

Star Ocean: The Second Evolution Private Action/Relationship/Endings Guide

by bakkadeshi

Updated to v0.6 on Apr 7, 2010

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* Second Evolution *

Private Action, Relationships, and Endings GUIDE
For the PSP remake of this awesome classic.

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Date Started: February 20th 2010

First version released: March 10th, 2010

I decided to release partial, once mostly finished with Claude's section since people are likely interested in the new PAs in the PSP remake, and I will be busy with my new Ps3 and ff13 for a while... :3

Last Updated on: March 10, 2010 (ver 0.6)

Claude Section 95% done.

Rena's section probably about 25% done.

Endings: 10% done.

** -Table of contents- *****

To jump to a specific section, Highlight the number in brackets "[]" including the brackets, and Use CTRL + F You can also type a character's name in [] (ex "[Rena]") to jump to any PAs involving that character.

[1.0] Introduction

[1.1] Changes from the PSX Game

- [1.2] The NON Spoilerage tips and tricks to getting the pairs you want.
 - For those of you playing for the first time and want minimal help.

[1.3] Other notes.

[1.4] The Characters

[2.0] Claude's Private Actions

[2.1] By City (ordered by City occurrence)

On Expel:

- [2.1.01] Arlia
- [2.1.02] Salva
- [2.1.03] Krosse
- [2.1.04] Kurik
- [2.1.05] Marze
- [2.1.06] Harley
- [2.1.07] Hilton
- [2.1.08] Lacuer
- [2.1.09] Linga

On Nede:

- [2.1.10] Centropolis
- [2.1.11] North City
- [2.1.12] Princebridge
- [2.1.13] Armlock
- [2.1.14] Fun City

[2.2] By Character (All possible PAs listed by Character involved)

- [2.2.01] Involving Everyone
- [2.2.02] Claude
- [2.2.03] Celine
- [2.2.04] Ashton
- [2.2.05] Opera
- [2.2.06] Welch
- [2.2.07] Precis
- [2.2.08] Bowman
- [2.2.09] Ernest
- [2.2.10] Dias
- [2.2.11] Noel
- [2.2.12] Chisato

[3.0] Rena's Private Actions

[3.1] By City (ordered by City occurrence)

On Expel:

- [3.1.01] Arlia
- [3.1.02] Salva
- [3.1.03] Kross
- [3.1.04] Kurik
- [3.1.05] Marze
- [3.1.06] Harley
- [3.1.07] Hilton
- [3.1.08] Lacuer
- [3.1.09] Linga

On Nede:

- [3.1.10] Centropolis
- [3.1.11] North City
- [3.1.12] Princebridge
- [3.1.13] Armlock

[3.1.14] Fun City

[3.2] By Character (All possible PAs listed by Character involved)

- [3.2.01] Involving Everyone
- [3.2.02] Claude
- [3.2.03] Celine
- [3.2.04] Ashton
- [3.2.05] Opera
- [3.2.06] Welch
- [3.2.07] Precis
- [3.2.08] Bowman
- [3.2.09] Ernest
- [3.2.10] Dias
- [3.2.11] Noel
- [3.2.12] Chisato

[4.0] Possible Ending Combinations

[4.1] Spoiler Minimized

(I try to guide you towards certain ending combinations with minimal Spoilerage.)

- [4.1.01] Claude and Rena
- [4.1.02] Claude and Others
- [4.1.03] Guys with Girls
- [4.1.04] Guys with Guys
- [4.1.05] Girls with Girls
- [4.1.06] Special Endings

[4.2] Detailed Ending Descriptions

(If you just want to see what other endings there are and don't plan to play the game again to see them. Major Spoilers.)

[5.0] SaveGame Viewing/Editing with custom firmware

[6.0] Legal and Special Thanks.

#####	11
#*****#	111
#* III *#	11
#* [1.00] Introduction *#	11
#* III *#	11
#*****#	11
#####	1111

Hello there fellow SO2 Fans. This is my first guide ever, so hopefully you will find it usefull. Most likely you will find errors, Let me know via my contact listed above, also if you find any additions, especially with regards to the new character Welche, since there is little info on the interwebs concerning her, so most of whats in here is just from my own playthroughs

and testing.

I've played through the game a dozen times so far, mainly on the PSX version, but a few times aswell on this new PSP version. Largely it is unchanged as far as PAs go, but of course there is some new ones, especially involving Welch. Alot of the info in here was put together both from my own experiences in my play throughs aswell as from various informational sources online, and a few other's Walkthroughs/Guides for confirmations. I list all my refrences in the Special Thanks section of this guide.

I have used gamefaqs.com for alot of my RPG gaming, and so, seeing as no one has written a PA faq for the PSP remake with all the new PAs (including Welch) included, I decided to give back to the community by this guide. Given I am relying on my own games to find all the New PAs, It is likely I will Miss some. If you have found some not listed in this guide, and would like to contribute to it, Send me an IM or Email with the location, time it happened, and characters involved, and I will add it to the faq giving you credit for it.

* [1.1] Changes from the PSX Game *****

- 1) Obviously, and the main reason for thie faq, theres a new playable Character! Welch, who also comes with a bunch of new PAs. I've also found new PAs involving all characters, and some new ones between secondary characters (like Leon and chisato)
- 2) I've heard Dias Also has new PAs, Where previously he had none, which I will be looking for once I go through Rena's senerio again for this guide.
- 3) Either some of the other psx version PA faqs have inacuracies, or they've changed some of the RP points for certain events. I've found a few differences in the points you get on certain choices on a few PAs.
- 4) In the PSX version, (according to various FAQs) you supposedly got point increases for FP and RP by roughly 1 every 100 battles, however, In my testing this seems to be gone from the PSP remake. I've fought over 2000 battles(using the rubberband trick) and still seems to be no relationship changes besides from PAs.

* [1.2] The NON Spoiler Tips and suggestions to getting the ending you want ***

- 1) ALWAYS save before doing a PA. You can generally tell just form their response if you choose the correct choice to get a RP or FP increase. If any of the characters show any indication of being hurt by your response, You should reset and try another choice. (unless you want to dump that character in favor of another)
- 2) a PA does not always have to have a choice to effect RPs. Usually if the characters feel like they are getting along well in the PA, it will increase Freind between both characters. If you as the main character witnesses another character doing something good, or something that would leave a good impression normally, but does not interact with the character

in the PA, you can assume it will increase RP with your main character towards that character.

- 3) There are different endings for some couples based on who likes the other more. Claude and Rena has 3, you get a special one for both characters having the same rating for each other.
- 4) Use those Books! Publication is the easiest way to control who ends up with who at the end of the game, so long as you already have 10 points or more with the ones you want to hook up. Books reset points to 8, so just keep 1 copy for each character on hand, and use em before the final boss on the characters you don't want to hook up, if your getting the ending you don't want. You should also try to get publication as early as possible, so everyone can start at 8, and work up from there with all the PAs. the earliest I know of that you can buy fountain pens, is in Linga, after you take the boat from Harley to Hilton for the first time.
- 5) Remember that PAs only happen one at a time in each city. so for example,if you have 4 characters with possible PAs in one city, you will have to leave the city and reenter it 4 times to see all the posible PAs. Keep reentering a City until you can talk to all your characters without trigering an event to be sure you saw all the possible PAs for that time period. I good indication that a particular character is involved in a PA, is if they are not where they ususally are when you enter the city. (Rarely though, sometimes they will trigger a PA even where they usually are, so don't go only by this.)

* [1.3] Other notes: *****

For all the new PAs and old ones I've confirmed, I've been using Hex editor to compare save games before and after events to tell how many points an event changed, if any. For some of the events, I've sometimes seen values change that appears to not have anything to do with the relationship system, (part of this is probably the internal hash checking the game does aswell) So I ignored them, but I could be wrong. It could also be a flag for a special ending, or another event that I havn't yet found out. In any case, This just means there may be inaccuracies, or specifics left out, with some of the info in this guide. This should be used as that, just a guide, a starting point if you will, to you figuring out the best aproach to get what you want out of your game in the end.

* [1.4] The Characters: *****

[Claude C. kenny]

How to get: Seriously? He's the main character. You get him wether you like it or not.

Proficiency: Swords. He has good all around techniques
balancing range, power and speed, but later you will mostly be
doing physical attacks once you get the Aterna.

Best Equip: Later on you will
equip him with Aterna, Berserker Ring/Ring of might, and Ring of
lightspeed. Give him a battle suit if you have it, otherwise Reflecting

plate, till you get better stuff in the CoT. Also slap some bunny shoes on him. They should never leave his feet, I dun care how silly he looks in em.

My Opinion: Give him the above equipment, And watch all the bosses see stars till they drop. Seriously, hes the best fighter in the game, you will probably be controlling him most of the game. at level 104, the final boss Gabriel was down in about 10 seconds, only hitting us about 4 times, cuz he was too busy seeing stars the rest of the time. In fact the only one of the 10 wise men I actually had to try on with any level of strategy was Haniel due to his stone inducing technique.

Voice: His voice is hit and miss for me. Alot of times it seems they get the emotion wrong for the text. still its far better than the first game was.

[Rena Lanford]

How to get: Seriously? Shes the main character. You get her wether you like it or not.

Proficiency: Mainly in keeping your party alive. She sucks with attack magic until you get star flare MUCH later. In my opinion she is MUCH more useful than Noel.

Best Equip: Give her the Gauntlets of Hope, and as much magic boosting and status protecting gear as you can find.

My Opinion: Most useful character in the game. She will most likely never leave your party, until you are strong enough that most enemies pose no danger to you, even still you will likely keep her in Boss fights. Without her You may find your party stoned, paralyzed, or just plain dead. And why would we want to waste those valuable slots on amulets of freedom and flexability when we can have Ring of mights, Berserker rings, and Earrings of frenzies on instead?

Voice: Also hit or miss, same reasons as claude.

[Celine Jules]

How to get: You meet her in the story. You will have the option of recruiting her after the events of Krosse cave.

Proficiency: One of the strongest characters in Symbology magic. Shes good at ripping 9999dmg holes in enemies.

Best Equip: I gave her a dragon staff, and anything that raised magic. make sure her INT is pumped up and she has Hasten Speach at max.

My opinion: She is almost indespenible int he early game. If you stupidly choose not to take her, you will have a tough time in the early game. She gets less usefull however once your characters start breaking the 9999 dmg limit where multi hit weapon skills are more desireable.

Voice: Shes pretty accetable, matches her personality well. Maybe just a

little too mature sounding.

[Bowman]

How to get: Just don't invite Precis, and he will offer to join on his own.

Proficiency: Special Arts all the way. he is so freeekishly fast at em that you will probably get tired of hearing "Infer- Inferna - Infernal pellets!" all the time in battle. although His attack range, wich

was HORRIBLE in the PSX version seems to be better in this one, I still find his strength to lie in the speed and recovery of this Special Arts.

Best Equip: I'd put a MP halving ring on him and either Berserker ring or Ring of might, and whatever strongest set of equipment you have for the rest.

My opinion: Bowman is pretty usefull due to his insanely fast casting Special arts.It helps to keep the enemies busy so you can star em to death with claude before they get to even do anything. I really don't have a prefrence between him and Precis, Bowman is faster, Preci s hits a little harder, and is better at targets in the air. I like both of em as characters.

[DIAS Flac]

How to get: Only available in Rena's Story, You will automatically get the chance to recruit him.

Proficiency: Single hit Speical Arts.

Best Equip:

My Opinion: I didn't use him much because of his lack of multi hit killer moves. Claude and Ashton are far better fighters.

[Precis Neuman]

How to get: Do a PM in Linga (see PM section for your relevant story mode) Before you talk to keith about the item you found in Krosse cave.

Proficiency:

Best Equip:

My Opinion:

~~~~~  
!!!!Everything below this line may contain minor spoilers!!!!  
~~~~~

#####	2222222
#####	22
* CC *	22
* [2.0]C laude's Private Actions *	22222
* CC *	22
#####	22
#####	2222222

RP = Relationship points

FP = Friendship Points

I list by characters involved first, to make it easier to find.

You can also make use of the search function by searching like "[character]" to find all the PAs involving that character.

Descriptions may contain minor spoilers.

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[2.1] By City: ++++++
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*****
***** | ~ Expel ~ |
** -Arlia- *****
***** [2.1.01]
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[Welch] and Bossman's 2 kids

Where: In bossman's Home

Prerequesit: None that I am aware of.

When: Before going to frontline base.

Description: Claude walks in as Welch tells a story to Bossman's 2 kids.

Claude --> Welche RP +1

[Rena]

Where: Rena's House

When: After rescuing Rena from the Salva Drift

Description: Rena is thinking about her past

Results: First choice RP +1, the other two choices FP +1 only.

[Celine]

Where: In front of Hearn's Shop

When: Anytime you have Celine in your party

Description: Celine has a gift for Claude

Results: If you accept it, celine <-> claude RP +4, if not, celine -> Claude RP +2

[Rena] and [Precis]

Where: Second part of town, Downby the creek between Rena and the Mayor's House

When: Anytime After the Arms Tournament

Description: Rena and Precis fighting over Claude

Results: If you choose Precis: Claude <-> Precis RP +1 & FP +1, Claude <-> Rena RP -1 & FP -1

If you choose Rena: Claude <-> Precis RP -1 & FP -1, Claude <-> Rena RP +1 & FP +1

If you don't have a girlfriend: Precis -> Claude RP +1

[Opera]

WARNING: talking to her and then going to the shingo forest will recruit Ernest later on in the game. if you talk to her, don't go to the shingo forest if you don't want Ernest.

This is not really a PA, since it doesn't stop other PAs from happening, and doesn't cause a scene. She just talks about crashlanding in the shingo forest. You must then enter the shingo forest in the regular mode (with your party members) and see the scene there to trigger Ernest.

Where: On the balcony of the Elder's house, Talk to her, then enter the Shingo Forest.

When: Anytime Opera is in your group

Description: Once you see the scene in the shingo forest, you will either get Ernest in your party, or lose Opera, depending on your choice later on.

[Bowman]

Where: Inside the newlyweds' house

When: Anytime bowman is in party

Description: Bowman is paying a visit as their physician since the wife is pregnant.

Results:

If you pick first one: Claude-->Bowman FP +1

If you ask if he is like this with his wife: Bowman-->Claude FP -1. Also opens up a funny PA in Linga.

[Ashton] (**need to confirm**)

Where: Inside the item shop

When: Anytime have Ashton, and have over 2000 FOL

Results:

If you buy them: Ashton-->Claude FP +1, and you get a Salamander Helmet and lose 75% of your money.

If 2) "That's excessive, it's too expensive.": No change.

```
*****
***** | ~ Expel ~ |
** -Salva- *****
***** [2.1.02]
```

[Ashton]

Where: Entrance to the Salva Drift

When: After quest to remove Gyoro and Ururun

Description: No choices. What Claude says here will differ depending on whether Ashton forcefully joined your party or you took him by choice.

Results: Claude<->Ashton RP+1 (Don't ask), FP+2

[Bowman]

Where: In front of Alen's house

When: Anytime Bowman in party

Description: Town lady talking to bowman about an exadurated rumor involving someone fitting claude description stealing Alen's bride.

Results: Doesn't matter your choice, you get Claude<->Bowman FP +1 for viewing the PA.

[Celine]

Where: Jam store in the southern screen

When: After Lacuer tournament, possibly earlier.

Description: Celine wants to buy some jam, but the shop owner is nowhere to be found.

Results:

Choice 1) "I'll go find her."

Go out and into the entrance to the Salva Drift next to Alen's house.

Talk to Yuki here, then:

Choice 1) "Don't give up on your dreams so easily."

Celine ->Claude FP +2, all other characters ->Claude FP +1

(You should pick this if you want to try for the bonus ending)

Choice 2) "Dreams are dreams, but you should live in reality."

Celine ->Claude FP +1

Or tell Celine Choice 2) "Why don't you come back later?"

Celine ->Claude FP -1

[Opera]

Where: In front of the Weapon store

When: After Lacuer tournament, possibly earlier.

Description: Opera wants to play a bet with Claude on if the next person to come out is a man or a woman.

Choice 1) Play the bet

Sub Choice 1) Bet a Man: Claude -> Opera FP+1

Sub Choice 2) Bet a Woman: Claude <-> Opera FP+1, RP+2

Choice 2) don't play

Claude <-> Opera FP -1

[Precis] (** needs confirmation **)

Where: In the Jam Shop (south end of town)

When:

Results: All three choices have the same effect. This triggers another PA in Linga.

[Rena] (1)

Where: in front of abandoned building, just left of the weapon shop

When: Anytime after events at cross castle (possibly earlier)

Description: Rena asks about Claude's father. A flashback scene will play out and Claude will be able to walk around the bridge of the calnus.

No Emotional Point change.

[Rena] (2)

Where: In the jewelry store

When: After staying overnight in Cross

Description: Rena is looking at jewelry and asks Claude's opinion on a particular necklace.

Results:

1) Agree its pretty:

Claude <-> Rena FP+2, RP+2

2) Say "I don't know much about jewelry.":

Claude <-> Rena FP-1

3) Buy it for her:

This option won't come up if you have less than 200 FOL. You lose the FOL and gain a Leaf Pendant.

Claude -> Rena RP+3, Rena -> Claude RP+3, FP+1

[NPC] involving Little Girl

Where: in front of abandoned building, just left of the weapon shop

When: After staying overnight in Cross

Description: Little girl asks Claude if he is the hero of light.

Results:

1) "That's right, I'm the hero of Light."

Everyone in party -> Claude FP +1

2) "Sorry, I'm not the Hero."

Everyone in party -> Claude FP -1

3) "Right now, I don't know whether I'm the Hero or not."

No change, but you get a Harmonica.

** -Krosse- *****

***** [2.1.03]

[Ashton] and [Precis] (** Confirm **)

Where: West end of town

When: Must have at least 100 FOL

Results:

- * 1) "Explain it to her, Ashton!"
 You get a Music Box and 19,900 FOL; Ashton<-->Precis RP+1;
 Ashton-->Precis FP-1; Precis-->Ashton FP+2
- * 2) "Wait wait wait! Precis!"
 Claude<-->Ashton FP-1; Precis<-->Ashton FP+2; Ashton-->Claude RP-1

[Bowman]

Where: In front of the church

When: Anytime you have bowman

Description: Bowman asks which girl you think is cuter

Results: Claude <-> Bowman FP +1 for either choice.

[Celine] and [Rena]

Where: East alley (Right screen when you enter town)

When: Before Clik is destroyed

Description: They are both arguing about Claude Anything you do here will result in Minus points, unless you walk away.

Results:

- 1) "Approach the two and get in the conversation."
 - o 1) "I see. Sorry to intrude then."
 Rena/Celine-->Claude FP-1
 - o 2) "Oh really? That isn't what it looked like."
 Rena/Celine<-->Claude FP-1
- 2) "Eavesdrop, although it's wrong."
 Claude-->Celine FP-1
- 3) "This has nothing to do with me."
 No changes.

[Precis] (** Confirm **)

Where: West end of town

When: Anytime you have at least 2,000 FOL

Results:

- * 1) "Better stop Precis from doing anything foolish."
 - o 1) "OK, I'll take it."
 You get two Weighty Rings and lose 2000 FOL. If you have less than that, you get a free All-Purpose Knife.
 Claude<->Precis RP+2
 - o 2) "I'm not interested at all!"
 Claude<-->Precis RP+2
- * 2) "This looks interesting. Let's see what happens."
 You get an Aphrodisiac. (Wich will drastically raise RP for the character you use it on for a short time, Usefull to access a PA you Didn't have enough RP for before.)

[Rena] (** Confirm **)

* Note: I havn't been able to get this PA even with using books to reduce their

RPs for each other to 8. I will try to confirm it by using savegame hacking later. I only included it for completeness sake.

Where: Inside the church

When: Anytime Either Rena's or Claude's RP for the other is below 9

Results:

- * 1) Claude-->Rena FP-1, RP-1; Rena-->Claude FP-1, RP-2
- * 2) Claude-->Rena FP-2, RP-1; Rena-->Claude FP-3, RP-2
- * 3) Claude<-->Rena FP+2, RP-1

[Ernest] (In this scene known as [Three-Eyed Man])

Where: One screen north of the entrance (Heading to the castle)

When: After getting Celine but before finishing the Marze events

Description: You bump into Ernest while heading to the castle.

Results: This PA is required to get Opera (and Ernest if you want) into your party later on.

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***** | ~ Expel ~ |
** -Kurik- *****
***** [2.1.04]
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[Philia]

Where: Fountain area

When: Before Kurik is destroyed.

Description: A lady is warning the people that disaster will soon befall the town, and everyone should evacuate.

****WARNING**** If you want the Sprite's Bracelet, a very usefull item that randomly gives you items, FOL, and Conterfeit Medals(!) Don't view this PA until you gain the Pickpocket ability and get your hands on a Theif's Glove (sells in Harley Antique shop for 40,000 FOL) You will need to buy skills from Harley aswell (I think Sense 2) Grind in the Cross Cave (best money at this point in the game) until you get enough fol. Pickpocket Philia after the PA. (she will not be there again ever if you leave

the town after the PA, and you will miss out on the Sprite's bracelet. (You do still have the option of an upgraded version much later you can win in Fun City though. Also Note If you don't have Nimble fingers, this will be hard to steal. Save before you try regardless.)

This also opens up a PA in Centropolis much later in the game, which will make the last boss MUCH harder.

```
*****
***** | ~ Expel ~ |
** -Marze- *****
***** [2.1.05]
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[Ashton] (**Confirm in PSP remake**)

Where: East side of town.

When: Before the Lacuer Tournament of Arms.

Description: There's an argument over which of the dragons are strongest.

Results:

- * 1) "Gyoro's stronger."
Ashton-->Claude FP-1
- * 2) "No, Ururun's stronger."
Ashton-->Claude FP+1
- * 3) "Both of you are strong."
Claude<-->Ashton FP+1
- * 4) "Gyoro and Ururun, you two are really one!"
Claude<-->Ashton FP+1, Claude/Ashton-->Rena FP-1

[Celine] (**Confirm ** I've always had celine in my party with Bowman.)

Where: Celine's house

When: Anytime Celine NOT in party, but Bowman is.

Results: No Emotional Level changes, but if you talk to Celine after this you can get a Holy Ring.

[Precis] (1)

Where: In the tool shop

When: Haven't visited Lacuer Castle yet

Description: Precis wants to play Hide and Seek.

Results:

- 1) If you play: Precis -> Claude FP+1; triggers another PA in Princebridge
- 2) Don't play: Precis -> Claude FP-1

[Precis] (2)

Where: West end of town

When: Before the end of the Lacuer Tournament of Arms

Description: Precis is arguing with a village kid about symbology vs. machines

Results:

- 1) "Hahaha, you're right."
Possible FP +1 with precis, need confirm.
- 2) "But Precis, you're a kid too."
Claude->Precis FP-1; Precis->Claude FP-2
- 3) "Ultimately, I think machines will choose people too."
No change.

[Rena] (1)

Where: Left of Celine's house in the east section

When: Before the Lacuer Tournament

Description: Rena is looking at jewelry again, and asks Claude's opinion (again...)

Note: Some of the stuff you can buy here after the PA can't be bought anywhere else, and he will be gone afterwards.

(Though all of it can be made via crafting)

Results:

- 1) Agree with her:
Rena->Claude RP+1, Claude->Rena FP+1
- 2) I don't know much about that.
No change.

[Rena] (2)

Where: Entrance to Elder's house in west side of town (go in the house to

trigger it)

When: After going to Hilton, before the Tournament ends

Description: Rena was discussing something with the elder

Results:

- 1) Claude<->Rena RP+1, Claude->Rena FP+1
- 2) Claude<->Rena RP+1, Rena->Claude FP+1
- 3) This only appears if Ashton is in your party. Claude<->Ashton FP-1,
Rena->Ashton RP+2, FP+1

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*****
***** | ~ Expel ~ |
** -Harley- *****
***** [2.1.06]
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[Bowman] (1)

Where: Outside of Eleanor's house, then continues inside

When: After finishing the Sanctuary of Linga.

Description: Eleanor has a terminal illness, and Bowman wants to find out if there's anything he can do for her.

Results: Triggers PA in Linga, which will activate after Hoffman ruins.

[Bowman] (2)

Where: Inside Eleanor's house

When: After Seeing the PA in the library in Linga, and Getting the Metox Plant from Lasguss Mountains.

Description: Continuation from the earlier PAs, Eleanor is in worst shape than before and is now in a coma. Bowman says the plant could kill her if she isn't strong enough to withstand the effects. Now, in a totally unrealistic turn of events, you have the choice on whether or not to use the Metox on her

Results:

- 1) She should live out what little time she has left: No effect.
- 2) Take the chance, it's too early for her to die: Claude<->Bowman FP+2,
Flags next PA: (You should save before reentering if you want to make sure she lives)

[Bowman] (3)

Where: Inside Eleanor's house

When: Picked to use the Metox in the above PA

Description: You will now either see Eleanor out of bed healthy and energetic, or it will just be her mom telling you the bad news that she passed away. It's totally random, so if you want her to live just keep reloading until she does. It doesn't effect anything as far as endings or Relationship points though.

Results: Claude<->Bowman FP+3 regardless if she lives or dies.

[Little Girl]

Where: Inside the warehouse

When: After the Lacuer Little Girl PA, and choose choice number 2

Results:

Picked 1) "It's best not to get involved."
No changes.

Picked 2) "I can't just leave her."

Initiates a fight with three Lesser assassins. You can get Neo Greaves or Core Armours from them.

Also triggers a continuation PA in Linga.

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*****
***** | ~ Expel ~ |
** -Hilton- *****
***** [2.1.07]
```

[Celine]

Where: Inside the Inn, Left side hallway

When: Anytime

Description: You will stop and overhear Celine worrying about something.
If you continue walking, you will trip and fall, alerting Celine to your presence. She will come out, and:

Results:

- * 1) No idea what she's talking about: Claude<->Celine FP-1
- * 2) Not worried about her weight: Claude<->Celine FP-2, RP-2

Notes: Wither way you loose points, its best to walkaway after you stop the first time, if you don't want to loose any points with her.

[Chris]

Where: By the boat across from the bar

When: Celine NOT in party; and before doing Linga quest

Description: You meet with Chris who looks almost like your Identical twin.
Chris says it must be a fateful meeting.

Results: No Emotional changes for either choices, but picking the third option
(to drink with him) will gets you the General's Ring.

[Little Child] (**Confirm**)

Where: By the boat across from the bar

When: Anytime you have a Bandit Glove and Pickpocket ability, after finishing Sanctuary of Linga.

Results: Start this by pickpocketing the kid successfully.
No change in Emotional Levels with either subsequent choice.

[Everyone] (**Virtual Expel**)

Where: Right wing of the Inn, hallway

When: Anytime you have access to virtual Expel.

Description: A pretty hilarious scene where claude overhears the girls...
Doing something...
...that can have the imagination going wild ^_-

Results:

- 1) "Leave like a gentleman": No Change
- 2) "Charge in like a man!" (you know you wanna):
You get a humerous scene, and...
welch -> Claude RP +1, Opera -> Claude RP +1
(possibly more, some of my female RP was already maxed at this point,
But I think its only the girls that teases him in the scene.)

[Leon] and [bowman]

Where: In the bar
When: Anytime virtual expel is available
Description: Leon and Bowman talk about the past
Results: No choices, Leon <->Bowman FP +2 for viewing the scene.

[Celine] and [Leon]

Where: In the bar
When: Anytime virtual expel is available
Description:
Results:
1) "I think you're wrong about that." :
leon->Claude FP -2, Celine->Claude and Leon FP-2, RP-2
2) "(You can do this, LEON!)": Celine <-> Leon RP +3 & FP +3

***** | ~ Expel ~ |
** -Lacuer- *****
***** [2.1.08]

[Little Girl] (** Confirm**)

Where: Far east of town
When: Any time before Linga quest completed
Description:
Results:
1) Leave her alone: Triggers a PA in Harley.
2) Help her out: Triggers a PA in Linga.

[Old Woman] (** Confirm in claude's game **)

Where: West side of Lacuer
When: Any time before Linga quest completed
Description: Old lady needs help running some errands.
Results:
1) Help her out: Everyone in Party FP +1, and you get Star ruby and Rainbow Diamond for completing it. (Go to the far east side of town and talk to the shopkeeper nearest the entrance to that section to get a Gold. Go back and give it to the old lady.)
2) Tell her you're too busy: No change.

[Leon] and [Welch] *Virtual Expel*

Where: West end of town before you get to the area with gamgee's hut.
When: After you return to Virtual Expel from Fun City
Description: Claude asks welch about her weapon. Leon wants to see it, but she teases leon since he called it a toy.
Results:
1) See what happens: welch<>leon RP +2
2) Come on, WELCH, cut it out. Welch -> Claude RP -1, Welch -> Leon RP -1, Claude <-> Leon RP +2

***** | ~ Expel ~ |
** -Linga - *****
***** [2.1.09]

[Precis] (1) (** Confirm RP points **)

Where: Near the pharmacy, one screen up from start

When: Anytime you have access to Linga, and [Bowman] is not in your party

Description: This PA will recruit her to the Party.

Results:

- 1) All male characters<->all female characters RP+1; all same-sex characters FP+1 with each other;
Precis joins party once you leave town
- 2) No change.

[Bowman] (1)

Where: Inside his pharmacy (talk to his wife, Nineh)

When: Anytime after you Picked choice #2 (are you like that with your wife?)
in the Arlia Bowman PA

Description: She talks about some embarrassing things concerning Bowman to
Claude.

Results: No changes.

[Bowman] (2)

Where: In the library

When: Anytime after visiting the Hoffman Ruins, but Before going to Frontline
base, and have Seen the first Harley Bowman PA

Description: Claude walks in on Bowman researching a way to cure Eleanor

Results: Claude<->Bowman FP+2; you can now go to Lasgus Mountains, and get
the Metox Plant.

[Precis] (2)

Where: Precis' house

When: After seeing the PA with precis inside the Jam Shop in Salva

Description: Precis dad has made tea out of her jam, and offers some to
Claude.

Results:

- 1) Accept the offer
 - o 1) Drink and leave: Claude->Precis FP-1
 - o 2) Stay around: No changes.
- 2) Decline the offer:
Claude<->Precis RP+2

[Rena]

Where: Coming out of the library

When: Any time

Description: Rena looks to be studying stuff in the library and comments to
claude that she once had dreams of going to college.

Claude offers to tutor her.

Results: Claude<->Rena FP+4

[Little Girl] (** Confirm **)

When: Picked choice #2 in the Harley Little Girl PA or choice #2 in the Lacuer
Little Girl PA.

Description: You see that she made it home safely.

Results: No changes.

[Shaddy looking Vendor]

Where: Outside in front of the university

When: Anytime.

Results:

- 1) Buy one:
You'll lose 1980 FOL and gain a book (a Random one that you can make via
Writing).

2) Not Interested: No changes.

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*****
*****
***** -Centropolis- *****
***** [2.1.10]
```

[Chisato] (1)

Where: In the newspaper office
When: After Talked to Rayfus in [Princebridge] about the [North City] Library
Results: No Change, opens up the next PA.

[Chisato] (2)

Where: In the newspaper office
When: After Above PA seen
Results: Advances the side quest of seeing the secret information in North City.

[Chisato] and [Welch]

Where: Outside in front of the Inn (where Welch usually is)
When: Anytime Welch and Chisato's FP > 8 for each other
Description: Chisato and Welch are complaining about each other's boss'es
Results: Chisato <-> Welch FP+2 & RP+1 (O_o)

[Chisato] and [leon]

Where: Inside newspaper office, where you recruit Chisato
When: Before completing 4 Fields, and Chisato->Leon FP (and possibly RP) > 8
Description: Chisato wants to interview the Great Doctor Ghest for her paper, but it breaks into an Argument.

Results:

- 1) Calm them both down: Chisato<->Leon RP+1 & FP+1;
Chisato->Claude RP+2 & FP+1
- 2) Interview Claude instead: Chisato->Claude RP-3 & FP-3

[Opera]

Where: In the bar on first floor of the inn.
When: Ernest is NOT in your party, Before finish all four Fields
Description: Claude finds Opera drinking away her worries.

Results:

- 1) Ask if Worried about Ernest: Claude -> Opera F+2, R+2,
Opera -> Claude F-1, R-1
- 2) Tell her she's Drinking too much, its not good for her:
 - o 1) ??
 - + 1) Ask "This is about ernest isn't it?": Opera -> Claude FP+2
 - + 2) Opera -> Claude F-1
 - + 3) Claude <-> Opera F-1, R-1
 - o 2) Join her in drinking: Claude <-> Opera F-1
 - o 3)
 - + 1) No change.
 - + 2) Opera -> Claude F+2
 - + 3) Claude <-> Opera F-1, R-1
- 3) No change.

[Opera] and [Leon]

Where: The bar on first floor of the Inn.
When: After visiting Feneil for the first time, but before returning to

Armlock from Minie cave.

Description: Leon is freaking out over never seeing his parents again, Opera is trying to calm him down.

Claude steps in giving you 2 choices:

Results:

- 1) "No We're not!" : leon <-> Opera RP +3 & FP + 2
- 2) "Maybe LEON is right..." : Claude <-> Opera RP -2 & FP -2,
Claude <-> leon FP +1, Leon -> Claude Rp +1

[Rena]

Where: On the second floor of the inn

When: before finishing all four Fields

Description: Rena is fretting about her identity, and wishes to talk to claude about it

Results:

- 1) "Sorry, but I'm busy now."
Rena -> Claude RP-1. If you leave and come back, you will have these choices:
 - 1) Change your mind about going:
No change.
 - 2) Go anyway:
Rena -> Claude RP-2, FP-2
- 2) "What is it, Rena?"
 - 1) "Without a doubt, Rena, you are Nedian."
Claude <-> Rena RP+2, Rena runs upstairs. Follow her for a continuation scene.
 - 2) "Rena, you're our friend, ..."
Rena <-> Claude FP+2, Rena -> Claude RP+2 (maybe usefull if your going for the Rena->Claude ending)
 - 3) "That... I don't know either."
Claude <-> Rena FP-1

[Philia]

Where: Inside the entrance of City Hall

When: After Saved at the final save point in Fienal tower; and you've seen the Philia PA in Kurik

Results: Seeing this disables Indalecio's Limiter, Making him Much harder. You also get the Israfil's Tear accessory.

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*****  
***** | - Nede - |  
** -North City- *****  
***** [2.1.11]
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[Celine]

Where: In the inn, inner room.

When: Before finishing the four Fields

Description: Celine is having her fortune told, and tells Claude he should try it too.

Results:

- 1) "No, not me thanks."
Claude -> Celine FP-1
- 2) "Sure, why not?"
 - 1) "My fortune."
Celine -> Claude RP-1
 - 2) "Hows my skills?"

No changes.

3) "Are Celine and I compatible?"

Claude <-> Celine RP+4, FP+2 (want Claude<->Celine ending? ^_-)

[Chisato] (** Confirm **)

Where: Upstairs in the item shop "Blue Flask"

When: Anytime that Chisato -> Claude RP > 10

Results:

- 1) Claude->Chisato FP-1, RP-1; Chisato->Claude FP-1, RP+2
- 2) Claude<->Chisato RP+2
- 3) Claude->Chisato FP+2, Chisato->Claude FP+2, RP-1

[Opera]

Where: Outside In front of the Synard breeding Facility

When: Ernest NOT in the party, and before finishing all four Fields

Description: Opera is missing Ernest and her home planet, and confides in Claude.

Results:

- 1) Claude <-> Opera RP+4, FP+2
- 2) Claude -> Opera RP+4, FP+2; Opera -> Claude RP+4, FP+4
(Best shot to get Opera>claude ending)
- 3) Claude <-> Opera FP-1, RP-1

[Precis]

Where: In the front square of town (where she usually is)

When: Already visited Fienal tower for the final time

Description: Precis is depressed, Claude comforts her

Results:

- 1) "Right. Being depressed won't help anything."
Claude -> Precis RP+6, Precis -> Claude RP+3
- 2) "Are you sure you don't mean trouble-maker?"
 - o 1) Precis <-> Claude FP+2, RP-1
 - o 2) Claude -> Precis FP-1, RP-1; Precis -> Claude FP-2, RP-1
- 3) "Don't be too hard on yourself."
 - o 1) Claude -> Precis FP-1, RP-1; Precis -> Claude FP-3, RP-3
 - o 2) Claude <-> Precis FP+2
 - o 3) Claude <-> Precis FP+4, RP+8
(Pick this if going for Precis>claude ending)

[Rena]

Where: In the library

When: Anytime after getting Phsynard

Description: Rena is tinkering with the computer, not knowing what she's doing, and accidentally formats everything.

Results: No changes, just a pretty humorous scene.

***** | - Nede - |
** -Princebridge- *****
***** [2.1.12]

[Chisato]

Where: The university library

When: Before finishing all four fields

Description: Chisato speculates we aren't getting the whole story on the 10 wise men.

Results: Just informational, No emotional changes.

[Ernest] (**Confirm**)

Where: Inside a classroom in the university

When: Anytime

Results:

- * 1) Ernest-->Claude FP-1
- * 2) Claude<-->Ernest FP+3
- * 3) Claude<-->Ernest FP+2

[Noel] (**Confirm**)

Where: His house

When: Anytime

Results: No choices, but Claude -> Noel FP-1.

[Precis] (**Confirm **)

Where: Various places

When: Anytime, only if you played hide and seek with her in Marze

Description: You play hide-and-seek. After finding her enough times, she'll give you a Nuclear Bomb.

Results: No changes.

[Everyone in your party]

Where: First classroom in the east wing lower floor of the university

When: Anytime after you get access to Princebridge. (Possible everyone's FP with Claude need be > 8)

Description: You discuss with your party members how each person could play a role as teachers and students in "Tria Academy. "

Results: Everyone <-> Everyone FP+1

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*****
*****                                     | - Nede - |
** -Armlock- *****
***** [2.1.13]
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[Ashton]

Where: In front of the restaurant

When: Anytime

Description: Ashton wants to eat at the restaurant with Claude

Results:

- 1) "I'm a little busy right now."
Claude <-> Ashton FP-1
- 2) "Just the two of us, you and I?"
Claude -> Ashton FP-1, Ashton -> Claude FP-1, RP-1
- 3) "OK. Let's go."
 - 1) "Maybe I'll have the 'Gifts From The Seashore'."
Claude <-> Ashton FP+1
 - 2) "I'll try the 'Unforgettable Memories'."
Claude <-> Ashton FP+1
 - 3) "Let me have the 'Heartthrob'."
Claude <-> Ashton RP+1

[Leon]

Where: Inside Mirage's house

When: Anytime

Description: Leon is feeling homesick. Claude comforts him.

Results:

1) "Are you homesick?"

Claude->Leon FP+3 & RP+1 (O_o), Leon->Claude FP+3

2) "I know what you mean. I can't believe it myself."

Claude<->Leon FP+3

3) "Well, lots of things have happened."

Leon->Claude FP-1

[Precis] (1) (** Confirm **)

Where: On the second floor of the bar/inn

When: Anytime

Description:

Results:

1) "Rena?"

Claude-->Precis FP+1, Precis-->Claude RP-1

2) "Precis?"

Claude-->Precis FP+1, Precis-->Claude FP+2, RP+1

3) "Ashton?"

Claude-->Precis FP-1, Precis-->Claude FP-1, RP-2

4) "I don't know."

? changes

[Precis] (2)

Where: Inside Mirage's study

When: After visiting the Symbologists Weapons Lab, before going to Fun City to train

Description: Precis is so into a machine she is interested in, that she doesn't notice Claude trying to talk to her.

Results:

1) "Did you find something interesting?"

Claude<->Precis RP+1

2) "Did you know Precis? This device is..."

Claude<->Precis RP+2

3) "Let's give up trying to talk to her."

No changes.

[Rena]

Where: Starts automatically when you enter the city

When: Any time, if Picked choices 2, then 3 in Ashton's Armlock PA

Description: Rena wants to eat at the same restaurant you ate at with Ashton.

Results:

1)

1) Claude<->Rena RP+2

2) Claude<->Rena FP+1, RP+1

3) Claude<->Rena FP+2, RP+3

2) Rena->Claude FP-1, RP-1

| - Nede - |

** -Fun City- *****

***** [2.1.14]

[Welch] (1)

Where: In the Fanfic shop above the battle arena

When: After getting Phsynard

Description: Welch pulls you against your will into the wonderful world of fanfics <3

Results:

- 1) buy the one with the guy on the cover: Welch -> Claude FP +2
- 2) Buy the one with the catgirl on the cover: Welch -> Claude FP +2, All male characters -> Claude FP +1
- 3) Don't buy anything: Welch -> Claude FP -3

[Welch] (2)

Where: Right outside Cooking Master

When: After getting Phsynard

Description: Street vender is trying to interest Welch into the latest in Keen Kitchen Knives. Welch then begins to insult the vendor on the "junk" he's trying to sell her.

Results:

- 1) Mediate the argument: Claude <-> Welch RP +2 & FP +2
- 2) Stay put and watch: Claude -> Welch RP+1 & FP+2

[Ashton] and [Precis]

Where: In the Battle Arena

When: Ashton and Precis FP > 8, Ashton knows "Sword Dance"

Description: Precis has Ashton show her multiple times how the Sword dance skill works.

Results: Precis will learn "Holoholograph".

[Leon] (1)

Where: Infront of battle arena entrance

When: After getting Phsynard (possible need FP > 8)

Description: Leon is watching ... What looks like some kind of power rangers stage show knockoff, sorta remenissant of those children shows they do in japan (lol)

Results:

- 1) "I'll watch till the end.": claude <-> Leon FP +2
- 2) "I'm done with this.": No change

[Leon] (2)

Where: In the bar

When: After Leon and Claude FP > 8, and he has participated in the Cooking Master side game

Description: Leon likes someone.... infact, all the girls in your party! (Harem type? :O) Its now upto Claude to pick for him.

Note: So long as you use the Romance books before doing this PA, and choose the option that +RP from the list below, this will all but guarantee you get a Leon ending with the girl of your choice in this PA, so long as they don't have higher RP with another character.

Results:

- 1) "Sure, whats up?": Leon->Claude FP+2. Now, to choose someone for him, just talk to one of the girls in your party, the first one you talk to will give you another choice:

* For all choices below, 1) = "Relay what LEON told you";
and 2) = "Call LEON here to tell her himself"

Rena:

(In the shop where she usually is)

- + 1) Rena<->Leon RP+3
- + 2) Rena->Leon RP+3, Leon->Rena RP-2

Celine:

(In the bunny races where she usually is)

- + 1) Celine->Leon RP+3, Leon->Celine RP-2
- + 2) Celine<->Leon RP+3

Opera:

(In the inn where she usually is)

- + 1) Opera<->Leon RP+3
- + 2) Opera->Leon RP+3, Leon->Opera RP-2

Precis: (??)

- + 1) Precis<->Leon RP-2
- + 2) Precis<->Leon RP+3

Chisato:

(In front the battle arena building)

- + 1) Leon<->Chisato RP+3
- + 2) Leon->Chisato RP-2; Chisato->Leon RP+2

Welch:

(Inside the battle arena stands area, two screens to the left)

- + 1) Leon->Welch RP-2
- + 2) Leon<->Welch RP+3

2) "I'm in a bit of a hurry.": No change.

[Rena]

Where: At the Love fortune teller's above the cooking master

When: Anytime Rena and Claude's RP for each other > 12

Description: Claude walks in on Rena having her compatibility read about Claude

Results:

1) "I just came in."

Rena->Claude RP-2

2) "I saw the whole thing."

1) "I'm really glad you think of me like that."

Claude->Rena FP-1

2) "It's not like I care or anything."

Claude->Rena RP-1; Rena->Claude FP-2, RP-1

3) "You shouldn't believe all that hocus-pocus."

Rena->Claude FP+4, RP+2

[Marianna]

Where: In front of the Battle Stadium

When: Been to Fienal Tower for the first time, but haven't finished Mihne Cavern yet

Description: Talk to her twice at the hotel room after this to get a Silver Cross and a Slayer's Ring.

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[2.2] By Character: +++++
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** -Effects everyone- *****

[Savla] involving Little Girl

Where: in front of abandoned building, just left of the weapon shop

When: After staying overnight in Cross

Description: Little girl asks Claude if he is the hero of light.

Results:

- 1) "That's right, I'm the hero of Light."
Everyone in party -> Claude F +1
- 2) "Sorry, I'm not the Hero."
Everyone in party -> Claude F -1
- 3) "Right now, I don't know whether I'm the Hero or not."
No change, but you get a Harmonica.

[Kross] involving Philia

Where: Fountain area

When: Before Kurik is destroyed.

Description: A lady is warning the people that disaster will soon befall the town, and everyone should evacuate.

****WARNING**** If you want the Sprite's Bracelet, a very useful item that randomly gives you items, FOL, and Counterfeit Medals(!) Don't view this PA until you gain the Pickpocket ability and get your hands on a Thief's Glove (sells in Harley Antique shop for 40,000 FOL) You will need to buy skills from Harley as well (I think Sense 2) Grind in the Cross Cave (best money at this point in the game) until you get enough fol. Pickpocket Philia after the PA. (she will not be there again ever if you leave

the town after the PA, and you will miss out on the Sprite's bracelet. (You do still have the option of an upgraded version much later you can win in Fun City though. Also Note If you don't have Nimble fingers, this will be hard to steal. Save before you try regardless.)

This also opens up a PA in Centropolis much later in the game, which will make the last boss MUCH harder.

[Harley] involving Little Girl

Where: Inside the warehouse

When: After the Lacuer Little Girl PA, and choose choice number 2

Results:

- Picked 1) "It's best not to get involved.":
No changes.
- Picked 2) "I can't just leave her."
Initiates a fight with three Lesser assassins. You can win Neo Greaves or Core Plates from them.
Also triggers a continuation PA in Linga.

[Hilton] involving Chris

Where: By the boat across from the bar

When: Celine NOT in party; and before doing Linga quest

Description: You meet with Chris who looks almost like your Identical twin.

Chris says it must be a fateful meeting.

Results: No Emotional changes for either choices, but picking the third

option (to drink with him) will gets you the General's Ring.

[Hilton] involving Little Child

Where: By the boat across from the bar

When: Anytime you have a Bandit Glove and Pickpocket ability, after finishing Sanctuary of Linga.

Results: Start this by pickpocketing the kid successfully. No change in Emotional Levels with either subsequent choice.

[Lacuer] involving Little Girl (** Confirm**)

Where: Far east of town

When: Any time before Linga quest completed

Description:

Results:

- 1) Leave her alone: Triggers a PA in Harley.
- 2) Help her out: Triggers a PA in Linga.

[Lacuer] involving Old Woman (** Confirm in claude's game **)

Where: West side of Lacuer

When: Any time before Linga quest completed

Description: Old lady needs help running some errands.

Results:

- 1) Help her out: Everyone in Party FP +1, and you get Star ruby and Rainbow Diamond for completing it. (Go to the far east side of town and talk to the shopkeeper nearest the entrance to that section to get a Gold. Go back and give it to the old lady.)
- 2) Tell her you're too busy: No change.

[Linga] Little Girl (** Confirm **)

When: Picked choice #2 in the Harley Little Girl PA or choice #2 in the Lacuer Little Girl PA.

Description: You see that she made it home safely.

Results: No changes.

[Linga] Shaddy looking Vendor

Where: Outside in front of the university

When: Anytime.

Results:

- 1) Buy one:
You'll lose 1980 FOL and gain a book (a Random one that you can make via Writing).
- 2) Not Interested: No changes.

[Centropolis] involving Philia

Where: Inside the entrance of City Hall

When: After Saved at the final save point in Fienal tower; and you've seen the Philia PA in Kurik

Results: Seeing this disables Indalecio's Limiter, Making him Much harder. You also get the Israfil's Tear accessory.

[Princebridge] involving Everyone in your party

Where: First classroom in the east wing lower floor of the university

When: Anytime after you get access to Princebridge. (Possible everyone's FP with Claude need be > 8)

Description: You discuss with your party members how each person could play

a role as teachers and students in "Tria Academy. "

Results: Everyone <-> Everyone FP+1

[Fun City] involving Marianna

Where: In front of the Battle Stadium

When: Been to Fienal Tower for the first time, but haven't finished Mihne Cavern yet

Description: Talk to her twice at the hotel room after this to get a Silver Cross and a Slayer's Ring.

[Hilton] Involving everyone, Available in (Virtual Expel)

Where: Right wing of the Inn, hallway

When: Anytime you have access to virtual Expel.

Description: A pretty hilarious scene where claude overhears the girls...

Doing something...

that can have the imagination going wild ^_-

Results:

1) "Leave like a gentleman": No Change

2) "Charge in like a man!" (you know you wanna):

You get a humerous scene, and...

welch -> Claude RP +1, Opera -> Claude RP +1

(possibly more, some of my female RP was already maxed at this point,

But I think its only the girls that teases him in the scene.)

** -Rena- *****

[Arlia]

Where: Rena's House

When: After rescuing Rena from the Salva Drift

Description: Rena is thinking about her past

Results: First choice R +1, the other two

choices F +1 only.

[Arlia]

Where: Second part of town, Down by the creek between Rena and the Mayor's House

When: Anytime After the Arms Tournament

Description: Rena and Precis fighting over Claude

Results: If you choose Precis: Claude <-> Precis R +1 & F +1,

Claude <-> Rena R -1 & F -1

If you choose Rena: Claude <-> Precis R -1 & F -1,

Claude <-> Rena R +1 & F +1

If you don't have a girlfriend: Precis -> Claude R +1

[Salva] (1)

Where: in front of abandoned building, just left of the weapon shop

When: Anytime after events at cross castle (possibly earlier)

Description: Rena asks about claude's father.

A flashback scene will play out and Claude will be able to walk around the bridge of the calnus. No Emotional Point change.

[Salva] (2)

Where: In the jewelry store

When: After staying overnight in Cross

Description: Rena is looking at jewelry and asks claude's opinion on a particular necklace.

Results:

1) Agree its pretty:

Claude <-> Rena F+2, R+2

2) Say "I don't know much about jewelry.":

Claude <-> Rena F-1

3) Buy it for her:

This option won't come up if you have less than 200 FOL. You lose the FOL and gain a Leaf Pendant.

Claude -> Rena R+3, Rena -> Claude R+3, F+1

[Kross] (1)

Where: East alley (Right screen when you enter town)

When: Before Clik is destroyed

Description: They are both arguing about Claude Anything you do here will result in Minus points, unless you walk away.

Results:

1) "Approach the two and get in the conversation."

o 1) "I see. Sorry to intrude then."

Rena/Celine-->Claude FP-1

o 2) "Oh really? That isn't what it looked like."

Rena/Celine<-->Claude FP-1

2) "Eavesdrop, although it's wrong."

Claude-->Celine FP-1

3) "This has nothing to do with me."

No changes.

[Kross] (2) (** Confirm **)

* Note: I havn't been able to get this PA even with using books to reduce their RPs for each other to 8. I will try to confirm it by using savegame hacking later. I only included it for completeness sake.

Where: Inside the church

When: Anytime Either Rena's or Claude's RP for the other is below 9

Results:

* 1) Claude-->Rena FP-1, RP-1; Rena-->Claude FP-1, RP-2

* 2) Claude-->Rena FP-2, RP-1; Rena-->Claude FP-3, RP-2

* 3) Claude<-->Rena FP+2, RP-1

[Marze] (1)

Where: Left of Celine's house in the east section

When: Before the Lacuer Tournament

Description: Rena is looking at jewelry again, and asks claude's opinion (again...)

Note: Some of the stuff you can buy here after the PA can't be bought anywhere else, and he will be gone afterwards.

(Though all of it can be made via crafting)

Results:

1) Agree with her:

Rena->Claude RP+1, Claude->Rena FP+1

2) I don't know much about that.

No change.

[Marze] (2)

Where: Entrance to Elder's house in west side of town
(go in the house to trigger it)

When: After going to Hilton, before the Tournament ends

Description: Rena was discussing something with the elder

Results:

- 1) Claude<->Rena RP+1, Claude->Rena FP+1
- 2) Claude<->Rena RP+1, Rena->Claude FP+1
- 3) This only appears if Ashton is in your party. Claude<->Ashton FP-1,
Rena->Ashton RP+2, FP+1

[Linga]

Where: Coming out of the library

When: Any time

Description: Rena looks to be studying stuff in the library and comments to Claude that she once had dreams of going to college.

Claude offers to tutor her.

Results: Claude<->Rena FP+4

[Centropolis]

Where: On the second floor of the inn

When: before finishing all four Fields

Description: Rena is fretting about her identity, and wishes to talk to Claude about it

Results:

- 1) "Sorry, but I'm busy now."
Rena -> Claude RP-1. If you leave and come back, you will have these choices:
 - 1) Change your mind about going:
No change.
 - 2) Go anyway:
Rena -> Claude RP-2, FP-2
- 2) "What is it, Rena?"
 - 1) "Without a doubt, Rena, you are Nedian."
Claude <-> Rena RP+2, Rena runs upstairs. Follow her for a continuation scene.
 - 2) "Rena, you're our friend, ..."
Rena <-> Claude FP+2, Rena -> Claude RP+2 (maybe useful if your going for the Rena->Claude ending)
 - 3) "That... I don't know either."
Claude <-> Rena FP-1 (no one likes an indecisive fool...)

[North City]

Where: In the library

When: Anytime after getting Phsynard

Description: Rena is tinkering with the computer, not knowing what she's doing, and accidentally formats everything.

Results: No changes, just a pretty humorous scene.

[Armlock]

Where: Starts automatically when you enter the city

When: Any time, if Picked choices 2, then 3 in Ashton's Armlock PA

Description: Rena wants to eat at the same restaurant you ate at with Ashton.

Results:

- 1)
 - 1) Claude<->Rena RP+2
 - 2) Claude<->Rena FP+1, RP+1
 - 3) Claude<->Rena FP+2, RP+3
- 2) Rena->Claude FP-1, RP-1

[Fun City]

Where: At the Love fortune teller's above the cooking master

When: Anytime Rena and Claude's RP for each other > 12

Description: Claude walks in on Rena having her compatibility read about Claude

Results:

1) "I just came in."

Rena->Claude RP-2

2) "I saw the whole thing."

1) "I'm really glad you think of me like that."

Claude->Rena FP-1

2) "It's not like I care or anything."

Claude->Rena RP-1; Rena->Claude FP-2, RP-1

3) "You shouldn't believe all that hocus-pocus."

Rena->Claude FP+4, RP+2

** -Celine- *****

[Arlia]

Where: In front of Hearn's Shop

When: Anytime you have Celine in your party

Description: Celine has a gift for Claude

Results: If you accept it celine <-> claude R +4, if you don't, celine -> Claude R +2

[Salva]

Where: Jam store in the southern screen

When: After Lacuer tournament, possibly earlier.

Description: Celine wants to buy some jam, but the shop owner is nowhere to be found.

Results:

Choice 1) "I'll go find her."

Go out and into the entrance to the Salva Drift next to Alen's house.

Talk to Yuki here, then:

Choice 1) "Don't give up on your dreams so easily."

Celine ->Claude F +2, all other characters ->Claude F +1

(You should pick this if you want to try for the bonus ending)

Choice 2) "Dreams are dreams, but you should live in reality."

Celine ->Claude F +1

Or tell Celine Choice 2) "Why don't you come back later?"

Celine ->Claude F -1

[Kross]

Where: East alley (Right screen when you enter town)

When: Before Clik is destroyed

Description: They are both arguing about Claude Anything you do here will result in Minus points, unless you walk away.

Results:

1) "Approach the two and get in the conversation."

o 1) "I see. Sorry to intrude then."

Rena/Celine-->Claude FP-1

o 2) "Oh really? That isn't what it looked like."

Rena/Celine<-->Claude FP-1

2) "Eavesdrop, although it's wrong."

Claude-->Celine FP-1

3) "This has nothing to do with me."
No changes.

[Marze] (**Confirm ** I've always had celine in my party)

Where: Celine's house

When: Anytime Celine NOT in party, but Bowman is.

Results: No Emotional Level changes, but if you talk to Celine after this
you can get a Holy Ring.

[Hilton]

Where: Inside the Inn, Left side hallway

When: Anytime

Description: You will stop and overhear Celine worrying about something.

If you continue walking, you will trip and fall, alerting

Celine to your presence. She will come out, and:

Results:

* 1) No idea what she's talking about: Claude<->Celine FP-1

* 2) Not worried about her weight: Claude<->Celine FP-2, RP-2

Notes: Wither way you loose points, its best to walkaway after you stop the
first time, if you don't want to loose any points with her.

[North City]

Where: In the inn, inner room.

When: Before finishing the four Fields

Description: Celine is having her fortune told, and tells Claude he should
try it too.

Results:

1) "No, not me thanks."

Claude -> Celine FP-1

2) "Sure, why not?"

1) "My fortune."

Celine -> Claude RP-1

2) "Hows my skills?"

No changes.

3) "Are Celine and I compatible?"

Claude <-> Celine RP+4, FP+2 (want Claude<->Celine ending? ^_-)

[Hilton] (Virtual Expel) involving [Celine] and [Leon]

Where: In the bar

When: Anytime virtual expel is available

Description:

Results:

1) "I think you're wrong about that." :

leon->Claude FP -2, Celine->Claude and Leon FP-2, RP-2

2) "(You can do this, LEON!)": Celine <-> Leon RP +3 & FP +3

** -Ashton- *****

[Arlia] (**need to confirm**)

Where: Inside the item shop

When: Anytime have Ashton, and have over 2000 FOL

Results:

If you buy them: Ashton-->Claude F +1, and you get a Salamander Helmet and
lose 75% of your money.

If 2) "That's excessive, it's too expensive.": No change.

[Salva]

Where: Entrance to the Salva Drift

When: After quest to remove Gyoro and Ururun

Description: No choices. What Claude says here will differ depending on
whether Ashton forcefully

joined your party or you took him by choice.

Results: Claude<->Ashton R+1 (Don't ask), F+2

[Kross] (** Confirm **)

Where: West end of town

When: Must have at least 100 FOL

Results:

* 1) "Explain it to her, Ashton!"

You get a Music Box and 19,900 FOL; Ashton<-->Precis RP+1;

Ashton-->Precis FP-1; Precis-->Ashton FP+2

* 2) "Wait wait wait! Precis!"

Claude<-->Ashton FP-1; Precis<-->Ashton FP+2; Ashton-->Claude RP-1

[Marze] (**Confirm in PSP remake**)

Where: East side of town.

When: Before the Lacuer Tournament of Arms.

Description: There's an argument over which of the dragons are strongest.

Results:

* 1) "Gyoro's stronger."

Ashton-->Claude FP-1

* 2) "No, Ururun's stronger."

Ashton-->Claude FP+1

* 3) "Both of you are strong."

Claude<-->Ashton FP+1

* 4) "Gyoro and Ururun, you two are really one!"

Claude<-->Ashton FP+1, Claude/Ashton-->Rena FP-1

[Armlock]

Where: In front of the restaurant

When: Anytime

Description: Ashton wants to eat at the restaurant with Claude

Results:

1) "I'm a little busy right now."

Claude <-> Ashton FP-1

2) "Just the two of us, you and I?"

Claude -> Ashton FP-1, Ashton -> Claude FP-1, RP-1

3) "OK. Let's go."

1) "Maybe I'll have the 'Gifts From The Seashore'."

Claude <-> Ashton FP+1

2) "I'll try the 'Unforgettable Memories'."

Claude <-> Ashton FP+1

3) "Let me have the 'Heartthrob'."

[Fun City]

Where: In the Battle Arena

When: Ashton and Precis FP > 8, Ashton knows "Sword Dance"

Description: Precis has Ashton show her multiple times how the Sword dance skill works.

Results: Precis will learn "Holoholograph".

** -Opera- *****

[Arlia]

WARNING: talking to her and then going to the shingo forest will recruit Ernest later on in the game. if you talk to her, don't go to the shingo forest if you don't want Ernest.

This is not really a PA, since it doesn't stop other PAs from happening, and doesn't cause a scene. She just talks about crashlanding in the shingo forest. You must then enter the shingo forest in the regular mode (with your party members) and see the scene there to trigger Ernest.

Where: On the balcony of the Elder's house, Talk to her, then enter the Shingo Forest.

When: Anytime Opera is in your group

Description: Once you see the scene in the shingo forest, you will either get Ernest in your party, or lose Opera, depending on your choice later on.

[Salva]

Where: In front of the Weapon store

When: After Lacuer tournament, possibly earlier.

Description: Opera wants to play a bet with Claude on if the next person to come out is a man or a woman.

Choice 1) Play the bet

Sub Choice 1) Bet a Man: Claude -> Opera F+1

Sub Choice 2) Bet a Woman: Claude <-> Opera F+1, R+2

Choice 2) don't play

Claude <-> Opera F -1

[Centropolis]

Where: In the bar on first floor of the inn.

When: Ernest is NOT in your party, Before finish all four Fields

Description: Claude finds Opera drinking away her worries.

Results:

- 1) Ask if Worried about Ernest: Claude -> Opera F+2, R+2,
Opera -> Claude F-1, R-1

- 2) Tell her she's Drinking too much, its not good for her:

o 1) ??

+ 1) Ask "This is about Ernest isn't it?": Opera -> Claude FP+2

+ 2) Opera -> Claude F-1

+ 3) Claude <-> Opera F-1, R-1

o 2) Join her in drinking: Claude <-> Opera F-1

o 3)

+ 1) No change.

- + 2) Opera -> Claude F+2
- + 3) Claude <-> Opera F-1, R-1
- 3) No change.

[North City]

Where: Outside In front of the Synard breeding Facility

When: Ernest NOT in the party, and before finishing all four Fields

Description: Opera is missing Ernest and her home planet, and confides in Claude.

Results:

- 1) Claude <-> Opera RP+4, FP+2
- 2) Claude -> Opera RP+4, FP+2; Opera -> Claude RP+4, FP+4
(Best shot to get Opera>claude ending)
- 3) Claude <-> Opera FP-1, RP-1

[Centropolis] Involving [Leon]

Where: The bar on first floor of the Inn.

When: After visiting Feneil for the first time, but before returning to Armllock from Minie cave.

Description: Leon is freaking out over never seeing his parents again, Opera is trying to calm him down.

Claude steps in giving you 2 choices:

Results:

- 1) "No We're not!" : leon <-> Opera RP +3 & FP + 2
- 2) "Maybe LEON is right..." : Claude <-> Opera RP -2 & FP -2,
Claude <-> leon FP +1, Leon -> Claude Rp +1

** -Welch- *****

[Arlia] and Bossman's 2 kids

Where: In bossman's Home

Prerequesit: None that I am aware of.

When: Before going to frontline base.

Description: Claude walks in as Welch tells a story to Bossman's 2 kids.

Claude --> Welche R +1

[Fun City] (1)

Where: In the Fanfic shop above the battle arena

When: After getting Phsynard

Description: Welch pulls you against your will into the wonderfull world of fanfics <3

Results:

- 1) buy the one with the guy on the cover: Welch -> Claude FP +2
- 2) Buy the one with the catgirl on the cover: Welch -> Claude FP +2,
All male characters -> Claude FP +1
- 3) Don't buy anything: Welch -> Claude FP -3

[Fun City] (2)

Where: Right outside Cooking Master

When: After getting Phsynard

Description: Street vender is trying to interest Welch into the latest in Keen Kitchen Knives. Welch then begins to insult the vendor on the "junk" he's trying to sell her.

Results:

- 1) Mediate the argument: Claude <-> Welch RP +2 & FP +2
- 2) Stay put and watch: Claude -> Welch RP+1 & FP+2

[Centropolis] involving [Chisato]

Where: Outside in front of the Inn (where Welch usually is)

When: Anytime Welch and Chisato's FP > 8 for each other

Description: Chisato and Welch are complaining about each other's boss'es

Results: Chisato <-> Welch FP+2 & RP+1 (O_o)

[Lacuer] *Virtual Expel* involving [Leon]

Where: West end of town before you get to the area with gamgee's hut.

When: After you return to Virtual Expel from Fun City

Description: Claude asks welche about her weapon. Leon wants to see it, but she teases leon since he called it a toy.

Results:

- 1) See what happens: welch<>leon RP +2
- 2) Come on, WELCH, cut it out. Welch->Claude RP -1, Welch->Leon RP -1, Claude<->Leon RP +2

** -Precis- *****

[Arlia]

Where: Second part of town, Down by the creek between Rena and the Mayor's House

When: Anytime After the Arms Tournament

Description: Rena and Precis fighting over Claude

Results: If you choose Precis: Claude <-> Precis R +1 & F +1,
Claude <-> Rena R -1 & F -1

If you choose Rena: Claude <-> Precis R -1 & F -1,

Claude <-> Rena R +1 & F +1

If you don't have a girlfriend: Precis -> Claude R +1

[Salva] (** needs confirmation **)

Where: In the Jam Shop (south end of town)

When:

Results: All three choices have the same effect. This triggers another PA in Linga.

[Kross]1 (** Confirm **)

Where: West end of town

When: Must have at least 100 FOL

Results:

* 1) "Explain it to her, Ashton!"

You get a Music Box and 19,900 FOL; Ashton<-->Precis RP+1;
Ashton-->Precis FP-1; Precis-->Ashton FP+2

* 2) "Wait wait wait! Precis!"

Claude<-->Ashton FP-1; Precis<-->Ashton FP+2; Ashton-->Claude RP-1

[Kross]2 (** Confirm **)

Where: West end of town

When: Anytime you have at least 2,000 FOL

Results:

* 1) "Better stop Precis from doing anything foolish."

o 1) "OK, I'll take it."

You get two Weighty Rings and lose 2000 FOL. If you have less than that, you get a free All-Purpose Knife.

Claude<->Precis RP+2

o 2) "I'm not interested at all!"

Claude<-->Precis RP+2

* 2) "This looks interesting. Let's see what happens."

You get an Aphrodisiac. (Wich will drastically raise RP for the character you use it on for a short time,

Usefull to access a PA you Didn't have enough RP for before.)

[Marze] (1)

Where: In the tool shop

When: Haven't visited Lacuer Castle yet

Description: Precis wants to play Hide and Seek.

Results:

1) If you play: Precis -> Claude FP+1; triggers another PA in Princebridge

2) Don't play: Precis -> Claude FP-1

[Marze] (2)

Where: West end of town

When: Before the end of the Lacuer Tournament of Arms

Description: Precis is arguing with a village kid about symbology vs. machines

Results:

1) "Hahaha, you're right."

Possible FP +1 with precis, need confirm.

2) "But Precis, you're a kid too."

Claude->Precis FP-1; Precis->Claude FP-2

3) "Ultimately, I think machines will choose people too."

No change.

[Linga] (1) (** Confirm RP points **)

Where: Near the pharmacy, one screen up from start

When: Anytime you have access to Linga, and [Bowman] is not in your party

Description: This PA will recruit her to the Party.

Results:

1) All male characters<->all female characters RP+1;

all same-sex characters FP+1 with each other;

Precis joins party once you leave town

2) No change.

[Linga] (2)

Where: Precis' house

When: After seeing the PA with precis inside the Jam Shop in Salva

Description: Precis dad has made tea out of her jam, and offers some to Claude.

Results:

1) Accept the offer

o 1) Drink and leave: Claude->Precis FP-1

o 2) Stay around: No changes.

2) Decline the offer:

Claude<->Precis RP+2

[North City]

Where: In the front square of town (where she usually is)

When: Already visited Fienal tower for the final time
Description: Precis is depressed, Claude comforts her
Results:

- 1) "Right. Being depressed won't help anything."
Claude -> Precis RP+6, Precis -> Claude RP+3
- 2) "Are you sure you don't mean trouble-maker?"
 - o 1) Precis <-> Claude FP+2, RP-1
 - o 2) Claude -> Precis FP-1, RP-1; Precis -> Claude FP-2, RP-1
- 3) "Don't be too hard on yourself."
 - o 1) Claude -> Precis FP-1, RP-1; Precis -> Claude FP-3, RP-3
 - o 2) Claude <-> Precis FP+2
 - o 3) Claude <-> Precis FP+4, RP+8
(Pick this if going for Precis>claude ending)

[Princebridge]

Where: Various places
When: Anytime, only if you played hide and seek with her in Marze
Description: You play hide-and-seek. After finding her enough times, she'll give you a Nuclear Bomb.
Results: No changes.

[Armlock] (1) (** Confirm **)

Where: On the second floor of the bar/inn
When: Anytime
Description:
Results:

- * 1) "Rena?"
Claude-->Precis FP+1, Precis-->Claude RP-1
- * 2) "Precis?"
Claude-->Precis FP+1, Precis-->Claude FP+2, RP+1
- * 3) "Ashton?"
Claude-->Precis FP-1, Precis-->Claude FP-1, RP-2
- * 4) "I don't know."
? changes

[Armlock] (2)

Where: Inside Mirage's study
When: After visiting the Symbologists Weapons Lab, before going to Fun City to train
Description: Precis is so into amachine she is interested in, that she doesn't notice claude trying to talk to her.
Results:

- 1) "Did you find something interesting?"
Claude<->Precis RP+1
- 2) "Did you know Precis? This device is..."
Claude<->Precis RP+2
- 3) "Let's give up trying to talk to her."
No changes.

[Fun City]

Where: In the Battle Arena
When: Ashton and Precis FP > 8, Ashton knows "Sword Dance"
Description: Precis has Ashton show her multiple times how the Sword dance skill works.
Results: Precis will learn "Holoholograph".

** -Bowman- *****

[Arlia]

Where: Inside the newlyweds' house

When: Anytime bowman is in party

Description: Bowman is paying a visit as their physician since the wife is pregnant.

Results:

If you pick first one: Claude-->Bowman F +1

If you ask if he is like this with his wife: Bowman-->Claude F -1. Also opens up a funny PA in Linga.

[Salva]

Where: In front of Alen's house

When: Anytime Bowman in party

Description: Town lady talking to bowman about an exadurated rumor involving someone fitting claude description stealing Alen's bride.

Results: Doesn't matter your choice, you get Claude<->Bowman F +1 for viewing the PA.

[Kross]

Where: In front of the church

When: Anytime you have bowman

Description: Bowman asks which girl you think is cuter

Results: Claude <-> Bowman FP +1 for either choice.

[Harley] (1)

Where: Outside of Eleanor's house, then continues inside

When: After finishing the Sanctuary of Linga.

Description: Eleanor has a terminal illness, and Bowman wants to find out if theres anything he can do for her.

Results: Triggers PA in Linga, wich will activate after Hoffman ruins.

[Harley] (2)

Where: Inside Eleanor's house

When: After Seeing the PA in the library in linga, and Getting the Metox Plant from Mnt. Metox.

Description: Continuation from the earlier PAs, Eleanor is in worst shape than before and is now in acoma. Bowman says the plant could kill her is she isn;t strong enough to withstand the effects. Now,In a totally unrealistic turn of events, You now have the choice on weather or not to use the Metox on her

Results:

1) She should live out what little time she has left: No effect.

2) Take the chance, its too early for her to die: Claude<->Bowman FP+2, Flags next PA: (You should save before reentering if you want to make sure she lives)

[Harley] (3)

Where: Inside Eleanor's house

When: Picked to use the Metox in the above PA

Description: You will now either see Elenor out of bed healthy and energetic, Or it will just be her mom Telling you the bad news that she passed away. Its totally random, so if you want her to live

Just keep reloading until she does. It doesn't effect anything
as far as endings or Relationship points though.

Results: Claude<->Bowman FP+3

[Linga] (1)

Where: Inside his pharmacy (talk to his wife, Nineh)

When: Anytime after you Picked choice #2 (are you like that with your wife?)
in the Arlia Bowman PA

Description: She talks about some embarasing things conserning Bowman to
Claude.

Results: No changes.

[Linga] (2)

Where: In the library

When: Anytime after visiting the Hoffman Ruins, but Before going to Frontline
base, and have Seen the first Harley Bowman PA

Description: Claude walks in on Bowman researching a way to cure Eleanor

Results: Claude<->Bowman FP+2; you can now go to Lasgus Mountains, and get
the Metox Plant.

[Hilton] (Virtual Expel) involving [Leon] and [bowman]

Where: In the bar

When: Anytime virtual expel is available

Description: Leon and Bowman talk about the past

Results: No choices, Leon <->Bowman FP +2 for viewing the scene.

** -Ernest- *****

[Kross] (In this scene known as [Three-Eyed Man])

Where: One screen north of the entrance (Heading to the castle)

When: After getting Celine but before finishing the Marze quest

Description: You bump into Ernest while heading to the castle.

Results: This PA is required to get Opera (and Ernest if you want) into your
party later on.

[Princebridge] (**Confirm**)

Where: Inside a classroom in the university

When: Anytime

Results:

* 1) Ernest-->Claude FP-1

* 2) Claude<-->Ernest FP+3

* 3) Claude<-->Ernest FP+2

** -Leon- *****

[Centropolis] involving [Chisato] and [Claude]

Where: Inside newspaper office, where you recruit Chisato

When: Before completing 4 Fields, and Chisato<->Leon FP (and possibly RP) > 8

Description: Chisato wants to interview the Great Doctor Ghest for her paper,
but it breaks into an Argument.

Results:

- 1) Calm them both down: Chisato<->Leon RP+1 & FP+1;
Chisato->Claude RP+2 & FP+1
- 2) Interview Claude instead: Chisato->Claude RP-3 & FP-3

[Centropolis] involving [Opera]

Where: The bar on first floor of the Inn.

When: After visiting Feneil for the first time, but before returning to Armlock from Minie cave.

Description: Leon is freaking out over never seeing his parents again, Opera is trying to calm him down.

Claude steps in giving you 2 choices:

Results:

- 1) "No We're not!" : leon <-> Opera RP +3 & FP + 2
- 2) "Maybe LEON is right..." : Claude <-> Opera RP -2 & FP -2,
Claude <-> leon FP +1, Leon -> Claude Rp +1

[Armlock]

Where: Inside Mirage's house

When: Anytime

Description: Leon is feeling homesick. Claude comforts him.

Results:

- 1) "Are you homesick?"
Claude->Leon FP+3 & RP+1 (O_o), Leon->Claude FP+3
- 2) "I know what you mean. I can't believe it myself."
Claude<->Leon FP+3
- 3) "Well, lots of things have happened."
Leon->Claude FP-1

[Fun City] (1)

Where: Infront of battle arena entrance

When: After getting Phsynard (possible need FP > 8)

Description: Leon is watching ... What looks like some kind of power rangers stage show knockoff, sorta remenissant of those children shows they do in japan (lol)

Results:

- 1) "I'll watch till the end.": claude <-> Leon FP +2
- 2) "I'm done with this.": No change

[Fun City] (2)

Where: In the bar

When: After Leon and Claude FP > 8, and he has participated in the Cooking Master side game

Description: Leon likes someone.... infact, all the girls in your party! (Harem type? :O) Its now upto Claude to pick for him.

Note: So long as you use the Romance books before doing this PA, and choose the option that +RP from the list below, this will all but guarantee you get a Leon ending with the girl of your choice in this PA, so long as they don't have higher RP with another character.

Results:

- 1) "Sure, whats up?": Leon->Claude FP+2. Now, to choose someone for him, just talk to one of the girls in your party, the first one you talk to will give you another choice:

* For all choices below, 1) = "Relay what LEON told you";
and 2) = "Call LEON here to tell her himself"

Rena:

(In the shop where she usually is)

- + 1) Rena<->Leon RP+3
- + 2) Rena->Leon RP+3, Leon->Rena RP-2

Celine:

(In the bunny races where she usually is)

- + 1) Celine->Leon RP+3, Leon->Celine RP-2
- + 2) Celine<->Leon RP+3

Opera:

(In the inn where she usually is)

- + 1) Opera<->Leon RP+3
- + 2) Opera->Leon RP+3, Leon->Opera RP-2

Precis: (??)

- + 1) Precis<->Leon RP-2
- + 2) Precis<->Leon RP+3

Chisato:

(In front the battle arena building)

- + 1) Leon<->Chisato RP+3
- + 2) Leon->Chisato RP-2; Chisato->Leon RP+2

Welch:

(Inside the battle arena stands area, two screens to the left)

- + 1) Leon->Welch RP-2
- + 2) Leon<->Welch RP+3

2) "I'm in a bit of a hurry.": No change.

[Lacuer] *Virtual Expel* involving [Welch]

Where: West end of town before you get to the area with gamgee's hut.

When: After you return to Virtual Expel from Fun City

Description: Claude asks welche about her weapon. Leon wants to see it, but she teases leon since he called it a toy.

Results:

- 1) See what happens: welch<>leon RP +2
- 2) Come on, WELCH, cut it out. Welch -> Claude RP -1, Welch -> Leon RP -1, Claude <-> Leon RP +2

[Hilton] (Virtual Expel) involving [Leon] and [bowman]

Where: In the bar

When: Anytime virtual expel is available

Description: Leon and Bowman talk about the past

Results: No choices, Leon <->Bowman FP +2 for viewing the scene.

[Hilton] (Virtual Expel) involving [Celine] and [Leon]

Where: In the bar

When: Anytime virtual expel is available

Description:

Results:

- 1) "I think you're wrong about that." :
leon->Claude FP -2, Celine->Claude and Leon FP-2, RP-2
- 2) "(You can do this, LEON!)": Celine <-> Leon RP +3 & FP +3

** -Noel- *****

[Princebridge] (**Confirm**)

Where: His house

When: Anytime

Results: No choices, but Claude -> Noel FP-1.

** -Chisato-*****

[Centropolis] (1)

Where: In the newspaper office

When: After Talked to Rayfus in [Princebridge] about the [North City] Library

Results: No Change, opens up the next PA.

[Centropolis] (2)

Location: In the newspaper office

When: After Above PA seen

Results: Advances the side quest of seeing the secret information in North City.

[Centropolis] involving [Welch]

Where: Outside in front of the Inn (where Welch usually is)

When: Anytime Welch and Chisato's FP > 8 for each other

Description: Chisato and Welch are complaining about each other's boss'es

Results: Chisato <-> Welch FP+2 & RP+1 (O_o)

[Centropolis] involving [Leon] and [Claude]

Where: Inside newspaper office, where you recruit Chisato

When: Before completing 4 Fields, and Chisato<->Leon FP (and possibly RP) > 8

Description: Chisato wants to interview the Great Doctor Ghest for her paper, but it breaks into an Argument.

Results:

1) Calm them both down: Chisato<->Leon RP+1 & FP+1;

Chisato->Claude RP+2 & FP+1

2) Interview Claude instead: Chisato->Claude RP-3 & FP-3

[North City]

Where: Upstairs in the item shop "Blue Flask"

When: Anytime that Chisato -> Claude RP > 10

Description: Claude walks in when appears Chisato was talking to her mom about Claude with "willfull eyes"

Results:

1) Claude->Chisato FP-1, RP-1; Chisato->Claude FP-1, RP+2

2) Claude<->Chisato RP+2

3) Claude->Chisato FP+2, Chisato->Claude FP+2, RP-1

[Princebridge]

Where: The university library

When: Before finishing all four fields

Description: Chisato speculates we arn't getting the whole story on the 10 wise men.

Results: Just informational, No emotional changes.

```

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#*****# 33
#* RRR *# 33
#* [3.0]RR ena's Private Actions *# 333333
#* R R *# 33
#*****# 33
##### 3333333

```

NOTE: Rena's Scenario is FAR from complete, I have not played with her game nearly as much for this faq as I have with Claude yet. I will update the faq as I find more of them, but you can also help me by sending me any you find that I don't already have here.

As with claudes',
 RP = Relationship points
 FP = Friendship Points
 I list by characters involved first, to make it easier to find.
 You can also make use of the search function by searching like "[character]" to find all the PAs involving that character.

Descriptions may contain minor spoilers.

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+ + +
[3.1] By City: ++++++
+ + +
===== ++

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*****
***** | ~ Expel ~ |
** -Arlia- *****
***** [3.1.01]

```

[Ashton]

Where: Inside the item shop
 When: Anytime you have over 2000 FOL
 Description: Ashton really wants this helmet, but it's pretty expensive.
 Results:

- 1) Buy it: Ashton->Rena FP+1, you get a Salamander Helmet and lose 75% of your money.
- 2) Don't buy it: No change.

[Bowman]

Where: Inside the newlyweds' house
 When: Anytime Bowman is in party
 Description: Bowman is paying a visit as their physician since the wife is pregnant.

Results:
 If you pick first one: Rena->Bowman FP +1
 If you ask if he is like this with his wife: Bowman->Rena FP -1.
 Also opens up a funny PA in Linga.

[Claude] (1)

Where: On the left side of the west end of town (behind the church)
 When: Before going to Cross.
 Description: Rena sees Claude talking to himself about something

Results: No change.

[Claude] (2)

Where: On the west side of town, near the bridge

When: After the events at Krosse cave, but before doing the Mars events

Description:

Results:

1) "Claude, what about you?"

Rena<->Claude FP/RP+1

2) "No, I've never had one."

No change.

3) "If I go into the forest, I have lots of friends there."

Rena<->Claude FP-1

[Opera]

****WARNING****: talking to her and then going to the shingo forest will recruit Ernest later on in the game. if you talk to her, don't go to the shingo forest if you don't want Ernest. This is not really a PA, since it doesn't stop other PAs from happening, and doesn't cause a scene. She just talks about crashlanding in the shingo forest. You must then enter the shingo forest in the regular mode (with your party members) and see the scene there to trigger Ernest.

Where: On the balcony of the Elder's house, Talk to her, then enter the Shingo Forest.

When: Anytime Opera is in your group

Description: Once you see the scene in the shingo forest, you will either get Ernest in your party, or lose Opera, depending on your choice later on.

***** | ~ Expel ~ |
** -Salva- *****
***** [3.1.02]

[Bowman]

Where: In the jewelry store

When: Anytime

Description: Bowman and Rena is looking at jewelry together.

Results:

1) "How about an aquamarine for a neat and tidy atmosphere?"

Rena<-->Bowman FP+1

2) "How about a passionate crimson ruby?"

Rena<-->Bowman FP+1

3) "How about a topaz with its noble sparkle?"

No change.

Either choice triggers a following PA in linga.

[Celine]

Where: Jam store in the southern screen

When: After Lacuer tournament, possibly earlier.

Description: Celine wants to buy some jam, but the shop owner is nowhere to be found.

Results:

Choice 1) "I'll go find her."

Go out and into the entrance to the Salva Drift next to Alen's house.

Talk to Yuki here, then:

Choice 1) "Don't give up on your dreams so easily."

Celine ->Rena FP +2, all other characters ->Rena FP +1

(You should pick this if you want
to try for the bonus ending)

Choice 2) "Dreams are dreams, but you should live in reality."

Celine ->Rena FP +1

Or tell Celine Choice 2) "Why don't you come back later?"

Celine ->Rena FP -1

[Celine] and [Ashton]

Where: Inside the jewelry store

When: Anytime

Description: Celine and Ashton wants to buy something for Rena as a gift.

Results:

1)

o 1) Rena<->Celine FP+2, Rena<->Ashton FP+1,
Celine<->Ashton FP+1; you get an Aqua Ring.

o 2) Rena<->Celine FP+2, Rena<->Ashton FP+1,
Celine<->Ashton FP+1; you get an Emerald Ring.

o 3) Rena->Celine FP+2, Celine->Rena FP+1, Rena<->Ashton FP+1,
Celine<->Ashton FP+1; you get a First Earring.

2) No change.

[Claude]

Where: In the north screen

When: None

Description: Claude talks to Rena about what could be out there among the
stars in the sky.

Results:

1) Nothing:

Claude->Rena RP-1

2) Other worlds:

Claude<->Rena FP+1

3) Don't know:

Claude->Rena RP-1, FP-1; Rena-->Claude FP-1

Triggers another PA in Mars.

[Opera]

Where: In front of the Weapon store

When: After Lacuer tournament, possibly earlier.

Description: Opera wants to play a bet with Rena on if the next person to
come out is a man or a woman.

Choice 1) Play the bet

Sub Choice 1) Bet a Man: Rena -> Opera FP+1

Sub Choice 2) Bet a Woman: Rena <-> Opera FP-1

Choice 2) don't play

Claude <-> Opera FP -1

[Precis]

Where: In the Jam Shop

When: Anytime

Description: Guess wich flavor Precis buys

Result: Any choice Rena<->Precis FP+1.

***** | ~ Expel ~ |
** -Krosse- *****
***** [3.1.03]

[Celine] (1)

Where: Outside the restaurant in the left screen.

When: Before going to Lacey Castle.

Description: Celine and Rena bumps into a handsome young man...

Results:

- * 1) "Certainly, I'd love to."
 - o 1) "We'll pay for him then."
Opens up the next PA.
 - o 2) "Perhaps we had better find someplace else to have tea."
No change.
- * 2) "I'm sorry, Celine, I wanted to keep strolling around some more."
No change.

[Celine] (2)

Where: Outside the bar in the left screen.

When: Picked First Choice in the previous PA and before going to Lacour.

Description: More development between Celine and Chris

Results: Opens up the final PA for the Celine <-> Cris ending.

[Celine] (3)

Where: Go all the way to the right in the east alley, then try leaving.

When: Seen the previous PA and before going to Lacour.

Description: Chris is getting married, and Celine is down about it.

Results:

- * 1) Take her to see chris even if you have to force her:
Celine<->Rena FP+4. Special ending set between Celine and Cris.
- * 2) Let her do as she wants:
No change.

[Ernest] (In this scene known as [Three-Eyed Man])

Where: One screen north of the entrance (Heading to the castle)

When: After getting Celine but before finishing the Marze events

Description: You bump into Ernest while heading to the castle.

Results: This PA is required to get Opera (and Ernest if you want) into your party later on.

***** | ~ Expel ~ |
** -Kurik- *****
***** [3.1.04]

[Philia]

Where: Fountain area

When: Before Kurik is destroyed.

Description: A lady is warning the people that disaster will soon befall the town, and everyone should evacuate.

****WARNING**** If you want the Sprite's Bracelet, a very usefull item that randomly gives you items, FOL, and Conterfeit Medals(!) Don't view this PA until you gain the Pickpocket ability and get your hands on a Theif's Glove (sells in Harley Antique shop for 40,000 FOL) You will need to buy skills from Harley aswell (I think Sense 2) Grind in the Cross Cave (best money at this point in the game) until you get enough fol. Pickpocket Philia after the PA. (she will not be there again ever if you leave

the town after the PA, and you will miss out on the Sprite's bracelet. (You do still have the option of an upgraded version much later you can win in Fun City though. Also Note If you don't have Nimble fingers, this will be hard to steal. Save before you try regardless.)

This also opens up a PA in Centropolis much later in the game, which will make the last boss MUCH harder.

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*****
***** | ~ Expel ~ |
** -Marze- *****
***** [3.1.05]
```

[Claude]

Where: The bench near the Forest entrance, left side of town
When: Haven't finished the Lacour Tournament, and saw the Claude PA in Salva.
Description: Claude asks Rena what kind of sky she likes best
Results:

- 1) "Maybe a deep blue sky?"
Claude<->Rena RP+1, Rena->Claude FP+1
- 2) "How about the bright red sky at sunset?"
Claude->Rena FP+1
- 3) "I like a twinkling starlit night."
Claude<->Rena RP+2

[Precis]

Where: In the tool shop
When: Haven't visited Lacour Castle yet
Description: Precis wants to play Hide and Seek
Results:

* 1) Play with her: Precis->Rena FP+1; triggers another PA in Princebridge
* 2) Don't play: Precis->Rena FP-1

```
*****
***** | ~ Expel ~ |
** -Harley- *****
***** [3.1.06]
```

[Ashton] (1)

Where: Outside Eleanor's house (one screen up from entrance)
When: Before the Laqueur Tournament
Description: Ashton is playing with a sickly girl named Eleanor
Results:Opens up the next PA.

[Ashton] (2)

Where: Inside Eleanor's house.

When: After Seen the previous PA and before the Tournament of Arms.

Description: Ashton wants to help elanor, and has heard of a legendary herb that can cure any desease.

Results: You can now get the Metox Plant from Lassguss Mountains.

[Ashton] (3)

Where: Just enter Harley

When: After You have the Metox Plant

Description: You now try to save Eleanor with the Metox plant.

Results: Rena<->Ashton FP+4; He also gets the special ending with Eleanor.

Note: Unlike Claude's game with Bowman, Eleanor always lives in Renas Senario, not random.

[Opera]

Where: Outside of Eleanor's house (one screen north from start)

When: After the above events, and if you have the "Seventh Ray" weapon

Description: an extra scene will occurs after the above events.

Results: No emotional changes.

```

*****
***** | ~ Expel ~ |
** -Hilton- *****
***** [3.1.07]

```

[Celine]

Where: Near the water on the right screen

When: Anytime

Description: Celine runs into an old aquantance, and they talk about boyfriends.

Results: Depends on whether you have done the three Cross PAs with Chris.

1) If you deny it:

Whether or not you've done the PAs, you'll get Rena<->Celine FP+2

2) If you tell her about Chris:

o If you have done the Chris PAs, Rena<->Celine FP-1

o If you have not done the Chris PAs, Rena<->Celine FP+2.

[Celine]

Where: Left side of the inn

When: Anytime

Description: Celine is worrying about her weight, and Rena Overhears her.

Results:

1) Deny that you heard anything:

Rena<->Celine FP-1

2) Tell her your not worried about her weight:

Rena<->Celine FP/RP-2

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*****
***** | ~ Expel ~ |
** -Lacuer- *****
***** [3.1.08]

```


[Old Woman]

Where: West side of Lacour

When: Before Linga events

Description: Old lady needs help with some shopping.

Results:

1) "No problem. I'd be happy to."

Go to the far right side of town and talk to the leftmost shopkeeper on the screen to get "Gold".

Go back and give it to the woman to get "Star Ruby" and "Rainbow Diamond".

2) "Sorry, but I'm in a hurry right now."

Everyone in Party FP-1

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*****
***** | ~ Expel ~ |
** -Linga - *****
***** [3.1.09]
```

[Precis] (1)

Where: At the lower left of the first screen, near Precis' house

When: Anytime as long as bowman not in your party, and have at least 1 free slot.

Description: This PA is to recruit Precis to your party.

Results:

1)

All male characters<->all female characters RP+1; all same-sex characters FP+1 with each other, and Precis joins party when you leave town

2)

No change.

[Precis] (2)

Where: Inside her house

When: After you have the Energy Stone but haven't taken it back to Laceyur Castle yet.

Description: Precis wants to experiment on the stone before taking it back.

Rena<->Precis FP+2, and you get a Meteorite.

```
*****
***** | - Nede - |
** -Centropolis- *****
***** [3.1.10]
```

[Chisato] (1)

Where: In the grocery

When: Anytime

Description: Chisato is buying lots and lots of eggs that are on sale.

Results:

1) Rena->Chisato FP/RP+2; Chisato->Rena FP/RP-1

2) Rena<->Chisato FP+2

3) Rena<->Chisato FP+4

[Claude]

Where: In a corner in the main square

When: After gone back to Fienal for the final confrontation

Results:

- 1) No change.
- 2) Rena-->Claude RP+2
- 3) Rena-->Claude RP+2

***** | - Nede - |
** -North City- *****
***** [3.1.11]

[Precis]

Where: In the center square of town where she usually is.

When: Rena<->Precis FP > 8

Description: Precis talks to Rena about how it would be like to have a big sister

Results:

- 1) Rena<->Precis FP+4, RP+2
- 2) Rena<->Precis FP+2, RP+4
- 3) Rena<->Precis FP+4, RP+2

***** | - Nede - |
** -Princebridge- *****
***** [3.1.12]

[Claude]

Where: Inside the university, where he ususally is

When: Anytime Rena<->Claude RP at least 10, and Claude's RP for Rena >= any other female.

Description:

Choices:

- 1) Rena<->Claude FP+1, RP-1
- 2) Claude->Rena RP-1. Chase him outside and talk to him again to make it Claude<->Rena RP+3.

[Chisato]

Where: The university library

When: Anytime before finish all four fields yet

Description: Chisato speculates were not getting the whole story regards to the 10 wise men.

Results: No Emo. changes.

[Precis]

Where: Various places, Seems to be random, just look for her.

When: Picked to play hide and seek with her in the first Precis Mars PA

Description: You play hide-and-seek with precis again.

Results: find her enough times and she'll give you a Nuclear Bomb.

***** | - Nede - |
** -Armlock- *****
***** [3.1.13]

[Precis]

Where: Inside Mirage's study

When: After visiting the Symbologist Weapons Laboratory and before going to Fun City to train

Description: You try calling to Precis, but she's too absorbed into the machine she is fascinated by.

Results: You can't distract her, so Rena > Precis FP -1.

```

*****
***** | - Nede - |
** -Fun City- *****
***** [3.1.14]

```

[Ashton] & [Precis]

Where: In the Battle Stadium

When: Anytime Ashton<->Precis FP > 8, and Ashton has learned "Sword Dance"

Description: Precis is studying Ashton's Sword Dance move, and teaches it to Robie.

Results: You receive her last Special Art.

[Marianna]

Where: In front of the Battle Stadium

When: after Visited Fienal for the first time, but haven't finished Mihne Cavern yet

Results: Talk to her twice after this at the inn to get a Silver Cross and a Ring of Lightspeed

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  [3.2] By Character:
+           +
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FIXME: To do in later version.

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##### 44
#*****# 44 4
#*      EE      *# 4 4
#* [4.0] E ndings, and How to get em! *# 44 4
#*      EE      *# 4444444
#*****# 4
##### 4

```

This section is by no means complete. And it may never be so, there's just too many ending combinations and I will probably get bored with the game and move on before I get to them all. However I shall list some of the more popular ones, and the ones I liked to try for the most. Once you get the hang of the system it should be easy for you to come up with your own strategies for pairing up your couples based on the complete list of PAs and the points each one gives. This section is just a starting point.

The game hands out endings in this order:

CLAUDE
RENA
BOWMAN
DIAS
PRECIS
ASHTON
LEON
OPERA
ERNEST
NOEL
CHISATO
WELCH

Now how I beleive this works, is The pair with the highest Romance levels (for oposite sex characters) or highest Friendship levels (for same sec characters) will be paired first, according to the order above. The game will also pair by the lowest of the 2 numbers, So if your character has high romance for another character, but the other character is low, you may still endup with someone else. , For example, if Claude>Rena is 14, Rena>Claude is 13, Claude>Opera is 15, Opera>Claude is 12 and Claude<> Welch is 14, Claude will probably endup with welch. If Welch has higher romance levels with another character, say Welch <> Leon is 15, then Claude will fallback to Rena. (since Operas level is lower than Renas, even though Claude has higher points with Opera.) Make Sense? So to end up with the character you want, you must work both of their loves for each other as high as possible. It also seems that if one character has high RP with another character that has high RP with yet another character, but not for each other, they may end up Alone. High Friend value will overwrite High RP value aswell if the FP is higher.

I suggest making a bunch of Books for all the characters before going to the final save point, and if you don't get the ending you were attempting for, Use a book on all the characters except the ones you want to hook up.

This section will try to help you to choose your PAs to end up with enough points to get a specific character combination. Like I said earlier though, you may still have to manipulate it with publication even if you get the most points you can for your combination.

Now without further adeu...

```
=====
+                                                     +
  [4.1] The MINIMAL Spoilerage guide to getting the pairings you want!
+                                                     +
=====
```

If you want detailed descriptions to the ending pairs, skip ahead to the next section [4.2].

** [4.1.01] Claude and Rena *****

This one is so easy its almost not worth putting in here. If you just casually do every PA you come across with the 2, you will most likely end up with this ending. Its very easy to max out both claudes and Rena's RP for each other. There are 3 possible endings with claudes and Rena. One for if Claude is higher RP, One of Rena is Higher RP, and one if they are equal.

You do not need to use books on claudes and Rena, They get more than enough PAs to max out on without the help of publication.

Starting Levels are:

Claude for Rena: 6

Rena for Claude: 5

[Rena -> Claude]

This Ending will favor Rena, since her love is greater than Claude's.

To get this, do the following PAs:

- First PA in [Arlia], first choice (Rena R+1)
- [Salva] (2) Jewelry store choice 3 (Both R+3)
- [Marze] (1) Jewelry broker, Choice #1 (Rena RP +1)
- [Marze] (2) Elders house, choice #2 (both RP +1)
- [Centropolis] choice #2, then 2 (Rena RP +2)
- [Fun City] At the fortune tellers, pick 2, then 3. (rena RP+2)

by this time, Claude should be at 10 and Rena should be at 15.

Claude could be a little more if you gain levels by fighting alot of battles together, but should still be safe. Watch for PAs that increase levels with all characters though. If you feel 10 is cutting too close, choose subchoice #1 at Centropolis to get +2 for both of you putting claudes at 12.

[Claude -> Rena]

This ending will favor Claude since his love is greater. To get this, do the following:

- First PA in [Arlia], second or third choice
- [Salva] (2) Jewelry store choice 3 (Both R+3)
- [Marze] (1) Jewelry broker, Choice #2 (none)
- [Marze] (2) Elders house, choice #1 (both RP +1)
- [Centropolis] choice #2, then 1 (Both RP +2)
- At this point, use Claude's book on Rena.
- [Fun City] At the fortune tellers, pick 2, then 3. (rena RP+2)

This should net you Claude at 12, Rena at 10. Gain the rest through battling.

[Claude <-> Rena]

This is fairly easy. Just do all the PAs listed in this faq between claudes and rena, answering whichever nets the highest RP and FP points, and you should Max out both characters through battling together and/or third party PAs. If however, that fails, or you just want to be on the safe side, Use the romance books to set each character to 8, (but you

have to do this as early as possible, before the Nede PAs, and possibly before the Marze ones as well.) then just do the PAs that net you both the same number of RPs. Such as:

- [Salva] (2) Jewelry store choice 3 (Both R+3)
- [Marze] (2) Elders house, choice #1 (both RP +1)
- [Centropolis] choice #2, then 1 (Both RP +2)

** [4.1.02] Claude and Others *****

[Claude > Opera]

- Use Claude's books as early as possible (You can get pens at Linga) but not later than Centropolis
- [Centropolis] in the bar, Choose 2 -> 1 -> 1
- [North City] In front of Synard building, Choose 1 or 2
- [Centropolis] If you have Leon, you can get an additional 3 by doing the PA involving him, in the bar of the inn. This one is only available between your first defeat at Phynal tower, and getting the Lea Metal. Pick the 1st option.

[Claude > Chisato]

- Use Claude's Romance and Friends books as soon as you get her
- Use Friend books on all party members
- See the PA involving everyone at Princebridge
- See the PA Involving Leon and Chisato at [Centropolis], choose 1) giving you RP +2
- Then go to North City, Chisato's room. Choose #2 for additional RP +2.

[Claude > Precis]

- Use the books on her as soon as you get her
- North City after visiting Fienal tower for last time. Pick 3 -> 3 gives you +8 RP points, so without needing to do anything else, you got enough.

** [4.1.03] Opposite Sex couples *****

[Leon > Any Girl]

- use the books first, afterward is pretty easy since Leon has a certain PA that lets you choose the girl you want him to hook up with, giving both of them +3 RP for each other:
- Fun City, In the bar. (Must have Friend > 8 with Claude, easy enough to get if you do his other PAs) Choose 1, then talk to whichever girl you want, and choose the appropriate response for the girl. Look in the Character PA section under Leon for details.

** [4.1.04] Same Sex couples *****

(No you won't end up with Yuri/Yaoi pairings, it will be just like they are good friends.)

** [4.1.05] Special Endings *****

[Ashton and Eleanor]

- Complete the PA involving Eleanor in Hierlie (only possible in Rena's Story)

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=====
+                                                                 +
[4.2] The detailed Ending descriptions for each character pair I have seen:
+                                                                 +
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****WARNING!!! MAJOR ENDING SPOILERS FOLLOW!!!**

[Chisato Alone]:

Alone at hilton, comming off the boat comments how boring it is and how she misses everyone. She then Says she can't continue living in the past. *fades out*

[Leon Alone]:

At krosse in the courtyard playing with some children. His parents come out calling him to dinner. they lament that Leon has been much happier after comming back, and thay they may have been raising him wrong.

[Bowman Alone]:

Back at the pharmacy with keith, and we finally get to hear what that Ancient text was about. Keith says it speaks of ancient mytheological history about the domain of the gods, but is not clear since there are too many missing pages. Bowman asks if this Domain of the Gods would happen to be called "Nede" Keith is shocked and asks how bowman knew this.

[Celine alone]:

Alone treasure hunting at the Mountain Palace. comments she hasnt found much of anything, and desides to venture in further.

[Opera & welch]:

Welch is preparing to go to the ball with opera
Opera calls Welch her little sister. Welch is surprised by this,
but then says Well Lets go, Big sister!" with a <3

[Claude & Rena (1)]:

Claude is back at Pangalactic Federation HQ with rena, about to go on a mission, leaving Rena behind Claude Apologizes for always leaving Rena Alone, but Rena's response surprises claude. She says she won't be alone much longer, by the time he returns, he'll be a father! <3

[Opera & Leon]:

Leon is back on Tetrossa with Opera remembering the good ol days. Opera sees Leon stairing out at the night sky, and Asks leon if he wants to go back to Expel. Leon says he feels lonely sometimes, but this is where he

needs to be, besides how else would he get to be with Opera. Opera comments about him being 10 years to young to be her lover. He says he will wait 10 years, then says well maybe make it 5. She says she'll get back to him on that. *fades out*

[Welch & Rena]:

Welch is now living with rena, She complains about being hungry and demands that Rena cook up some food for her. Rena asks why she can;t do it herself, she says shes a creator, shes not good at cooking like Rena is. Rena after some retorts makes a feast for the eyes, Of wich Welch is now stearing at with glee. Rena says she doesn't know why she puts up with her. Welch says she wants to be the best creator ever living alongside Rena on Expel. *fades out*

[Claude & Celine]:

Claude is treasure hunting with Celine in the Mountain Palace, but they arn't finding anything. Celine comments to go further in, but a monster comes out to face them. Celine comments about it being a good workout, and Claude says, Sounds good to me, Lets have some fun with this. Fades out as they walk towards the monster.

**/END SPOILER SECTION **

```
##### 555555
#*****# 55
#*      SS          *# 55
#* [5.0] S avegame Viewing/Editing with custom firmware *# 555555
#*      SS          *# 5
#*****# 55
##### 555555
```

```
=====
+          +
  [5.1] Setup:
+          +
=====
```

You need to have custom firmware and be able to decrypt the savegame files to be able to use this feature. If you don't have custom firmware, don't bother with this section. I will not tell you how to get custom firmware, so don't email me on the subject. Thats what Google is for.

What you need:

- Savegame Deemer v1.10 (or anything that can decrypt savegames)
- Custom firmware (I used 5.50 GEN D-Final)
- A Hex Editor (I used HxD)

Follow the instructions in each software's packages to get them working.

UPDATE: I did not actually test if the changes would load properly before writing the below paragraph, and it seems that it does not. (if anything at all is changed outside the game it seems that it loads you to a default screen showing a blank Rena's room, with Claude only in party at lvl) the game must have some kind of internal Hash checking that will need to be figured out before editing is possible.

Still, it is useful for checking that you have enough points to pair up characters of your choice, so I will still include this section in the FAQ. Perhaps someone else who is better at understanding Binary than me can help to decrypt the internal game checking.

** The following will likely not work unless you can figure out the game's internal hash checking:

Now what you gotta do is re-save the game save you want to hack with Savegame deemer enabled. It will save a decrypted copy in /PSP/SAVEPLAIN along with the regular save. Connect your PSP to Computer via USB, and copy the savegame folder (Probably something like ULUS10375S0200?? with ?? being the save slot number) to your PC, and open the SDDATA.BIN file in your Hex editor. Make any changes (In HEX!) according to the chart below, using 01 for lowest RP value, and 0F for highest (15 in hex), and then place the folder back in the location you took it from on your PSP. Now when you load your game, Savegame deemer will automatically load the changed decrypted save instead of the normal one. Once you save it again, the changes will be permanent to your regular savegame as well.
NOTE: Number values should be counted in hex, 00-09, then 0A = 10, 0B = 11, 0C = 12, etc up to the maximum of 15 being 0F.

** The Above will likely not work unless you can figure out the game's internal hash checking!

```
=====
+
+ [5.2] Hex values for character relationship points:
+
=====
```

I will list offsets I have found to be related to the Relationship point system in Star Ocean 2 SE, Default values are usually around 4-7, 5 for most characters, and can max out at 15.

How I came up with these offsets (and also testing for R and F changes): I first used publication to set everyone's points for each other to 8 for both friend and relationship, I then did a bunch of PAs and battled a bunch of battles so everyone's points would be 9 or higher. I then used publication to change the value for 1 character at a time and compared the 2 saves in a hex editor.

Relationship point storage seems to be between offsets 1F0 and 370
Maximum value is 15. (0F)

All the possible combination values are not listed here, I only list the ones I am sure about. If you find any that is not listed here, feel free to contact me and I'll credit you for the info.

Note, your offsets may not be exactly as shown here. I discovered later into the game that it is possible for the values to shift by a few bites depending on information saved before the section that the offsets start. Your best bet, is if you are not finding the proper values, test for the position of the word "CLAUDE", if C in claude does not start at offset 37E, then shift all the below values over by the difference.

I stopped adding to, and actually considered taking this section out for this reason, as its turning out to probably not be a good idea to make a guide on it due to all the problems thats creeping up, but I decided to leave it in for refrence, for those who want to try messing around with it themselves.

Character	towards	Character	Friendship offset:	Relationship offset:	my values at time of test
welche	>	claude	361	29B	(9-9)
claude	>	welche	2C5	1FF	(9-10)
Claude	>	Rena	2BA	1F4	(11-15)
Rena	>	Claude	2C7	201	(15-15)
Opera	>	Claude	329	263	(15-14)
Celine	>	Claude	2BB	20F	(10-15)
Claude	>	Chisato	2C4	1FE	(5-7)
Chisato	>	Bowman	356		(5-)
Bowman	>	Chisato	2EE	228	(6-7)
Claude	>	Leon	1FA	208?	(4-4)
leon	>	Claude	31B	255	(9-)
Chisato	>	Claude	353	28D	(7-9)
Claude	>	Bowman	2BC		(14-)
bowman	>	Claude	2E3		(14-)
leon	>	Welch	327	261	
Welch	>	leon	367	2A2	
Chisato	>	welch	35F	299	
welch	>	Chisato	36C	2A6	
leon	>	Chisato	326	260	

```
##### 6666
#*****# 66
#* L *# 6
#* [6.0] L egal and Special Thanks *# 666666
#* LL *# 66 6
#*****# 66 66
##### 6666
```

```
*****
** Special Thanks: *****
*****
```

Special thanks to Ian Kelley and the people at:
<http://shrines.rpgclassics.com/psx/so2/cpaplace.shtml>

I used the PSX version's PA information on this site as a starting point for parsing the information for the PSP remake. This is probably the most complete listing of PAs i've found for the original PSX title. Some of the Points for each PA that I havn't yet confirmed in any of my games also came streight from this site, since most of the PAs from the PSX version seems to remain unchanged. (these are marked as unconfirmed) Once I play to that point and confirm them, I will update this Guide to the new values if changed.

TRI-ACE for making such an awesome game. Square-Enix for publishing it.

** Legal : *****

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