong     |
| =====            |                  |                  |            |
| 197 Gnome        |                  | Type: Magical    |            |
| =====            |                  |                  |            |
| Hit Points.....  | 28,000           | 5890.....        | Experience |
| Tech Points..... | 682              | 4280.....        | Gald       |
| Attack.....      | 1100             | 255.....         | Defense    |
| Drop.....        | Holy Symbol      | None.....        | Drop       |
| Steal.....       | None             | None.....        | AA         |
| Weak.....        | None             | Earth.....       | Strong     |
| =====            |                  |                  |            |
| 198 Efreet       |                  | Type: Magical    |            |
| =====            |                  |                  |            |
| Hit Points.....  | 18,000           | 2430.....        | Experience |
| Tech Points..... | 850              | 945.....         | Gald       |
| Attack.....      | 500              | 35.....          | Defense    |
| Drop.....        | Attack Symbol    | None.....        | Drop       |
| Steal.....       | None             | Fire.....        | AA         |
| Weak.....        | None             | Fire.....        | Strong     |
| =====            |                  |                  |            |
| 199 Volt         |                  | Type: Magical    |            |
| =====            |                  |                  |            |
| Hit Points.....  | 24,000           | 3580.....        | Experience |
| Tech Points..... | 240              | 2800.....        | Gald       |
| Attack.....      | 950              | 180.....         | Defense    |
| Drop.....        | Emerald Ring     | None.....        | Drop       |
| Steal.....       | None             | Lightning.....   | AA         |
| Weak.....        | None             | Lightning.....   | Strong     |
| =====            |                  |                  |            |
| 200 Celsius      |                  | Type: Magical    |            |
| =====            |                  |                  |            |
| Hit Points.....  | 18,000           | 5120.....        | Experience |
| Tech Points..... | 600              | 5800.....        | Gald       |

|                  |               |                  |            |
|------------------|---------------|------------------|------------|
| Attack.....      | 1020          | 205.....         | Defense    |
| Drop.....        | Spirit Symbol | None.....        | Drop       |
| Steal.....       | None          | None.....        | AA         |
| Weak.....        | Fire          | Water & Ice..... | Strong     |
| =====            |               |                  |            |
| 201 Luna         |               | Type: Magical    |            |
| =====            |               |                  |            |
| Hit Points.....  | 18,000        | 3250.....        | Experience |
| Tech Points..... | 720           | 4800.....        | Gald       |
| Attack.....      | 1120          | 292.....         | Defense    |
| Drop.....        | Moonstone     | None.....        | Drop       |
| Steal.....       | None          | None.....        | AA         |
| Weak.....        | None          | Light.....       | Strong     |
| =====            |               |                  |            |
| 202 Aska         |               | Type: Magical    |            |
| =====            |               |                  |            |
| Hit Points.....  | 19,650        | 3480.....        | Experience |
| Tech Points..... | 600           | 2800.....        | Gald       |
| Attack.....      | 1120          | 245.....         | Defense    |
| Drop.....        | Rare Pellets  | None.....        | Drop       |
| Steal.....       | None          | Light.....       | AA         |
| Weak.....        | None          | Numerous.....    | Strong     |
| =====            |               |                  |            |
| 203 Shadow       |               | Type: Magical    |            |
| =====            |               |                  |            |
| Hit Points.....  | 30,000        | 6320.....        | Experience |
| Tech Points..... | 800           | 4500.....        | Gald       |
| Attack.....      | 1520          | 232.....         | Defense    |
| Drop.....        | Dark Seal     | None.....        | Drop       |
| Steal.....       | None          | None.....        | AA         |
| Weak.....        | None          | Dark.....        | Strong     |
| =====            |               |                  |            |
| 204 Maxwell      |               | Type: Magical    |            |
| =====            |               |                  |            |
| Hit Points.....  | 60,000        | 10,800.....      | Experience |
| Tech Points..... | 800           | 8250.....        | Gald       |
| Attack.....      | 1550          | 370.....         | Defense    |
| Drop.....        | Spirit Robe   | None.....        | Drop       |
| Steal.....       | None          | None.....        | AA         |
| Weak.....        | None          | None.....        | Strong     |
| =====            |               |                  |            |
| 205 Origin       |               | Type: Magical    |            |
| =====            |               |                  |            |
| Hit Points.....  | 40,000        | 10,240.....      | Experience |
| Tech Points..... | 800           | 9870.....        | Gald       |
| Attack.....      | 1450          | 350.....         | Defense    |
| Drop.....        | Reflect Ring  | None.....        | Drop       |
| Steal.....       | None          | None.....        | AA         |
| Weak.....        | None          | None.....        | Strong     |
| =====            |               |                  |            |
| 206 Sephie       |               | Type: Magical    |            |
| =====            |               |                  |            |
| Hit Points.....  | 7320          | 880.....         | Experience |
| Tech Points..... | 220           | 320.....         | Gald       |
| Attack.....      | 713           | 81.....          | Defense    |
| Drop.....        | Savory        | None.....        | Drop       |
| Steal.....       | None          | None.....        | AA         |
| Weak.....        | None          | Wind.....        | Strong     |
| =====            |               |                  |            |
| 207 Yutis        |               | Type: Magical    |            |

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=====
| Hit Points.....6480 | 770.....Experience |
| Tech Points.....80 | 290.....Gald |
| Attack.....699 | 76.....Defense |
| Drop.....Sage | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | Wind.....Strong |
=====

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| 208 Fairess | Type: Magical |
=====

```

```

| Hit Points.....6190 | 690.....Experience |
| Tech Points.....250 | 285.....Gald |
| Attack.....738 | 84.....Defense |
| Drop.....Saffron | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | Wind.....Strong |
=====

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```

| 209 The Fugitive | Type: Unknown |
=====

```

```

| Hit Points.....20,000 | 2800.....Experience |
| Tech Points.....500 | 3200.....Gald |
| Attack.....1950 | 215.....Defense |
| Drop.....Magic Ring | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | Numerous.....Strong |
=====

```

```

| 210 The Neglected | Type: Unknown |
=====

```

```

| Hit Points.....20,000 | 2800.....Experience |
| Tech Points.....500 | 3200.....Gald |
| Attack.....1950 | 215.....Defense |
| Drop.....Defense Ring | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | Numerous.....Strong |
=====

```

```

| 211 The Judged | Type: Unknown |
=====

```

```

| Hit Points.....20,000 | 2800.....Experience |
| Tech Points.....500 | 3200.....Gald |
| Attack.....1950 | 215.....Defense |
| Drop.....Attack Ring | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | Numerous.....Strong |
=====

```

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| 212 Defense System | Type: Machine |
=====

```

```

| Hit Points.....12,000 | 2350.....Experience |
| Tech Points.....100 | 0.....Gald |
| Attack.....800 | 240.....Defense |
| Drop.....Metal Sphere | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====

```

```

| 213 Orbit | Type: Machine |
=====

```

```

| Hit Points.....3000 | 180.....Experience |
| Tech Points.....500 | 800.....Gald |
| Attack.....650 | 100.....Defense |
| Drop.....None | None.....Drop |
| Steal.....None | None.....AA |

```

|                      |                |                  |            |
|----------------------|----------------|------------------|------------|
| Weak.....            | Lightning      | None.....        | Strong     |
| =====                |                |                  |            |
| 214 Guard Arm        |                | Type: 8000       |            |
| =====                |                |                  |            |
| Hit Points.....      | 150            | 0.....           | Experience |
| Tech Points.....     | 0              | 900.....         | Gald       |
| Attack.....          | 20             | Mythril.....     | Defense    |
| Drop.....            | None           | None.....        | Drop       |
| Steal.....           | None           | None.....        | AA         |
| Weak.....            | None           | None.....        | Strong     |
| =====                |                |                  |            |
| 215 Auto Repair Unit |                | Type: Machine    |            |
| =====                |                |                  |            |
| Hit Points.....      | 5500           | 1000.....        | Experience |
| Tech Points.....     | 0              | 0.....           | Gald       |
| Attack.....          | 0              | 100.....         | Defense    |
| Drop.....            | None           | None.....        | Drop       |
| Steal.....           | None           | None.....        | AA         |
| Weak.....            | None           | None.....        | Strong     |
| =====                |                |                  |            |
| 216 Kratos Aurion    |                | Type: Human      |            |
| =====                |                |                  |            |
| Hit Points.....      | 22,500         | 3280.....        | Experience |
| Tech Points.....     | 1500           | 2900.....        | Gald       |
| Attack.....          | 750            | 150.....         | Defense    |
| Drop.....            | EX Gem Lv4     | Life Bottle..... | Drop       |
| Steal.....           | None           | None.....        | AA         |
| Weak.....            | None           | Light.....       | Strong     |
| =====                |                |                  |            |
| 217 Magnius          |                | Type: Human      |            |
| =====                |                |                  |            |
| Hit Points.....      | 8500           | 675.....         | Experience |
| Tech Points.....     | 120            | 1700.....        | Gald       |
| Attack.....          | 450            | 65.....          | Defense    |
| Drop.....            | Warrior Symbol | EX Gem Lv1.....  | Drop       |
| Steal.....           | None           | None.....        | AA         |
| Weak.....            | None           | Fire.....        | Strong     |
| =====                |                |                  |            |
| 218 Kvar             |                | Type: Human      |            |
| =====                |                |                  |            |
| Hit Points.....      | 10,000         | 1680.....        | Experience |
| Tech Points.....     | 340            | 1500.....        | Gald       |
| Attack.....          | 410            | 65.....          | Defense    |
| Drop.....            | Holy Ring      | EX Gem Lv1.....  | Drop       |
| Steal.....           | None           | None.....        | AA         |
| Weak.....            | None           | Lightning.....   | Strong     |
| =====                |                |                  |            |
| 219 Energy Stone     |                | Type: Magical    |            |
| =====                |                |                  |            |
| Hit Points.....      | 5500           | 300.....         | Experience |
| Tech Points.....     | 100            | 765.....         | Gald       |
| Attack.....          | 350            | 20.....          | Defense    |
| Drop.....            | None           | None.....        | Drop       |
| Steal.....           | None           | None.....        | AA         |
| Weak.....            | None           | Everything.....  | Strong     |
| =====                |                |                  |            |
| 220 Vidarr           |                | Type: Human      |            |
| =====                |                |                  |            |
| Hit Points.....      | 4000           | 115.....         | Experience |
| Tech Points.....     | 30             | 25.....          | Gald       |



|                       |             |                 |            |
|-----------------------|-------------|-----------------|------------|
| Attack.....           | 210         | 21.....         | Defense    |
| Drop.....             | Life Bottle | None.....       | Drop       |
| Steal.....            | None        | None.....       | AA         |
| Weak.....             | None        | None.....       | Strong     |
| =====                 |             |                 |            |
| 221 Forcystus         |             | Type: Human     |            |
| =====                 |             |                 |            |
| Hit Points.....       | 20,000      | 7100.....       | Experience |
| Tech Points.....      | 400         | 5800.....       | Gald       |
| Attack.....           | 1200        | 300.....        | Defense    |
| Drop.....             | Faerie Ring | None.....       | Drop       |
| Steal.....            | None        | None.....       | AA         |
| Weak.....             | None        | Wind.....       | Strong     |
| =====                 |             |                 |            |
| 222 Exbone            |             | Type: Magical   |            |
| =====                 |             |                 |            |
| Hit Points.....       | 6000        | 0.....          | Experience |
| Tech Points.....      | 320         | 0.....          | Gald       |
| Attack.....           | 1000        | 250.....        | Defense    |
| Drop.....             | None        | None.....       | Drop       |
| Steal.....            | None        | None.....       | AA         |
| Weak.....             | None        | Wind.....       | Strong     |
| =====                 |             |                 |            |
| 223 Pronyma           |             | Type: Human     |            |
| =====                 |             |                 |            |
| Hit Points.....       | 18,000      | 3000.....       | Experience |
| Tech Points.....      | 750         | 1500.....       | Gald       |
| Attack.....           | 1150        | 150.....        | Defense    |
| Drop.....             | Rosemary    | EX Gem Lv2..... | Drop       |
| Steal.....            | None        | None.....       | AA         |
| Weak.....             | Light       | Dark.....       | Strong     |
| =====                 |             |                 |            |
| 224 Pronyma           |             | Type: Human     |            |
| =====                 |             |                 |            |
| Hit Points.....       | 32,000      | 7000.....       | Experience |
| Tech Points.....      | 850         | 4800.....       | Gald       |
| Attack.....           | 1720        | 350.....        | Defense    |
| Drop.....             | Red Savory  | None.....       | Drop       |
| Steal.....            | None        | None.....       | AA         |
| Weak.....             | Light       | Dark.....       | Strong     |
| =====                 |             |                 |            |
| 225 Clumsy Assassin   |             | Type: Human     |            |
| =====                 |             |                 |            |
| Hit Points.....       | 1800        | 200.....        | Experience |
| Tech Points.....      | 131         | 128.....        | Gald       |
| Attack.....           | 247         | 48.....         | Defense    |
| Drop.....             | Holy Bottle | None.....       | Drop       |
| Steal.....            | None        | None.....       | AA         |
| Weak.....             | None        | None.....       | Strong     |
| =====                 |             |                 |            |
| 226 Resolute Assassin |             | Type: Human     |            |
| =====                 |             |                 |            |
| Hit Points.....       | 4500        | 300.....        | Experience |
| Tech Points.....      | 164         | 450.....        | Gald       |
| Attack.....           | 500         | 62.....         | Defense    |
| Drop.....             | Dark Bottle | None.....       | Drop       |
| Steal.....            | None        | None.....       | AA         |
| Weak.....             | None        | None.....       | Strong     |
| =====                 |             |                 |            |
| 227 Convict           |             | Type: Human     |            |

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=====+=====
| Hit Points.....12,000 | 2250.....Experience |
| Tech Points.....320 | 1500.....Gald |
| Attack.....800 | 120.....Defense |
| Drop.....Elixir | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====+=====

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| 228 Kuchinawa | Type: Human |
=====+=====

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| Hit Points.....10,000 | 4800.....Experience |
| Tech Points.....60 | 2860.....Gald |
| Attack.....800 | 125.....Defense |
| Drop.....Asura | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | None.....Strong |
=====+=====

```

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| 229 Botta | Type: Human |
=====+=====

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```

| Hit Points.....4200 | 475.....Experience |
| Tech Points.....224 | 1500.....Gald |
| Attack.....205 | 35.....Defense |
| Drop.....Poison Charm | None.....Drop |
| Steal.....Yellow Quartz | None.....AA |
| Weak.....None | None.....Strong |
=====+=====

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| 230 Botta | Type: Human |
=====+=====

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```

| Hit Points.....12,000 | 1680.....Experience |
| Tech Points.....580 | 2800.....Gald |
| Attack.....780 | 205.....Defense |
| Drop.....None | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | Earth.....Strong |
=====+=====

```

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| 231 Seles | Type: Human |
=====+=====

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```

| Hit Points.....12,000 | 8960.....Experience |
| Tech Points.....800 | 12,000.....Gald |
| Attack.....1300 | 420.....Defense |
| Drop.....Last Fencer | Elemental Circlet.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | Numerous.....Strong |
=====+=====

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```

| 232 Garr | Type: Human |
=====+=====

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| Hit Points.....20,000 | 3200.....Experience |
| Tech Points.....150 | 4800.....Gald |
| Attack.....1650 | 450.....Defense |
| Drop.....Mumbane | None.....Drop |
| Steal.....None | None.....AA |
| Weak.....None | Numerous.....Strong |
=====+=====

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| 233 Farah Oersted | Type: Human |
=====+=====

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| Hit Points.....20,000 | 3300.....Experience |
| Tech Points.....150 | 2800.....Gald |
| Attack.....1705 | 455.....Defense |
| Drop.....Star Cloak | None.....Drop |
| Steal.....None | None.....AA |
=====+=====

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|                         |                              |
|-------------------------|------------------------------|
| Weak.....None           | Fire.....Strong              |
| =====                   |                              |
| 234 Meredy              | Type: Human                  |
| =====                   |                              |
| Hit Points.....16,000   | 2100.....Experience          |
| Tech Points.....1450    | 2800.....Gald                |
| Attack.....800          | 390.....Defense              |
| Drop.....Krona Symbol   | None.....Drop                |
| Steal.....None          | None.....AA                  |
| Weak.....None           | None.....Strong              |
| =====                   |                              |
| 235 Abyssion            | Type: Human                  |
| =====                   |                              |
| Hit Points.....120,000  | 8000.....Experience          |
| Tech Points.....8200    | 6800.....Gald                |
| Attack.....2250         | 425.....Defense              |
| Drop.....Hyper Gauntler | Jet Boots.....Drop           |
| Steal.....None          | None.....AA                  |
| Weak.....None           | None.....Strong              |
| =====                   |                              |
| 236 Zelos Wilder        | Type: Human                  |
| =====                   |                              |
| Hit Points.....28,000   | 9300.....Experience          |
| Tech Points.....1200    | 9800.....Gald                |
| Attack.....1150         | 365.....Defense              |
| Drop.....Mystic Symbol  | None.....Drop                |
| Steal.....None          | None.....AA                  |
| Weak.....None           | Lightning & Light.....Strong |
| =====                   |                              |
| 237 Yggdrasil           | Type: 40,000                 |
| =====                   |                              |
| Hit Points.....3000     | 3000.....Experience          |
| Tech Points.....0       | 1800.....Gald                |
| Attack.....350          | 0.....Defense                |
| Drop.....None           | None.....Drop                |
| Steal.....None          | None.....AA                  |
| Weak.....Dark           | Light.....Strong             |
| =====                   |                              |
| 238 Yggdrasil           | Type: 40,000                 |
| =====                   |                              |
| Hit Points.....3000     | 3000.....Experience          |
| Tech Points.....0       | 1800.....Gald                |
| Attack.....350          | 0.....Defense                |
| Drop.....None           | None.....Drop                |
| Steal.....None          | None.....AA                  |
| Weak.....Dark           | Light.....Strong             |
| =====                   |                              |
| 239 Yggdrasil           | Type: Angel                  |
| =====                   |                              |
| Hit Points.....40,000   | 8320.....Experience          |
| Tech Points.....3000    | 4800.....Gald                |
| Attack.....1800         | 380.....Defense              |
| Drop.....EX Gem Lv4     | Energy Tablets.....Drop      |
| Steal.....None          | None.....AA                  |
| Weak.....Dark           | Light.....Strong             |
| =====                   |                              |
| 240 Mithos              | Type: Human                  |
| =====                   |                              |
| Hit Points.....55,000   | 8280.....Experience          |
| Tech Points.....5000    | 1690.....Gald                |

|                   |               |                        |            |
|-------------------|---------------|------------------------|------------|
| Attack.....       | 200           | 410.....               | Defense    |
| Drop.....         | None          | None.....              | Drop       |
| Steal.....        | None          | None.....              | AA         |
| Weak.....         | None          | Light.....             | Strong     |
| =====             |               |                        |            |
| 241 Mithos        |               | Type: Unknown          |            |
| =====             |               |                        |            |
| Hit Points.....   | 60,000        | 0.....                 | Experience |
| Tech Points.....  | 1500          | 0.....                 | Gald       |
| Attack.....       | 2150          | 265.....               | Defense    |
| Drop.....         | EX Gem Max    | None.....              | Drop       |
| Steal.....        | EX Gem Max    | None.....              | AA         |
| Weak.....         | None          | Everything.....        | Strong     |
| =====             |               |                        |            |
| 242 Kratos Aurion |               | Type: Human            |            |
| =====             |               |                        |            |
| Hit Points.....   | 25,000        | 7600.....              | Experience |
| Tech Points.....  | 980           | 4800.....              | Gald       |
| Attack.....       | 1200          | 400.....               | Defense    |
| Drop.....         | EX Gem Lv4    | Energy Tablets.....    | Drop       |
| Steal.....        | None          | None.....              | AA         |
| Weak.....         | None          | None.....              | Strong     |
| =====             |               |                        |            |
| 243 Kratos Aurion |               | Type: Unknown          |            |
| =====             |               |                        |            |
| Hit Points.....   | 12,000        | 9990.....              | Experience |
| Tech Points.....  | 1400          | 5520.....              | Gald       |
| Attack.....       | 1050          | 320.....               | Defense    |
| Drop.....         | EX Gem Lv4    | Energy Tablets.....    | Drop       |
| Steal.....        | None          | None.....              | AA         |
| Weak.....         | None          | Lightning & Light..... | Strong     |
| =====             |               |                        |            |
| 244 Yuan          |               | Type: Human            |            |
| =====             |               |                        |            |
| Hit Points.....   | 16,000        | 4890.....              | Experience |
| Tech Points.....  | 652           | 3150.....              | Gald       |
| Attack.....       | 900           | 215.....               | Defense    |
| Drop.....         | EX Gem Lv4    | None.....              | Drop       |
| Steal.....        | None          | None.....              | AA         |
| Weak.....         | None          | Lightning.....         | Strong     |
| =====             |               |                        |            |
| 245 Remiel        |               | Type: Angel            |            |
| =====             |               |                        |            |
| Hit Points.....   | 16,000        | 2795.....              | Experience |
| Tech Points.....  | 258           | 1840.....              | Gald       |
| Attack.....       | 530           | 112.....               | Defense    |
| Drop.....         | EX Gem Lv1    | Rune Bottle.....       | Drop       |
| Steal.....        | None          | None.....              | AA         |
| Weak.....         | None          | Light.....             | Strong     |
| =====             |               |                        |            |
| 246 Gatekeeper    |               | Type: Angel            |            |
| =====             |               |                        |            |
| Hit Points.....   | 18,000        | 8880.....              | Experience |
| Tech Points.....  | 800           | 8970.....              | Gald       |
| Attack.....       | 1180          | 210.....               | Defense    |
| Drop.....         | Mystic Symbol | None.....              | Drop       |
| Steal.....        | None          | None.....              | AA         |
| Weak.....         | None          | Light.....             | Strong     |
| =====             |               |                        |            |
| 247 Plantix       |               | Type: Plant            |            |

|                    |               |                   |            |
|--------------------|---------------|-------------------|------------|
| Hit Points.....    | 36,000        | 7500.....         | Experience |
| Tech Points.....   | 250           | 1250.....         | Gald       |
| Attack.....        | 1300          | 310.....          | Defense    |
| Drop.....          | Blue Sephira  | None.....         | Drop       |
| Steal.....         | None          | None.....         | AA         |
| Weak.....          | Fire          | Earth.....        | Strong     |
| =====              |               |                   |            |
| 248 Dark Spear     |               | Type: Angel       |            |
| =====              |               |                   |            |
| Hit Points.....    | 9540          | 270.....          | Experience |
| Tech Points.....   | 200           | 381.....          | Gald       |
| Attack.....        | 1150          | 112.....          | Defense    |
| Drop.....          | Lemon Gel     | Black Quartz..... | Drop       |
| Steal.....         | None          | None.....         | AA         |
| Weak.....          | None          | None.....         | Strong     |
| =====              |               |                   |            |
| 249 Dark Sword     |               | Type: Angel       |            |
| =====              |               |                   |            |
| Hit Points.....    | 8930          | 283.....          | Experience |
| Tech Points.....   | 180           | 210.....          | Gald       |
| Attack.....        | 1280          | 115.....          | Defense    |
| Drop.....          | Pineapple Gel | Black Quartz..... | Drop       |
| Steal.....         | None          | None.....         | AA         |
| Weak.....          | None          | None.....         | Strong     |
| =====              |               |                   |            |
| 250 Dark Commander |               | Type: Angel       |            |
| =====              |               |                   |            |
| Hit Points.....    | 7890          | 235.....          | Experience |
| Tech Points.....   | 480           | 410.....          | Gald       |
| Attack.....        | 1120          | 116.....          | Defense    |
| Drop.....          | Miracle Gel   | Black Quartz..... | Drop       |
| Steal.....         | None          | None.....         | AA         |
| Weak.....          | None          | None.....         | Strong     |
| =====              |               |                   |            |
| 251 Dark Archer    |               | Type: Angel       |            |
| =====              |               |                   |            |
| Hit Points.....    | 8400          | 257.....          | Experience |
| Tech Points.....   | 250           | 358.....          | Gald       |
| Attack.....        | 1130          | 95.....           | Defense    |
| Drop.....          | Life Bottle   | Black Quartz..... | Drop       |
| Steal.....         | None          | None.....         | AA         |
| Weak.....          | None          | None.....         | Strong     |

## 10. Minigames

/9

Wouldn't be much of an RPG without minigames. The following are some fun little ways to busy yourself mindless and pass some time:

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Red Light, Green Light  
Location: Tethe'alla Bridge

Orienteering  
Location: Palmacosta, speak with the guard

EB

Location: Izoold (Speak with the Katz on the dock)

Uncle Game

Location: Triet

Waitressing

Location: Palmacosta School Cafeteria

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11. Legal

/AA  
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This document is copyright (c) 2007 by A I e x.

I am no longer active writing guides for video games, and thus I will no longer any questions or update with any corrections sent through email. It is likely that after this point this guide will never be updated again. I am aware that there are errors occasionally and I apologize for those. Please do not email me any corrections, or ask me for any help with this particular game, as I will not respond.

It is also not necessary to send any email to thank me for the work, I will say right now that you are very welcome.

Furthermore, please do not contact me about hosting this guide on your website, I will not grant permisson. I am still willing to take action if I find this guide being hosted anywhere other than GameFAQs.com, IGN.com, or a very small number of other select sites.

Finally, if you need to contact me for some reason that is not covered above, then you can reach me at StarOceanDC(a.t)gmail(d.o.t)com.

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12. Credits and Thanks

/BB  
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- Thank you to yokoshima for your wonderful guide for the JP version of the game which I used myself the first time through, which influenced me to write this NA guide

- Thanks to X Crono X for providing all the information given about Recipes and the Wonder Chef

- Thanks to Cat Astrophy for information on Efreet and Sylph, as well as the earliest EX Gem Lv3

- damieus for getting some helpful information from his sidequests topic

- Regarding the enemy list I'd like to give credit and thanks to r\_mage who wrote a full enemy list himself. I was only bale to complete 92% of my monster book, and his guide helped fill in some missing gaps. He was however smarter than i in scanning the enemies using Raine so you should still check out his guide on www.gamefaqs.com as it contains all enemy locations ;)

- DevilLockBoy for that awesome Tech Attack topic

- Angetiger for the topic which helped me find the last few costumes

- r\_mage and Dreamwalker for a great Unison Attack FAQ

Thanks to CJayC for continuing to keep GameFAQs running smoothly, and the same to Sailor Bacon. Thanks to Sean, Mark and Jeremy here at the University of Guelph, thanks to everyone in the GameFAQs FAQ contributor community for being great people, and thanks to everyone who takes the time to send feedback.

Thank you very much finally, to anyone and everyone reading this walkthrough.

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"Once upon a time there existed a giant tree that was the source of all mana. A war, however, caused this tree to wither away, and a hero's life was sacrificed in order to take its place. Grieving over the loss, the goddess disappeared unto the heavens. The goddess left the angels with the edict: "You must wake me, for 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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