

Tales of Symphonia Multimedia FAQ

by vinheim

[Donate](#)

Updated on Sep 13, 2010

New Facebook page created for all of you that want to add me:

o <http://www.facebook.com/pages/Vinheim/127120257336550>

```
| ~~~~~ |
| Liked the Walkthrough? Why don't you help me out and recommend it |
| to other users? That's the best way to say: |
| "Thanks for the Walkthrough". Thanks... |
| ~~~~~ |
```



< ASCII art created by Nathan West 2007-2010 >

Tales of Symphonia
Multimedia FAQ

Version Sheena
Last update: 08/16/10

Authored by: vinheim
Email: vinheim@gmail.com

- Homepage: <http://vinheim.webs.com> -
-- Video Walkthroughs: <http://youtube.com/vinheimk> --

----- This document Copyright 2010 Alexander Paul Kleinheider -----
--- Tales of Symphonia Copyright 2003 Namco ---

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

Table of Contents

To navigate much easier through this guide, I added the search system, which works just by following these simple steps:

- Highlight the "Section Code" of the section which you wish to go and copy it (CTRL+C).
- Press CTRL+F to bring up the search sub-menu.
- Paste the "Section Code" and press ENTER twice to be where you wanted to be. Just like magic!

My Section Codes were made as precise as possible, and I also prefer this method instead of having you scroll 30 min through this huge guide looking for the section you want to go.

~~~~~> Section <~~~~~> Section Code <~~~~~>

1] Introduction.....[sx100]

    1.1] Contact Rules . . . . .[sx101]

2] Multimedia.....[sx200]

    2.1] Game Lyrics . . . . .[sx201]

    2.2] Soundtracks . . . . .[sx202]

    2.3] OVA's . . . . .[sx203]

3] Latest Update.....[sx300]

4] Closing.....[sx400]

    4.1] Credits . . . . .[sx401]

    4.2] Last Words . . . . .[sx402]

=====  
=====  
END OF ToC  
=====  
=====

```
\_ / \_ / \_ / .===== \_ / \_ / \_ /
| | / \_ \_ \ |      1] Introduction | | | / \_ \_ \
| | ( <_> ) \ |      [sx100] | | | ( <_> ) \
|_| \_ / \_ / '===== '|_| \_ / \_ /
```

~~~~~  
Hello. Since there's no FAQ regarding the Multimedia side of the game, it's here. I'll write down about the soundtracks, the lyrics for both the GCN and

the PS2 openings; as well as some info, differences about the 4 OVA's that came out in Japan. If this wasn't my guide, it may be my favorite part of the whole guide.

Well, I hope you like both the FAQ and the game but before starting, there are some things I want to address, so please read the following paragraphs:

- I'm writing this for free and because I'm falling in love with this game. If you are looking for tons of eloquent ways for me to say "move here and start a battle", you are going to be so disappointed.

- The spoilers are great issues in making guides. Thankfully, there are no spoilers in this FAQ. The only section of the FAQ with spoilers is the OVA section, but that's it.

With all this said, let's start with the guide! Enjoy this guide and remember that it is a spoiler-free, so you don't have to worry about important info of the game being spoiled.

```
=====
~.. ~.. ~.. 1.1] Contact Rules ~.. ~.. ~..
=====
~.. ~.. ~.. .sx101.~.. ~.. ~..
'-----'
```

Any critics, suggestions, spelling mistakes, contributions are welcome, so please send them at the following e-mail:

--> vinheim@gmail.com <--

I always reply to all the mails I get, since feedback is the best reward of all.

o Important

The only sites allowed to host my FAQ's from here on out are the following:

- www.gamefaqs.com
- www.supercheats.com
- www.neoseeker.com

This is because many sites either steal my guides or they don't update them, making it really hard on me because many readers from other sites often ask me question from an incomplete guide, so this is a better way to keep track of my FAQ's and my readers. Please, if you're not on the list above, don't even bother asking about hosting them because the answer will be NO. Thanks.

I also have MSN and AIM, but please, if you add me, do NOT start bombing me with IM. If I have the time, I'll chat to you, since I'm always busy writing FAQ's and making some research for my job and school, but please keep it polite, 'k? Anyway, here they are:

MSN: xander_may_cry@hotmail.com
AIM: vinh3im

Ask politely and I'll add you. I don't have YIM, so start mailing me to make one just so you can chat with me.

Also, I created a Facebook page for you to check it out here:

o <http://www.facebook.com/pages/Vinheim/127120257336550>

This was made because several people like to add me on Facebook and since I'm not accepting people I don't know, and I removed the people that added me (sorry for that), I created this page, so enjoy. Also, take a look to a page made from a friend of mine, Absolute Steve.

o <http://www.facebook.com/pages/Absolute-Steve/154222827929873>

```

\_____/_____/_____/ .===== \_____/_____/_____/
| | / _ \ \_____\ |          2] Multimedia | | / _ \ \_____\
| | ( <_> ) \ |          [sx200] | | | ( <_> ) \
|____| \_____/_____/ '=====|____| \_____/_____/

```

~~~~~

The main section of the FAQ. Read on.

```

=====
----- 2.1] Game Lyrics ~~~~~ sx201 -----
=====

```

```

+~ ~~~ Starry Heaven ~~~ ~+ [GCN Version Opening Song]
~ ~~~

```

= Artist: Day after Tomorrow  
= Japanese Lyrics

Yozora o kakeru nagare boshi o ima  
Mitsukerare tara nani o inoru darou  
Tabitatsu kimi to kawashita yakusoku  
Kokoro no naka ni itsumo aru

Nemurenai yoru ni  
Kikitai no wa kimi no koe  
asahi ga kuru made  
Katari akashita  
Tonari de muchuu ni hanasu yokogao wa  
Kagayaiteita yone?

Yume o ou kimi to mimamoru boku ni  
Onaji hoshi no hikari ga furi sosogu  
Furi kaerazu ni aruite hoshii to  
Namida koraete miokutta  
Yozora o kakeru nagare hoshi o ima  
Mitsukerare tara nani o inoru darou  
Tabi tatsu kimi to kawashita yakusoku  
Kokoro no naka ni itsumo aru

Itsu demo tsutsunde  
Agerareru boku de itai  
Tsunoru samishisa wa  
Sotto kakushite  
Are kara toki no nagare ga modokashiku  
Kanji hajimeta kedo

Mabayui hoshi ni omoi kasanereba

Tsuyoi ai eto kaete yukeru kara  
Kimi ga jibun de arunda kiseki mo  
Tashika na mono ni kitto naru  
Yozora o kakeru nagare boshi o ima  
Mitsukerare tara nani o inoru darou  
Doko ni itatte tsunagatteiru yo  
Kimi no kotoba ga yomigaeru

Yume o ou kimi to mimamoru boku ni  
Onaji hoshi no hikari ga furi sosogu  
Furi kaerazu ni aruite hoshii to  
Namida koraete miokutta  
Yozora o kakeru nagare boshi o ima  
Mitsukerare tara nani o inoru darou  
Tabi tatsu kimi to kawashita yakusoku  
Kokoro no naka ni itsumo aru

~~~ ~~~~~  
+~~ ~~~ Soshite Boku ni Dekiru KOTO ~~~ ~-+ [PS2 Version Opening Song]
~~~ ~~~~~

= Artist: Day after Tomorrow  
= Japanese Lyrics

Ano ne, kimi ga moshimo kanashinde ita nara  
Issho ni naite ageru KARA  
Soshite, boku ni dekiru nani yori mo taisetsu na  
KOTOBA ga afureteku

Hanarete kara kizuitanda  
Atarimae de daiji na KOTO  
Suki ni naru to nasakenakute  
Mijime na TOKO ienai ne  
Kimi no koto bakari kangaeteru...

Ano ne, kimi ga moshimo kanashinde ita nara  
Issho ni naite ageru kara  
Ano ne, kimi ga sugoku ureshii kao wo shitara  
Hohoende agetai  
Ano ne, kimi ga moshimo michi ni mayotta nara  
Issho ni nayande ageru ne  
Soshite, boku ni dekiru nani yori mo taisetsu na  
KOTOBA wa aishiteru

Futoshita toki fuan ni naru  
KOKORO no naka uzu wo maite  
Shinjitakute kurushiku naru  
Demo ima nara wakarunda  
Tsutatetai omoi sagashite ita...

Dakara, kimi ni itsumo ooki na nukumori to  
Yasashisa wo zenbu agetai  
Ima no boku no te ni wa hokoreru mono nai KEDO  
Zutto sobani itai  
Dakara, kimi no ude ni dakaeta shiawase wo  
Nakusanai you ni negau ne  
Soshite, boku ni dekiru nani yori mo taisetsu na  
KOTOBA ga afureteku

Ano ne, kimi ga moshimo kanashinde ita nara  
Issho ni naite ageru KARA  
Ano ne, kimi ga sugoku ureshii kao wo shitara  
Hohoende agetai  
Ano ne, kimi ga moshimo michi ni mayotta nara  
Issho ni nayande ageru ne  
Soshite, boku ni dekiru nani yori mo taisetsu na  
KOTOBA wa aishiteru

=====  
----- 2.2] Soundtrack ~~~~~~ sx202 -----  
=====

This is a little section in which I wrote the songs of the Soundtracks (4 discs total). IT IS worth buying it or downloading it (I downloaded it, before buying it). So, if you find errors in the names (there may be a lot, since most of the names are from the Japanese OST, written in Romaji), please e-mail me to let me know.

#### Disk 1 - Memories of Sylvarant

- 01 Tales of Symphonia
- 02 A Prologue
- 03 Old familiar scent of Iselia
- 04 Lloyd
- 05 Colette
- 06 Genis
- 07 Raine
- 08 Kratos
- 09 Unsatisfied desire
- 10 Standing the pain
- 11 Overcome
- 12 Dirk, I'm home
- 13 Talk about Sylvarant
- 14 The land of Sylvarant
- 15 Full Force
- 16 Won the battle
- 17 Rest of the Heart
- 18 Desert flower
- 19 The struggle to survive
- 20 Rovers
- 21 Along the beach
- 22 Harbor town
- 23 Town of a wind and ruins
- 24 Untold despair
- 25 Water Symphony
- 26 Water Symphony -Despair-
- 27 Have a sweet dream

Total time: 56:32

#### Disk 2 - Memories of Sylvarant

- 01 Romany caravan
- 02 Venturers' colony
- 03 Search a seal ~Sylvarant~
- 04 Escape from the enemy base
- 05 Lloyd ~Ocarina Version~

06 Colette ~It is sad~  
07 Raine -Relical Mode!-  
08 The tower  
09 Confusion  
10 An appearance  
11 Delightful day  
12 Behind us  
13 In the ashes  
14 Deep fear  
15 On the edge!  
16 Off-key  
17 Moonlight  
18 A wood carving star  
19 Shining dew  
20 The grudge  
21 Fatalize  
22 On the tight rope  
23 New one world  
24 On the hill that night  
25 Floating in the air  
26 Nobody knows

Total time: 50:06

Disk 3 - Memories of Tethe'alla

01 Far from our world  
02 The Kingdom City of Meltokio  
03 Darkside of Meltokio  
04 A selfish want  
05 Tethe'alla Castle  
06 Presea  
07 Zelos  
08 Walking on Tethe'alla  
09 Like a glint of light  
10 Academic city  
11 Secret from the blue sky  
12 Regal  
13 Trip on the ship  
14 Sheena  
15 Shinobi life  
16 Anchoret  
17 Underground passage  
18 Dry trail  
19 In the shadowy woods  
20 Deepest woods  
21 Dance in the sunshine  
22 A snow light  
23 AVIATORS ~Rhea-bird~  
24 Rest of the heart -Sanctuary-  
25 Serenade of ekces  
26 Forest of the Treant  
27 Firing  
28 A breakdown  
29 Zelos ~Serious Arrange~  
30 Mithos  
31 Encounter with Renegades  
32 Eternal Oath

Total time: 70:18

Disk 4 - Memories of Tethe'alla

- 01 Judgment of MANA
- 02 Spirits whisper
- 03 Fun with Idol!
- 04 Fighting the spirit
- 05 Search a seal ~Tethe'alla~
- 06 The law of battle
- 07 The end of a thought
- 08 Keep your guard up!
- 09 Beat the angel
- 10 The edge of nowhere
- 11 A sign
- 12 Be invoked
- 13 Derris-Kharlan ~Appear~
- 14 Derris-Kharlan ~Fear~
- 15 Derris-Kharlan ~Shrine~
- 16 Derris-Kharlan ~Requiem~
- 17 Keen-edged blade
- 18 Last battle ~Will~
- 19 Last battle ~Decision~
- 20 Hidden Sorrow
- 21 It can waver and fight
- 22 Final Destination
- 23 Harmony
- 24 Revival
- 25 Ending staff roll
- 26 Thank for all

Total time: 62:42

~~~ Total Time (4 CD's): 3:59:38

=====

===== 2.3] OVA's ~~~~~ sx203 =====

=====

I recommend you playing through the game before watching the OVA's. Note that these are only the first 4 OVA's that came out some time ago. I still haven't watched the new ones, but I'll write down the differences once I read them.

~~~~~

~~~ Differences Between Game and OVA's ~~~

~~~~~

Before you start reading, let me tell you that all this valuable info came from Wikipedia. I'd like to thank whoever wrote this down. I checked all these and they are absolutely true. After watching the OVA's 3 times, I discovered most of them, but this guy (or girl?) found even more. If you ever see this, e-mail me to say this was your work.

~~~ ~~~~~ ~~~

+~~ ~~~ Disc 1 ~~~ ~+~

~~~ ~~~~~ ~~~



1. Lloyd gives Colette a pendant at the very beginning of the OVA as a birthday present. In the game, he does not finish the pendant in time, so he gives it to her at a much later point (after the Fire Seal).
2. Colette is already at the Martel Temple prior to the Oracle. In the game, Colette is in the Iselia schoolhouse before she sneaks out to the temple with Lloyd and Genis.
3. Raine allows Genis and Lloyd to go with her to the temple to check up on Colette, but in the game, she orders everyone to stay in the classroom.
4. In the game, Botta makes an appearance at Iselia's Temple of Martel. The OVA suggests that he does not appear at the building. Botta makes his initial appearance in episode 4, although he does not make a contribution to the storyline.
5. Kratos is presumably hired by the priests before the beginning of the OVA to assist in Colette's journey. In the game, Kratos is just a wandering mercenary who was hastily hired to compensate the deaths of Colette's original consort.
6. In the animation, it is shown that Kratos does not have an Exsphere equipped, whereas in the game he does.
7. There is no mention of Marble in the OVA.
8. Unlike in the game, the angel Remiel does not purport to be Colette's true father. This is one of the many subplots that were omitted from the OVA to significantly cut down time.
9. A Desian soldier, spying on the Martel Temple skirmish, sees Lloyd using his Exsphere, which causes the Desians to attack Iselia. In the game, the attack is provoked when Genis and Lloyd violate the non-aggression treaty between Iselia and the Desians by trespassing at the Iselia Human Ranch.
10. The non-aggression treaty is mentioned in the OVA by Genis, though only once.
11. Dirk joins the battle after Iselia is set ablaze in the OVA. Lloyd battles Forcystus instead of the mutated Marble, while Dirk fights the Desian forces. In the game, Dirk made no known contribution to the prevention of Iselia's attack.
12. Forcystus is severely wounded, if not killed, by a ray of light that bursts forth from Lloyd's Exsphere. In the game, he is injured by Marble's self-sacrifice. Lloyd also does not battle Forcystus until a later point in the plot.
13. In the game, Lloyd and Genis are banished from Iselia, following the incident with Forcystus. There is no evidence of such a banishment in the OVA.
14. Lloyd's pet, Noishe, makes a minor appearance in a stable at Dirk's house in the OVA. In the game, Noishe plays a more important role, allowing the player to ride him across the world.
15. The Exsphere is only used in times of desperation; it is treated like a terrible power that shouldn't be used. In the game, the Exsphere is active as long as it is equipped; it is treated as a power-enhancer.

16. Phaidra, Colette's grandmother, is never mentioned in the animation, nor is she seen at Martel Temple. She can be seen, however, in the crowd of villagers during the razing of Iselia.

~~~ ~~~~~ ~~~  
+~~ ~~~ Disc 2 ~~~ ~-+
~~~ ~~~~~ ~~~

1. It can be implied that some desert village was destroyed before Colette and the others arrived there.
2. Lloyd and Genis manage to catch up with the Chosen's party. In the game, Lloyd is captured and taken to the Renegade base. Lloyd is eventually rescued and reunited with the rest of the party. In the animation, neither the Renegades nor Yuan, their leader, have yet appeared.
3. There is no evidence of events that take place in Izoold and Palmacosta in the game occurring in the animation.
4. Colette collapses after receiving her wings; she is later taken to a doctor. In the game, Colette doesn't pass out from receiving her wings until the group leaves the Triet Ruins. Though it is suggested that the party take Colette to a doctor, Kratos reminds them that Colette must undergo a trial before becoming an angel.
5. The party's first encounter with Sheena is not at the Ossa Trail, but at the Balacruf Mausoleum. In the game, this is actually their second encounter.
6. Zelos is with Sheena outside Gaoracchia Forest, discussing her assassination mission, but takes no action regarding Sheena's attempts on the Chosen's life. He is later seen at Meltokio Castle, proclaiming that he knew Sheena didn't have the guts to kill Sylvarant's Chosen.
7. Sheena's initial appearance was at Palmacosta to assassinate Colette in her sleep. Unlike the OVA, she first appeared as a clumsy assassin at the Ossa Trail in the game.
8. The party apparently heads straight to the Balacruf Mausoleum without visiting Asgard and defeating the false Summon Spirit of Wind. In the game, this was necessary in order to enter the mausoleum.
9. Magnius is confronted in the Balacruf Mausoleum. In the game, he is confronted long before this in the first initial visits to Palmacosta, where he invades the town because the Governor-General has been reluctant to send him tribute. The Desians are never encountered in the Balacruf Mausoleum, and possibly not in any other of the Seals.
10. Magnius is not confronted and killed, like in the game, but instead defeated when he surrounds the Balacruf Mausoleum with Desians, though the party does not fight him. Instead, Colette sings a mysterious angel song that weakens (or perhaps kills) Magnius' soldiers. This attack is likely Sacrifice- which can be made clear by the fact that Colette is knocked unconscious after completing the attack.
11. Sheena guides the party out through an underground sewer beneath Balacruf Mausoleum. She subsequently attacks the party in a more secluded area of the sewer. This sewer does not exist in the game.
12. One detail included in the animation is that Colette does not fight the

Seal guardians (she is protected by Raine instead). In the game, Colette is required to be in the party during these battles.

13. The animation begins taking the so-called "hard path" in the game, which is the route that has Balacruf Mausoleum before the Palmacosta region events.
14. In the animation, Magnius is shown in the Asgard region, outside the Balacruf Mausoleum. In the game, however, he appears in the Palmacosta region.

~~~ ~~~~~ ~~~  
+~~ ~~~ Disc 3 ~~~ ~-+
~~~ ~~~~~ ~~~

1. In the OVA, Lloyd finds out that Colette has lost her senses when she is holding the cup and singing; in the game, Lloyd tricks Colette with a hot cup of coffee to find out that she cannot feel things.
2. In the game, the party decides to steal Desian uniforms in order to sneak into the Asgard Human Ranch. This does not occur in the OVA.
3. Lloyd duels Kvar in a hall at the Asgard Human Ranch in which prisoners are getting their Exspheres harvested. In the game, this hall does not exist; instead, the humans are processed through assembly lines and machines, ending in box-like containers.
4. Kratos kills Kvar by stabbing him; in the game, Lloyd and Kratos fight together to defeat the Grand Cardinal. In addition, Kratos merely stabs Kvar once; in the game, he strikes Kvar no fewer than three times.
5. There is no mention of the Tower of Mana, for it says in the episode that the Seal of Water is the final seal.
6. Lloyd finds out about Colette losing her voice when they are alone. In the game, the party finds out immediately after leaving the Tower of Mana.
7. Sheena's Shikigami (Guardian) transported Lloyd and the group away from the Human Ranch in the game, whereas it slaughtered the Desians when they were caught in the courtyard in the animation.
8. Sheena did not remain with the party in the animation.
9. Lloyd had his Exsphere to battle the Water Seal's guardian in the game; due to an internal conflict about whether using his Exsphere was ethical, Lloyd did not use it to battle the Seal's guardian in the animation.
10. In the animation, there is a boat at the dock of Thoda Geyser. There is no mention of the washtubs that appear in the game.

~~~ ~~~~~ ~~~  
+~~ ~~~ Disc 4 ~~~ ~-+
~~~ ~~~~~ ~~~

1. In the animation, the party acquires money from the local church to pay for the dragon ride to the Tower of Salvation; in the game, the dragon ride is free.
2. Lloyd takes back the pendant he gave to Colette before their journey began.

This does not happen in the game, as Lloyd gives her the pendant much later.

3. Lloyd does not know of the existence of Tethe'alla before the Tower of Salvation in the animation. Even so, he chooses Colette's life over the Regeneration. In the game, he cannot bear to lose Colette and initially attempts to convince her not to complete the regeneration.
4. In the game, Lloyd meets Yuan in the Renegades' Base; in the animation, Lloyd, Raine, and Genis meet him in a forest near the Tower of Salvation, disguised as a Renegade soldier.
5. In the OVA, Kratos and Colette leave the night before to go to the Tower of Salvation without telling Lloyd or the others. In the game, everyone leaves at the same time, although Kratos and Colette arrive first.
6. Instead of battling Lloyd, Genis, Raine, and Sheena (as he does in the game), Kratos duels with Yuan outside of the Tower of Salvation.
7. In the animation, the interior of the Tower of Salvation is a giant pillar with a transparent blue staircase circling it, leading up to the main altar. In the game, a narrow pass suspended in endless, luminescent space leads the way to a teleporter directly to the altar.
8. In the game, Raine realizes that the hundreds of floating coffins around them contain the corpses of every Chosen before Colette. There is no mention of this in the animation, despite the coffins being present.
9. Mithos Yggdrasill does not descend from Derris-Kharlan, so Lloyd's party remains unaware of his existence.
10. When Colette loses her spirit in the game, her angel wings are visible, her Cruxis Crystal is gone, and her eyes are red. When she loses her spirit in the OVA, she is floating in midair, her eyes become cloudy, and her Cruxis Crystal is still intact.
11. The fight with Remiel begins when he is attacked by Genis and Raine; in the game, Lloyd provokes the fight.
12. Yuan kills Remiel in the OVA after Lloyd is knocked unconscious by falling debris; in the game, Remiel dies from the wounds Lloyd's party inflicted during their battle.
13. In the game, a spiteful Kratos lets Remiel die from his wounds. In the animation, he expresses his displeasure when he discovers that Yuan has killed him.
14. In the game, Lloyd is knocked unconscious by Mithos Yggdrasill; in the animation he is hit by falling debris while attempting to save Colette.
15. In the game Lloyd is sent flying into a pillar, knocking it down, which leads to a stunning revelation later on; this doesn't happen in the animation.
16. In the animation, Sheena mysteriously vanishes after the destruction of the Asgard Human Ranch; she only reunites with Lloyd's group in the Renegades' Base. This does not happen in the game, as Sheena is already with the party.
17. While preparing the Rheairds for transportation, Sheena reveals Tethe'alla's existence. The game reveals this fact much earlier, before the



