

information at all times. I'm going to mostly just put the basic list of combinations for the crystals in this guide as well as some basic information on how to combine and magic in general.

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| | Credits   | |
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As I did not compile the actual list of crystals or do any real work on this guide besides writing up a bunch of words to make it look pretty and pressing the submit button, I feel that I should make sure everyone that worked on the original list of crystals should be fully credited at the start, and early on. I also strongly urge you all to read this list of names, as they worked very hard for some time on getting this information, especially Kensyu.

Original list Maker: Kensyu
Second list Compiler: Mithrandnar
Misc Contributor: Dragkill280
Misc Contributor: Orlandu17
Misc Contributor: Arcci
Helpful Bystander: Kirby217
Helpful Bystander: Houtken

If you feel you helped this guide, or have any knowledge of others that may have helped in the original making of the list by Kensyu please inform me via the E-Mail listed at the top of this guide, using a subject that does not appear to be from a spam email.

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| | Contact Info | |
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If you see any mistakes or discover something important that somehow relates to this guide, then please feel free to contact me via the E-Mail at the top.

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|
|           Magic Overview and Information
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***o-----o***
| | [1.1.0] | |
| | Acquiring | |
| | Shards | |
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Well, obviously this is the first thing you should know. As these fanciful shards are going to be the most important component of any magic spells you cast. Why are they most important? Because there is no form of Mana Points (MP) in this game at all. You just use Action Points (AP) and shards to cast spells, with the stronger spells taking more of each and taking rarer shards.

You are most likely going to get most of your shards in one of two ways. You are either going to buy them from the shop found in Adventures to Go! or you are going to get them from random monoliths that feel willing to share with you some nice shards. Other ways may exist however, such as when a new party member joins they often bring with them spells, which can be broken down to receive every shard used to make the spell, or possibly even through combat with certain monsters or as rewards for quests.

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| | [1.2.0] | |
| | Combining | |
| | Shards | |
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Combining shards is probably the second most important component of any magic spells after the shards themselves. Because you need to combine the spells the day *before* you go on your adventure. If you combine them afterward, you will not be able to cast spells until after you have sat around and thought on the spells for 1 full night. And of course, if you never combine shards into spells

you can never cast the spells at all. Just remember, if you plan to use spells in combat, combine them Before you go to sleep each night, as otherwise you won't have a chance to use them until the next adventure.

So, now you know that you have to combine your spells ahead of time, let's move on to how you go about combining these spells. Start by pressing Triangle to enter the Menu and choosing Magic. Now choose Create Magic Crystal, and either select a previously made recipe, or attempt to create a new one. If you choose the Use Recipe option you are able to select between multiple recipes for the same spell in some cases (i.e. fire Spear can be done with 2 fire and 1 blade, or 2 blade and 1 fire.). Use this to your advantage to save the crystals that you need for other things. If you are in the Use Recipe menu you only need to press X to begin making the spell, whereas if in the other menu you use X to select any crystals to be used and Triangle to start making the spell. Once you select to start making the spell you must decide which character you want to make the spell for, and then press X to accept. Be aware, each character can only hold a certain number of different spells, but can hold as many of the same spell as they want. So stock up!

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| | [1.3.0] | |
| | Using | |
| | Spells | |
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So, you've bought your shards, and you've combined them to make a spell... Wait, you want to actually use them? Hmmm, well, I guess I can let you know how to do that. But here I thought you just wanted to collect spells. Well, there's two ways you can use spells. In battle, and out of battle. However, not all of your spells can be cast outside of battle. Mainly only curative and restorative spells can be used at any time, such as heal and restore. These spells are used under the Use Magic Spell option of the Magic Menu outside of battle. During a battle they are used in the same way as any other spell.

To use a spell during battle, you must first acquire the AP cost to use the spell and then go into your Menu and choose Magic. Select the spell you wish to cast (Make sure the Crystal is shaded in, otherwise it means you can't cast it until you have studied on it over night.) and then choose your target and press X to cast it. It's really that simple!

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|
|           The Combinations list
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Here comes the giant combination list. But first, some information on it.

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| | [2.1.0] | |
| | Using | |
| | Spells | |
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This combination list is organized according to the pages listed in your Use Recipes option, not according to the pages listed when talking to the Professor It will likely never be listed in order of the Professor's list, because the

other list is the more likely to be seen list and it was in this format when I found it. Eventually I plan to add a small bit of information on each spell. If I do it will be the information given by the professor when you check his list. The list is organized as follows:

Spell - Shard, Shard | Shard, Shard

The second listing is Only shown if there are two options for what can be used to make the spell. Otherwise it will just show without everything after ||

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| | [2.1.1] | |
| | List | |
| | Page 1 | |
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Page 1

Heal - Love, Love
Restore - Ice, Light
Revive - Love, Love, Love, Light
Heal All - Love, Love, Love, Mind
Fire Blade, - Blade, Fire
Fire Spear - Blade, Blade, Fire || Blade, Fire, Fire,
Fire Tornado - Earth, Wind, Fire
Steam Explode - Ice, Fire, Fire, Wind

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| | [2.1.1] | |
| | List | |
| | Page 2 | |
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Page 2

Firestorm - Earth, Fire, Power, Wind
Big Bang - Time, Fire, Mind, Power
Ice Ball - Ice, Earth
Ice Spear - Ice, Ice, Earth, Earth,
Blizz Spear - Ice, Blade, Wind
Ice Coffin - Ice, Time, Earth, Love
Ice Storm - Ice, Earth, Power, Wind
Light Arrow - Blade, Light

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| | [2.1.1] | |
| | List | |
| | Page 3 | |
| | | |
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Page 3

Light Spear - Blade, Blade, Light
Light Dance - Blade, Light, Power
Purify Light - Blade, Mind, Light, Power
Poison Drop - Ice, Dark
Poison Rain - Ice, Ice, Dark, Dark
Drain Life - Blade, Dark, Mind
Dark Blast - Blade, Dark, Fire, Power
Dispel Wind - Blade, Earth, Wind

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| | [2.1.1] | |
| | List | |
| | Page 4 | |
| | | |
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Page 4

Dark Dragon - Blade, Dark, Earth, Power
Earth Needle - Blade, Earth
Earth Spear - Blade, Earth, Earth,
Wind Blade, - Blade, Blade, Wind
Killing Gust - Blade, Wind, Wind,
Bladestorm - Blade, Blade, Mind, Wind
Meteor - Earth, Light
Meteor Shower - Earth, Earth, Light

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| | [2.1.1] | |
| | List | |
| | Page 5 | |
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Page 5

Meteor Storm - Earth, Earth, Light, Power
Fire Shield - Fire, Fire, Love
Fire Barrier - Fire, Love, Mind, Light
Ice Shield - Ice, Ice, Love
Ice Barrier - Ice, Love, Mind, Light
Iron Wall - Earth, Love
Steel Wall - Earth, Love, Love
Temper - Light, Power, Power

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| | [2.1.1] | |
| | List | |
| | Page 6 | |
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Page6

Fury - Light, Light, Power, Power
Focus - Love, Mind, Light
Haste - Time, Time, Light
Slow - Time, Time, Earth || Time, Earth, Earth
Paralyze - Time, Dark
Seal Magic - Dark, Mind
Para. Arrow - Time, Dark, Mind
Magic Barrier - Earth, Mind, Light

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| | [2.1.1] | |
| | List | |
| | Page 7 | |
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Null Magic - Time, Dark, Light

Relect Magic - Love, Mind, Light, Light

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Well, that's all there is. If you have any questions/comments, please reread guide it will explain to you where to send them. Okay, just send them to my email located at the top. Any issues with it, send likewise. Remember, make sure I know your email is not spam.

Thanks kindly to all the people that helped out with getting all the information for the guide together and thanks also to those reading the guide. You people are what keeps me from sitting up all night wondering if I'm sane. Instead I sit up all night doing other much more interesting things. Thanks also to all those writing guides and especially thanks to those that made this wonderful game. Simple, yet perfect.

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