

Mimana Iyar Chronicle FAQ/Walkthrough

by vinheim

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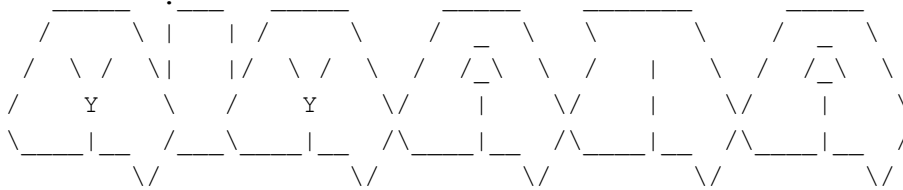
Updated on Jul 8, 2013

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vinheim presents:



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I Y A R C h r o n i c l e s

< ASCII art created by vinheim 2010 >

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MIMANA IYAR Chronicles  
FAQ/Walkthrough  
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Version Tinon  
Last updated: 07/08/13  
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----- This document Copyright 2010 Alexander Paul Kleinheider -----

--- MIMANA IYAR Chronicles Copyright 2010 Kogado Studios ---  
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|~~~~~|
| This guide is dedicated to Gen aka WishingTikal. It's thanks to her |
| that I knew about this game in the first place and without her vids, |
| this walkthrough would have never been created in the first place. |
| Thanks girl! You rock :) |
|~~~~~|
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- Highlight the "Section Code" of the section which you wish to go and copy it (CTRL+C).
- Press CTRL+F to bring up the search sub-menu.
- Paste (CTRL+V) the "Section Code" and press ENTER twice to be where you wanted to be. Just like magic!

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

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| _ \ /  _ /  | .=====.         | _ \ /  _ /  |
| \ /         | 1] Introduction | \ /         |
|             | [sx100]         |             |
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Hi there y'all, how are you this evening? Well, it's evening the moment I'm writing this, so hello everyone. As per usual, I'll tell you the reason why I'm writing a guide for this game. Well, I was watching this girl play in YouTube this game, and even though the quality of the game (graphic-wise) is not the best, I fell in love with the voice acting. This game has one of the best voice acting cast ever. They all sound so natural that if you close your eyes, you think you're watching (well, hearing) a movie. It's that awesome.

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

- I'm writing this for free and because I'm falling in love with this game. If you are looking for tons of eloquent ways for me to say "move here and a battle will start", you are going to be so disappointed. This guide is way, way too big to begin with, and lofty language does not help.
- If you take a quick scan thru my guide, you won't find the explanations for battle basics, main menu, saving-loading, etc. Why, you ask? Well, because the game manual and in-game tutorials do a perfect job explaining the battle system.
- The usage of abbreviations. When you're in my place or any who writes for GameFAQ's or any other page, writing a guide for any game of such proportions, people complain about using too many abbreviations. You have no idea how helpful abbreviations are. It also looks better in every aspect you think.
- I'm writing this in my first playthrough, so I may be missing stuff. If you see that my guide is lacking content, please let me know through an email or visit my site and contact me there through the forums or PM me.
- The spoilers are great issues in making guides. I am a player of the game, just like you are. The first time I played through this game was completely by myself. I didn't read any spoilers, therefore nothing was spoiled for me. All the story's ups and downs that were supposed to surprise me had such effect. And I really think it's not fair spoiling such story elements to you.

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

the game being spoiled.

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      ~~~ ~~~ ~~~ 1.1] Contact Rules ~~~ ~~~ ~~~
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Any critics, suggestions, spelling mistakes, contributions are welcome, so please send them at the following e-mail:

--> vinheim@gmail.com <--

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

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

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

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

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

MSN: xander\_may\_cry@hotmail.com  
AIM: vinh3im

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

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

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

This was made because several people like to add me on Facebook and since I'm not accepting people I don't know, and I removed the people that added me (sorry for that), I created this page, so enjoy.

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      ~~~ ~~~ ~~~ 1.2] Donations ~~~ ~~~ ~~~
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This is a little experiment of mine and I just wanna see how it goes. Well, if you found this guide to be at least somewhat useful, think about donating some

money. I mean, I'm a student who pays his own school, and it's gastronomy and it consumes all the money I get at home. I'm not asking for 10-20 bucks. Whatever your heart wants to give is fine, be it 1 buck, 50 cents.

Whatever the amount you can donate, I'd truly, TRULY appreciate it and your help would be greatly appreciated. Well, you can only donate through PayPal at the moment, which the account is: vinheim@gmail.com

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Instead of buying the official guides which cost around 20 dls., better donate half or a quarter or whatever amount to yours truly.

To those who support me, thanks.

- Alexander Paul Kleinheider  
aka vinheim

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A little basics of the game, which are the very basics of the game =P.

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                ~~~ ~~~ ~~~ 2.1] Story ~~~ ~~~ ~~~
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Drunk, despondent, and down on his luck, a spellword mercenary named Crais Sewell reluctantly accepts a job from a young, cheerful troubadour named Sophie Rothorn. Their mission: to recover seven jewels scattered throughout the world of Iyar- for what reason, Sophie refuses to say. On their travels, Sophie and Crais meet Melrose, an eccentric mage with a penchant for dissection, Tinon, a tomboy who wields her magic a little too liberally, and Patty, a young woman with a good heart and a love for magical items disproportionate to her funds. As it becomes clear that Sophie's quest is not unrelated to a past Crais would prefer to forget, he faces a choice: Will he confront his past failures, and ultimately overcome them, or succumb to despair and misery? It is entirely possible that the fate of the world, or at least Crais's corner of it, may depend on his answer.

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                ~~~ ~~~ ~~~ 2.2] Controls ~~~ ~~~ ~~~
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o-----+-----o
|- L button | = Nothing |
|=====+=====|
|- R button | = Nothing |
|=====+=====|
|- D-pad | = Move, select |
|=====+=====|
|- Analog | = Move, select |
|=====+=====|
|- Start | = Nothing |
|=====+=====|
|- Select | = Change on screen avatar |

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A little list of abbreviations used throughout the FAQ.

o Directions

|          |                         |          |
|----------|-------------------------|----------|
| -----    | .                       | -----    |
| N -----  | North     West          | ----- W  |
| S -----  | South     East          | ----- E  |
| NW ----- | Northwest     Northeast | ----- NE |
| SW ----- | Southwest     Southeast | ----- SE |
| =====    | '                       | =====    |

o Stats & whatnot

|          |                             |          |
|----------|-----------------------------|----------|
| -----    | .                           | -----    |
| HP ----- | Hit Points     Magic Points | ----- MP |
| XP ----- | Experience Points     Level | ----- Lv |
| =====    | '                           | =====    |

o Equipment, items & remaining

|            |                              |            |
|------------|------------------------------|------------|
| -----      | .                            | -----      |
| (WP) ----- | Weapon     Armor (Body)      | ----- (AB) |
| (AH) ----- | Armor (Head)     Armor (Arm) | ----- (AA) |
| (AC) ----- | Accessory     Key Item       | ----- (KI) |
| (MS) ----- | Magicstone     Boss          | ----- (B)  |
| (SB) ----- | Sub-Boss     Optional Boss   | ----- (OB) |
| =====      | '                            | =====      |

|               |         |               |
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Author notes:

This is how it works:

- My lv.: I'll be displaying recommended levels, or even my levels, for every area. Remember that the levels are only a reference. Go at your own pace, with levels higher or lower. I am not trying to force you people to play the game the way I played.

- Enemies: I'll be displaying the enemies that you will be encountering in that area. Note that when I write "(B)" next to an Enemy's name (without the quotation marks), it means that that Enemy is a Boss and "(OB)" stands for Optional Boss.

- Item Checklist: The Items that you'll be picking up from the various treasure chests, items that are a MUST for the game to proceed or hidden among the area will be displayed here. Note that I won't be putting the items sold from stores, nor the items random enemies' drop, so please just remember that. Also notice that next to the items you've obtained, it's the quantity of that item throughout the whole area.

M I M A N A I Y A R C H R O N I C L E S

'====='

Pop in your MIMANA IYAR Chronicles UMD into your PSP. When you get to the main menu, you'll have five options, from which three options are available which are: New Game, Load game and Options. Choose New Game and let the magic begin.

You'll watch a scene of the Priestess of Alto. Afterwards, a really nice animated scene triggers, with an awesome song.

-----  
Area #01 - Florelmos sx501  
-----

- My lv: ---  
- Enemies: None  
o~Item Checklist: ~~~~~o  
| Panacea Medicine ----- 1 |  
o~~~~o

Alrighty, we start at a tavern. This scene is quite long, so watch it carefully and wait until you gain control for the first time. See ya there... oh you're here already? Ok, talk to the guy from the Guild to have the scene continue... seriously, but hey, the VA is awesome, so there's nothing to be upset about.

You're introduced to Sophie, a really cute little girl =). She also joins your party, so that's even better. Well now, you'll regain control, so let's start exploring the town, shall we? From where we start, go E and enter the Mercenaries Guild. Follow the path NW and up the stairs to the second floor. Go up to the roof and open the chest to find 'Panacea Medicine'.

Return to the fountain and go SW to the next area. Since we don't have any Golda, there's nothing we can do at the moment here, since all the stores are here, so go SW to the next area. A scene triggers as you enter. Before proceeding, return to the fountain where you met Sophie and go NW to find the kid from the previous scene. Talk to him to trigger another scene.

After the long ass scene, you'll regain control. Return to where the scene with the little lost kid first triggered and from here, go W and follow the mountain side S to find some kittens. Talk to them to trigger another scene (remember the previous scene where Crais said something about a lost kitten, well, here it is... kinda).

Hahaha, I love Sophie, she's so adorable. Anyway, return to the path and go all the way S to exit the town. Then enter...

-- Tarim Wood --  
~~~~~

Not much to say about these woods. There's only a fork, so take it S (make sure to level up a bit before proceeding) to reach...

-----  
Area #02 - Crup Coast | sx502  
-----



- My lv: Crais 3, Sophie 3
- Enemies: Blue Pillar, Ocean Cube, Blue Crab, Burst Urchin, Diffusion Urchin, Explosion Urchin, Stone Crab, Cave Bat, Miss Coconut Crab (B)

```

o~~Item Checklist: ~~~~~o
| Stone of Fire II ----- (MS) = 2 ----- Panacea Medicine |
| Hi-Heal Medicine ----- 1 = 1 ----- Spils Tonic |
| Herbal Medicine ----- 1 = (AH) ----- Beret |
| Magnus Tonic ----- 1 = 1 ----- Arcanum of Water |
| Stone of Water II ----- (MS) = 1 ----- Geos Tonic |
| Red Gem ----- (KI) |
o~~~~o

```

From where we start, follow the path until you reach some stairs going down. Before taking these, go SE following the edge to find a chest with 'Stone of Fire II' in it. Equip it to Crais right away. Now go NE from this chest to find another chest, which contains 'Panacea Medicine'.

Return to the main path and go down the stairs. Down here, go NW to find a chest with 'Hi-Heal Medicine'. Now go SE, go under the stone arch and open the chest to find 'Spils Tonic'. Further ahead is the entrance to the actual cave of Crup Coast. Before entering though, make sure you're around Lv.6, so it doesn't screw you up. Plus, if you have the cash, you can return to Florelmos to the Weapon and Armor shop in the Downtown N side and but a Glove for Crais and a Bracelet for Sophie. Don't buy a Beret since you'll find one inside the Crup Coast.

Return now and enter Crup Coast's cave. Walk N a bit to trigger a little scene, then a fight with 2 Blue Crabs. Piece of cake. Do you see the Blue Seal at the start of the dungeon right next to you? Well, that fully heals your HP and MP and when you reach the Red Seal, this Red one transports you to the Blue one. Pretty neat, huh?! Anyway, let's get started with the dungeon itself.

You'll immediately be in a fork, which go N/NW and E. Go N/NW first, then at the next fork go NW and at the next fork, go W to find a chest with 'Herbal Medicine'. Return to the previous fork, go E to find another fork, then go N to find a chest with 'Beret'...

<vin> See, told ya there was a Beret here, didn't I?!

Go W here and you'll be at a NW-W fork. Go W first all the way to the end to find yet another chest, this time with 'Magnus Tonic'. Return to the NW-W fork and go NW now. As you turn and start going E, you'll see on the lower wall that there's a segment that's red. Go through this opening to find a hidden chest that contains 'Arcanum of Water'.

Return outside, go E to find a fork. Go SE to immediately be in another damn fork. Go S completely ignoring the next fork and you'll be in a room with a pond and a chest with 'Panacea Medicine' in it. Return 2 forks, go E some more and when you can go S, do so to find a chest with 'Stone of Water II' in it. Follow the path N and go E in this 4-way fork to find the last chest that contains 'Geos Tonic'.

Return to the previous fork and go N this time. After going down 2 sets of stairs, you'll find the Red Seal. Save your game here and proceed a little bit forward to trigger a...

-----

~~~ BOSS: MISS COCONUT CRAB ~~~~~

~ XP: 1182  
~ Golda: 540  
~ Item: Imitation Crab, Blau Stone

- Strategy: Make sure you're around Lv.8-9 so that this boss is easy, because at low levels, it'll wipe the floor with your ass in 1-2 minutes. He (she probably?) only has 2 attacks and are really simply to predict. I was at Lv.8 in this battle, and let me tell you, make sure you bring some Panacea Medicines with you because this crab can hit, and hard. Her first attack is a simple claw attack that causes from 200 to 280 dmg. to Crais and probably around 350 dmg. to Sophie. Her second attack is a charge attack. When she stays still, she'll most probably use this attack, which can deal a whopping 450 dmg. to Crais, so you can imagine the dmg. caused to Sophie.

The best thing you can do here is to use Crais as a bait so that the crab doesn't get near Sophie, because in 1 or 2 hits she's dead. If you have Spils, use it to make yourself a little bit quicker. If you need to use items, do it. Don't wait for Sophie to heal you, since she'll sometimes heal herself before you. Keep attacking her, once or twice, and try never to attack her trice because she'll counterattack you. Attack twice and quickly block so you can lessen the dmg. by a lot.

=====

Watch the scene after the battle. Proceed forward to have the scene continue. During this scene, you'll obtain the 'Red Gem'...

<vin> Just what the hell is Lene lene mark arsu sornamth?! o\_o

Also, Sophie learns Angel's Requiem. Finally, Sophie's first offensive Magic Skill. Now return to the Red Seal and use it to return to the entrance of the cave. Now return all the way to...

-----  
Area #03 - Florelmos | sx503  
-----

- My lv: Crais 9, Sophie 9  
- Enemies: None

o~~Item Checklist: ~~~~~o  
| None |  
o~~~~o

A scene triggers as you enter, so enjoy it. Afterwards, enter the Inn. Watch the scene in here and afterwards, if you want, you can go to the Armor/Weapon Shop to buy just an armor upgrade for Sophie, but it's not worth the Golda in my opinion...

<vin> Well, you could buy the Pink Ribbon, which is only 540 Golda, but it's up to you.

Now exit Florelmos and you'll be at...

-- Tarim Wood --  
~~~~~

Go W from this fork and when you reach the next fork, read the sign and it'll say Fountain of Glamour to the NE. Go that way and at the next fork, go N and E at the next one to get to...

- My lv: Crais 9, Sophie 9
- Enemies: Stone Crab, Green Pillar, Blue Pillar, Blue Marron, Red Crayfish, Koonack, Amikiri, Air Wheel Alpha, Counter Hammer (B)

```
o~~Item Checklist: ~~~~~o
| Curative Medicine ----- 1 = (AC) ----- Block Seal II |
| Stone of Wind II ----- (MS) = (AB) ----- Chain Mail |
| Stone of Light II ----- (MS) = 1 ----- Herbal Medicine |
| Bronze Bracelet ----- (AA) = (KI) ----- Orange Gem |
o~~~~o
```

Use the Blue Seal as you enter, go N, cross the stone bridge to the E and when you get to a fork, go NE to find a chest with 'Curative Medicine'. Return and go SE now. Follow the path until a scene triggers. Once it's over, cross the stone bridge and grab the chest with 'Block Seal II' from the left. When you get to a N/S fork, go S to find 'Stone of Wind II'.

Return to the fork and go N until you hit yet another fork, which is S/E. Go S to find a chest with 'Chain Mail'. Return to the fork, go a little bit E and follow the path completely until you get to a chest with 'Bronze Bracelet'. Return to the stone bridge after the Chain Mail and when you're ON the stone bridge, go S and follow this path and soon enough you'll see a chest on the left side that contains 'Stone of Light II'. Equip it to Sophie right away.

There're some groups of enemies around this area that consist of Koonack and Amikiri. These give around 1,200+ XP, which is pretty nice at this point. From here, go N, follow the path and when you get to a fork, go S to find 'Herbal Medicine'. Return to the fork and go N this time. Use the Red Seal when you get to it to recover full health and go N to trigger a scene and a...

~~~~~ BOSS: COUNTER HAMMER ~~~~~

- ~ XP: 2163
- ~ Golda: 740
- ~ Item: Lobster, Waterstone

- Strategy: Mmm... this is the stupidest idea of a Boss Battle. This enemy only has 1 attack, a claw attack the same as the previous Boss. The only thing this one has is that it blocks. When it blocks, it can counter you very quickly, without giving you any chance of blocking. If you wanna play it safe, use Magnus from afar. If the boss is blocking, your Magnus spell will bounce towards you (I killed Sophie this way XD), so yeah, easy boss.

Watch the scene and you'll receive the 'Orange Gem'. Also, Sophie learns the magic Angel's Ballad...

<vin> Oh man, Crais is a real bastard towards Sophie. What the hell's his problem?

Anyway, use the Red Seal to return to the entrance and from here, make your way all across the Tarim Woods and on to...

-----  
Area #05 - Florelmos | sx505  
-----

- My lv: Crais 12, Sophie 12
- Enemies: None

o~~Item Checklist: ~~~~~o  
| None |  
o~~~~o

Just like before, go to the Inn to trigger a scene. When you regain control, return to the area where Sophie was singing for the first time and go SE to find the Mercenaries' Guild. Once inside, follow the path to trigger a little scene. Once it's over, go up the stairs in front of you. Follow the path here in the second floor and talk to the man standing at the end of it...

<vin> Oh man... damn you Otto!

Anyway, get out of the Guild and go straight to the Armor Shop. There are a ton of goodies to but now, hope you have the money. Buy for Crais a Roar Bandana and a Leather Glove. For Sophie buy School Beret, School Dress, Bronze Bracelet (if you didn't get it at the previous dungeon) and Black Cat Broach. Now go to...

-- Tarim Wood ==  
~~~~~

Go W from the first fork and at the next one, go NW and you'll immediately be at another one (without a sign). Go N in between the trees and soon enough you'll come to a sign very hard to read. Follow the ... rim... direction to the NW and enter...

-----  
Area #06 - Tarim Cave | sx506  
-----

- My lv: Crais 12, Sophie 12
- Enemies: Bornerogadore, Cockasusgadore, Cube, Cube Zero, Umbrella, Grizzly, Orange Pillar, Iomante, Norafuka

o~~Item Checklist: ~~~~~o  
| Spirit Drop ----- 1 = (MS) ----- Stone of Earth II |  
| Guard Seal ----- (AC) = 1 ----- Bi-Magus Tonic |  
| Arcanum of Earth ----- 1 = (MS) ----- Dark Stone II |  
| Angel's Wings ----- 1 = (AC) ----- Hit Seal |  
| Geos Tonic ----- 1 = (KI) ----- Yellow Gem |  
| Panacea Medicine ----- 1 = (AC) ----- White Cat Broach |  
o~~~~o

Proceed further in and a scene will trigger. Activate the Blue Seal once it's over and go inside the cave to get to a W/E fork. Go W and as you enter the room, you'll see a chest N of you. Open it to find 'Spirit Drop'. Now follow the N path and go E at the fork up here to find a chest with 'Stone of Earth II'.

Return 2 forks and follow the path SW. In this little room you'll get at, go W and go down the stairs. Simply follow the path down here all the way to the end to find 2 chests with 'Guard Seal' and 'Bi-Magus Tonic'. Return upstairs, go NE, go SE from this fork and you'll be at the fork near the entrance. Go NE this time. In this next room, check the NE side of it to find a chest with

'Arcanum of Earth'.

Now follow the path N right next to the chest and go N at the next fork to find 'Dark Stone II'. Return to the previous fork and go NW this time. Drop down the hole and grab the chest with 'Angel's Wings' in it. Now go W from here and at the fork, go N and go upstairs. Up here, go W all the way and when you can no more, you'll be at a N/S fork. Go N and follow this really long path to find a chest with 'Hit Seal' at the end.

Equip this to Crais right away and return downstairs. At the fork down here, go E and N at the chest to return upstairs. Follow the path and at the fork, go NW, grab 'Geos Tonic' from the chest when you get to it, continue following the path and a scene will trigger. This is your cue to save your game. Do so. Continue on and the scene will continue.

Once it's over, use the Red Seal to heal completely and proceed N to trigger yet another scene. No Boss in this dungeon, luckily, so just watch the scene and you'll receive 'Yellow Gem'. Also, Sophie learns the spell Angel's Lament. Before leaving, go NE and grab the chests with 'Panacea Medicine' and 'White Cat Broach'. Return now to the Red Seal and return to the entrance.

Now make your way all the way back to...

-----|-----  
Area #07 - Floreimos | sx507  
-----|-----

- My lv: Crais 17, Sophie 17  
- Enemies: None  
o~~Item Checklist: ~~~~~o  
| None |  
o~~~~o

A scene triggers as you enter with someone really strange, someone named Melrose. Once the scene is over, you can go to the Armor shop if you want, but there's not much new and the new stuff isn't worth it. Anyway, after everything that's happened, go to...

== Tarim Wood ==  
yyyyyyyyyyyyyyyyyyyy

Go W from this fork and at the next one, go NW towards Ishtall. At the next fork with a sign, go NW and finally at the next one go N to arrive at...

-----|-----  
Area #08 - Ishtall Ruins | sx508  
-----|-----

- My lv: Crais 17, Sophie 17  
- Enemies: Stone Golem, Skeleton Sword, Umbrella, Specter Mage, Bornerogadore, Bomb, Specter Knight, Skeleton Sais (\*), Buck Eater (\*), Sai Master (B)

\* This enemy will appear after you've defeated the boss of the area.

o~~Item Checklist: ~~~~~o  
| Hi-Heal Medicine ----- 1 = 1 ----- Hi-Curative Med. |  
| Silver Bracelet ----- (AA) = 1 ----- Arcanum of Dark |  
| Hermes Harp ----- (AC) = (AC) ----- Magic Seal |

| Herbal Medicine ----- 1 = 1 ----- Spirit Drop |  
| Green Beret ----- (AH) = (MS) ----- Stone of Fire III |  
| Stone of Earth III ----- (MS) = (AC) ----- Block Seal III |  
| Stone of Light III ----- (MS) = (KI) ----- Green Gem |  
O~~~~~O

Go forward and grab the chest with 'Hi-Heal Medicine' from the right side, as well as 'Hi-Curative Med.'. Now enter the ruins. Proceed forward, use the Blue Seal and read the directions correctly, because we have to activate levers which are used as triggers in order to open the doors, so here we go.

From the seal, go NE and use the lever here to open the door right next to it. Follow this path and open the chest to find 'Silver Bracelet'. Equip it to Sophie. Return to the Blue Seal and go NW this time. Go downstairs and go NE to find lever #2. Use it and return upstairs.

Go NE and use the lever #3 when you get to it (right after the room with the coffins). Now return downstairs and go NE, then SE and grab 'Arcanum of Dark' from the chest in this room and go SW to find lever #4 and a chest with 'Hermes Harp'. Return upstairs and go all the way SE and go down the next set of stairs.

Down here, go NE, then NW at the next room then go SW at the next room to find lever #5 and a chest with 'Magic Seal'. Now go NE 2 rooms to find lever #6. Proceed 2 more rooms further in to find lever #8. Now return upstairs and go all the way NW and down the stairs down here. Follow these directions down here: NE, SE, NE, NW, NE and SE to reach the end down here and find a chest with 'Ring Mail'. Equip it to Crais right away.

Return all the way upstairs. Up here, go all the way SE and instead of going downstairs, go NE 2 rooms and use lever #7. Now go SW and go downstairs. Follow the path to the end, going NE at the only fork and you'll see 3 chests at the end, which contain 'Herbal Medicine', 'Spirit Drop', and 'Green Beret'. Equip it to Sophie right away.

Return upstairs, go all the way NE and when you get to the fourth room (a really large one and different from the others), open the chest along the way to find 'Stone of Fire III'. Keep following the path and when you get to a fork, go NW to find a chest with 'Stone of Earth III'. Return to the previous fork and go NE this time to the next area.

From here, go to the room to the SE to find a chest with 'Block Seal III'. Return to the previous fork and go NW to find another chest, but this one has 'Stone of Light III' inside. Now follow the path in either room and go up the stairs. Follow the path 2 rooms up, use the Red Seal to heal completely, save your game and proceed to trigger a...

-----  
~~~ BOSS: SAI MASTER ~~~~~

~ XP: Around 2000  
~ Golda: 1024  
~ Items: Arcanum of Dark, Darkstone

- Strategy: Ok, this boss is lame. I was lv.22 when I fought it and it was easy. Just hit him twice. If you touch him, you'll get hurt, so only attack him 2 times. Your attacks will be doing around 250-280 dmg. per hit with Stone of Fire III equipped, so hit him around 10-12 times and he's good to go. The thing here is that he's also very powerful, dealing around 200-250 dmg. per hit and

he likes to hit 2 or 3 times in a row. Leave the healing to Sophie and remember not to let it get anywhere near her, ok?

=====  
Approach the Gem monument after the fight and watch the scene. You'll receive 'Green Gem' and Sophie will learn the spell Angel's Lullaby. Watch the really long scene (and a nice one, I like it a lot =). Now return to where Sophie is and the scene will continue. Now return, use the Red Seal and leave Ishtall Ruins and enter...

-----  
Area #09 - Tarim Wood | sx509  
-----

- My lv: Crais 23, Sophie 23  
- Enemies: Feide (B?)  
o~~Item Checklist: ~~~~~o  
| None |  
o~~~~o

As you enter, a scene triggers and a boss... ok, this fight is impossible to win, so just let yourself die. Yeah, an animated cutscene triggers after your fight. After all the scenes, Mel joins your party! Nice.

<vin> I'm liking this game more and more =D

When you FINALLY regain control, leave the Inn to trigger yet ANOTHER scene. Go to the Armor shop and buy for Crais: Slash Bandana and Hunter Glove. For Sophie: Formal Dress and for Mel: Maid Headband, Silver Bracelet and a Witch's Earrings (she already has one). Make sure to buy a Stone of Water III from the Magestone's shop. Now, before leaving Florelmos, go W from the shops to the next area, which is the Library. You must do this to trigger a little something at the next dungeon.

As you enter the library, a scene triggers with Mel having some sort of orgasm. You're now given info on the Bui Max, which we came here for, and the boss of the Dungeon, the Cluster Bomb. Now leave the Library and enter Tarim Wood.

We now need to move to Mount Ishtall. Go W from the first fork, go NW at the next one and at the next fork with a sign, go NW once again and NW once again at the fork to reach...

-----  
Area #10 - Mount Ishtall | sx510  
-----

- My lv: Crais 23, Sophie 23, Mel 21  
- Enemies: En Wolf, Magna Wolf, Grenade, Bomb, Flame, Cochin, Dread, Red Pillar, Mountain Cube, Bui Max\*, Rock Bird, Griffon, Cluster Bomb (B)

\* Only appears if you went to the Library at Florelmos.

o~~Item Checklist: ~~~~~o  
| Speed Seal ----- (AC) = (MS) ----- Stone of Earth IV |  
| Stone of Fire IV ----- (MS) = (MS) ----- Dark Stone IV |  
| Stone of Wind IV ----- (MS) = (MS) ----- Stone of Light IV |

| Luck Seal ----- (AC) = (AC) ----- Hit Seal IV |  
| Stone of Water IV ----- (MS) = (AC) ----- Block Seal IV |  
| Blue Gem ----- (KI) |  
o~~~~~o

Make sure to equip your Stone of Water III before moving further in the  
dungeon, as most of the enemies are weak against water. Move forward from where  
you start, watch the scene and proceed E all the way until you reach a fork. Go  
S from this fork to find 'Speed Seal'. Return to the fork and go E this time  
until you reach yet another fork.

Go S from this fork to find 'Stone of Earth IV'. Return to the fork, go E some  
more and you'll find yet another fork. Go SE to find yet another chest, which  
contains 'Stone of Fire IV'. Return to the fork and continue E. You'll come  
across another damn fork. Go SE, grab the chest with 'Dark Stone IV' inside and  
continue to the E. Soon enough you'll come across a chest, which contains  
'Stone of Wind IV'.

Follow any path from this fork and soon enough you'll be at a W/NE fork.  
Continue NE until you get to the next area and a Blue Seal. Use this and at the  
fork, go W and at the next one, go NW to find a chest and a scene triggers  
where Mel has another orgasm.\*

\* Note that this scene will only trigger IF you went to the Library. If not,  
then this will NOT trigger.

Now you'll have to fight him, which is exactly like an En Wolf. No different  
except for the color. But he'll drop Arcanum of Fire and a BM Unit. Now open  
the chest in the back to find 'Stone of Light IV'. Now return to the previous  
fork, go E, E again at the next fork, N at the next one and NE at the next to  
find a chest with 'Luck Seal'.

Return to the previous fork, go W and W at the next fork to find a chest with  
'Block Seal IV'. Now you have to return to the fork previous to this chest and  
to get there, go from the next fork you come across, go E, N, NW and you'll be  
back at the fork before the chest. Now go N and NW at the next fork to get to a  
chest with 'Hit Seal IV'.

Return to the previous fork, go E and at the next one, go NW to find a chest  
with 'Stone of Water IV'. Equip this to Crais right away. Return to the  
previous fork and follow the long path E. Use the Red Seal when you get to it,  
save your game and proceed to trigger a...

-----

~~~ BOSS: CLUSTER BOMB ~~~~~

~ XP: Around 10,000  
~ Golda: 1296  
~ Items: Arcanum of Fire, Firestone

- Strategy: Ok, this boss is tough. When this boss receives certain amount of  
dmg. it'll start self-exploding. If you die by the explosion, you won't get the  
game over screen, but you won't get the XP either. If you die prior to the  
self-explosion, you'll GET the game over. The best thing you can use it Steel  
Edge. This will keep you at bay while you damage it.

If Cluster Bomb touches you, it'll damage you for around 150 dmg. and it can  
stagger you. Use the Guard Seal II to protect against that. There's not much  
more to say about this fight. Just attack it nonstop and have Sophie heal you



over and over, while Mel uses her magic (DO NOT use fire magic, ok?)

=====  
Watch the scene after the fight and you'll receive the 'Blue Gem'. Also, Sophie learns the spell Angel's Fugue. Now return, use the Red Seal to return to the entrance. Return to Tarim Wood and make your way back to...

-----  
Area #11 - Florelmos | sx511  
-----

- My lv: Crais 28, Sophie 28, Mel 27
- Enemies: None

o~~Item Checklist: ~~~~~o  
| None |  
o~~~~o

A scene triggers as you enter in which some guys are harassing a girl. Once it's over, head over to the Inn and a scene triggers. Once it's over, leave the Inn and the scene continues. Once it's over, go to the Library and another scene triggers. Once it's over, head to the Armor Shop. In here buy Ribbon Headband and Feather Robe for Mel. Now leave Florelmos and enter...

-- Tarim Wood ==  
????????????????????

Go W from this first fork, go NW from the second fork and before reaching the third fork with the sign, go N the path like if you were going to Tarim Cave and when you reach the sign, go NE and follow the path to trigger a scene and a really kickass animated cutscene. During the scene, Tinon joins your party. Nicely done. Now go N when you regain control and enter...

-----  
Area #12 - Forest of Doubt | sx512  
-----

- My lv: Crais 28, Sophie 28, Mel 27, Tinon 26
- Enemies: Orange Pillar, Blue Pillar, Forest Cube, Nabaran, Zecktorgadore, Lambchop, Rock Golem, Metal Cube\*, Green Golem, Shishkabob, Trentos (B)

\* This enemy is a rare one which nets you 7,500 XP every time you kill it. It doesn't attack nor move, so it just sits there and wait for you to kill it.

o~~Item Checklist: ~~~~~o  
| Geos Tonic ----- 1 = (AB) ----- Silver Guard |  
| Gold Bracelet ----- (AA) = 1 ----- Arcanum of Wind |  
| Block Seal V ----- (AC) = 1 ----- Arcanum of Earth |  
| Maiden's Earrings ----- (AC) = (MS) ----- Stone of Iron IV |  
| Apollo P Harp ----- (AC) = 1 ----- Bi-Magnus Tonic |  
| Spirit Drop ----- 1 = 1 ----- Hi-Herbal Medicine |  
o~~~~o

Move forward until a scene triggers. Once you regain control, go W and follow the path all the way to the end to find 'Geos Tonic'. Return to the entrance and go E this time. When you reach a fork, go E and follow this path to get 'Silver Guard'. Equip it to Tinon right away. Return to the previous fork and go N this time to find yet another fork.

Go E to find a dead end (yeah, you have to find all the dead ends). Return and go W and N at the next fork to find yet another dead end. Return and go S at the fork to find 'Gold Bracelet'. Equip it to Tinon too. Return to the entrance to trigger a scene (if it doesn't trigger, examine the stone).

Now we're at a totally different place. From where we start, go E and grab the 'Arcanum of Wind'. Return to the Blue Seal and go W this time. Follow the really long path and when you get to a fork, go W and W at the next fork you come across to find 'Block Seal V' in a chest. Return to the previous fork, go N, then W at the fork and N at the next one to find 'Arcanum of Earth'. Return 2 forks and go E this time.

You'll come across a fork soon enough. Follow it N and then E to find 'Maiden's Earrings'. Return 2 forks and continue E. Follow this path until you cross a bridge and you find another Blue Seal. Continue onwards to the E and go E at the fork to find another one of those stones like at the beginning (the one Tinon hit).

Examine it and move it. Go N from this fork to find 'Stone of Iron IV'. I recommend equipping it to Crais. Return to the stone and move it to return to where you were. Go W to the fork, follow it S and go W at the fork when you get to it to find 'Apollo P Harp'. Return to the previous fork and go E this time. When you get to a fork, go E and then go W at the first fork to find 'Bi-Magnus Tonic'. Return to the previous fork, go N and E at the next fork to find 'Spirit Drop'. Return now 3 forks.

Go S and you'll be at another fork (we're almost over). Go W to find 'Hi-Herbal Medicine'. Return to the fork, go E and examine the stone. Now go N from the next fork you come across, then N again and finally E to find another stone. Once moved, go W, N at the fork, use the Red Seal when you get to it and proceed to trigger a...

-----

~~~ BOSS: TRENTOS ~~~~~

~ XP: 15,864  
~ Golda: 1456  
~ Items: Arcanum of Earth, Earthstone

- Strategy: Pretty pathetic boss, if you ask me. It stays still. It also only has 3 attacks. The first one, he attacks with a branch, which looks like a spire falling down. The second attack, he drops an apple and explodes causing Fire dmg. The third and most dangerous one, it spits poison, damaging you for 450-550 dmg. to all those in range. Just keep attacking nonstop and heal when needed. That's it. Nothing more, nothing less.

=====

Watch the scene after the fight. You'll obtain 'Indigo Gem', and Sophie learns Angel's Symphony. Now try leaving to trigger a scene and a... um... battle with Dark Knight... nah, don't even resist. He'll kill you in 10 seconds. Keep watching the scene and the animated cutscene and you'll end at...

-----

Area #13 - Florelmos | sx513

-----

- My lv: Crais 34, Sophie 34, Mel 34, Tinon 33
- Enemies: None

```
o~~Item Checklist: ~~~~~o
| None |
o~~~~o
```

Once it's over, go to the Armor Shop. Buy for Crais a Sharp Bandana, a Plate Mail and a Battle Glove. For Mel, buy a Princess Tiara, a Silk Robe and a Gold Bracelet. As for Tinon, buy her a Black Cat Pin. Now leave Florelmos and head to...

-- Tarim Wood ==

~~~~~

Go W from the first fork, go NW from this fork and at the next fork with a sign, go SW and you'll reach...

```

Area #14 - Aundbey | sx514

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- My lv: Crais 34, Mel 34, Tinon 33
- Enemies: None

```
o~~Item Checklist: ~~~~~o
| None |
o~~~~o
```

As you enter, go W, cross the bridge and start going NE and when you cross a wooden pier, a scene will trigger showing you the house. During this scene, Patty joins the party. Nice. Time to go to the Forest of Souls...

<vin> Austin Butler told me in Facebook that you can locate the 'Saint's Earrings', which I quote: "In Aundbey you say that there are no items, but in the area before the last bridge before Patty's house, if you continue to the end before crossing the bridge there is a treasure chest that contains Saint's Earrings. I believe it's kind of hidden by the Tree's branches/leaves."

Try leaving to trigger a scene with a traveler. Now leave Aundbey and enter...

-- Tarim Wood ==

~~~~~

Move N and at the fork, go E towards Florelmos. When you reach the next fork with a sign, go NE and at the next fork with a sign, go E and you'll reach...

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Area #15 - Tree of Elves / Forest of Souls | sx515

```

- My lv: Crais 34, Mel 34, Tinon 33, Patty 32
- Enemies: Orank Crysta, Rote Crysta, Grun Crysta, Brao Crysta, Air Wheel Alpha, Air Wheel Beta, Griffoetra, Dungeness Crab, Leigh Crystal (B)

```
o~~Item Checklist: ~~~~~o
| Elven Emblem ----- (KI) = (AB) ----- Silk Cloak |
| Angel's Wings ----- 1 = 1 ----- Arcanum of Water |
| Lady's Earrings ----- (AC) = (AA) ----- Platinum Bracelet |
| Spils Tonic ----- 1 = 1 ----- Arcanum of Glow |
| Hi-Herbal Medicine ----- 1 = 1 ----- Spirit Drop |
```

| Ribbon Headband ----- (AH) = 1 ----- Arcanum of Shine |  
| Stone of Ocean IV ----- (MS) |  
o~~~~~o

A scene trigger as you enter. During it, you'll receive 'Elven Emblem'. When you regain control, examine the emblem on the tree and you'll reach the Forest of Souls. Now move forward and use the Blue Seal. Now proceed E and when you reach the next segment, go up the wooden ladder that's around the central pole. Up here, go N and open the chest to find 'Silk Cloak'. Now examine the emblem on the pole.

When you reappear, go E some more, open the chest to find 'Angel's Wings'. Now go E some more and follow this path and examine the emblem to be transported somewhere else. From here, go NE and SE when you can. You'll now see 2 emblems on the pole. Use the SW one, use another emblem when you get to it and when you get to it, open the chest to find 'Arcanum of Water'.

You'll also see 2 emblems, only that one isn't shining. Touch it and you'll activate one of the 4 seals. Now use the emblem right next to it. Now follow the path, go N at the fork, then E at the next one and use the emblem at the end. When you reappear, go NW to find a large area with a Blue Seal. Use it if you want/need to and check the N corner to find a chest with 'Lady's Earrings' in it.

Now go NE and when you get to a platform with an emblem in middle, touch it and follow the path to find a chest with 'Platinum Bracelet'. Return, touch the emblem and continue to the SE. When you get to yet another pole with an emblem, touch it and follow the path for a chest with 'Spils Tonic'. Return and touch the emblem. Now continue following the path to the NE and open the chest to find 'Arcanum of Glow'.

Now touch the emblem next to the chest and follow the path until you reach a fork, which you should follow N all the way until you find a chest with 'Hi-Herbal Medicine' and a darkened emblem. Touch it to lit it up and return to the previous fork. Go S this time and touch the emblem at the end. Now go up the wooden ladder and follow the path NW until you reach a fork.

Follow it downstairs all the way until you reach a chest with 'Spirit Drop'. Now use the emblem and follow the path until you reach an emblem. Use it and follow the fork SW, using the emblem at the end. Follow the path, go NW at the fork and follow the path until you reach a darkened emblem. Touch it as per usual and only 1 more emblem left... and it's all the way to the f\*\*\*ing beginning.

Return to the previous fork and go E this time. Use the emblem and go SE afterwards to reach the Blue Seal. From this Blue Seal, go SW and you'll find an emblem on a pole. Use this emblem to find a chest with 'Ribbon Headband'. Return before the emblem and continue to the NW to find another emblem. Touch it and follow the path until you see the darkened emblem. Touch it to light it up and open the chest to find 'Arcanum of Shine'.

Now return all the way to where the Blue Seal is (return from whence you came), use it and go NW. Go up the stairs when you get to them and follow the path until you get to another set of stairs. Follow them down and use the emblem down here. Follow the path, use the Red Seal when you get to it and go all the way N to trigger a...

-----

~ XP: 14352  
~ Golda: 1616  
~ Items: Lightstone, Holy Stone

- Strategy: Are-you-kidding-me?! Sorry, no strategy for this boss. I defeated it so quickly I didn't know what happened. Seriously, I don't know if it attacks, but just jump to it and attack it nonstop. It'll go down easily in 30 seconds.

IF ANYONE WANTS ME TO ADD SOMETHING, JUST EMAIL ME AND I'LL DO IT, ALRIGHT?!

=====

Watch the scene and before leaving, check the pillar behind the boss to find a chest with 'Stone of Ocean IV' in it. Now have Tinon cast Eject to leave this damn, ugly place. Now enter...

-----  
Area #16 - Tarim Wood | sx516  
-----

- My lv: Crais 40, Mel 40, Tinon 39, Patty 39  
- Enemies: Feide (B)

o~~Item Checklist: ~~~~~o  
| Holy Bracelet ----- (KI) = 1 ----- Royal Pudding |  
| Apollo D Harp ----- (AC) = (AC) ----- Block Seal S |  
o~~~~~o

As you enter, a scene triggers and a...

=====

~~~ BOSS: FEIDE ~~~~~

~ XP: 24000  
~ Golda: 0  
~ Items: Royal Pudding, Bunny Ears

- Strategy: Now this battle is real, so don't let your guard down. She hits hard, for almost 350-400 dmg. per hit. Have Patty healing nonstop and if you want, have Tinon help her heal, while Mel uses magic nonstop. You attack her, make a combo or 3 and guard until she hits you. Once done that, combo her again and so on until you defeat her.

=====

Watch the scene and you'll automatically be at Patty's. You'll also receive 'Holy Bracelet' during the scene. Now pick whoever you wanna talk to (I picked Tinon... I like her a lot =P). Sophie also rejoins the party, which is nice. And something I didn't expected... Feide also joins your party. Wow. Now you go meet with only 1 of the girls. I recommend saving your game, talk to one, watch the scene, reset and talk to another one and so on. Here're their locations:

- o Sophie: Inn
- o Mel: Library
- o Tinon: Fountain (where you met Sophie for the first time)
- o Patty: in Horned Owl (the store S of the Armor Shop). If you picked Patty, you'll have to go to Fountain of Glamour. Once here, simply follow the

path until a scene triggers.

Once you regain control, go up to the Downtown and talk to the person near the Horned Owl with sweat drops. After a rather long scene, he'll talk about an accessory that matches each female character (a Harp for Sophie, Earrings for Mel, a Ribbon for Tinon and a Pin for Patty). Now choose: Prier Harp, Onyx Earrings, Lipus Ribbon and White Dragon Pin.

Since I like Tinon the best, I picked the Lipus Ribbon, but you may pick whichever you like. Now go to the Armor Shop 'cus there's now a lot to buy. Buy for the following:

- o Crais: Red Bandana, Silver Mail, Gauntlet
- o Sophie: Floral Dress, Platinum Bracelet
- o Mel: Sapphire Robe, Platinum Bracelet
- o Tinon: Wind Guard
- o Patty: Light/Dark Cloak, Platinum Bracelet
- o Feide: Silver Mail, Gauntlet

Well, that's a LOT of Golda. I spent around 100,000 Golda here, so good luck buying it all. Remember to sell the things you don't use anymore. Anyway, finally leave Florelmos towards...

-- Tarim Wood ==

~~~~~

Hahah, not much to say here. Simply go S from the first fork to get to...

-- Crup Coast ==

~~~~~

Go directly W from the entrance to see the tower. Examine it to trigger a scene and you'll enter...

-- Crup Tower ==

~~~~~

Move forward and before going up the stairs, go N of these stairs to find a chest with 'Royal Pudding' inside. Now go up the stairs and go up and up following the path, grab 'Apollo D Harp' when you get to it and continue on. Once you reach the top, step on the central glyph to get to the world map and from there move to...

-- Blume Island ==

~~~~~

Follow the path, a scene triggers. Once it's over, you'll be at the fork. Follow the lower path to find a chest with 'Block Seal S' in it. Now return and follow the upper path to enter...

-----  
Area #17 - Tower of Scylla | sx517  
-----

- My lv: Crais 40, Sophie 34, Tinon 40, Feide 38  
Mel 40, Patty 39
- Enemies: Living Sword, Air Wheel Gamma, Kraken H,  
Divine Beast Scylla/Scylla's Thrall x4 (B)

o~~Item Checklist: ~~~~~o  
| Sun Glasses ----- (AC) = 1 ----- Arcanum of Glow |  
| Arcanum of Shine ----- 1 = 1 ----- Panacea Medicine |  
| Purple Gem ----- (KI) |  
o~~~~~o

I'll do this quick and simple. There are some chests in this dungeon, but they're not worth it, so read along and I'll get you to the boss in no time. Use the Blue Seal, save your game and go W, being careful not falling in one of those holes. Before leaving the room, drop down the hole next to the door. Once at the bottom, enter the lower room and open the chest to find 'Sun Glasses'.

Return and enter the upper door now. Move forward and when you see a lightened square on the ground, go that way to find a chest with 'Arcanum of Shine'. Return and go all the way NE until you get to a chest with 'Arcanum of Glow'. Return before this last lightened up square and go SE and follow this path until you reach the Red Seal... yep, we're already at the boss.

Step on the square and go W before going down the stairs to find a chest with 'Panacea Medicine'. Now follow the path E and you'll trigger a...

-----

~~~ BOSS: DIVINE BEAST SCYLLA/SCYLLA'S THRALL x4 ~~~~~

~ XP: 32,426  
~ Golda: 1712  
~ Items: Arcanum of Water, Blau Stone

- Strategy: Yay, he's hard as \*\*\*\*. Besides, he's kinda strange because he doesn't have that much HP, but it's impossible to reach him. Hmm... what to do. Here's what I did. Disable all of Mel's spells, except for Gran-Magnus. Have Tinon and Patty heal and HEAL only. In the attack subscreen, increase all of Mel's Magic and lower all the recovery. For Tinon, do the exact opposite; lower all the Magic bar and increase the Recovery bar. Do the same thing for Patty.

Remember to disable all of Tinon's spells, except for the healing ones. Now, as the battle starts, ignore the Scylla's Thralls for now and put yourself in front of Scylla. Start using Steel Edge over and OVER nonstop so you're able to at least reach him. Manually have Mel use Gran-Magnus spell on Scylla to inflict great dmg. on him. Scylla likes to use Tidal Wave, which is a devastating water spell that will leave your characters with around 200 HP (yeah, it deals around 1800 dmg.)

If it cures itself, keep on attacking until he's dead.

=====

Watch the scene after the fight and you'll receive the final gem, 'Purple Gem'. Sophie also learns Angel's Serenade. After the scene, use Tinon's Eject to get to the entrance. Now return to the Crup Tower, pass through it and then return to...

-----  
Area #18 - Florelmos | sx518  
-----

- My lv: Crais 41, Mel 40, Patty 40, Tinon 41  
          Sophie 34, Feide 38  
- Enemies: Basilisk\* (B)

\* Only if you picked to talk to Tinon in your day off.

o~~Item Checklist: ~~~~~o

Move to the Inn to trigger a scene. Pick whoever you want to talk to and then the scene will continue. Once you regain control, you can pick whether you want to go to Aundbey or stay at Florelmos. Pick whichever you want (I'm staying because of Tinon XD). Ok, so now you get to pick someone to go with. Sophie and Patty both went to Aundbey, while Tinon\* is at the fountain like last time and Mel is... well, at the usual place.

\*If you pick Tinon to go visit, you'll go to the Forest of Doubt. Buy anything from the merchant if you need to and you must go to the Boss area. Forgot the path? Well, I'll give you the directions of the forks, just to keep it quick. Use the stone first, then W, W, N, E, E, S, E, S, E (use the stone). Now go N and E to use another stone. Now go N at the last fork. Save at the Red Seal because you'll have to fight a Basilisk. Just attack it 3 times and guard. Receive the attack and continue attacking. It can petrify you, so equip Block Seal IV to protect you against it. You'll receive around 21000 for both battles. You'll also obtain 'Tornado Magestone'.

When you regain control after the scene, equip the Tornado Stone to Tinon (if you did her part, of course) and now you can go to the Magestone store and buy a Stone of Fire V. The most powerful one. Now go to the N part of town (where the fountain is) and go SE to find South Gate. Now simply go SE and enter...

-- Arche Ruins --

????????????????????????????????

Simply watch the scene as you enter -- beautiful scene, simply BEAUTIFUL. Sophie learns the spell Angel's Composition during this scene. Now you'll automatically be in...

-----|-----  
Final Area - Temple of Water | sx519  
-----|-----

- My lv: Crais 41, Mel 40, Patty 40, Tinon 41  
  Sophie 34, Feide 38
- Enemies: Ice Golem, Levia, Living Calibur, Geltz Type-I, Mountain Cube\*,  
  Ocean Cube\*, Forest Cube\*, Cube Zero\*, Geltz Type-II\*, Heidar (B)  
  Dragon God Mimana (B)

\* Only appear in the second part of the Temple of Water.

O~~Item Checklist: ~~~~~~O

- | Moon Stone V ----- (MS) = (AC) ----- Rose Harp |
- | Stone of Flame V ----- (MS) = 2 ----- Hi-Herbal Medicine |
- | Arcanum of Glow ----- 1 = 1 ----- Arcanum of Shine |
- | Stone of Iron V ----- (MS) = (MS) ----- Stone of Ocean V |
- | Panacea Medicine ----- 1 = (MS) ----- Stone of Storms V |
- | Stone of Sound V ----- (MS) = 1 ----- Arcanum of Water |
- | Arcanum of Wind ----- 1 = 1 ----- Arcanum of Earth |
- | Arcanum of Light ----- 1 = 1 ----- Arcanum of Fire |
- | Arcanum of Dark ----- 1 |

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From where you start, follow the path until a scene triggers. After another one of Mel's orgasms, move forward and in this room, follow it all, and I mean ALL the way to the top to find a chest with 'Moon Stone V'. Now go all the way to the bottom and you'll get to a chest on a side with 'Rose Harp'.



Now use Tinon's Eject spell and you'll return to the Blue Seal. Reenter the stair room and enter the door directly in front (without using the stairs). Follow the long path in here and you'll get to the second tower. Go to the bottom of this tower and enter the SW door just before the broken stairs to find 'Stone of Flame V'. Return inside the tower and go up one floor and enter the entrance to the NW.

Follow the path in here and you'll reach the third tower. Open the chest right next to you to find 'Hi-Herbal Medicine'. Now have Tinon cast Eject once again. Use the Blue Seal and reenter the first tower. Go down one floor and enter the NE entrance. Follow the path to find yourself in the fourth tower. Go down a little bit and you'll find a chest with 'Arcanum of Glow'. Now go up one floor to find a chest with 'Arcanum of Shine'. Go up one more floor to find 'Stone of Iron V'.

Use Tinon's Eject again. Use the Blue Seal and reenter the first tower. Go down 4 floors and enter the NW entrance. Follow the path, go down the stairs in the third tower and exit through the SW exit. A scene triggers as you enter this area. Nicely done. Anyway, follow the path and you'll enter a large room. Check the W side to find 3 doors. The top one has 'Hi-Herbal Medicine', the middle one is locked and the bottom one has 'Stone of Ocean V'. Equip it to Patty right away.

Return to the large room and now check the E side to find 3 more doors and the middle one is locked as well, so check the 2 other rooms to find 'Panacea Medicine' and 'Stone of Storms V'. If you don't have the Tornado Storm, equip it. Now examine the blue slate on the central machine to trigger a scene. Now you'll split in groups of 2 and you'll get to go with the girl you have more affection with, in this case, I'm going with Tinon.

Sophie goes with Feide and both magical junkies will go together. Anyway, when you regain control, follow the path and operate the elevator to go to the top. Now keep running all the way to the top of the stairs and examine the red Magestone on the stone to trigger a scene. Then return all the way to the bottom and use the elevator. Return to where you split up to trigger another scene.

Before anything, move inside the door to the W to find a chest with 'Stone of Sound V'. Now activate the elevator and go up. You'll be right next to the area with the Blue Seal (near the entrance). Use it and return to the bottom using the elevator. We're now in the second part of the Tower of Water. So read along, 'cus this is very similar to the Forest of Doubt.

From where we start, follow the path and go NE and then go NW and press the switch panel. When you reappear, simply follow the path, ignore the stairs when you get to them and follow the path to get 'Arcanum of Water'. Return to the stairs and go down. Down here, simply follow the path and at the fork, go NE to get 'Arcanum of Wind' and SE to find 'Arcanum of Earth'.

Return upstairs, return to the blue switch and press it. Go SE and follow this path until you reach another red switch. Press it and go SW to find a 4-way fork. Go SW and down the stairs to find 'Arcanum of Light'. Return to the fork and go SE this time, and down the stairs. From here, go SE and up the next stairs. Now from this fork, follow the path SW and you'll be in another fork soon enough.

Go NE to find 'Arcanum of Fire'. Return to the previous fork and go SW this time. When you reach another fork, go NE to find 'Arcanum of Dark'. Return 3 forks (just where the stairs are) and go SE to find a red switch. Press it and

start following the path (ignore the stairs and the only fork you come across). Once you've gotten to a large, different room, save your game and if you go NE, you'll find the elevator that'll take you to the elevator room.

Go SW into the next area and a scene triggers. Use the Red Seal, save your game once more and proceed further in to trigger a scene and a...

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~~~ BOSS: HEIDAR ~~~~~

- ~ XP: 32148
- ~ Golda: 0
- ~ Items: Royal Pudding

- Strategy: Mmm... for the second to last boss, he really isn't that tough. He only has 2 attacks, well, that's all the attacks I saw him use on me. He can summon some minions, which go down in like 4-5 hits. Also, between you and Tinon, you can easily attack over and over and stagger him. Serious. Keep on attacking with Tinon while Mel uses Gran-Magnus and Patty heals, which I don't think you'll need to. His physical attack really hurts, dealing over 1000 dmg. per hit, but he only hits once, so you can easily heal that, right?

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~~~ BOSS: DRAGON GOD MIMANA ~~~~~

- ~ XP: 1
- ~ Golda: 0
- ~ Items: Water Spirit Stone

- Strategy: Ok, final boss, and a really nice -- kickass song for the battle. Make sure to set Mel's Magic to 5 and lower the other ones to 0. For Patty, raise her Recovery to 5 and lower the rest to 0. Tinon should have her Attack to 5 and the rest to 2 or 3. Have Mel cast Gran-Magnus over and over and over. Do it manually because the AI in this game is strange and she won't cast it after she finished. Deactivate all of Patty's spells, except for Heal Sphere, Hi-Heal Sphere, Mana Heal Sphere and Rebirth.

As for Mimana's attacks, he can normally attack with its claw twice for like 1600 dmg. per hit. This is instant kill to anyone in range, so make sure to revive the downed characters. He also has a ray attack, which deals around 2200 dmg. This is survivable with Crais, so heal up immediately. He can also summon a large ray that attacks all party members for around 2100 dmg. which is a lot and can kill multiple targets. Heal and revive right away.

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Well, this is it for this game. There's a lot more after this, but I'll only have to spoil you, so play this little part on your own.  
Sorry, C'est la vie.

I had a bomb playing through this game. I hope you liked it as much as I did, keep in touch for my next guide. Au revoir!

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 ~~~ BOSS: MISS COCONUT CRAB ~~~~~

~ XP: 1182  
 ~ Golda: 540  
 ~ Item: Imitation Crab, Blau Stone

- Strategy: Make sure you're around Lv.8-9 so that this boss is easy, because at low levels, it'll wipe the floor with your ass in 1-2 minutes. He (she probably?) only has 2 attacks and are really simply to predict. I was at Lv.8 in this battle, and let me tell you, make sure you bring some Panacea Medicines with you because this crab can hit, and hard. Her first attack is a simple claw attack that causes from 200 to 280 dmg. to Crais and probably around 350 dmg. to Sophie. Her second attack is a charge attack. When she stays still, she'll most probably use this attack, which can deal a whopping 450 dmg. to Crais, so you can imagine the dmg. caused to Sophie.

The best thing you can do here is to use Crais as a bait so that the crab doesn't get near Sophie, because in 1 or 2 hits she's dead. If you have Spils, use it to make yourself a little bit quicker. If you need to use items, do it. Don't wait for Sophie to heal you, since she'll sometimes heal herself before you. Keep attacking her, once or twice, and try never to attack her trice because she'll counterattack you. Attack twice and quickly block so you can lessen the dmg. by a lot.

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 ~~~ BOSS: COUNTER HAMMER ~~~~~

~ XP: 2163  
 ~ Golda: 740  
 ~ Item: Lobster, Waterstone

- Strategy: Mmm... this is the stupidest idea of a Boss Battle. This enemy only has 1 attack, a claw attack the same as the previous Boss. The only thing this one has is that it blocks. When it blocks, it can counter you very quickly, without giving you any chance of blocking. If you wanna play it safe, use Magnus from afar. If the boss is blocking, your Magnus spell will bounce towards you (I killed Sophie this way XD), so yeah, easy boss.

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 ~~~ BOSS: SAI MASTER ~~~~~

~ XP: Around 2000  
 ~ Golda: 1024  
 ~ Items: Arcanum of Dark, Darkstone

- Strategy: Ok, this boss is lame. I was lv.22 when I fought it and it was easy. Just hit him twice. If you touch him, you'll get hurt, so only attack him 2 times. Your attacks will be doing around 250-280 dmg. per hit with Stone of Fire III equipped, so hit him around 10-12 times and he's good to go. The thing here is that he's also very powerful, dealing around 200-250 dmg. per hit and he likes to hit 2 or 3 times in a row. Leave the healing to Sophie and remember

not to let it get anywhere near her, ok?

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~~~ BOSS: CLUSTER BOMB ~~~~~

~ XP: Around 10,000  
~ Golda: 1296  
~ Items: Arcanum of Fire, Firestone

- Strategy: Ok, this boss is tough. When this boss receives certain amount of dmg. it'll start self-exploding. If you die by the explosion, you won't get the game over screen, but you won't get the XP either. If you die prior to the self-explosion, you'll GET the game over. The best thing you can use it Steel Edge. This will keep you at bay while you damage it.

If Cluster Bomb touches you, it'll damage you for around 150 dmg. and it can stagger you. Use the Guard Seal II to protect against that. There's not much more to say about this fight. Just attack it nonstop and have Sophie heal you over and over, while Mel uses her magic (DO NOT use fire magic, ok?)

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~~~ BOSS: TRENTOS ~~~~~

~ XP: 15,864  
~ Golda: 1456  
~ Items: Arcanum of Earth, Earthstone

- Strategy: Pretty pathetic boss, if you ask me. It stays still. It also only has 3 attacks. The first one, he attacks with a branch, which looks like a spire falling down. The second attack, he drops an apple and explodes causing Fire dmg. The third and most dangerous one, it spits poison, damaging you for 450-550 dmg. to all those in range. Just keep attacking nonstop and heal when needed. That's it. Nothing more, nothing less.

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~~~ BOSS: LEIGH CRYSTAL ~~~~~

~ XP: 14352  
~ Golda: 1616  
~ Items: Lightstone, Holy Stone

- Strategy: Are-you-kidding-me?! Sorry, no strategy for this boss. I defeated it so quickly I didn't know what happened. Seriously, I don't know if it attacks, but just jump to it and attack it nonstop. It'll go down easily in 30 seconds.

IF ANYONE WANTS ME TO ADD SOMETHING, JUST EMAIL ME AND I'LL DO IT, ALRIGHT?!

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~~~ BOSS: FEIDE ~~~~~

~ XP: 24000

~ Golda: 0  
~ Items: Royal Pudding, Bunny Ears

- Strategy: Now this battle is real, so don't let your guard down. She hits hard, for almost 350-400 dmg. per hit. Have Patty healing nonstop and if you want, have Tinon help her heal, while Mel uses magic nonstop. You attack her, make a combo or 3 and guard until she hits you. Once done that, combo her again and so on until you defeat her.

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~~~ BOSS: DIVINE BEAST SCYLLA/SCYLLA'S THRALL x4 ~~~~~

~ XP: 32,426  
~ Golda: 1712  
~ Items: Arcanum of Water, Blau Stone

- Strategy: Yay, he's hard as \*\*\*\*. Besides, he's kinda strange because he doesn't have that much HP, but it's impossible to reach him. Hmm... what to do. Here's what I did. Disable all of Mel's spells, except for High-Magnus. Have Tinon and Patty heal and HEAL only. In the attack subscreen, increase all of Mel's Magic and lower all the recovery. For Tinon, do the exact opposite; lower all the Magic bar and increase the Recovery bar. Do the same thing for Patty.

Remember to disable all of Tinon's spells, except for the healing ones. Now, as the battle starts, ignore the Scylla's Thralls for now and put yourself in front of Scylla. Start using Steel Edge over and OVER nonstop so you're able to at least reach him. Manually have Mel use Magnus spell on Scylla to inflict great dmg. on him. Scylla likes to use Tidal Wave, which is a devastating water spell that will leave your characters with around 200 HP (yeah, it deals around 1800 dmg.)

If it cures itself, keep on attacking until he's dead.

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~~~ BOSS: HEIDAR ~~~~~

~ XP: 32148  
~ Golda: 0  
~ Items: Royal Pudding

- Strategy: Mmm... for the second to last boss, he really isn't that tough. He only has 2 attacks, well, that's all the attacks I saw him use on me. He can summon some minions, which go down in like 4-5 hits. Also, between you and Tinon, you can easily attack over and over and stagger him. Serious. Keep on attacking with Tinon while Mel uses Gran-Magnus and Patty heals, which I don't think you'll need to. His physical attack really hurts, dealing over 1000 dmg. per hit, but he only hits once, so you can easily heal that, right?

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~~~ BOSS: DRAGON GOD MIMANA ~~~~~

~ XP: 1  
~ Golda: 0

~ Items: Water Spirit Stone

- Strategy: Ok, final boss, and a really nice -- kickass song for the battle. Make sure to set Mel's Magic to 5 and lower the other ones to 0. For Patty, raise her Recovery to 5 and lower the rest to 0. Tinon should have her Attack to 5 and the rest to 2 or 3. Have Mel cast Gran-Magnus over and over and over. Do it manually because the AI in this game is strange and she won't cast it after she finished. Deactivate all of Patty's spells, except for Heal Sphere, Hi-Heal Sphere, Mana Heal Sphere and Rebirth.

As for Mimana's attacks, he can normally attack with its claw twice for like 1600 dmg. per hit. This is instant kill to anyone in range, so make sure to revive the downed characters. He also has a ray attack, which deals around 2200 dmg. This is survivable with Crais, so heal up immediately. He can also summon a large ray that attacks all party members for around 2100 dmg. which is a lot and can kill multiple targets. Heal and revive right away.

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= Version Tinon (May 10th, 2010)  
- Finished the walkthrough.

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1. People

- Gen aka WishingTikal: For letting me know about this wonderful game.
- Austin Butler: For telling me about the Saint's Earrings in section sx514.
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- Raul and Eduardo: Just for being my best friends and always being there for me, in the good and bad moments.
- You: For having the patience of reading through the whole guide.



