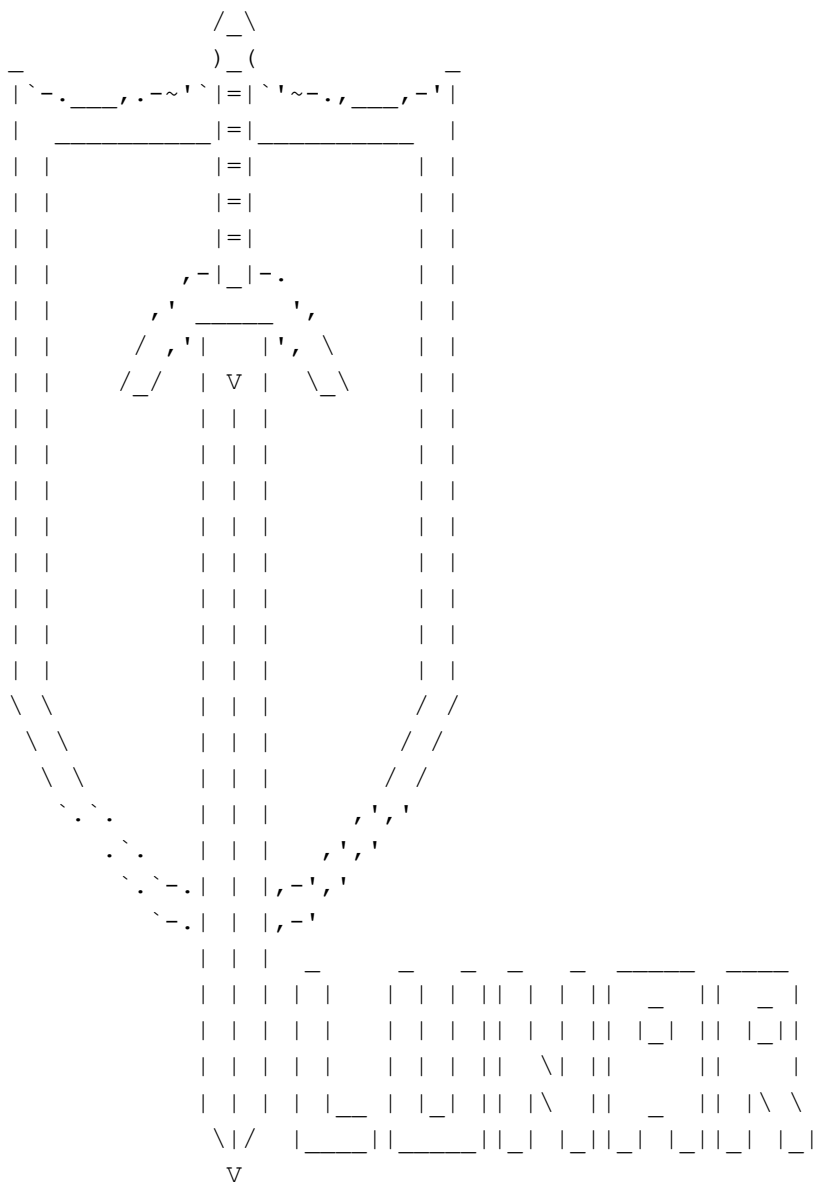


Lunar: Silver Star Harmony FAQ/Walkthrough

by Damage_dealer

Updated to v0.60 on Mar 8, 2010



SILVER STAR HARMONY

FAQ/Walkthrough for Lunar: Silver Star Harmony
for Playstation Portable
Region: NTSC

=====
FAQ/Walkthrough made by Damage_dealer (Igor Sheludko)

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Version: 0.60

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=====
01.....INTRODUCTION.....LUN01
=====

It all started in year 1992, the year when the Lunar saga began. Lunar: The Silver Star was a role-playing video game developed by Game Arts and Studio Alex for the Sega CD console. Originally released in Japan on June 16, 1992 to critical acclaim, the game was translated and released in English by Working Designs the following year. The game centers on the exploits of Alex, a young boy from a small town who dreams of one day becoming a great hero like his idol, Dragonmaster Dyne. When a childish adventure later turns to discovering an ancient dragon, Alex and his friends must journey across the world to gather the necessary power to become the next Dragonmaster, and save the world in the process. Since the game's original release, three enhanced remakes have been produced for various systems: Lunar: Silver Star Story Complete in 1996, Lunar Legend in 2002, and this game, Lunar: Silver Star Harmony in 2009. The SSH remake was released on March 2, 2010 in United States.

The game was featured in a recent copy of the Japanese game magazine Famitsu, with a two-page spread highlighting some of the upgrades the game will feature. Along with a new isometric view, the game will also feature a hand-drawn style for the characters and backgrounds, a talking lead character (Alex), as well as new music and an expanded story. At release, a limited edition of the game is also available, including a soundtrack CD and full set of bromides featuring the female characters.

=====
02.....CHARACTER INFO.....LUN02
=====

Lunar: Silver Star Harmony has a large set of characters that will join Alex at certain points in the game. This little part of the guide lists all the major characters that play the biggest roles in the game's story.

ALEX

Age: 15
Height: 5'6"
Weight: 115 lbs
Background: Alex dreams of one day becoming a Dragonmaster like his hero, Dyne. But in order to fulfill his dream, he must leave all that he holds dear, including his sweetheart Luna. Much more is in store for him than he realizes. Hopefully he'll live long enough to tell about it!

```
|STATISTICS (Level 1) |
|-----|
|HP: 32      WIS: 18  |
|MP: 10      RES: 15  |
|STR: 20     RNG: 12  |
|DEF: 21     LUK: 18  |
|AGL: 14     #ATK: 1  |
|-----|
```

LUNA

Age: 15

Height: 5'5''

Weight: 106 lbs

Background: Alex's parents have taken care of Luna since she was a child. She is Alex's childhood sweetheart, though she'll never admit it. No one can match the power of her magical songs. Like most adolescents her age she has a lot of unanswered questions about herself. And they're about to be answered...soon!

```
.-----
|STATISTICS (Level 1) |
|-----|
|HP: 24      WIS: 30  |
|MP: 40      RES: 26  |
|STR: 15     RNG: 10  |
|DEF: 18     LUK: 16  |
|AGL: 16     #ATK: 1  |
|-----|
```

NALL

Age: Unknown

Height: 11''

Weight: 9 lbs

Background: When Alex was a child, a mysterious man gave his father this weird catlike creature that unfortunately grew up with a bad attitude. He tends to get Alex into a lot of trouble by smarting off at the wrong time. But he'll get what's coming to him sooner or later!

RAMUS

Age: 17

Height: 5'6''

Weight: 183 lbs

Background: Ramus is the son of the village elder in Burg, and Alex's friend. He hopes that Alex will one day get over his fascination with Dragonmaster Dyne. His one ambition in life is to become filthy rich. He wants it all: fast horses, expensive food and beautiful women. His craving for fame (and for Dragon Diamonds, of course!) basically starts Alex's adventure.

```
.-----
|STATISTICS (Level 1) |
|-----|
|HP: 42      WIS: 18  |
|MP: 0       RES: 23  |
|STR: 36     RNG: 10  |
|DEF: 25     LUK: 24  |
|AGL: 14     #ATK: 1  |
|-----|
```

NASH

Age: 17

Height: 5'7''

Weight: 126 lbs

Background: This extremely overconfident magician apprentice is an understudy to the powerful magician Ghaleon, of Vane. If he isn't studying for his latest exam at the academy, he can be found trying to impress Mia, the woman of his dreams. Too bad isn't as successful at trying to win Mia's heart as he is with magic.

```
.-----.  
|STATISTICS (Level 10) |  
|-----|  
|HP: 60           WIS: 39 |  
|MP: 65           RES: 39 |  
|STR: 27          RNG: 10 |  
|DEF: 26          LUK: 9  |  
|AGL: 40          #ATK: 1 |  
'-----'
```

JESSICA

Age: 16

Height: 5'7''

Weight: 11 lbs

Background: Jessica is the daughter of Master Mel, who is one of the legendary Four Heroes, and current governor of Meribia. As an apprentice to a shaman, she has especially strong healing power. Do not let the sweetness that she displays around her father fool you; she's a very brave and independent woman.

```
.-----.  
|STATISTICS (Level 16) |  
|-----|  
|HP: 87           WIS: 45 |  
|MP: 85           RES: 40 |  
|STR: 53          RNG: 13 |  
|DEF: 35          LUK: 15 |  
|AGL: 43          #ATK: 1 |  
'-----'
```

MIA

Age: 16

Height: 5'4''

Weight: 99 lbs

Background: Mia is the daughter of Lemia, one of the Four Heroes, and leader of the city of Vane. Lemia has protected Mia from the outside world so much that she is oblivious to the joys and hardships found in the world below. Despite her mild nature she is actually a very powerful magician. But if she could learn one magic trick, it would be making Nash disappear.

```
.-----.  
|STATISTICS (Level 17) |  
|-----|  
|HP: 83           WIS: 59 |  
|MP: 135          RES: 53 |  
|STR: 34          RNG: 9  |  
|DEF: 34          LUK: 14 |  
|AGL: 33          #ATK: 1 |
```

KYLE

Age: 20

Height: 5'10''

Weight: 166 lbs

Background: After winning the approval of Master Mel of Meribia, Kyle was put in charge of protecting the Nanza Barrier. Despite his rather young age he is a master swordsman and well respected by his loyal followers. He can't help but find himself attracted to Jessica even though she can't stand his massive ego.

```

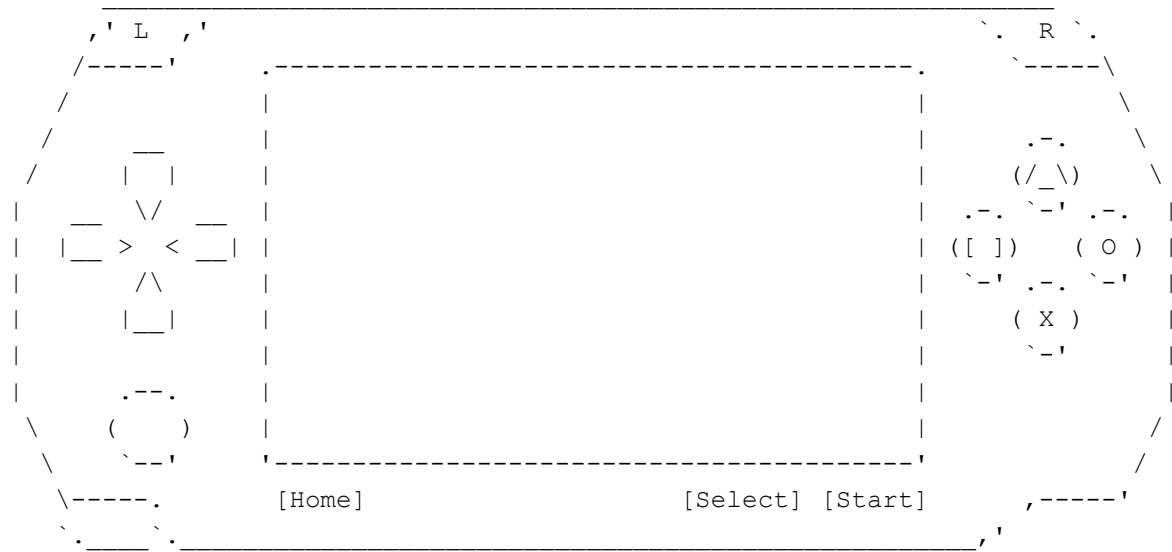
.------.
|STATISTICS (Level 19)      |
|-----|
|HP: 117          WIS: 44  |
|MP: 53           RES: 31  |
|STR: 60          RNG: 16  |
|DEF: 40          LUK: 16  |
|AGL: 42          #ATK: 2  |
|-----|
'-----'

```

```

=====
03.....CONTROLS.....LUN03
=====

```



```

.------.
| D-Pad      | Controls movement      |
| Analog     | Controls movement      |
| Triangle   | Opens menu              |
| X Button   | Confirm/Examine/Select |
| O Button   | Returns to previous    |
| R Button   | Sprint                  |
|-----|
'-----'

```

```

=====
04.....BATTLE SYSTEM/GAMEPLAY OVERVIEW.....LUN04
=====

```

BATTLE SYSTEM

Lunar: Silver Star Harmony has a classic turn-based battle system. However, this "traditional" battle system has some specific features that you won't find in just any other similar RPG. The closest would be the Legend of Heroes Trilogy on PSP, IMO (in terms of battling, of course). After you've attacked the enemies with, say a melee attack, your character will not move back to his or her original position. If the target enemy is far away, your character might not even be able to attack in one turn at all. Same goes for your enemies - if they're too far, they won't be able to reach you in one turn. It is wise to deal with faraway enemies using magic attacks - that's what the magic casters in this game are for. The area of the possible movement of your characters is determined by their RNG (Range) stat. The higher it is, the farther you'll be able to move.

The turn order is based on the participants' speed. As you level up, you may find out that you'll be getting your turn before the enemies can act, thus giving you slight advantage. Your characters will sometimes deal critical hits to the enemy. You'll notice this because of largely increased damage digit represented in sparking red. The enemies get knocked back when you score a critical hit. When an enemy is hit with an element/attack he is weak to, the damage digit will be represented in yellow. You can also increase the number of attacks you perform per turn. This is a very handy addition to your arsenal. Do not forget to heal your characters when they're low on HP, because they die when their HP reaches 0. You can heal them by using items from the menu, or by casting healing magic that characters like Luna possess. If they fall in battle, use reviving items/magic. Do it ASAP to ensure that you won't lose the battle if your character die one by one. Your characters get fully healed when they get a level up. There are also magic skills that characters can use to exploit enemy's weaknesses and deal increased damage. Skills expend MP, which is restored by using MP-replenishing items. You can also increase your defense significantly for one turn, if you choose to "Defend" from the battle menu. However, your character won't be able to act during this turn. This option may be a life-saver when trying to survive multi-hit attacks or spells.

You can also leave all your troubles to AI by selecting "Party AI" or "Single AI" options. That way, your characters will act by themselves, without your help. However, they do not always act clever, so you'll want to apply this only in rare cases, for grinding purposes, for example. Remember that you can customize your characters' "behaviour" from the "Tactics" menu which is found in the battle menu.

Nall's flying around the battlefield is not pointless, actually. He randomly heals you, and even revives fallen characters in the middle of the battle. But you shouldn't always rely on him, IMO. After the battle ends, he also revives fallen characters (so that you won't lose any EXP for that character) and clears any negative status effects your party members may have. Post-battle reviving/status-lifting works 100% of the time.

Lastly, you can run away from the battle by selecting the "Flee All" or "Flee" option. Your characters will escape, and you won't gain any experience or money from that battle. Sometimes it will take more than one turn to escape successfully. Note that you can't run away from bosses.

MAIN MENU OVERVIEW

On the main in-game menu:

Status -----	View characters' status, equipment, stats, etc.
Items -----	View or use items
Skill/Magic -----	View or use skills/magic
Equip -----	Change characters' equipment
System -----	Set formation/tactics

Settings ----- Save your game, load previously saved game,
return to title screen, etc.

STAT OVERVIEW

LV ----- Current level of the character
HP ----- Hit points of your character
MP ----- Magic Points of your character
EXP ----- Current amount of experience
Next level ----- Amount of experience needed to level up
STR ----- Attack strength
DEF ----- Physical defense
AGL ----- Agility; speed in battle
WIS ----- "Wisdom", in other words - magical potency
RES ----- Resistance to magical attacks
RNG ----- Range; the range of character's battle movement
LUK ----- Luck factor that determines how often you dodge
attacks, survive deadly attacks or evade status
effects
#ATK ----- Number of attacks that the character can do per
one turn

=====

05.....ITEM LIST.....LUN05

=====

IN PROGRESS...

=====

06.....SHOP LIST.....LUN06

=====

.-----.

| BURG SHOP |

|-----|

Item Name	Price
Short Sword	200s
Poison Darts	180s
Traveler Attire	140s
Iron Armlet	60s
Wooden Shield	100s
Healing Herb	40s
Antidote	20s
Cleansing Water	60s

'-----'

.-----.

| SAITH SHOP |

|-----|

Item Name	Price
Long Sword	360s
Bright Bow	320s
Leather Clothes	200s
Leather Armor	260s
Healing Herb	40s
Antidote	20s

ORCA SHOP

Item Name	Price
Long Sword	360s
Bright Bow	320s
Leather Clothes	200s
Leather Armor	260s
Healing Fruit	200s
Soap	1000s

MERIBIAN ITEM SHOP

Item Name	Price
Healing Herb	40s
Healing Fruit	200s
Antidote	20s
Cleansing Water	60s
Warp Wing	100s

MERIBIAN WEAPON SHOP 1

Item Name	Price
Short Sword	200s
Long Sword	360s
Broad Sword	600s
Poison Darts	180s
Light Bow	320s
Long Bow	640s

MERIBIAN WEAPON SHOP 2

Item Name	Price
Long Sword	360s
Light Bow	320s
Fireball Staff	1400s

MERIBIAN ARMOR SHOP

Item Name	Price
Leather Armor	260s
Iron Armor	480s
Wooden Shield	100s
Iron Shield	360s
Headband	160s

```
| Iron Helmet          | 260s          |
|-----|
```

```
.-----
| MERIBIAN ARMOR SHOP 2 |
```

```
|-----|
| Item Name           | Price         |
|-----|-----|
| Robe                | 400s         |
| Silver Armlet       | 220s         |
| Headband            | 160s         |
|-----|
```

```
.-----
| MERIBIAN ARMOR SHOP 2 |
```

```
|-----|
| Item Name           | Price         |
|-----|-----|
| Healing Fruit       | 200s         |
| Star Light          | 1000s        |
| Warp Wing           | 100s         |
|-----|
```

```
.-----
| MERIBIAN SHOP + |
```

```
|-----|
| Item Name           | Price         |
|-----|-----|
| Silver Sword        | 1800s        |
| Silver Mail         | 1200s        |
| Silver Shield       | 900s         |
| Healing Fruit       | 200s         |
| Star Light          | 1000s        |
| Holy Water          | 100s         |
|-----|
```

```
.-----
| MERIBIAN SHOP ++ |
```

```
|-----|
| Item Name           | Price         |
|-----|-----|
| Xenobia Bromide    | 5000s        |
| Phacia Bromide     | 5000s        |
| Royce Bromide       | 5000s        |
| Reminiscer         | 65000s       |
|-----|
```

```
.-----
| VANE ITEM SHOP |
```

```
|-----|
| Item Name           | Price         |
|-----|-----|
| Healing Fruit       | 200s         |
| Antidote            | 20s          |
| Cleansing Water     | 60s          |
|-----|
```

```
.-----
| VANE TOOL SHOP |
```

Item Name	Price
Crystal Pendant	12000s
Devil Pendant	12000s
Star Light	1000s
Holy water	100s
Angel's Tear	600s
Warp Wing	100s

 | VANE WEAPON SHOP |

Item Name	Price
Rune Blade	1000s
Fireball Staff	1400s
Crystal Staff	1600s

 | VANE ARMOR SHOP |

Item Name	Price
Silver Mail	1200s
Magic Robe	1280s
Silver Shield	900s
Silver Bangle	480s
Silver Armlet	220s
Gaudy Bandanna	240s

 | LANN SHOP |

Item Name	Price
Healing Fruit	200s
Antidote	20s
Cleansing Water	60s
Warp Wing	100s

 | REZA ITEM SHOP |

Item Name	Price
Healing Fruit	200s
Antidote	20s
Cleansing Water	60s
Warp Wing	100s

 | REZA WEAPON SHOP |

Item Name	Price
-----------	-------

Samurai Blade	2800s
Flail	2600s
Infernal Staff	2400s

REZA ARMOR SHOP

Item Name	Price
Silver Mail	1200s
Purity Garment	1400s
Sorcerer Robe	2000s
Mithril Armlet	660s

MERYOD ITEM SHOP

Item Name	Price
Wrath Ring	12000s
Healing Fruit	200s
Antidote	20s
Cleansing Water	60s
Angel's Tear	600s

MERYOD ARMOR SHOP

Item Name	Price
Steel Armor	2400s
Steel Shield	1800s
Mithril Bangle	1000s
Steel Helmet	1360s
Jade Hairpin	400s

THIEVES' GUILD ITEM SHOP

Item Name	Price
Healing Fruit	200s
Star Light	1000s
Angel's Tear	600s

THIEVES' GUILD ARMOR SHOP

Item Name	Price
Steel Armor	2400s
Aculity Robe	3600s
Steel Shield	1800s
Crystal Armlet	1200s
Steel Helmet	1360s

THIEVES' GUILD WEAPON SHOP

Item Name	Price
Ice Brand	4000s
Ice Mace	4400s
Battle Bow	4600s
Icicle Staff	3600s

ILUK SHOP

Item Name	Price
Mithril Bangle	1000s
Healing Fruit	200s
Antidote	20s
Cleansing Water	60s
Warp Wing	100s

LYTON SHOP

Item Name	Price
Warrior Armor	4000s
Warrior Shield	3600s
Rainbow Armlet	2400s
Warrior Helmet	2600s
Healing Fruit	200s
Angel's Tear	600s

TAMUR ITEM SHOP

Item Name	Price
Protection Ring	12000s
Healing Fruit	200s
Antidote	20s
Cleansing Water	60s
Holy Water	100s
Angel's Tear	600s

TAMUR ARMOR SHOP

Item Name	Price
Mithril Armor	9600s
Radiance Garment	5600s
Halo Robe	7200s
Mantra Robe	12400s

Dragon Armlet	3800s
Lucky Bandanna	2800s

```

-----
| TAMUR WEAPON SHOP |
-----
| Item Name          | Price    |
-----|-----|
| Warrior Sword     | 9000s    |
| Wind Sword        | 14000s   |
| Judgment Mace     | 12400s   |
| Great Bow         | 8400s    |
-----

```

```

-----
| PAO SHOP |
-----
| Item Name          | Price    |
-----|-----|
| Healing Fruit     | 200s     |
| Star Light        | 1000s    |
| Angel's Tear      | 600s     |
| Holy Water        | 100s     |
-----

```

```

=====
07.....EQUIPMENT LIST.....LUN07
=====

```

IN PROGRESS...

```

=====
08.....ENEMY LIST.....LUN08
=====

```

IN PROGRESS...

```

=====
09.....THE WALKTHROUGH.....LUN09
=====

```

This walkthrough is spoiler-free for the most part. I will not reveal any critical plot points, twists, etc. The only two things that WILL BE listed are boss and location names.

Note that you can obtain a handy weapon very early in the game if you load the previously cleared Lunar: SSH Demo data. If you want to load the Demo Clear data (assuming you have it on your Memory Card), you'll need to cancel the system data creation when prompted. At least, that's how it worked for me.

The game starts in an underwater "fortress", Leviathan. After a bit of talking you'll fight the 'owner' of the fortress. You can't lose this battle, and all of your characters are level 99. Just select "Party AI" each turn and you'll win. After the boss is defeated, some more talking will follow. You'll get dragged into another battle. Now you'll fight the big baddie and its minions.

It's impossible to lose here, too, because your team members will be healed/revived with max HP at the end of each turn. So, "Party AI" each turn.
Another scene.

The actual game begins here. After a little talk with Nall and Ramus, you'll finally be in control of Alex, the main character. Go south to enter the Burg village. Go across the bridge to the next screen. Alex and Nall will hear a voice coming from the spring. Apparently, it's Luna's voice. You can save your game now from the main menu. But before proceeding with the storyline, let's do some treasure hunting first. Go back to the previous area.

```
(, / )  
 /---(  
) / _____  
.-(_/ ( URG-----WAL01--.  
|-----|  
| Items | Enemies |  
|-----|-----|  
| | |  
| • Healing Herb x4 | N/A |  
| • Antidote x2 | |  
| • Knife | |  
| • Sling* | |  
| • Silver Darts** | |  
| • Flame Ring | |  
| • Warp Wing | |  
| • Star Light | |  
| • Angel's Tear | |  
| | |  
'-----'
```

* - That's what Alex's father will give you if you didn't load the Demo Clear data.

** - You get this weapon if you've loaded the Demo Clear data at the start of your adventure.

There is a [HEALING HERB] in front of Alex's house, and two chests with two [ANTIDOTES] near the watermill. After getting the goodies, cross the bridge again to get to the next screen. Grab another [HEALING HERB] from the chest to your left. Go down a bit to see the statue of Althena (you can heal yourself by touching it) and open the chest near it for a [HEALING HERB]. There's also a locked chest in a northern house, but we can't open it yet. Check the shop northeast of the statue. Since we have no money at this point, exit the shop and go east for a scene. Luna will join the party. Now go into Alex's house and talk to his dad. He'll give you [KNIFE], [SLING] and [FLAME RING]. You will obtain [SILVER DARTS] instead of the Sling if you did what I told you to do in the beginning of the walkthrough. Equip the Flame Ring on Alex and Silver Darts/Sling on Luna. Now go downstairs and open the chests for [WARP RING], [HEALING HERB], [STAR LIGHT] and [ANGEL'S TEAR]. Exit the house and go south until you see Ramus standing near the west exit. Talk to him and he'll join you. Now you can leave Burg via the west exit.

On the world map, select "White Dragon Cave" and enter it (we can't explore Ghoto Woods yet).

```
_____  
(, ) | / _____  
 | / | /
```

```

  // //
.---/ | HITE DRAGON CAVE-----WAL02--.
|-----|
|           Items           |           Enemies           |
|-----|-----|
|           |           |
| • Healing Herb x4       | • Slime                     |
| • Star Light           | • Death Fly                 |
| • Dragon Ring          | • Snowquatch               |
| • Dragon Diamond       | • Ice Comet                 |
|           |           |
|-----|-----|

```

After the little scene, go south deeper into the cave. Turn right at the fork and open two chests for [HEALING HERB] x2. Now you can actually fight, so use this opportunity to gain a couple of levels. After getting the herbs, go down and head left, killing the enemies on your way. Pick up another [HEALING HERB] from the chest which is blocked by a Snowquatch. Go left. At this screen you will find yet another [HEALING HERB] in a chest. Go a bit left and up the stairway. The Ice Comets in this area are pretty annoying, as they tend to evade your hits a lot. Proceed north for a scene. Quark will give you a task, as well as heal you. Nice. Now let's go back south. This time you'll see that the path to the left is open. Take it. In the next area, there are only those Snowquatches running around, so either slip past them, or fight them. Your choice. Lure one of them at you to make him crash into the ice pillars and clear a path for you to a chest with [STAR LIGHT]. Proceed north to the last area of this small dungeon. Make one of the Snowquatches crash into the ice pillar (like you did in the previous room), and get to the chest with [DRAGON RING]. Go all the way back to Quark's place. He'll give you [DRAGON DIAMOND] as a reward. Now we have some dragon poop, woohoo! Go down, right and up at the fork to reach the entrance of this dungeon. You can now return to Burg. My party was at level 6 when I left the cave.

Enter Burg and heal yourself by touching the statue of Althena. Head into the shop and have a conversation with the shopkeeper. After doing that, head back towards Alex's house. During the scene there, you'll need to choose the answer that's "supposed" to have an impact on your future, but you can pick whichever option you like - they both lead to the same conclusion. Exit Burg and select "Ghoto Woods". After the scene, return to Burg.

Go to Alex's house. Heh, looks like we're alone again... but not for long! Enter the house and go into the door right in front of you. Speak with Luna. Go speak with Alex's father and then back to Luna. Talk to Alex's father once more and you'll go to bed. After the scene, go to the west exit of the village and talk to Ramus. He'll join you again. Now MAKE ABSOLUTELY SURE to speak with the man standing in front of the item shop with Ramus in your party. You will waste a measly sum of 30s, but later in the game, you'll get some special items. Either way, you should do this now. Enter the shop and buy all the necessary equipment.

```

.-----
| BURG SHOP |
|-----|
|           |
| Item Name           | Price |
|-----|-----|
| Short Sword         | 200s  |
| Poison Darts        | 180s  |
| Traveler Attire     | 140s  |
| Iron Armlet         | 60s   |
| Wooden Shield       | 100s  |
| Healing Herb        | 40s   |
|           |           |

```



```

| Antidote           | 20s           |
| Cleansing Water    | 60s           |
'-----'

```

I recommend buying a Short Sword and Wooden Shield for Alex. Also, stock up on Antidotes. Buy about 10 of them. Now we're all set. Exit Burg and enter Ghoto Woods.

```

      /_____)
     /
    /
   /  /)
  /___/ HOTO WOODS-----WAL03--
'-----'
|
|           Items           |           Enemies           |
|-----|-----|
|
| • Healing Herb           | • Flytrapper                |
| • Antidote x4            | • Gorgon Ghidra            |
|                           | • Goblin                    |
|                           | • Scythe Spore             |
|                           |                             |
|-----|-----|
'-----'

```

Grab the [HEALING HERB] from the chest and go left to get [ANTIDOTE]. Head left. Wow, lots of enemies here, and they're poisonous, too. Open the chests in the west for [ANTIDOTE] x2. Save and head north. During the scene, you'll get an option to temporarily recruit a fourth member in your party. Do so, if you're underleveled. He's at level 99, so yeah... If you feel that you're strong enough to take out the enemies by yourself, then choose not to invite him. Anyway, you'll fight a large group of Goblins and Ghidras. Use Luna's Slumber Song (she learns at level 7) and take them out one by one. After the scene, proceed west. Two more chests here, one contains an [ANTIDOTE], and the other one (red) is locked. Remember it. Continue west to the world map. Let's go to Saith for now.

```

      /_____)
     /
    /
   /  /)
  /___/ AITH-----WAL04--
'-----'
|
|           Items           |           Enemies           |
|-----|-----|
|
| • Fortune Staff         | N/A                          |
|                           |                             |
|-----|-----|
'-----'

```

There's nothing special in the first area of this town for now, so let's head south to another part of town. Heal yourself near the statue if you need, and buy some weapons and armors from the shop.

```

.-----
| SAITH SHOP |
'-----'
|           Item Name           |           Price           |
|-----|-----|
| Long Sword                   | 360s                      |
'-----'

```

```

| Bright Bow           | 320s   |
| Leather Clothes     | 200s   |
| Leather Armor       | 260s   |
| Healing Herb        | 40s    |
| Antidote             | 20s    |
'-----'

```

Buy a Long Sword for Alex and two Leather Armors, if you can. Go to the dock house in the east and talk to the man at the counter a few times, then go talk to the captain (he wears pink clothes). There's also a red locked chest on the second floor, so take note of it. Now head back to the bar on the first screen of the town and speak with Clyde there. He'll ask you to play a game with him (you'll need 200s to play it twice). Pick the first option and then whichever option you want. Talk to Clyde again for a scene. You'll get your money back, and a [FORTUNE STAFF]. Now let's leave Saith.

```

      _
     /(\
    /  /
   /  /
  /  /
.--(___/LD HAG'S FOREST-----WAL05--.
|-----|
|           Items           |           Enemies           | |
|---|---|---|
|           |               |           |
| • Healing Herb x3         | • Killer Fly                 |
| • Star Light              | • Killer Ant                 |
| • Sea Chart               | • Wasp                       |
| • 800s                    | • Mantle Rapper             |
|           |               |           |
'-----'

```

Open the first two chests here is not recommended, unless you want to fight groups of Killer Flies that attack you. You'll run into such chests in this forest quite often. The northmost chest contains a [HEALING HERB]. Go north. In this area, the chest in the west nets you another [HEALING HERB]. The north east one is a trap, while the southeast one has a [STAR LIGHT] in it. There's an exit near this chest, so take it. Open the first chest you see for [HEALING HERB], and the farther one is trapped. Make a turn and proceed north. The chest in the middle of this area is trapped, but the north one isn't and has [800s] in it. Take the east exit for a scene. Nash will join the party. Equip him with a Fortune Staff you got earlier. Enter the house. Go downstairs to find another locked chest. Then go upstairs and talk to the old woman. Pick either option and you'll get the [SEA CHART]. Exit the house and go south. Now take the southeast exit, then go south two times to get out of the forest. Return to Saith.

Go to the shop and buy any necessary equipment, you should have enough money by now. If you can, try to save 2000s for two pieces of Soap item, which you will be able to buy very soon. These items give you additional scenes later in the game. You can get them by other means, but it's the easiest way, really. Heal your party near the statue and save your game. Go to the dock house and speak with the captain twice. Pick the second option. After the scene approach the jelly beast.

```

.-----
| BOSS: Saline Slimer   | HP: 1101 | EXP: 150 | SILVER: 0 |
|-----|
|
| For the first real boss, this one is neither difficult nor too easy. He

```

```

| does have one annoying attack called Mucus that makes one of your party
| members unable to move for a couple of turns. He has pretty high HP, too.
| Anyway, if you have Artes ready, let Alex and Nash unleash them right from
| the start. Nash's Thunder Rain is especially handy, as the boss is weak to
| lightning. After that Alex should use Sword Dance each turn, Luna should
| heal if your HP gets low, Nash and Ramus should just attack regularly. The
| will end very soon.
|
|-----|

```

After the scene, you'll find yourself on the Orca ship. Head downstairs. There is a shop here, where you can buy Soap (I told you about it earlier).

```

.-----
| ORCA SHOP |
|-----|
|          |
| Item Name | Price |
|-----|-----|
| Long Sword | 360s |
| Bright Bow | 320s |
| Leather Clothes | 200s |
| Leather Armor | 260s |
| Healing Fruit | 200s |
| Soap | 1000s |
|-----|

```

Then go through the door near this shop and talk to Luna a few times. After that, you'll need to find her on the ship, as she's missing. Go to the deck and listen to the song. Then, in the morning, go to the deck again for a scene that tells us that we've finally reached Meribia.

```

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     ( / | / |
       / | / |
.--(_/ | / |ERIBIA-----WAL06--
|-----|
|          |          |
|          |          |
|          |          |
|          |          |
|          |          |
|          |          |
|          |          |
|-----|

```

Wow, that's one bigass town. We have lots of things to do and to see here. Go back southwest to the port and enter the tavern. Ask the woman on the stage to sing and speak with the bartender. Exit the tavern and go back north. This big area is what I call "Shop District".

```

.-----
| MERIBIAN ITEM SHOP |
|-----|
|          |
| Item Name | Price |
|-----|-----|
| Healing Herb | 40s |
| Healing Fruit | 200s |
| Antidote | 20s |
| Cleansing Water | 60s |
| Warp Wing | 100s |
|-----|

```

```

.------.
| MERIBIAN WEAPON SHOP 1 |
|-----|.
|      Item Name          |      Price  |
|-----|-----|
| Short Sword             |      200s   |
| Long Sword              |      360s   |
| Broad Sword             |      600s   |
| Poison Darts            |      180s   |
| Light Bow               |      320s   |
| Long Bow                |      640s   |
|-----|-----|

```

```

.------.
| MERIBIAN WEAPON SHOP 2 |
|-----|.
|      Item Name          |      Price  |
|-----|-----|
| Long Sword              |      360s   |
| Light Bow               |      320s   |
| Fireball Staff         |     1400s   |
|-----|-----|

```

```

.------.
| MERIBIAN ARMOR SHOP 1 |
|-----|.
|      Item Name          |      Price  |
|-----|-----|
| Leather Armor          |      260s   |
| Iron Armor             |      480s   |
| Wooden Shield          |      100s   |
| Iron Shield            |      360s   |
| Headband               |      160s   |
| Iron Helmet            |      260s   |
|-----|-----|

```

If you have the money, buy a few Healing Fruits. Weapon-wise, we'll need need a Broad Sword for Alex, a Fireball Staff for Nash (that's optional, as Nash will join us much later), and Light Bow/Long Bow for Ramus. Ramus has pretty low movement range, so bows will give some advantage. Luna should keep her Silver Darts for now.

Go up the stairway. There's a red chest in the rightmost house. Now head to the left side of this area and exit this area in northwest corner. There's a statue of Althena here. You can find Ramus in the east building, called Dross' shop. Exit this area to the west. The next part of this city is called Black Rose Street, IIRC, and has a tool shop as well as an armor shop for mages.

```

.------.
| MERIBIAN ARMOR SHOP 2 |
|-----|.
|      Item Name          |      Price  |
|-----|-----|
| Robe                   |      400s   |
| Silver Armlet          |      220s   |
| Headband               |      160s   |
|-----|-----|

```

```

.------.
| MERIBIAN ARMOR SHOP 2 |

```

```

-----
|           Item Name           |           Price           |
|-----|-----|
| Healing Fruit                 |           200s           |
| Star Light                    |          1000s           |
| Warp Wing                     |           100s           |
|-----|-----|

```

Buy anything you need and enter the farthest house for a scene. After watching it, head all the way back to the shop district and go north to Mel's Mansion. You'll find Mel's room by going right. After the scene, Mel will challenge Alex to a duel. The fight itself is pretty easy, because all you have to do is keep repeating Sword Dance every turn, and pull off Zephyr Blade when your gauge fills up. Heal inbetween his attacks. I've managed to do Zephyr Blade twice, actually. Vigor helps too, if you already have it. Alex will get 100 EXP upon winning, and 1000 years of shame (!) upon losing. Go back to Dross' shop and talk to Ramus for a scene. Talk to him again, and pick the first option. Whoops, looks like we got tricked! You can go talk to Mel now, as the shop assistant suggests, but that's really optional. To save us some time, go behind the counter and then down the stairs.

```

      _      _
     (, /|  /|
      / | / |
.--(_/  ||  |ERIBIAN SEWERS-----WAL07--.
|-----|-----|
|           Items           |           Enemies           |
|-----|-----|
| • Star Light x4          | • Paunchy Snake            |
| • 500s x2                | • Evil Wisp                 |
| • Healing Herb x2        | • Nautilus                  |
| • Antidote               | • Rabid Fin                 |
| • Fortune Ring           |                               |
|                           |                               |
|-----|-----|

```

Examine the lever and cross the bridge. In the north corner, examine another lever abd open the chest for [STAR LIGHT]. You'll see another bridge to the left so cross it, picking up [STAR LIGHT] on your way. Go south a bit, examine the lever, then go west and examine one more lever. Go back, and you'll see that the first bridge is lowered and path to a chest with [500s] is clear. Return to the second lever and cross the bridge there. Go a bit west for a chest with [HEALING HERB]. Then go east through the large door. Open 2 chests with [HEALING HERB] and [500s] and go back. Now watch closely - the path to the south branches in four different directions. Take the leftmost path first. Open the chest with [STAR LIGHT] and examine the lever. Go back and take the rightmost path. Cross the bridge, pull the lever and go back. Take the middle right path, and follow it to the end for [ANTIDOTE]. Go back and take the remaining middle left path. Follow this path to the end, cross the bridge and enter the door. Open the chest with [STAR LIGHT] right away, SAVE and go talk to Dross for a scene.

```

-----
| BOSS: Aqua Lizard | HP: 1261 | EXP: 250 | SILVER: 0 |
|-----|-----|
|
| Ok, this boss is not difficult at all, but he has high HP. His attacks are |
| a weak bite and a fire attack that takes about 55-60 HP from one of your |
| characters. Since only Alex is capable of doing any significant damage to |

```

```
| the Lizard, cast Vigor + Cascade Song on him, and use Sword Dance every
| turn. Luna heals when needed and Ramus does whatever you want him to do.
|
|-----|
```

Watch another scene. Damn, Ramus indeed is the man! You'll get 500s and your stolen Dragon Diamond back. Use Warp Wing to get the hell out of here. Since Ramus is going to leave your party, take off his equipment if you want. Do it before entering Dross' shop.

During the conversation with Nash, choose to go to Vane. Back in Meribia, upgrade your equipment as you should have enough money after going through the sewers. Go to Mel's mansion. Go up the stairs east of Mel's room (we couldn't do it before, remember?). Then go west to find yourself in the place where you and Mel fought earlier. Go down the stairs and into the sewers again. Keep descending the stairs to find two chests - one contains [FORTUNE RING] and the other one is locked. I'd equip the Ring on Nash, if you bought him a Fireball Staff. Go all the way back and exit Mel's mansion. We can safely leave Meribia now. The city gate is behind the statue of Althena.

On the world map, choose to go to the Transfer Spring. Talk to the man in blue to find out that we can't get to Vane without a special permission. Go back to the world map and select "Althena's Shrine".

```

      |
      | ( / |
      | /---|
      | ) / |
,--( / | LTHENA'S SHRINE-----WAL08--
|-----|
|           Items           |           Enemies           | | |
|---|---|---|---|
|           |               |           N/A               |
|           |               |           |               |
|-----|-----|

```

Talk to the woman near the entrance. You can rest or pray to Althena. Go north two screens for a scene. You'll receive an [APPLICATION] from Phacia. Now go back to the Transfer Spring. Talk to the man in blue again. Nash will leave the party, and we'll have to go through the Cave of Trial to prove that we're worthy of entering Vane. And we're going to do it with only Alex and Luna. That sucks. But oh well, step into the spring to be transported elsewhere.

```

      |
      | ( / )
      | /
      | /
.--( ) AVE OF TRIAL-----WAL09--
|-----|
|           Items           |           Enemies           |
|-----|-----|
| • 500s x4                 | • Death Shroom             |
| • Healing Ring           | • Gunfoot                   |
|                           | • Slumber Moth             |
|                           | • Chiro                     |
|-----|-----|

```

Using items is strictly forbidden here. But we can still use Luna's magic, so we're not completely screwed. Head into the first cave opening. Go to north

east to get [500s] from the chest. Then go west and all the way south. Talk to the man for a free heal, and go right in the cave. Keep heading north. You'll run into a Chiro monster. Kill it before it escapes to get a hefty amount of EXP and Silver. You can use Sword Dance to ensure that you kill it, because regular attacks tend to miss. There's an invisible passage right where Chiro was. Go west through it and then south through another secret passage. Take the [500s] from the chest and go back. From where the Chiro was, head north and you'll find a chest with [500s] in the northeast corner. From there, head west and south. One more red locked chest to the right, take note of it. Keep on keepin' south. Talk to the man in blue for a free heal ans save. Go through the opening. Proceed northwest and then east, fighting a Chiro and grabbing [500s] on your way. Go north for a scene.

```

-----
| BOSS: Spark Fungus | HP: 1580 | EXP: 380 | SILVER: 0 |
|-----|
|
| I was level 15 when fighting this boss. Vigor + Cascade Song at the start |
| of the battle. Then have Alex do Sword Dance every turn and Luna heal when |
| needed. You can use her Goddess Hymn Arte to restore MP.
|-----|

```

Go west to find one more Chiro. Then further west for a chest with [HEALING RING]. Equip it on Luna. Then go through the door that Spark Fungus was guarding and speak with the man behind the counter. It appears we've reached Vane, finally.

```

_ _ )
| /
| /
|/
.--| ANE-----WAL10--.
|-----|
|           Items           |           Enemies           |
|-----|-----|
| • 100s                    | N/A                          |
|-----|-----|

```

Let's go shopping first.

```

-----
| VANE ITEM SHOP |
|-----|
| Item Name       | Price |
|-----|-----|
| Healing Fruit   | 200s  |
| Antidote        | 20s   |
| Cleansing Water | 60s   |
|-----|-----|

```

```

-----
| VANE TOOL SHOP |
|-----|
| Item Name       | Price |
|-----|-----|
| Crystal Pendant | 12000s |
|-----|-----|

```

Devil Pendant	12000s	
Star Light	1000s	
Holy water	100s	
Angel's Tear	600s	
Warp Wing	100s	

```

-----
| VANE WEAPON SHOP |
-----
| Item Name          | Price  |
-----|-----|
| Rune Blade         | 1000s  |
| Fireball Staff     | 1400s  |
| Crystal Staff      | 1600s  |
-----|-----|

```

```

-----
| VANE ARMOR SHOP |
-----
| Item Name          | Price  |
-----|-----|
| Silver Mail        | 1200s  |
| Magic Robe         | 1280s  |
| Silver Shield      | 900s   |
| Silver Bangle      | 480s   |
| Silver Armlet      | 220s   |
| Gaudy Bandanna     | 240s   |
-----|-----|

```

Buy a Rune Blade for Alex and a Crystal Staff for Luna (if you don't have her Silver Darts). Upgrade your armor, too. Then go to the Library (east of the Cave of Trial entrance) and examine the bookshelf behind the blue-haired girl to find [100s]. Go back, and while on the main street, walk north. Enter the Magic Guild for a scene. Then go left and enter the leftmost doorway. Go into the big door there, then take a left exit in the room for a scene. You'll be introduced to Mia, and Nash will re-join the party. Go back to the first floor and take the rightmost door on the north wall. Speak with Luna. You can pick either option during the conversation with Ghaleon. After this sequence of scenes ends, return to the shops of Vane and purchase some equipment for Nash. Leave Vane by going south from the main street. Step into the Transfer Spring to be brought to the world map. Go to the Nanza Pass.

```

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   / | /
 ) / |/

```

```

.--(_/ 'ANZA PASS - EAST-----WAL11--.
-----|-----|
| Items                | Enemies |
-----|-----|
| • 100s x2            | • Ant Lion |
| • Healing Herb x2    | • Earth Eater |
|                       | • Moth |
|                       | • Armored Boar |
-----|-----|

```

Grab [100s] from the chest and go west, then north, then east, open the chest

for [HEALING HERB]. Head north. The chest on your right is trapped, so leave it be. Go west, and open two chests for [100s] and [HEALING HERB]. The north-east chest is trapped, too. Instead head west to reach the exit.

```

      _   _
     (/ | / )
      / | /
     ) / | /
.--( _ / 'ANZA BARRIER-----WAL12--.
|-----|
|          Items          |          Enemies          |
|-----|-----|
|          N/A            |          N/A            |
|-----|-----|

```

As you enter, a scene will take place. Heal yourself at the statue. Go north and speak with the guard at the gate. Now enter the tower near the statue of Althena. While navigating the tower, talk to any person you come across to locate Kyle. Just spend a few times dedicated to doing this. Most importantly, talk to the little girl on the top floor of the south tower (the girl is near the window). She tells you that Kyle went to the cafeteria. Head all the way downstairs and talk to everyone in the cafeteria to find out that he went to his bedroom. Exit this place and enter the door on your immediate east. Talk to the blue haired man who tells you that Kyle was locked in a cell for his own good. Exit the bedroom and go into the north door for a scene. After it, exit the tower and go through the newly-opened gate.

```

      _   _
     (/ | / )
      / | /
     ) / | /
.--( _ / 'ANZA PASS - WEST-----WAL13--.
|-----|
|          Items          |          Enemies          |
|-----|-----|
| • Star Light           | • Ant Lion                |
|                        | • Earth Eater             |
|                        | • Moth                    |
|                        | • Armored Boar           |
|-----|-----|

```

The north chest is trapped. Go west, a little bit south, then east. Pick up [STAR LIGHT] from the chest and walk a little bit south again, then west to reach the exit. Talk to the men here for a few laughs.

```

      _   _
     (/ | / )
      / | /
     ) / | /
.--( _ / ANN-----WAL14--.
|-----|
|          Items          |          Enemies          |
|-----|-----|
|          N/A            |          N/A            |
|-----|-----|

```

What a cute little village we have here. I like it. Speak with the people and heal at the statue if you need. To the west is an item shop.

```
.-----  
| LANN SHOP |  
|-----  
| Item Name | Price |  
|-----|-----|  
| Healing Fruit | 200s |  
| Antidote | 20s |  
| Cleansing Water | 60s |  
| Warp Wing | 100s |  
|-----|
```

Head into the house north of statue of Althena to meet Jessica. During the conversation, pick the first option when prompted. Exit this hut. Note that there's a red chest in the northeast corner of the village. We're done here for now, so let's go to the pier. Talk to the bald man with a patch for a scene.

```
(, /  
/  
/  
_____  
.--( __ /SLET OF LANN-----WAL15--  
|-----|  
| Items | Enemies |  
|-----|-----|  
| | |  
| • 600s x2 | • Barrel Snake |  
| • 1000s | • Nightmare |  
| • Fresh Ring | • Lurker |  
| | • Cyclops |  
| | |  
|-----|
```

The purple pools are poisonous and decrease your party's HP when you stand in them, so try to move quickly over them. Also, the Nightmare and Lurker enemies here are weak to lightning, so Nash's Riot works wonders. The chest directly to your north is trapped. Head northeast first to open a chest with [600s]. Then go back and take the middle path. The two chests you'll come across are both trapped. From where they are situated, go east to find [1000s] in a chest. Then walk all the way left and up. Before going north to the next area, walk right over the rocks to find [600s] in a chest. Go back and up. The chest on your left is a trap, continue going north. You'll come across two more chests, separated by a pond or something. Open the farther one, as it is not a trap and contains [FRESH RING]. It's a very handy accessory that makes a character immune to certain negative status effects. Cross the small bridge and follow the path west and south. You'll see another chest on your way, and it's a trap, too. Keep following the path, but before going too far north, heal up and save. Proceed further and talk to a man in purple coat.

```
.-----  
| BOSS: Dragonmaster | HP: 2551 | EXP: 600 | SILVER: 0 |  
|-----  
|
```

| As usual, cast Vigor + Cascade Song on Alex and have him deal hundreds of
 | damage per turn with Sword Dance. Nash should use Riot/Thunder Rain, as
 | the boss is weak to lightning. Luna and Jessica should focus on healing.
 | Well, Jessica's strong enough to attack, too, actually. The boss has two
 | weak attacks - a "lick" that hits your characters three times and a Fire
 | Hurl that does low damage to one character. The only dangerous attack he
 | has is Press - it hits all your party members for about 50-60 HP damage.
 | Save Luna's Goddess Hymn for this occasion. Other than that, this boss is
 | pretty easy.
 |
 |-----|

Use Warp Wing/Return Prayer to get the Islet's entrance. Examine the boat to return to Lann. You'll meet Phacia upon your return. Hmm, that's strange... Why does Jessica not know her? Anyway, we need to get back to Vane now. Go through the Nanza Pass again, and use the Transfer Spring.

When in Vane, go north for a quick scene. Go north again and enter the Guild. Go through the rightmost door and enter Ghaleon's room. After the scene there, go back to first floor and enter the leftmost door leading to Mia's room. You'll be brought to an audience with Lemia shortly after your conversation with Mia and Nash. Talk to Lemia to trigger the next sequence of scenes. Now that's an unexpected turn of events! You will receive [GODDESS MIRRO] from Mia. Pick the first option during the dialogue, and Mia will join you. Not having Luna sucks, of course, but don't worry too much, cause Mia is a worthy substitute, maybe even more powerful than Luna. Exit the prison through north door. Nash will join the party after a quick scene. Remember the door that Mia opened. Note that you can leave the Magic Guild and return to Vane to restock on supplies if you need. Buy a few extra Star Lights, probably. Either way, once you're ready, go through that door to enter...

)
 (___/___)
 /
 /
 .--(____)RYSTAL TOWER-----WAL16--.

Items	Enemies
• 1000s	• Quartz Mirror
• 1500s	• Guardian
• Star Light	• Shard Knight
• 500s	• Star Comet
• Angel Ring	

'-----'

Before you enter, take off ALL of your weapons. Yes, this dungeon forbids use of weapons, so we're going to rely on magic. I was level 17 when going through the tower, so Nash & Mia were more than capable of obliterating enemies here, so no worries. Quartz Mirrors and Star Comets are weak to lightning, so Nash's Riot comes to the rescue, while Mia's Flame Circle is more than enough to kill any enemy here with just one hit. Woohoo. Alex is going to fight bare handed, but that's better than nothing.

From the starting point, take whichever stairway you want. Go north and pick up [1000s] from the chest in the northeast corner. Go up the stairs again. The path curves on this floor, so follow it to the end, and don't forget to grab [1500s] from the chest before going up. Go pick up [STAR LIGHT] near the west

stairway. Walk back a bit, and take a east stairway (the one that branches into two more stairways). Take another stairway leading east. Open two chests for [500s] and [ANGEL RING] and go back to the previous floor. Now take the upper left path, and on the next floor, go up the two stairways. Walk south and you'll hear Luna's song. SAVE before going further south.

```
.-----.  
| BOSS: Ultragoyle x4 | HP: ~350 each | EXP: 140 | SILVER: 800 |  
|-----|  
|  
| As usual, Vigor + Cascade Song on Alex and have him Sword Dance the foes |  
| every turn. Nash should use Thunder Rain/Riot, Mia should use Flame Circle |  
| and Luna should work as a healer. The Ultragoyles can act two times per |  
| turn, so be ready to take 8 hits each turn. Otherwise, their attacks are |  
| pretty weak. They should go down quick. |  
|  
|-----|
```

After all the fuss, you'll be brought back to the Magic Guild. Since we have an unusual request from Ghaleon himself and must return to White Dragon Cave, let's stop by Meridia first.

Go to Dross' shop (now it's Ramus' shop, actually) and talk to the bunny girl who's standing near the entrance to the sewers and she'll sell you some new stuff.

```
.-----.  
| MERIBIAN SHOP + |  
|-----|  
| Item Name | Price |  
|-----|  
| Silver Sword | 1800s |  
| Silver Mail | 1200s |  
| Silver Shield | 900s |  
| Healing Fruit | 200s |  
| Star Light | 1000s |  
| Holy Water | 100s |  
|-----|
```

Buy a Silver Sword for Alex. Go to Mel's mansion. Enter Mel's room for a scene and after it, talk to Ghaleon twice to trigger another scene. Keep talking to Jessica for a total of four times to advance the story. When all is said and done, leave the mansion. Go to the port, talk to Ghaleon and say you're ready to return to Burg.

In Saith, Ghaleon will join the party. Find a man in a yellow shirt here, talk to him to get [1000s]. Exit Saith, and make your way through Ghoto Woods again to reach Burg. Go to Alex's house. Speak with your (Alex's) parents, then head north of your house and examine Dyne's monument to hear a pretty weird comment about it from Ghaleon... Go to the springs for a scene. After it, leave Burg and enter White Dragon Cave.

Once inside the cave, take off Luna's equipment completely. Go to the dragon's lair for a scene. You'll wake up in your house. Go out and walk north. Talk to Laike who is near Dyne's monument. Pick either answer during the conversation. Laike will give [DRAGON WINGS], a kind of a teleportation device. Go back to Alex's house, go downstairs and examine the shelves for [LUNA BROMIDE 2]. Use Dragon Wings to teleport to Meribia for a quick scene and a fight. Jessica will join you. Hurry to Mel's mansion. On your way, you'll have to fight some enemies - Gargoyles, Rooks and Necromancers. Enter Mel's mansion and go to the right corner. Ascend the stairs and go west for a scene. Poor Mel. Exit the mansion, go to the statue of Althena and heal. Teleport to Vane. Save your

game. Go north once for a scene.

```
-----
| BOSS: Grand Doom | HP: 2201 | EXP: 1200 | SILVER: 0 |
|-----|
|
| Have Alex cast Vigor, Mia Endow Shield on herself, then Alex, then Nash.
| After doing that, she can rely on Flame Circle, while Alex should use his
| Sword Dance attack every turn as usual. Flash Cut works great, too. Jess'
| Ire Sledge Arte works very well against this boss. Whenever Mini Doom is
| used, heal immediately. Jessica role in this fight is being a healer, and
| Nash can help her out too with those Healing Herbs/Fruits. Grand Doom can
| also use Crimson Ray, a pretty damaging attack, but somehow I haven't seen
| it even once in the US version of the game.
|-----|
```

You'll be brought to Lemia's hall. Talk to both Mia and Nash twice to have them join you. Finally, speak with Lemia. Go back to Vane, stock up on items, heal and save. Teleport to Nanza Barrier and prepare for a quick battle. As Kyle, use Power Up on the first turn. Then use Power Sweep to kill all enemies in one blow.

After the scene, DO NOT talk to Kyle and go inside the towers. Find your way into Kyle's bedroom and examine his bed to find [JESS BROMIDE 4]. Go back and talk to Kyle to have him join you. Woohoo, now we have a full party. Teleport to Althena's Shrine. Go north and up the east stairs. Talk to the girl twice to obtain [JESS BROMIDE 1]. Now check how much money you have. If you have more than 80000s (which I doubt you do), you can go to Ramus' Shop in Meribia and buy a special Reminiscer item and three additional bromides from Ramus himself. Note that if you buy just the bromides (5000s for each), the shop will close down and you'll lose your chance to get the Reminiscer. So it's best to wait until you have enough money to purchase all the items from Ramus at once. Either way, I'll tell when is the last point in the game that still lets you purchase these items. In Nanza Barrier, take the south exit.

```
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     ( / | /
       / | /
      ) / | /
.--( _ / 'ANZA PASS - SOUTH-----WAL17--.
|-----|
|           Items                       |           Enemies                       | | |
|---|---|---|---|
|           |                           |           |                           |
| • Silver Light                       | • Moth                               |
|-----|-----|-----|
```

Keep going down, and turn right near the sign. Go north to find two chests - the first one contains [SILVER LIGHT] and the second one is locked. Go all the way south to reach the exit. You'll be on the World Map. Wow, so many new places to visit... Let's stop by Reza first.

```
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      ) / | \
.--( _ /      \EZA-----WAL18--.
|-----|
```

Items	Enemies
N/A	N/A

Enter the town for a scene. After it, go northeast and enter the pub. Talk to the barkeep. Laike's here, too, so don't forget to speak with him. Now that you can freely wander around Reza and check the shops.

```

-----
| REZA ITEM SHOP |
-----
| Item Name      | Price  |
-----
| Healing Fruit  | 200s   |
| Antidote       | 20s    |
| Cleansing Water| 60s    |
| Warp Wing      | 100s   |
-----

```

```

-----
| REZA WEAPON SHOP |
-----
| Item Name      | Price  |
-----
| Samurai Blade  | 2800s  |
| Flail          | 2600s  |
| Infernal Staff | 2400s  |
-----

```

```

-----
| REZA ARMOR SHOP |
-----
| Item Name      | Price  |
-----
| Silver Mail    | 1200s  |
| Purity Garment | 1400s  |
| Sorcerer Robe  | 2000s  |
| Mithril Armlet | 660s   |
-----

```

Buy a Samurai Blade for Alex, and a Flail for Jess. Upgrade everyone's armor. Now we can leave for Meryod. On your way to Meryod Forest, visit Althena's Spring. Talk to the man in blue and pick the first option for an additional scene. Note that this will only work IF YOU HAVE SOAP IN YOUR INVENTORY. That is, if you bought on the Orca ship. Exit the Spring and enter Meryod Forest.

```

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(, /| /|
 / | / |
.--(_/ | / |ERYOD FOREST-----WAL19--
-----
| Items          | Enemies |
-----
| • 2000s x2     | • Cursed Brain |
|                | • Hell Slug    |
-----

```

```

|                               | • Chrono Gorgon           |
|                               | • Killer Buzz             |
|                               |                             |
|-----|-----|

```

The enemies here drop pretty high amounts of EXP, so take your time and gain a few levels. Alex's Flash Cut and Kyle's Power Sweep work very well against the foes in this forest. In the first area, make your way north through the tree paths. There's a chest in the northeast corner that contains [2000s]. Take it and head north. On the next screen, follow the winding path all the way to the north, opening a chest with [2000s] in the east corner and ignoring the locked chest for now. Once you're out of the forest, enter the town of Meryod.

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     (, /|  /|
       / | / |
.--(_/  |/  |ERYOD-----WAL20--.
|-----|-----|
|                               |
|                               |
|                               |
| • Old Notebook                |
|                               |
|-----|-----|

```

Items	Enemies
• Old Notebook	N/A

Heal at the statue, and walk east on the planks for a scene. From where you stand, head north, west and south. Talk to Mia. See the red chest? Memoriza it well, as we will be able to open such chests really soon. Enter the nearby house for a scene. Talk to either Jess or Kyle and leave the house. Go north and enter the pub. Talk to Nash for a scene. You'll obtain [OLD NOTEBOOK] and Nash will join you. Now that you've got your party back, pay a visit to the shops in Meryod (armor shop, in particular). Upgrade your equipment.

```

.-----
| MERYOD ITEM SHOP |
|-----|-----|
| Item Name          | Price  |
|-----|-----|
| Wrath Ring         | 12000s|
| Healing Fruit      | 200s   |
| Antidote           | 20s    |
| Cleansing Water    | 60s    |
| Angel's Tear       | 600s   |
|-----|-----|

```

```

.-----
| MERYOD ARMOR SHOP |
|-----|-----|
| Item Name          | Price  |
|-----|-----|
| Steel Armor        | 2400s  |
| Steel Shield       | 1800s  |
| Mithril Bangle     | 1000s  |
| Steel Helmet       | 1360s  |
| Jade Hairpin       | 400s   |
|-----|-----|

```

You'll have to go through Meryod Forest again. Keep going back all the way you came, and stop in the middle of the second area. Save your game and proceed

south a one-on-one battle. As Kyle, use Power Up on your first turn. After doing that, a few Power Slashes will bring the enemy down. Exit the forest and select Damon's Spire on the World Map.

```

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      (, / )
        / /
       / /
      _/___/
.--( /___/AMON'S SPIRE-----WAL21--.
|-----|
|          Items          |          Enemies          | |
|---|---|---|
|          |          |          |
| • Star Light x4      | • Mummy Clone      |
| • Ritual Garment    | • Bat Knight      |
| • Ice Pendant       | • Hell Beast      |
| • Spirit Bandanna   | • Evil Cyclops    |
| • Thieves' Guide    |          |
|          |          |          |
|-----|

```

Step on the red tile and then go south to step on another tile. Go north. The chest in the northeast corner is empty. Step on the north tile. The chest beside is empty, too. Go back and take the path east this time. Go south. Step on the tile, go back. Proceed north, step on the tile near the bookshelves. Go back and south again. Approach the stairs for a scene. Pick whichever option you want during the conversation and walk up the stairs.

On this floor, Mia's Flame Circle works wonders against Mummy Clones and Bat Knights. Go north. Open two chest for [STAR LIGHT] and another [STAR LIGHT]. Step on the tile. Return to previous room and go west. Step on the tile in the west part of this area. Go back, north, west and north again. Step on the tile and approach the stairs for a scene. Pick the bottom choice when prompted. Up the stairs we go to floor 3.

Open the chests for [STAR LIGHT] and [RITUAL GARMENT]. Go south. Step on the tile in the west corner of the room and exit it to the east. Step on the tile and go back, then north, then east. Step on the tile, return to previous room, go south and east for a scene. Pick the bottom choice and go up the stairs.

Open the chest with [ICE PENDANT] and head west. The chests here contain [STAR LIGHT] and [SPIRIT BANDANNA]. Exit this area to the south. Step on the tile and go back, then east, then south. Approach the stairs for a scene. Keep picking the bottom choice all the time and proceed to the fifth floor.

Go north and west. During the scene, you'll have to choose a leader character for a clay-sculpting task. Let all characters be leaders (pick them one after another) to end this lengthy sequence of scenes. Go up the stairs for another scene. You'll get [THIEVES' GUIDE] from lord Damon. Use Warp Wing to get out of this dungeon in a jifty.

If you want, you can go to Meryod and exchange the Old Notebook for Silver Light. To do this, speak with the man who competed with Nash and Kyle in the pub. To advance the story, enter Reza again. Go to the pub in northeast corner and talk to Laike inside. Hand over Thieves' Guide to the barkeep. You'll get [THIEVES' CREST] in exchange. Go through the door behind the counter and down the stairs.

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       /
      ) /

```



```

.--(_/HIEVES' GUILD-----WAL22--.
|-----|
|           Items           |           Enemies           |
|-----|-----|
| • Dragon Wings           |           N/A               |
| • Soap                   |                             |
| • Balloon Plans         |                             |
|-----|-----|

```

Go all the way west. In the next area, take the exit to the south and talk to a pink-haired girl until she starts repeating herself. This is needed for getting a certain accessory later in the game. Exit her room and go west. The next big room is called Thieves' Bazaar. Talk to the man behind the counter for a scene. You'll obtain [DRAGON WINGS] (finally!) and [SOAP]. Talk to the man again and he'll start selling some new weapons. Check out other shops as well.

```

-----
| THIEVES' GUILD ITEM SHOP |
|-----|
|           Item Name           |           Price           |
|-----|-----|
| Healing Fruit                 |           200s            |
| Star Light                     |          1000s            |
| Angel's Tear                   |           600s            |
|-----|-----|

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-----
| THIEVES' GUILD ARMOR SHOP |
|-----|
|           Item Name           |           Price           |
|-----|-----|
| Steel Armor                   |          2400s            |
| Aculty Robe                   |          3600s            |
| Steel Shield                   |          1800s            |
| Crystal Armlet                 |          1200s            |
| Steel Helmet                   |          1360s            |
|-----|-----|

```

```

-----
| THIEVES' GUILD WEAPON SHOP |
|-----|
|           Item Name           |           Price           |
|-----|-----|
| Ice Brand                     |          4000s            |
| Ice Mace                      |          4400s            |
| Battle Bow                    |          4600s            |
| Icicle Staff                   |          3600s            |
|-----|-----|

```

Once you're done here, exit Bazaar for a scene. Return to Bazaar after it, and speak with the blue-haired man to get [BALLOON PLANS]. We're done here. AND, we can now access all those locked chest, since we are members of the Guild from now on. Let's do some treasure hunting!

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    /
  ) /
.--( /REASURE HUNT-----WAL23--.

```

Items	Enemies
<ul style="list-style-type: none"> • Stew Pot Lid • Wrath Ring • Protection Ring • Silver Light x5 • 2000s • Soap • Angel's Tear • Fortune Ring 	N/A

1. Teleport to Burg. Enter Ramus' house . The chest here contains [STEW POT LID].
2. Enter Ghoto Woods from Saith's side. Open the chest for [WRATH RING].
3. Enter the dock house in Saith. The chest on the 2nd floor has [PROTECTION RING].
4. Go to Old Hag's Forest. There's a chest in the hag's house basement. It contains [SILVER LIGHT].
5. Teleport to Meribia. Go to the shop district. Enter the house on the right (beehind the weapon/armor shop) and nab a chest with [2000s].
6. Enter Meribian Sewers from Mel's mansion. The chest here contains [SILVER LIGHT].
7. Teleport to Vane. Enter the Cave of Trial. A chest in one of its' rooms has [SOAP] in it.
8. Teleport to Lann. In the northeast corner you'll find a chest with [SILVER LIGHT].
9. Enter Nanza Pass - South. The chest here contains [ANGEL'S TEAR].
10. Teleport to Meryod. Open the chest here for [SILVER LIGHT].
11. Enter Meryod Forest from Meryod's side. Find a chest with [FORTUNE RING] in here.
12. Teleport to Reza. Head northeast to the bar and pick up [SILVER LIGHT] from the chest east of the bar.

Now that there are no unopened red chests remaining, so let's head to Iluk.

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.--( /LUK-----WAL24--.

```

Items	Enemies
N/A	N/A

Enter the large house with a hole on its roof. Speak with a blue-haired guy (Shira) inside for a scene. Exit the house and go down the stairs near the pool. Talk to the botanist and return to the surface. If you need any items, check the nearby shop.

```

.-----
| ILUK SHOP |
|-----
|           |           |
| Item Name | Price   |
|-----|-----|
| Mithril Bangle | 1000s |
| Healing Fruit  | 200s  |
| Antidote       | 20s   |
| Cleansing Water | 60s   |
| Warp Wing     | 100s  |
|-----|

```

Go through the gate that is behind the statue of Althena.

```

      ( /
      /
      /
.---( _ /LUK FIELDS-----WAL25---
|-----|
|           |           |
| Items     | Enemies   |
|-----|-----|
|           |           |
| • Healing Ring | • Man Eater |
| • Spirit Hairpin | • Evil Image |
| • Crystal Bangle | • Puffy Bug |
| • 3000s         |           |
| • Fluffy Bug   |           |
|           |           |
|-----|

```

If you're underleveled, this is a very good place to earn some easy EXP points and gain a few free levels. Have Mia cast Flame Circle all the time, while others should stick to physical attacks. From the starting position, take the first path east. Go to the end of this area and open a chest that contains [HEALING RING]. Go back and walk north this time. You will into a pink bug. Approach to initiate a battle and it will run away on its first turn. After dealing with other enemies, you'll see that it ran away. Go east to follow it, and then take the northwest exit. There's a hidden chest here in the northwest corner. It contains [SPIRIT HAIRPIN]. Take it and approach the pink bug again. It'll run away. Chase it by going west. Step on the spring to get to the other side of the river. Go west and south all the way. Jump on the three springs and go continue west. Pick up [CRYSTAL BANGLE] from the northwest chest and go east. Run into the pink bug again. Chase it by southeast after the battle. Jump across the pond and go up. DO NOT step on the next spring, or you'll have to make your way over here again. Go all the way up instead. Open the chest for [3000s]. Approach the pink bug for the last time. After the battle, a quick scene will occur. You'll obtain [FLUFFY BUG]. Return to Iluk and heal at the statue. Go talk to Shira for a scene. Talk to him again and select the bottom answer. Now we're on our way to Red Dragon Cave!

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      / _ /
      /   \
.---( _ / \ED DRAGON CAVE-----WAL26---
|-----|
|           |           |
| Items     | Enemies   |
|-----|-----|

```

• Star Light x7	• Blob Slime
• Rainbow Tiara	• Fire Wisp
• 2000s	• Burner
• Barrier Ring	• Scorpion
• Angel Ring	
• 10000s	
• Dragon Shield	

The enemies in this dungeon are mostly vulnerable to ice, so Mia's Ice Geyzer and Blizzard spells are essential for quick victories. Watch out for the gas steam and fissures on the floor, as they drain your HP if you touch them/walk on them.

From the starting point, go north a bit and then northeast into the opening. Proceed north, then east and follow the curvy path to the next opening (don't forget to pick up [STAR LIGHT] x2 on your way). Go east and step on the purple stone. Open the chest for [RAINBOW TIARA] and return to the main path. Go up a bit and take the east path for [STAR LIGHT], then back to the fork and west for another [STAR LIGHT]. Go further west into a little hole to find [BARRIER RING] in the chest. Return to the previous area. The opening that leads to the next area is located in the northeast corner. Once you're there, go east, open the chest for [2000s], go north, step on the stone, take [STAR LIGHT] from the chest and return to the main path. Go west and north all the way until you find [ANGEL RING] in the northwestern corner. Follow the path east to the exit. After a quick scene, your HP/MP will be restored and the "trial" will begin. Ignore the first stone on your right, and go up. Step on the stone, go right to another stone. Walk down first, open the chest with [10000s] and go up and left; step on the stone. Walk south a bit, nab [STAR LIGHT] from the chest, go left and step on the stone. Grab [STAR LIGHT] from the chest and go back. Step on the northwest stone. Save your game, heal and go through the flames. You'll trigger a scene, and a boss battle.

 | BOSS: Bronze Dog x2 | HP: 3000 each | EXP: 4000 | SILVER: 0 |

| On the first turn, have everyone trigger their Mystic Artes, except for |
 | Kyle, who should Power Up, and Mia, who should start using Ice Geyser. She |
 | should probably cast it every single turn. Alex should do Flash Cut, Nash |
 | should cast Electroshower, Jess should heal everyone. Kyle's Sonic Riser |
 | and Shine Blade deal decent damage to the boss, too. The dogs can cast |
 | Fire Ball, an attack that leaves one of your characters with minimum HP. |
 | Heat Rush does medium damage to the whole party. Heal after both of these |
 | attacks immediately, and you should be fine. Surely, each dog has 3000 HP, |
 | but with the help of Mia's Ice Geyser, it shouldn't take too long. |
 |

Go into the northeast opening for another scene. You'll obtain the [DRAGON SHIELD]. Equip it on Alex right away. Also, Alex will learn the Dragon Wrath spell. Use Warp Wing to get to the balloon. Approach it to return... no, not to Iluk, but to... Reza. Go towards the bar and speak with Laike. Teleport to Meryod. Go across the newly-formed bridge to the other side and exit to the World Map. Select Lyton. BTW, my party was at level 27 at this point of the game. Oh yes, before going to Lyton, you should check how much money you have. If you've been grinding a bit in the past dungeons, you should have more than 80000 Silver. If not, try to sell some of your old stuff. Why I'm saying this,

is because now is a good time to purchase all those items from Ramus' shop. If you don't have the needed sum, don't worry, as you still have some time before the shop closes for good. Anyway, Lyton is our next stop.

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     /  )
    (  /
     /
.-- (  YTON-----WAL27--.
|-----|
|           Items           |           Enemies           |
|-----|-----|
|           N/A             |           N/A             |
|-----|-----|
'-----'

```

Go east into the shop. There are some new armors that you may find interesting.

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-----
| LYTON SHOP |
|-----|
|   Item Name       |   Price   |
|-----|-----|
| Warrior Armor     | 4000s    |
| Warrior Shield    | 3600s    |
| Rainbow Armlet    | 2400s    |
| Warrior Helmet    | 2600s    |
| Healing Fruit     | 200s     |
| Angel's Tear      | 600s     |
|-----|-----|
'-----'

```

Exit the shop and go into the hut directly north of statue of Althena. Talk to the man for a scene. Exit the hut and go northeast, into the shrine.

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   | /| /
   | /| /
.-- /  | IND SHRINE-----WAL28--.
|-----|
|           Items           |           Enemies           |
|-----|-----|
| • Sage Robe        | • Giga Ant                  |
| • Star Light       | • Brainpicker               |
| • 5000s            | • Hobgoblin                 |
|-----|-----|
'-----'

```

At the fork, go east and then north. Fall through the crack and fall into the hole. Open the chest for [SAGE ROBE] and go north. You will return to the entrance of the shrine. This time, go north at the fork, fall through the crack, go north again and fall down. Collect [STAR LIGHT] from the chest and go northwest. From the entrance, go west at the fork, then north until you fall through the crack. Go south into a hole. Collect [5000s] from the chest and go north. From the entrance, go west, north until you see a split, then east till the end, north a bit and into another crack. Go north to fall through one more crack. Exit the little cavern to the north. Step on the right crack. After

• Angel's Tear	• Shiro
• Insane Helmet	• Shrieker
• Healing Fruit	• Giga Vespa
• Shiro's Tail	
• Gale Staff	

Mia's Flame Circle works great against the enemies in Tamur Pass. With that in mind, go south through the hidden passage to collect [STAR LIGHT]. Go north and east, make a turn to the west and open a chest with [ANGEL'S TEAR]. Head straight to the south, and look for a hidden passage on your right. Pick up [INSANE HELMET] from the chest. Take the east exit, which is nearby. Grab [HEALING FRUIT] and proceed north, then west. Go west, north and east into the next area. Go all the way east and collect [SHIRO'S TAIL] from the chest in northeast corner. Then go directly south for [GALE STAFF]. Equip it on Mia right away. Go back west and take the path south on the 4-way fork. Before proceeding, save your game and restore HP/MP if needed.

BOSS: Dark Sorcerers & Bone Knights | HP: 350 each | EXP: 4920 | SILVER: 0

There are two rounds in this battle. On the first round, you'll fight one Dark Sorcerer and three Bone Knights, and on the second round, you will fight two Dark Sorcerers and five Bone Knights. Bone Knights are immune to physical attacks, while Dark Sorcerers are very resistant to magic, but in spite of that fact, the battles are really easy. On the first round, just trigger everyone's Artes, and have Mia cast Flame Circle. On the second have Nash and Mia cast some powerful spells, while Alex and Kyle should attack the Sorcerers. All in all, this battle is quite easy.

After the scenes, proceed to the southeast exit.

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/
) /

-- (_/AMUR-----WAL31--

Items	Enemies
N/A	N/A

First of all, check out the shops in this village, there are tons of powerful weapons and armors.

TAMUR ITEM SHOP

Item Name	Price
Protection Ring	12000s
Healing Fruit	200s

Antidote	20s	
Cleansing Water	60s	
Holy Water	100s	
Angel's Tear	600s	

| TAMUR ARMOR SHOP |

Item Name	Price	
Mithril Armor	9600s	
Radiance Garment	5600s	
Halo Robe	7200s	
Mantra Robe	12400s	
Dragon Armlet	3800s	
Lucky Bandanna	2800s	

| TAMUR WEAPON SHOP |

Item Name	Price	
Warrior Sword	9000s	
Wind Sword	14000s	
Judgment Mace	12400s	
Great Bow	8400s	

Buy a Warrior Sword for Alex and Judgment Mace for Jess. Equip everyone with latest armors, combined with the equipment you found in the previous dungeons. After you're done with shopping, go northeast for a scene involving an old friend of ours. During the conversation, pick the first option to continue with the storyline. Go north to the World Map. Myght's Tower is up next.

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/ | / |
.--(_/ | / |YGH'T'S TOWER-----WAL32--.

Items	Enemies	
• Silver Light	• Plasma Prism	
• Barrier Ring	• Mecha Star	
• Obsidian Sword	• Mad Specter	
• 1000s	• Magic Hat	
• Healing Fruit		

Talk to the boy and head east. Now listen carefully: go east, north, south (yes, enter the door through which you came here), west. In this new area, go north. Navigate through the pipes to find [SILVER LIGHT] at the end. Return to the previous area and go through southeast door. Navigate through the pipes to find the exit in the left northwest end. Head straight to the north, and when in the pipes, go east, north and east. Pull the lever and go all the way back to the previous area. Stand at the east platform, and it'll take you to a new

room. Go east and north, enter the door there. In the pipe, go north, east, south for [BARRIER RING]. Then east again, north and east for [OBSIDIAN SWORD] and return to the main path. Head east and north to find [1000s]. Go back to the previous room and enter the east door. In here, the lever is found in the east corner. Pull it and go back. Stand on the green platform to proceed further. Enter the only door, which will lead you to another pipe. Follow the path to [HEALING FRUIT] in the northeast corner, then go southeast to the exit. Take the east door and talk to the old fart in the back, who turns out to be the owner of this tower. After the scene, speak with Laike. Go through the hole in the wall (near the blonde girl) to return to the tower's entrance. Back in Tamur we go.

Go to the pub. Speak to your party members for a scene. Go outside, save your game and head north for a scene. Select the top answer during the dialogue. You'll fight in an one-on-one battle with Alex alone. Use Vigor and then Sword Dance every other turn. Heal when needed. You'll obtain [TEMPEST MEMENTO]. Exit Tamur as if you were going to Myght's Tower, and select Lost Woods on the Map.

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     /_ )
    (, /
     /
.--( ___OST WOODS-----WAL33--.
|-----|
|           Items           |           Enemies           | |
|---|---|---|
|           |           |           |
| • Healing Fruit x2       | • Killer Fungus           |
| • Silver Light          | • Ambush                 |
| • Insane Shield         | • Yeti                   |
| • Cascabel Hairpin     | • Insector               |
| • Chiro's Tail         |                           |
| • Pleiades Bangle      |                           |
|           |           |           |
|-----|-----|-----|

```

Pick up the [HEALING FRUIT] from the chest right in front of you. Follow this path east. Go east all the way, collect [SILVER LIGHT]. In the next area, take northeast exit. Open the chest for [INSANE SHIELD], go up and right for a scene. Open the nearby chest to get [CASCABEL HAIRPIN] and take the upper west path to find [CHIRO'S TAIL]. Go north and east for another quick scene, and then west to get [HEALING FRUIT]. Exit northwest. Continue northwest, pick up [PLEIADES BANGLE] from the chest. Head north, west and southwest. Take the southeast path at the fork. After the scene, go back and take the northwest path. Finally, head northwest and choose to rest. After the scene, don't go south yet. If you haven't bought the Reminiscer and the Bromides from Ramus' shop, NOW IS YOUR LAST CHANCE TO DO SO!!! Entering Pao means that the shop will close down for good, so keep that in mind.

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.--( _/AO-----WAL34--.
|-----|
|           Items           |           Enemies           | |
|---|---|---|
|           |           |           |

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N/A	N/A
-----	-----

Head into the top west yurt for a scene. Great, now we're short on two party members. Enter the northmost house and talk to the old woman to obtain the permission to go to the underground cave. Buy some items in the shop if you need, and enter the northeast cave whenever you're ready. Keep in mind that you can't go anywhere until you clear the Black Dragon Fort. Jessica is not available, but if you don't have Warp Wings, don't worry - there is one in the dungeon you're about to explore.

```

.-----
| PAO SHOP |
|-----|
| Item Name | Price |
|-----|-----|
| Healing Fruit | 200s |
| Star Light | 1000s |
| Angel's Tear | 600s |
| Holy Water | 100s |
|-----|

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.-( / ( LACK DRAGON FORT-----WAL35--
|-----|
| Items | Enemies |
|-----|-----|
| • Silver Light x2 | • Barbarian |
| • Angel Ring | • Corona Master |
| • Dragon Bandanna | • Chaos Demon |
| • Dream Bow | • Cursed Face |
| • Healing Fruit | |
| • Insane Sword | |
| • Dragon Armor | |
| • Insane Armor | |
| • Warp Wing | |
|-----|

```

Flash Cut works very well against the enemies here. In the first area, follow the path east and north. At the fork, go northwest, then east, north and west to the exit. Go west up the stairs for a scene. Tempest will join the party temporarily. Don't open the chest to your right, it's an MP-sucking trap. Go north and up the stairs. Keep going north, and open two chests for [SILVER LIGHT] and [ANGEL RING]. Return to the previous area, go south, east past the stairs and north up another set of stairs. Go northeast, pick up [DRAGON BANDANNA] from the northeast chest. The northwest one is an MP trap. Go down, west and take the south stairs. Head southwest to get [DREAM BOW]. Then head north for [HEALING FRUIT] and [INSANE SWORD]. Go back to the previous room and take the north stairway this time. Go east to another set of stairs, picking up [SILVER LIGHT] on your way. Ascend the stairs for another scene. You will obtain [DRAGON ARMOR] and Dragon Lament skill for Alex. East chest contains [INSANE ARMOR], and west one is just another trap. I also suggest giving all the Insane equipment to Kyle, and Dragon equipment to Alex. Go southwest, then

north and up the stairs two times to get to the next area. Head north, make a turn and open a chest with [WARP WING] in the southeast corner. Save your game and go up the stairs that are opposite of this chest. A scene will occur.

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-----
| BOSS: Black Dragon | HP: 7481 | EXP: 25000 | SILVER: 0 |
|-----|
|
| In the first part of the battle your party is paralyzed, and this "battle"
| will end after the third turn. You will only be able to fight properly in
| the second part of the fight. Let's talk about how the dragon attacks. It
| does two moves per round. Most of the time you'll be seeing Blowback first
| (it blows your characters back to the right edge of the screen, making it
| hard for them to reach the dragon, which leads them to losing a few hits;
| just use skills, and you'll be fine with this), followed by a Breath-type
| attack that can be fire-, ice-, or thunder-based. You need to heal almost
| immediately after these attacks, or you might lose your party. Sometimes,
| though, the dragon might use two Breath attacks in one turn, which is even
| more dangerous. As usual, have Alex and Kyle cast Vigor and Power Up on
| themselves, Nash should cast Thunder Rain on his first turn, and Tempest
| should just use his Flash Arrow skill and heal whenever possible. Nash
| should stick to healing after casting Thunder Rain, while Alex and Kyle
| can use Zephyr Blade and Shine Blade, respectively, on their second turn,
| and then just stick to using Sword Dance and Power Slash for the rest of
| the battle. This fight shouldn't be too hard if you keep your characters
| well-healed at all times.
|
|-----|
```

After the battle, use Warp Wing to get out of here. Back in Pao, enter the top west yurt for a scene. Talk to Tempest to get [MASTER SWORD]. Before going to Myght's Tower again, we still have some handy items to get. Teleport to the fine city of Meribia, enter Ramus' shop and talk to the bunny girl to be able to buy Althena Doll and Brigand Medal for Jess and Kyle, respectively. These items give them extra Arts when equipped. In Thieves' Guild (Reza) you can buy items with the same effect for Mia and Nash - Master Ribbon and Guild Emblem. You can also buy Silver Darts here. Teleport to Lann. Talk to the man in the house, that's north of the statue. Pick the top choice in the dialogue when prompted. Teleport to Lyton, exit it, and enter Forbidden Woods.

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.--(_/ ORBIDDEN WOODS-----WAL36--
|-----|
| Items | Enemies |
|-----|-----|
| • 10000s | • Ambusher |
| | • Shell Walker |
| | • Cannon Foot |
| | • Vorpall Boar |
|-----|-----|
```

This place is crawling with high-levelled monsters, but don't be too scared - Alex's Dragon Lament skill takes care of them in a second. You won't get much EXP from these battles, though... From the entrance, head straight to the

north and exit this area in northeast. Go east all the way for [10000s]. Head south and west, then south again, and southeast to reach Althena's Hidden Spring. You can talk to the woman here to take a bath in the spring. You also should have at least two Soap items, because that's where they come in handy again. Use one Soap to watch either Mia's or Jessica's bath scene. Once you've seen in it, save your game. Now take a bath again, and you should see another scene. If you've seen the same scene again, just reload your save and retry. Once you're done here, teleport to Myght's Lab.

Talk to Myght for a scene. After it, speak with all of your party members a couple of times. Afterwards, on the roof, talk to Mia, Jess and Kyle, and then to Nash. Watch how the events unfold. Nash, you little piece of ****! Teleport to Iluk. Enter the red-roofed house. Talk to the man inside, and examine the easel to get [MIA BROMIDE 4]. Teleport to Reza and go to Thieves' Guild. In the Bazaar, talk to the man in the northwest corner. Pick the bottom answer when prompted. Go speak with the barkeep upstairs and return here. Talk to the man again to obtain [BALLOON ENGINE]. Teleport to Myght's Lab. Talk to Myght. After the scene, talk to Laike and your party members. Go to the roof and talk to Myght for a scene. Question for the gamers who play the Silver Star game for the first time - you've already figured out who Laike is, didn't you?

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      /
    ) /
.--( /ALON-----WAL37--.
|-----|
|           Items           |           Enemies           |
|-----|
|           N/A             |           N/A             |
|-----|

```

This place is huge, and almost empty, unfortunately. Go into the door that's east of the blue monster. A cafeteria is nearby, but you should go northwest, and exit this area to the west. Go up the stairs, and go into a well-hidden door a little bit to the east. The pink monster inside can heal your party, if you talk to him. Go back and west past two stairways. Now head down the stairs and enter the west opening. Go through another screen, and finally east into the entrance of the mine.

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      _____)
     (, /
      /
    ) /
.--( /ALON MINE-----WAL38--.
|-----|
|           Items           |           Enemies           |
|-----|
| • Healing Fruit x3       | • Dark Stalker             |
| • Clear Ring             | • Sergeant                 |
| • Silver Light x2       | • Rock Biter               |
| • Paraciete Robe        | • Steam Tank               |
| • Devil Pendant         |                             |
| • Star Light x2         |                             |
| • Protection Ring       |                             |

```

- | • Angel's Tear
- | • Radiant Tiara

Ice Geyser works very well against the enemies here. And it's also handy when fighting Dark Stalkers, as they are immune to physical attacks. Go east and down the stairs for [HEALING FRUIT]. Go east through the hidden passageway. Continue east all the way to the exit. Go north to find [HEALING FRUIT]. Exit west. Pick up [SILVER LIGHT] and [CLEAR RING]. Go back two screens. Go northwest until you find a chest with [SILVER LIGHT]. Go north, and at the fork go west. Collect [PARACIETE ROBE] from the chest and go back. Head all the way north for a quick scene, and continue northwest. Go east a bit for another scene. Pick the top answer during the conversation. Return to the previous area. Talk to the pink monster for a scene and an easy battle. After it, go north and east for [DEVIL PENDANT]. Go northwest, and take the west exit. Collect [STAR LIGHT] from the chest. Go back and take the north exit. Collect [PROTECTION RING] from the chest and return to the previous room. Go south all the way. Head south some more, pick up [STAR LIGHT] and go east. Take [ANGEL'S TEAR] in the southeast. Take the east exit for [RADIANT TIARA]. Go back and take the northeast path at the fork. Pick up [HEALING FRUIT] and keep going north, then exit east. Head northeast, northwest and northeast to the exit. You'll be fully healed. Proceed northeast for a scene. Save your game and go north for another scene. The fight against Kyle ends after the second turn, so don't waste any MP here.

 | BOSS: Shadow | HP: 7481 | EXP: 28000 | SILVER: 0 |

 | On the first turn, Alex casts Vigor, Kyle casts Power Up. Jessica casts
 | Ire Sledge and Mia casts Endow Weapon on Kyle (then she can cast it
 | on Alex). Now Alex and Kyle can go all out with their Arts, Jessica should
 | cast Divine Litany, which will be very useful in this fight, and Mia may
 | to speed things up with her Flame Blast spell. This boss is pretty easy:
 | his normal attack hits the characters three times for low damage, Black
 | Bile puts Silence status on a single character (remove it with Holy Water)
 | and Piercing Eyes does about 75+ HP damage to the whole party (that's why
 | you should cast Divine Litany beforehand). Otherwise, it's an easy fight.
 |

After the battle, go west and make a turn to the north. It's the exit! On the Frontier Map, enter Ruid. After the scene there, go back and enter Cadin from the Map.

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--- (_____) ADIN-----WAL39---

Items	Enemies
N/A	N/A

After the battle, pick the top answer during the conversation. Nash will join your party once again. Ooh, I wish Kyle gave him a beating, but oh well... Go up the stairs, and follow the only path for a scene. I don't know why, but Warp Wings and Jessica's Return Litany don't work here, so we'll have to walk back to the entrance. On the Frontier Map, select Airship for a scene. You'll be back at Vane's Magic Guild. Exit it to Vane, heal at the statue, and go two screens down, then talk to Nash and the old woman. Nash will join you. Go back to the Guild and enter the door that lead to the Crystal Tower entrance. Speak with your party members for a scene. Go into the door that Mia opened. Descend the stairs and go into the door for a breathtaking cutscene. Before going to the Grindery, there is one more important thing to do - taking three powerful accessories from the places we previously visited. Two of them require you to have spoken to some people at certain points in the game, but if you've been following this walkthrough, you should be fine. Teleport to Reza and enter the Thieves' Guild. Find the pink-haired girl inside and talk to her twice for a [GALE RING]. Exit Reza and enter Damon's Spire. Go all the way to the top and speak with lord Damon there. He will give an [ORB RING]. Use Warp Wing or Return Litany to get out of here, and teleport to Lann. Enter the house that is north of the statue of Althena. Speak with the man inside, and you will receive [FIEND'S TEAR]. Ok, now we've got everything we need. I'd suggest equipping Gale Ring on Alex, and Orb Ring on Jess or Mia (if you want to use her Inferno spell frequently). Heal up and save your game. Teleport to the Transfer Spring, exit it and enter Grindery on the World Map.

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  .--(_____/ RINDERY-----WAL41--.
  |-----|
  |           Items           |           Enemies           | |
|---|---|---|
  |           |           |           |
  | • Healing Fruit x2      | • Death Armor              |
  | • Silver Light x2      | • Corona Master          |
  | • Star Light           | • Soul Stealer           |
  | • Angelic Garment      | • Magic Masher          |
  | • Angel Ring           | • Tank Golem            |
  | • Illusion Ribbon      | • Killer Quill          |
  | • Divine Bandanna      | • Arrow Fish            |
  | • Lacquer Helmet       | • Archmage              |
  | • Lacquer Shield       | • Bomb Angel            |
  |           |           |           |
  |-----|-----|-----|

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You'll be welcomed very warmly upon your arrival to the Grindery. You'll fight two battles in a row. Death Armors need only one hit if Mia's Inferno to die, and I hope you'll figure out how to deal with Corona Masters on your own. After the scene, you'll be in the Grindery Core. Go east to the next area. Go up two sets of stairs, open the chest with [HEALING FRUIT]. Go up the stairs and into the door. Go into the west door for [SILVER LIGHT]. Go back and east. In the next room, go east and take northeast exit. Go into the door first for [SILVER LIGHT]. Then back and up the stairs. Go through the west door, then take the southwest door to find a chest with [HEALING FRUIT]. Go two screens back and take east door. Follow the path around the room and exit it northwest continuing up the stairs. Go into the northwest room for [STAR LIGHT]. Go back and take southwest exit. Go west for a quick scene. Exit this area southwest. Then, up the stairs and west. Heal at the statue, and take the northeast exit, then southeast exit. Go through the northeast exit, then take the middle door.

Go northeast (into the darkness) and collect [ANGELIC GARMENT] from the chest in the corner. Exit this room south to get [ANGEL RING]. Go back and west. Go all the way southwest and take the lower southeast exit for [ILLUSION RIBBON]. Return to the previous room, and the only north exit available this time. Go through two following rooms, then southeast to the exit. Go west to find a chest with [DIVINE BANDANNA]. Then go back and up the northeast stairs. Take the [LACQUER HELMET] from the chest and go through the east door. Open the chest with [LACQUER SHIELD] and save your game. Go north for a scene. After it, heal up and enter the big red door.

```

-----
| BOSS: Magic Emperor | HP: 8380 | EXP: 50000 | SILVER: 0 |
|-----|
|
| Let's talk about character actions first: on your first turn, Alex casts
| Vigor, Nash casts Thunder Rain, Jess casts Divine Litany, Mia casts Endow
| Weapon on Alex, Kyle casts Power Up; on your second turn, Alex does Zephyr
| Blade, Nash heals, Jessica does Ire Sledge or heals if your party was hit,
| Mia casts Endow Weapon on Kyle, and Kyle does Shine Blade. After that, all
| you need to do is keep you characters alive, and attack when you can. Nash
| and Jess should focus on healing mostly. Jessica has her Calm Litany, and
| can help out with Healing Fruits. Emperor's attacks consist of weak normal
| attack, and another, very powerful, multi-target attack. It can be Nitro
| Dagger, Tornado or Inferno. Any attack out of these three can do heavy
| damage to your party. A Nitro Dagger once killed my Mia with full health,
| and she was level 41. So as you see, healing is what you need to worry
| about here. As I was able to notice, Emperor does two multi-target attacks
| for two turns, and then his normal attack for two or three turns, so use
| that time to heal up and prepare for a heavy attack. You can also use Mist
| Barrier, Mia's Arte, if you're feeling that you won't make it.
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|-----

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After the battle, go north for a scene. Go up the stairs to meet Luna. Heh, and you really thought it was all over? You can't win the next battle, so do not waste your energy on it, and let the enemy kill you. After the scenes, you'll find yourself in Mel's mansion. Go into Mel's room and speak with the girls. Enter Meribia. Go to Ramus' shop and talk to him twice to get [JESS BROMIDE 2] and [MIA BROMIDE 2]. Talk to the bunny girl and buy 99 of each item without paying a single Silver! Go to the port and enter the pub. Talk to Kyle and Nash inside. Go back to Mel's mansion and speak to the girls again. They will join you. Head to the pub again and speak to Kyle, then to Nash for a scene. Pick the top answer in the conversation when prompted. Don't talk to Laike just yet. Make sure you've done and seen everything there is to do and see. Make sure you got all the needed accessories that I listed a little bit above, and that you have seen the bathing scenes, thus adding them to the Reminiscer menu. After telling Laike that you're ready to go, THERE IS NO WAY TO GET BACK TO THE NORMAL WORLD! Ever. So don't tell me I didn't warn you. Anyway, once you're ready, speak with Laike and pick the upper choice during the conversation. After the scene, talk to Kyle, Mia and then Laike. Examine Dyne's Monument. After a cool scene, you'll arrive in the Azure City.

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|,--(_/ | ZURE CITY-----WAL42--
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|
| Items | Enemies |

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• Lacquer Armor	• Death Warrior
• Dragon Staff	• Spellcaster
• Arcane Garment	• Gades
• Palladium Robe	
• Starlight Bow	
• Holy Mace	
• Angel's Tear	
• Silver Light	

Go northwest two times. A scene will occur. You have to defeat all the enemies in the area to move on (sometimes just the Spellcaster enemy). You'll be running into such traps fairly often here, so get used to it. At least you'll level up a bit. Take the lower northwest path to [LACQUER ARMOR]. Go back and take the southeast path. Open the chest with [DRAGON STAFF]. Go back and take the upper northwest path. Follow the only path there is to the next area. Open the chest with [ARCANE GARMENT], and take the lower northeast path. Travel straight to the northeast, take [PALLADIUM ROBE] from the chest and go back. Go up the stairs and into the door this time. A scene will occur, and your party will be "cursed". Now one or two of your characters will be entering battles with Sleep status. Not very good. Anyways, go northeast. Then take the northwest exit. Grab [STARLIGHT BOW] in here, and exit to northeast. Go to the east directly, and in the next area, collect [HOLY MACE] from the chest. Go back to the previous area (northwest exit) and up the stairs. Go west, then make a turn and go east. Go further east, grab [ANGEL'S TEAR] from the chest. Take the lower west exit. Keep following the path, grabbing [SILVER LIGHT] on your way and enter the door. Save your game. Go northeast for a scene.

| BOSS: Royce | HP: 8920 | EXP: 50000 | SILVER: 0 |

|
| Same old story here - raise Alex's and Kyle's attack power and let Royce |
| have it. Her attacks are pretty weak, if you have Divine Litany and use |
| Calm Litany, too. She can also cast Flame Bind on one of your characters, |
| thus immobilizing him/her. So, as usual, stay well-healed and keep using |
| powerful skills, and you'll win soon enough, cause Royce is nothing more |
| than a pushover at this point in the game. She also drops Silver Light |
| when defeated. |
|
|-----

Go northeast, heal at the statue, and head northeast again. Follow the path up to the Goddess Tower.

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..--(_____/ ODDESS TOWER-----WAL43--.

Items	Enemies
• Silver Light x2	• Ring Horn
• Advent Armllet	• Devil Bomber

• Hero's Armllet	• Graven Image
• Avatar Robe	• Great Demon
• Spirit Talisman	
• Nameless Sword	

Go northeast to find four colored teleporters. Each of them correspond to one of the four dragons you've met on your journey. Also, be careful with the enemies called Great Demons here. Their Arc Bolt attack is pretty dangerous, and they're very fast, too, so you might want to stick to Dragon Lament when fighting them. Step on the white teleporter. Go all the way northeast and step on northeast teleporter. Go northwest to the center of the room, and take the northeast teleporter. You'll be in a room with four colored teleporters. Take the northwest first. Go up the stairs, and pick up [SILVER LIGHT] in the east corner. Take the far west teleporter. Collect [ADVENT ARMLET] from the chest. Go back to the room with four teleporters. Take the southwest teleporter, then the west teleporter, and open the chest with [HERO'S ARMLET]. Go back to the four teleporter area. Take the southeast teleporter, then the east teleporter and open the chest with [AVATAR ROBE]. Go back two screens. Now take the northeast teleporter, then step in the far northeast teleporter. Collect the [SPIRIT TALISMAN] from the chest and go back. Take the center teleporter, then go up the stairs. In the nest area, go down the west stairway. Take [NAMELESS SWORD] from the chest and return to the previous area. Go into the teleporter in the center of the room. Go northeast and up another stairs. Take the east exit in the next room. Make your way around the blocks and exit northeast. Pick [SILVER LIGHT] from the chest. Take the northwest teleporter. Save your game. Go up the stairs for a scene. During the scene, pick the top option.

| BOSS: Xenobia | HP: 9700 | EXP: 55000 | SILVER: 0 |

|

| Xenobia's pretty much like the previous boss, Royce - she doesn't have any |

| significantly dangerous spells, and can be taken down pretty quickly, if |

| you dedicate the first two turns to powering up your attackers. Sonic Boom |

| and Chaos Wave seem to be her most damaging spells, but even they can't |

| really hurt your party that much, if you're properly leveled. So, all you |

| need to do is raise Alex's and Kyle's attack as much as you can and let it |

| rip. She drops Silver Light when defeated. |

|

At this point, all you need to do is enter the green door and face your final foe. Make sure you're well equipped, healed and properly leveled. My team was at level 50 after the battle with Xenobia, but level 45 should do the trick, too. Anyway, here's a quick summary of my party's equipment before the final battle:

Alex (Level 50)	Nash (Level 50)
Weapon: Althena's Sword	Weapon: Starlight Bow
Armor: Dragon Armor	Armor: Avatar Robe
Shield: Dragon Shield	Shield: Pleiades Bangle
Helmet: Dragon Helmet	Helmet: Divine Bandanna
Accessory 1: Barrier Ring	Accessory 1: Devil Pendant
Accessory 2: Wrath Ring	Accessory 2: Fortune Ring
Jessica (Level 49)	Mia (Level 49)
Weapon: Holy Mace	Weapon: Dragon Staff
Armor: Arcane Garment	Armor: Palladium Robe

Shield: Advent Armlet Shield: Hero's Armlet
Helmet: Radiant Tiara Helmet: Illusion Ribbon
Accessory 1: Spirit Talisman Accessory 1: Orb Ring
Accessory 2: Protection Ring Accessory 2: Chiro's Tail

Kyle (Level 50)
Weapon: Nameless Sword
Armor: Lacquer Armor
Shield: Lacquer Shield
Helmet: Lacquer Helmet
Accessory 1: Wrath Ring
Accessory 2: Barrier Ring

Once you're ready, enter the green door, climb the stairs and enter the black door for a scene.

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-----  
| FINAL BOSS: Magic Emperor | HP: 11080 | EXP: 0 | SILVER: 0 |  
|-----  
|  
| I hope you have high enough resistance to withstand his magical attacks. |  
| His Rock Crush spell is the most damaging, and if he does it twice in one |  
| turn... well, good luck surviving it. Most of the time, he wastes half of |  
| his turn attacks on a weak physical attack. Divine Litany is certainly a |  
| must here. Jessica should heal the party each turn, no questions asked. |  
| After doing Thunder Rain, Nash should help out with healing, too. After |  
| powering up Alex and Kyle, let them attack the Emperor with Sword Dance |  
| and Power Slash, and don't forget about Mystic Artes, too. Mia should cast |  
| Endow Weapon and Endow Shield, if needed. Aside from Rock Crush, Emperor's |  
| attacks are not that damaging, actually. The only attack you should look |  
| out for is Huge Keeper. This spell insta-kills ALL of your party members. |  
| It's easy to foresee it, as it's preceded by a Blast Loci spell, which |  
| does no damage to your party. If you've seen him pull off a Blast Loci, |  
| make Mia use her Mist Barrier or Alex use his Dragon Guard spell ASAP. Now |  
| you should be able to survive the attack successfully. That's pretty much |  
| all the Emperor does. If you're lucky enough, you'll kill him before he |  
| even takes a chance to cast Huge Keeper. |  
|-----
```

After the battle, go north for a scene. Keep climbing the stairway no matter how many times lightning hits you. A scene will occur when you reach the top. After it, you'll be back in Meribia. Go to Ramus' shop. Talk to Ramus to receive [LUNA BROMIDE 1]. Buy [JESS BROMIDE 3] and [MIA BROMIDE 3] from him. Go to Black Rose Street and approach Nash and Mia for a scene. Go back to previous area for another scene. Go to Mel's mansion. Approach Jess and Kyle for another scene. Finally, make your way to the port and enter the bar. After the scene, save your game, exit the bar and talk to Laike, who's standing south of it. Pick the top answer during the conversation. Lunar: Silver Star Harmony ends here.

=====
10.....FREQUENTLY ASKED QUESTIONS.....LUN10
=====

01. What is this game?
- This is another remake of the Sega CD RPG called Lunar: The Silver Star. That game is almost 20 years old, but is still considered a cult classic to this day. It's kind of a remake of a remake of a port.

02. Is this game turn-based or real-time?

- Turn-based.

03. Any other Lunar games that you can recommend?

- The only other game worth recommending is Lunar 2: Eternal Blue and its remakes.

04. When was this game released?

- In Japan - 11/12/2009 (under the title "Lunar: Harmony of Silver Star").
In US - 03/02/2010 (both Normal and Limited Editions).

05. Which game is better - this or Lunar: SSSC for the PSOne?

- I do believe this game has its strengths as well as weaknesses, and I consider it to be a worthy Lunar remake. This game is not inferior to SSSC in any way, not counting the difficulty and the voiceovers, cause some people don't like them. IMO, the voiceovers are very well done (except for Nall ;P).

06. What's with these Silver Star remakes? Why won't they give us Lunar 3?

- My thoughts exactly. Though I don't mind another SS remake, I'd like to see Lunar 3 some day, too.

07. How difficult is this game?

- Pretty easy.

08. What does the "demo clear" save do?

- You'll get Silver Darts from Ohro for Luna instead of a standard Sling. They add quite a bit to resistance and are useful against the larger enemies that don't go down in one swing because they'll regularly inflict the sleep status.

09. Alex is walking too slow. Is there a sprint button?

- The right shoulder PSP button.

10. How long is this game?

- It's about 20-25 hours long, depends on your playstyle.

11. Any optional super hard bosses?

- Nope.

12. Ok, so what are the main changes in this game (compared to SSSC)?

- There's a new opening scenario, the music is all remastered with actual instruments, the anime cutscenes are of higher quality, the voice acting is redone, the artes gauge from Lunar Legend was added in, and the graphics are completely overhauled, though still 2D.

13. Your English is pretty bad...

- Well, since English is my third language, I don't think it's THAT bad if I was able to pull off a guide like this.

=====
11.....CREDITS.....LUN11
=====

Game Arts - for making this game

Xseed Games - for publishing it

All the Lunar players who gave me some good tips/advice (whose info, posted on the message boards, I have used):

RottenAngel2, Lunar Eclipse, VeghEsther, ui56, Carl11111, HardyBoy, MuffinAW4.

Thanks to RPGamer for his Japanese Version Guide too!

Thanks you guys!

Lunar TSS Official Strategy Guide by Z. Meston and J.D. Arnold - for some useful character information, and such.

If I've forgotten someone - remind me about it!

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12.....CONTACT INFO/LEGAL JAZZ.....LUN12
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This guide is only meant to be posted on www.gamefaqs.com. I am aware this guide is incomplete in terms of some content, and I will try to update it every now and then. Send any questions, corrections, suggestions or feedback to damagedealer@ukr.net

Not everything has been verified in the American version before being included in the FAQ, so if you've found a mistake, feel free to e-mail me at any time.

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