

# Tales of Destiny 2 (Import) Walkthrough

by kern

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**This walkthrough was originally written for Tales of Destiny 2 (Import) on the PSP, but the walkthrough is still applicable to the PS2 version of the game.**

TALES OF DESTINY 2

WALKTHROUGH

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Version History

.2 - First version, first time period complete

.3 - Second time period complete

TABLE OF CONTENTS

## 1. Walkthrough

### PART I - Present

W1	Cresta
W2	Field - Cresta to Laguna
W3	Laguna Ruins
W4	Darilsheid Groundwater Way
W5	Back to Cresta
W6	Darilsheid
W7	Harmentz Valley
W8	Aigrette
W9	Straylize Ruins/Temple
W10	Aigrette Harbor/Ship
W11	Leane Village
W12	White Clouded Mountain Range
W13	Noischtat
W14	Oberon Abandoned Mine
W15	Noischtat/Ship
W16	Snowfreer
W17	Heidelberg
W18	Heidelberg Castle (Post-attack)

PART II - 10 Years in the Future

PART III - Altered Present

PART IV - Age of Heaven and Earth War

PART V - 18 Years Ago

PART VI - Present (Endgame)

## 2. Sidequests

S1 Noischtat Race

WALKTHROUGH

```

=====+
|                    PART I - Present                    |
=====+

```

Preliminary notes:

- If you are going for Item Collector, you will need to make sure you have

gotten one of each buyable item in the shops before you change time periods. It's best if you just buy one of everything in each town you come to. However, you will not be able to complete Item Collector until your second playthrough, so if it's your first playthrough you might as well just play normally and see what you miss later.

- If you are trying for the "I Hate Gummies" title, do not use any gummies in battle until the second Barbatos fight.

- For the skits section, I didn't bother listing the skits that tell you you're going the wrong direction or entering a location you're not supposed to.

- In the Titles, I did not list titles that you automatically get.

```
+-----+
| W1. CRESTA                                     |
+-----+
```

#### TREASURES

(Note that most of the town treasures in this game are not in chests)

1. Tomato - The garden in front of the first house
2. Bread (2) - In the stove in the first house
3. Lettuce (3) - Break the gate in the south part of the first screen, then hit circle on the fence in front of the lettuce patch
4. Leather Mantle - Try to open the treasure chest on the veranda of the inn; the woman will give you this in exchange
5. Rice - In a pot next to the food seller in the Inn
6. Daikon - bucket of vegetables in the small building near the orphanage
7. Apple Gumi - In the toilet of the house where #6 is
8. Potato - Closet under the stairs in the orphanage (1st floor)
9. Cucumber - Barrel on left side of screen in orphanage (1st floor)
10. Orange Gumi - Box on left side of Kyle's room
11. Apple Gumi - Dresser in Kyle's room
12. Spectacles - Dresser in Kyle's room (search again)
13. Liquor Bottle - Box on left side of Rutee's room
14. Illustration Book - Treasure chest in Rutee's room

#### RECIPES

Hamburger - Chef on the first floor of the Inn (choose the first option)

#### TITLES

Speak to the man walking around near the Inn to get a title for Roni and Kyle

#### SKITS

- Upon returning to Cresta - 3
- After reaching the Orphanage - 1
- After talking to Rutee - 1
- After the above, try to leave the Orphanage - 1
- Immediately after waking up - 1
- After going downstairs - 3

#### ITEM COLLECTOR

Don't worry for now; you'll be back here fairly soon.

-----

After the opening movie and some scenes, you'll be in a fight with an Owlbear (see below for stats). You shouldn't have any trouble with this battle; just attack a few times and then back away to avoid the monster's attacks.

Once you get back to Cresta, go north a screen to the Orphanage. After the

scene, enter the main building, go to the second floor, and go into Rutee's room (there's a sign). Exit to the veranda. After the scene, go up to Kyle's room and choose the first choice to sleep. After the scenes, go downstairs for a few more scenes, then exit the town.

```
+-----+
| W2. FIELD - CRESTA TO LAGUNA |
+-----+
```

Skits:

After leaving town - 4

Monsters (Plains):

```
-----
Werewolf      Weak: Fire          Strong: Water
              Steal: -
              Drop: Lettuce (26%), Pole Axe (1%)
-----
```

```
-----
Kobold        Weak: -           Strong: -
              Steal: -
              Drop: Bread (40%), Leather Armor (2%)
-----
```

```
-----
Slime         Weak: Fire          Strong: Water
              Steal: -
              Drop: Apple Gumi (30%), Leather Helm (2%)
-----
```

```
-----
Chunchun     Weak: Fire          Strong: -
              Steal: -
              Drop: Egg (26%), Long Sword (1%)
-----
```

Monsters (Forest):

```
-----
Owlbear      Weak: Fire          Strong: -
              Steal: -
              Drop: Meat (24%), Long Sword (1%)
-----
```

```
-----
Oak Rot      Weak: Fire          Strong: Earth
              Steal: -
              Drop: Spectacles (38%), Leather Armor (1%)
-----
```

The Laguna Ruins are close to Cresta, in the forest to the southeast. This is your first chance to fight if you want to learn the battle system a bit before going to the dungeon -- it's not really necessary, though. If you're an experienced Tales player I recommend setting the difficulty to Second, because it will give you more Grade, which you need to unlock the higher difficulties. It also increases your chance of critical hits, gives you more XP from combos, and increases the chance of better slots on the weapons and armor the enemies drop. You can rest in Kyle's room if you get hurt.

Like most Tales games, D2 has a monster collection book. It works the same as usual; to get the Monster Collection title all you have to do is encounter

each monster, but to fill out everything in the book you have to use Spectacles to scan each monster, and you also have to get all the dropped items and stolen items. (Stealing in this game is done through Roni or Kyle's action enchants; you won't be able to do this yet). You'll be back in this area later so it's not necessary to fill out everything now. (You may want to have 6 Spectacles before going on so that you can scan all the monsters in Laguna and the next dungeon.)

If the enemies drop weapons or armor, check them for slots -- even though they're the same weapons and armor you start with, they may have beneficial slots on them.

When you're ready, head into the ruins.

```
+-----+
| W3. LAGUNA RUINS |
+-----+
```

#### TREASURES

1. Salted Meat (2)
2. Life Bottle
3. Lettuce (2)
4. Bread (2)
5. Apple Gumi (2)
6. Apple Gumi
7. Milk
8. Life Bottle
9. Yogurt
10. Mix Gumi

#### MONSTERS

Werewolf, Kobold, Chunchun, Slime

```
-----
Gremlin      Weak: Light      Strong: Dark
              Steal: -
              Drop: Meat (23%), Poleaxe (1%)
-----
```

#### SKITS

- After entering ruins - 3
- After falling through the floor - 1
- After searching the machine - 1
- After going up the rope - 1
- After defeating the Buel - 1
- After the movie introducing Reala - 1

-----

First, go to the right and get the chest with Salted Meat. Then proceed left through the door and up to the save point. Go left for a chest with a Life Bottle. Return to the save point and go right, then go down and climb up the tree trunk for two chests (Lettuce and Bread). Return down the tree trunk and up, and there is a partially hidden chest (with 2 Apple Gumis) near the door. Get it and then go through. You will see a scene. The glowing purple spot down where the priests are walking requires the Sorceror Scope to get; you will not be able to get the item until the end of the game.

Continue on to the left; there will be a scene where you open a treasure and get an Apple Gumi, then fall down a pit. Walk down and you'll see an explanation of the machine. Each of the red boxes has a treasure in it; grab

hold of them with the circle button and push/pull them around until you get them into the machine. You will get an Apple Gumi, Milk, a Life Bottle, Yogurt, and a Mix Gumi. Finally, put the blue box in the machine to get a rope, and then hit the circle button somewhere on the upper wall to use the rope.

In the next room, save your game, then walk down into the lower area by walking over the mound in the upper left. Pull the block near the save point until it lines up to create a walkway (near the top of the screen). Go across it and get two chests (Life Bottle and Merchant Sword). Then go back into the lower point and move the walkway, then enter the door. Walk up to the edge near the pit to see a scene, after which you will fight the first boss.

#### BOSS

```
-----
Buel           Weak: -           Strong: -
              Steal: -
              Drop: Gisarume, Heal Bangle
-----
```

Stay close to him to avoid the green spheres he shoots out -- after that, just guarding and attacking should kill him. If you have problems, when Kyle gets to level 9 he learns his first spell; if you just sit at the back of the map and cast that over and over again (while Roni stands at the front) you should be able to defeat him. Watch out for the earthquakes he makes when he gets to 50% and 25% of his HP.

After defeating the boss, go to the next room and walk up to the tree. After the scene, leave the room, and after some more scenes you will be automatically moved to the next area.

```
+-----+
| W4. DARILSHEID GROUNDWATER WAY |
+-----+
```

#### TREASURES

1. Mix Gumi
2. Milk (2)
3. Kiwi (3)
4. Banana (3)
5. Apple Gumi (2)
6. Life Bottle
7. Leather Boots
8. Apple
9. Steel Rapier

#### MONSTERS

Slime

```
-----
Wererat       Weak: Fire           Strong: Water
              Steal: -
              Drop: Orange Gummy (21%), Life Bottle (14%)
-----
```

```
-----
Snark         Weak: Fire           Strong: Water
              Steal: -
              Drop: Dark Bottle (28%), Gisarume (1%)
-----
```

```
-----
Asp           Weak: Fire           Strong: Water
```

Steal: -

Drop: Orange Gummy (21%), Life Bottle (14%)

---

#### SKITS

After Judas joins - 2

After receiving the Sorceror Ring - 1

After opening the hidden door with the Ring - 2

After entering the dungeon - 5

After Judas leaves - 1

---

After the scenes, Judas will join your party. Open the chest in the room you start in for a Mix Gumi, then leave that room. Go into the room right next to it and open the three treasure chests (one is slightly hidden on the left) for Milk, Kiwi, and Banana. Go back to the room with the save point and try to walk up the stairs; you will get a scene after which you receive the Sorceror Ring. Use it by hitting R -- aim at the red ball on the wall (where the arrow is pointing) and fire it, opening the door.

In the next screen you will get a few scenes. In this dark area, you cannot do anything (i.e. open chests or doors) unless you have lit a torch. Use the sorceror ring on the place where the white arrow is pointing, and go back there whenever your light runs out. First, go down and right to get the chest with 2 Apple Gumi. Then go up and left from the torch to get a Life Bottle. Light the torch again and then go further down and right (you have to move quickly) to get a chest with Leather Boots. Now light the torch one last time and quickly move down and to the left, then hit circle when you're in front of the bars. They should break; then you can go through the opening to the next room.

In this next room, go right for a chest with an Apple. Continue left to the next room. You will see a chest at the top of the screen. PAY ATTENTION here because this section is a FAQ on the boards. The chest is a tool chest -- you have to pick the Stone Cutter from the list. Start by choosing the last option to bring up a second page of items, then the second option. NOTHING WILL BE ADDED TO YOUR INVENTORY. THIS IS NORMAL.

After doing that, go down and around the path, press circle to break the bars, and go to the next room. Climb the ladder, and open the chest by the save circle for a Steel Rapier. Now shoot all three of the ropes with your Sorceror Ring to drop the barrels, then go back down the ladder. Cross the drums and then go to the next room. Hit circle on the statue near the entrance; now you can push it around. IF THIS DOES NOT WORK, READ THE PREVIOUS PARAGRAPH -- YOU MUST HAVE THE STONE CUTTER FROM THE ITEM CHEST. Push the statue into the webs at the top left, and then after the short scene, shoot the statue with your sorceror ring. Now you have to fight the next boss.

#### BOSS:

---

Vasago            Weak: Earth        Strong: -

Steal: -

Drop: Mental Bangle

---

He's weak against Earth attacks, so one strategy is to control Judas and have him sit back casting Stone Zapper while the other two members of your party hold off the enemy at the front. You can also just control Kyle and use

basically the same strategy you used against the previous boss. Watch for his spellcasting Spread; you can run backwards if you want to avoid his Aqua Press as well.

After defeating the boss, remove any of Judas' equipment you want for yourself, then go through the door. Judas will leave your party and you will be outside.

```
+-----+
| W5. BACK TO CRESTA                                     |
+-----+
```

#### TITLES

- Watch screen chats (select) inside Cresta to get a title for Roni
- Talk to the swordsman by the entrance to town. Pick the third choice, then the first choice, then the first choice again. Now you can choose the "Easy" difficulty level, and everyone gets a title.

#### SKITS

- After exiting to the world map - 6
- Entering Cresta - 1
- After waking the next morning - 1
- After talking to Rutee - 1
- After meeting up with Roni - 1
- After leaving the Orphanage - 3
- After leaving Cresta - 12
- Go back into Cresta - 2
- Stay at an Inn - 1

You have to walk all the way back to Cresta, and it's a long haul -- go across the bridge leading south and then walk all the way around the mountains, back over the bridge towards Cresta, and you're home. Go inside the orphanage and talk to Rutee, then go up to your bed and sleep. After some scenes, Rutee will give you some things (Scale Mail, World Map, Monster Book, 1000 gold). Leave the house and Roni rejoins your party. Walk back into the town for some more scenes, and now it's off to Aigrette to meet Filia. First, though, stop off in Darillshade now that you can actually enter the town. Yes, it's another long walk.

```
+-----+
| W6. DARILSHEID                                       |
+-----+
```

#### Treasures:

1. Meat, Lettuce, Bread (on the food table near the church)

#### Recipe:

- Sweet Parfait (chef in the Inn)

#### Monsters

```
-----
Pikeman      Weak: Dark      Strong: -
              Steal: -
              Drop: Apple Gummy (34%), Girusame (2%)
-----
```

```
-----
Thief        Weak: Water     Strong: Fire
              Steal: -
              Drop: Mix Gummy (22%), Sallet (1%)
-----
```

There's nothing to do here except shop and grab the recipe, although you can see the Black Wings if you go near the church. Continue across the west bridge to the Hamentz Valley.

```
+-----+
| W7. HARMENTZ VALLEY |
+-----+
```

#### TREASURES

1. Leather Mantle
2. Bread
3. Tomahawk
4. Lettuce
5. Spectacles
6. Mix Gumi
7. Meat
8. Tuna Gumi

#### MONSTERS

```
-----
Vulture      Weak: Earth      Strong: Wind
              Steal: -
              Drop: Kiwi (38%), Cassock (2%)
-----
```

```
-----
Okyubete     Weak: Earth      Strong: Wind
              Steal: -
              Drop: Apple (36%), Gladius (1%)
-----
```

```
-----
Golem        Weak: Wind       Strong: Earth
              Steal: -
              Drop: Milk (34%), Chakmak (1%)
-----
```

```
-----
Dragonfly    Weak: Wind       Strong: Fire
              Steal: -
              Drop: Apple Gummy (40%), Thieves' Mantle (4%)
-----
```

```
-----
Rock Baboon  Weak: Fire       Strong:
              Steal: -
              Drop: Banana (37%), Ring Mail (1%)
-----
```

#### SKITS

- After jumping down the cliff - 2
- After getting the pendant - 3
- After talking to Reala - 3
- After leaving Harmentz - 1

-----

Walk to the right and see scenes; after this you can buy things from the man. Now go back to the left, and then you will jump down the cliff. Walk to the right, and hit circle to jump the crevasse. Go down, and jump over the next cliff (you have to wait until the wind stops); go down and get the chest with the Leather Mantle. Now backtrack to the beginning of the map, climb down the vine, go left and down, and grab the chest with the Bread. Continue down and



get the Tomohawk (in the shaded chest). Go back up and jump the cliff; you have to wait until the wind stops. Pick up the pendant, then jump the cliff and continue to the save point. Go right, and after the scenes, keep going right to the next screen.

Go all the way right (cross the water), jump the cliff, and grab the chest (Lettuce). Go back across the cliff, climb the vine, and go down and to the right for a chest (Spectacles). Cross the cliff (over the wind) to the left, grab the chest (Mix Gumi), then go back right and continue up. Jump the cliff to the left, climb the vine, and get a chest (Meat). Keep going up and the floor will collapse, sending you down. Go right, and now you have to jump over the cliff when the wind is blowing. Continue over the next cliff and climb to the next screen, then go left and get the chest (Tuna Gumi). Leave the valley to the right.

Once outside, go along the coast to the southeast until you come to Aigrette.

```
+-----+
| W8. AIGRETTE |
+-----+
```

#### TREASURES

1. Panacea Bottle (on the first screen, go up near the bridge and walk behind the house)
2. Pasta (go in the house near the top of the first screen and search the pot on the stove)
3. Long Sword (second floor of weapon store; search right boxes near stairs)
4. Orange Gumi (climb the ladder on the far right, then push the cat out of the way)

#### RECIPE

- Pescatore (Chef in one of the houses in the first area)

#### SKITS

After entering Aigrette - 2

After speaking to the person at the Inn - 1

After talking to Elraine - 4

After talking to the old man at the Inn - 6

After talking to the guard at the entrance to the temple - 1

Cross the bridge to the second screen and go in the Inn, which is all the way at the top (near the temple entrance). Talk to the man near the stairs. After the scene, leave the Inn for another scene. After the scene, go back in the Inn and talk to the man near the stairs. Try to enter the temple at the NE of the town. After the scene, go back to the first area and climb the ladder to the top of the building, then climb down on the other side. Go NW to the next screen, then enter the cave.

```
+-----+
| W9. STRAYLIZE RUINS/TEMPLE |
+-----+
```

#### TREASURES

1. Apple Gumi
2. Dark Bottle
3. Holy Bottle
4. Apple Gumi
5. 30 Lens
6. Fabric Glove

7. Barbuta
8. Trickster
9. Tuna Gumi
10. Mix Gumi
11. Combo Command

#### TITLES

Once you defeat Barbatos and get Judas in your party, hit select to view a skit for the "Masked Stalker" title for Judas.

#### MONSTERS

Golem

```

-----
Gargoyle      Weak: Light      Strong: Everything else (esp. Dark)
              Steal: -
              Drop: Life Bottle (16%), Scale Mail (2%)
-----

```

```

-----
Lizardman     Weak: Water      Strong: Fire
              Steal: -
              Drop: Mix Gummy (22%), Sallet (1%)
-----

```

```

-----
Living Sword  Weak: -          Strong: -
              Steal: -
              Drop: Lemon (41%), Liquor Bottle (8%)
-----

```

#### SKITS

- After entering the Ruins - 2
- After entering the main Temple grounds - 2
- After getting Judas and Reala in your party - 6

-----

Use the sorceror ring to break any obstacles you come across. Examining the devices gives you clues, but is not necessary. Take the first passage left for a chest (Apple Gumi). Go back and NE to the save circle. Take the right passage for a chest (Dark Bottle). Go back to the save circle, then up and to the left (for a Holy Bottle). Go back to the main area and then around the stairs for a chest (Apple Gumi). Go up the stairs, then walk to the back wall of the room and hammer quickly on R until the blue bar goes away and the wall breaks. Pick up the three chests in the next room (30 Lens, Fabric Glove, Barbuta).

Go back down to the first floor, then through the passage behind the stairs. You have to walk across the tiles to spell DESTINY. Get the chest (Trickster) to the right, and continue on. Go up the stairs and exit, and you will be in the temple. At this point, if you are very hurt, you may want to go back and rest in the town. The next boss fight is difficult.

#### BOSS

```

-----
?????? (Barbatos) Weak: Light      Strong: -
                  Steal: -
                  Drop: -
-----

```

Note that you get no Grade from this fight so you can set the difficulty to

whatever you want. Barbatos has 10,000 HP (on Normal) but when he gets to 50% HP the fight automatically ends. However, this is not easy at any rate. A few notes on the battle:

- Barbatos starts the fight by using Grand Vanish; it is possible to avoid this but it's not easy to do (some Youtube videos might help you out).
- If you use items, Barbatos will counter with Shadow Edge->Bloody Cross, or if the difficulty is on Mania or higher, Execution->Lunar Shade. However, do note that because he starts off the fight casting Grand Vanish, you can immediately use a Spectacles without counter.
- When Barbatos gets to 75% HP, he will get a poison field around him that will put your characters in the Poison condition if they are within the field (this cannot be healed by a Panacea Bottle but goes away if you step out)
- If the difficulty is Hard or above, if you guard, Barbatos will counter with Burn Strike.
- If the difficulty is Mania or above, if you walk backwards, Barbatos will counter with Ceiling Fall.
- If the difficulty is Hard or above, Barbatos can cast Crazy Comet.

A good basic strategy is to set Roni's tactics to heal when you're at less than 75% HP and try to Press Guard and Spell Guard his attacks as well as you can. But you can get trapped at the back of the map because of how quickly Barbatos can deal out damage, and using Gummies to recover TP or HP can be dangerous, especially if you are bunched up in one area. If all else fails, set the difficulty to Easy and you should be able to beat him.

Once you beat him, you get some scenes and then appear out on a mountain road. Get the chest hidden behind the wall at the lower-left (Tuna Gumi), then head up, back into Straylize Temple. Go into the building at the far left and speak to Filia. She gives you the Combo Command item. Go all the way up the tower, cross over the stained glass hallway, and take the stairs down on the right. You will be out in a garden. Walk down the stairs at the bottom right and press A around the rope and you will get a Mix Gummy. Now you can leave the temple and go south back into Aigrette.

NOTE: DO NOT play the waiter/waitress minigame in Aigrette now. The items you get from it are worthless at this stage in the game, but the items you can get near the end of the game are very good. You can only get one prize per character, though, so wait until the end of the game to do this.

```
+-----+
| W10. AIGRETTE HARBOR/SHIP |
+-----+
```

#### ITEMS

1. Thieves' Mantle
2. Rabbit Symbol

#### MONSTERS (Note that all these monsters will be available in the next location)

```
-----
Will O' Wisp  Weak: Water    Strong: Fire
              Steal: -
              Drop: Cheese (32%), Rope (1%)
-----
```

```
-----
Starfish     Weak: Fire    Strong: Water
              Steal: Apple Gummy (17%)
              Drop: Salmon (36%), Sallet (1%)
-----
```

```
-----
Sea Slug     Weak: Fire    Strong: Water
              Steal: -
-----
```

Drop: Yogurt (33%), Mace (1%)

-----  
SKITS

After entering Aigrette Harbor - 5  
After getting on the ship - 1  
After finding Reala - 1  
After Forneus appears - 1  
After fighting Forneus Tentacles - 1  
After fighting Forneus - 1  
After the miracle event - 1

Leave Aigrette and head east for Aigrette Harbor. There's nothing to do in the town, so talk to the man in front of the ship and pay 400 yen for the ticket (if you don't have 400 gold, Judas will pay). After the scene, exit the room and search to the left for the Thieves' Mantle. Go up the right stairs and then enter the room to the right. Search the hammock for a Rabbit Symbol. Go up the stairs and talk to the Captain, then leave out the door behind him and climb up the ladder for a scene. Exit out to the deck via the door near the save point room (up the left stairs). When you move to the front of the ship you will fight a boss.

BOSS: Forneus Tail x3

-----  
Forneus Tail            Weak: Wind            Strong: Earth, Water, Fire  
                         Steal: -  
                         Drop: Apple Gummy, Life Bottle (90%)  
-----

The boss' wind weakness is very slight, so Wind Cutter may not work any better than Shadow Edge. Even though the boss is strong against Earth, Air Pressure still works quite well. If you keep a character at front attacking the bosses, they likely will not be able to get many spells off.

Now go up the stairs right of the save point, then down to the hold of the ship and fight Forneus himself.

BOSS:

Forneus Tail x2

-----  
Forneus            Weak: -            Strong: Everything (esp. Water)  
                         Steal: -  
                         Drop: Poison Check, Grandfather  
-----

Go back down towards the save point and see a scene, then head out to the deck (by the save point) and see a scene. After that, go talk to the captain and select the first choice,

+-----+  
| W11. LEANE VILLAGE |  
+-----+

TREASURES

1. Apron Dress (in the chest in Lilith's bedroom)
2. Silver Ladle (Press circle on the ladles hanging in the kitchen)
3. Hunter's Mantle (Open box left of #2)
4. Striped Ribbon (Closet in the Inn)

5. Apple Gummy (Toilet in the Inn)
6. Moon Selector (Talk to the swordsman on the bottom right with the difficulty set to Hard or higher)

#### RECIPES

Omrice (Talk to the chef at the Inn)

#### TITLES

- Press circle on the stovetop pot in Lilith's house for a title for Kyle

#### SKITS

After initial scenes - 1

After staying at Lilith's house - 1

After talking to Reala - 1

After eating breakfast - 4

#### MONSTERS

(Plains)

-----  
Witch            Weak: -            Strong: Earth, Water, Fire, Wind  
                 Steal: -  
                 Drop: Rune Bottle (4%), Mace (1%)  
-----

-----  
Storeworm      Weak: Water      Strong: Fire  
                 Steal: -  
                 Drop: Egg (34%), Chakmak (1%)  
-----

-----  
Bouncer        Weak: Earth, Water, Fire, Wind    Strong: -  
                 Steal: -  
                 Drop: Spectacles (38%), Plate Boots (6%)  
-----

-----  
Basilisk        Weak: Water      Strong: Fire  
                 Steal: -  
                 Drop: Orange Gummy (26%), Gladius (1%)  
-----

-----  
Mandrake        Weak: Fire        Strong: Earth, Water  
                 Steal: -  
                 Drop: Rice (37%), Barette (1%)  
-----

-----  
Rune Beetle    Weak: Fire, Wind    Strong: Earth  
                 Steal: -  
                 Drop: Onion (36%), Rope (1%)  
-----

(Forest)

Storeworm, Basilisk, Rune Beetle, Mandrake

-----  
Parasite Weird    Weak: Earth, Water    Strong: Fire  
                 Steal: -  
                 Drop: Apple Gummy (34%), Sallet (1%)  
-----

(Seashore)

Basilisk, Mandrake

-----  
Gigan Toad      Weak: Fire        Strong: Water  
                 Steal: -  
-----

-----  
-----  
When you regain control, leave Lilith's house and talk to many of the townspeople, then go back and talk to Lilith, and pick the first choice to rest. After the scenes, leave the house and find Reala (she's in the field on the south side of town). After the scene, go back to Lilith's house for more scenes, and you get the Collector's Book and some items. Now you can leave the town and head south for Noischtat, but you have to go through the mist first, which is laid out as a dungeon.

You probably cannot get the Moon Selector yet if this is your first playthrough, since you need 600 GRADE to unlock Hard difficulty. You can come back here (with some effort) for a little bit, but then you won't be able to get it until the end of the game. You can't permanently miss it, though.

+-----+  
| W12. WHITE CLOUDED MOUNTAIN RANGE |  
+-----+

TREASURES

1. Treasure Dress
2. Liquor Bottle
3. Rune Bottle
4. Mix Gummy
5. Miso
6. Charm Bottle
7. Lavender
8. Life Bottle
9. Holy Bottle
10. Fried Chicken recipe
11. Rosemary
12. Mix Gummy
13. Holy Bottle
14. All-Divide
15. Mix Gummy
16. Savory

MONSTERS

(Outside)

Witch, Storeworm, Bouncer, Basilisk, Mandrake, Rune Beetle

(In the caves)

Will O' Wisp, Sea Slug, Starfish, Storeworm, Basilisk

-----  
Chauve-Souris      Weak: Fire      Strong: -  
                         Steal: -  
                         Drop: Milk (36%), Barette (1%)  
-----

SKITS

- After entering the mist - 2
- After walking for a little while - 4
- In the mountain hut - 3
- After leaving the hut - 2

-----  
Head south from Leane, and soon the music will change and you'll get an automatic skit. This misty section is a combination of world map and dungeon; it's a little confusing and there are a lot of pathways and treasure, but I'll try to lay it out as clearly as I can.

First, head down the path to the west and go all the way to the shore, and up (on the map it's a little peninsula) for a chest with a Treasure Dress. Then go all the way back east until you hit the path again, and follow it down. The path will end but you'll see a little bit of it ahead to the south, and then a sign.

From the sign, head east and follow the land around until you hit another sign. If you go north from this sign you will find a cave. Head up in the cave and grab the Liquor Bottle from the chest. Go further up and you'll be in a puzzle room with a box. Just push the box straight in the hole and you can move on. Follow the path around to exit the cave to the north. Walk north and get the Mix Gummy and Rune Bottle from the chests, then backtrack all the way back through the cave to the south entrance. From the sign to the north, go through the small opening in the cliff to the west, and then head south. There will be a small scene where you notice a cave, which you want to go in.

In the cave, follow the path up and go to the left (past the path south). Get the chest (Miso), then go back and take the path down. In the puzzle room just push the two boxes so that they form a path over the holes. Follow the path around until you get to a 4-way intersection with a sign. First take the south path for a chest (Charm Bottle), then go north and follow the path around to an exit. Walk north from the exit and get the chest (Lavender), then go back in the cave. This time take the west passage and exit the cave to the south.

When you leave the cave, head for the yellow dot on your map -- go south and east, then over a bridge. As you cross the bridge you will see a skit then automatically be taken to the shack. When you regain control, search the top boxes for a Life Bottle and the bottom right boxes for a Holy Bottle. Then leave the shack and re-enter it, and you will see a chest with the Fried Chicken recipe. You can return here to rest for free.

Head north from the hut (don't cross the bridge) until you come to a cave. Follow the path around and go west at the T-junction. Follow the path until you get to a chest (Mix Gummy), then go back to the T-junction and head south. In the puzzle room, just push the right block down one, the left block into the pit, and then push the right block to cover the 1-square path. Head down from the puzzle room and go east at the T-junction. Keep going east through a second T-junction and grab the two chests (All Divide, Holy Bottle), then go north at the fork you just passed. Follow the path around and exit the cave. Get the chest to the east (Mix Gummy), then go back into the cave. Head back to the T-junction south of the puzzle room, and go south this time, follow the path around, and exit the cave. We're almost there!

Go south, then east between the mountains, and when you near the shore you should see a path going south by the shore. Go past the sign and go east first. Go all the way out to the peninsula and get the chest (Savory). Go back to the sign and follow the path south this time. When the path ends keep going south and east around the shore and you will finally see Noischtat.

+-----+

#### TREASURES

1. Mix Gummy (in the Arena, the room with the save point)
2. Gold Bracelet (check the ashtray on the table in the merchant's house)
3. Tuna Gummy (in barrels by the item store)

#### RECIPES

Risotto - Chef in the food/item store

#### TITLES

Racing titles (see S1)

#### SKITS

- After entering Noischtat - 2
- After entering Noischtat harbor - 1
- After being called by the merchant - 2
- After taking the Merchant's request - 5
- After leaving the Merchant's house - 1
- After leaving Noischtat - 1

-----

Walk east to the Harbor. After the short scene, walk down to where the people are gathered and talk to them. Afterwards, go back into the town, up the stairs, and into the large building. Talk to the man from the harbor inside. Now it's off to the Oberon Mine.

(Note that you can fight in the arena now; you might be able to beat the lowest level single battle but you can try again after the next dungeon.)

+-----+  
| W14. OBERON ABANDONED MINE |  
+-----+

#### TREASURES

1. Carrot (3)
2. Cheesecake Recipe
3. Onion (3)
4. Cabbage (3)
5. Orange Gummy
6. Rice (3)
7. Cheese (3)
8. Apple Gummy
9. Vambrace
10. Troll Mail
11. Flamberge
12. Feat Symbol

#### MONSTERS

Will O'Wisp, Sea Slug, Chauve-Souris, Starfish, Storeworm, Basilisk

#### SKITS

- After entering mine - 7
- After looking at the Lens Engine - 1
- After entering the room with the treasure - 1
- After getting the treasure - 1
- After looking at the stone tablet - 4

-----



To get to the mine from Noischtat, head for the yellow spot -- go west from the sign near Noischtat.

First, go into the left room and get the three chests. Then take the middle way from the first room and go up a few screens until you get to a save point. Go down the stairs from the save point and grab the chest, and look in the closet for an Orange Gummy. Go up the stairs from the SP and there will be a scene in front of the Lens Engine. You have to put 200 Lens in the engine for it to work. Unless you did a whole lot of refining, you should have 100 Lens (the maximum) already, so press circle on the machine and answer yes (the first choice) to put them in. Get the chest near the machine, and go up the stairs to the right of the machine. Grab the chest, and look in the closet for an Apple Gummy. Now go back down to the save point, and head NE.

Search the glowing parts of the containers in front of you for some Lens, then head down the stairs on the right and check the glowing part of the box for more Lens. While you are down here, press the circle button on the raft floating in the water and pick the first choice to make it sail down the river. Then walk up the ramp at the top of the screen, and there are three more Lens areas to get. If you get a message when you search one it means that you can't carry all the Lenses; just pick the first option to get to 100 Lens. If you had 100 Lens at the beginning you should have 100 now, if not, there are more available soon. (If you have 100, go back and activate the machine, then come back for the next part so that you can refill your Lenses.)

On the screen right from the save point, take the exit that's not up the ramp. Find the lenses in this room (glowing spots again). Also pick up the chest at the SE for a Vambrace, and a chest at the NE for the Troll Mail. At this point you should have enough lenses to activate the machine if you haven't already.

Once the Engine is activated, go all the way back to the first room and take the stairs up. You'll see a panel with a white arrow pointing at it; go there and hit circle to activate the machine. If both levers are in the ON position (you can check by the machine), a bomb will come out and fall down the hole. If this doesn't happen, check the levers and try again. Now go back down the stairs and the bomb will be on the raft (if the raft is not there, read the third paragraph). Go press circle on the raft and pick the first choice to move the bomb off the raft, then pull it around until it automatically goes up on the rubble pile. Shoot it with the Sorcerer Ring to blow it up and remove the rubble.

Now go back upstairs and send another bomb down the hole. Go back downstairs and press circle on the boat, and pick the second choice to send the boat down the river again. Go all the way back down past the save point to the place where you initially found the boat, and it will be there with the bomb. Press circle and pick the first option to get the bomb, then pull it up the ramp and to the SE of the screen near the entrance, to where the wall is crumbled. Push it near the wall until you get a message, then shoot it to blow it up. Go in the room and get the two chests (Flamberge, Feat Symbol). Go back, send the boat back down the river, and go back to the first room again.

Go up the stairs on the right (that the rubble was blocking) and press circle on the machine to move the wooden platform. Go back to the other side and make a bomb come out, then come back and move the wooden platform again. Move the bomb over to the crack in the wall and blow it up. Go through the hole and move forward. After the scene, continue on in the cave and there will be another scene. Then you can leave the cave and head back to Noischtat.

+-----+  
| W15. NOISCHTAT/SHIP |  
+-----+

#### SKITS

After the scene in the Merchant's house - 1  
After giving the treasure - 1  
After leaving the Merchant's house - 2  
Talk to the captain and then pick "Wait a bit" - 2  
After boarding the ship - 1  
After Judas walks away - 1

-----

Once back in town, go near the Merchant's house and you'll see a scene inside the house. Go in and talk to the Merchant, get your 3000 gold, and leave.

At this point you should try to take on the initial stages of the Arena before you move on, since the reward items are quite good. Unless you've been using Holy Bottles or running from battles a lot, you should be able to handle them. A few tips:

- For the Single male fights, choose Kyle. When you face the second and third fights with the spellcasters, target them and then use Bakuenken. Even if you hit a different monster, the flame will come out under the one you're targetting and cancel their spellcasting.
- For the Single female fight (Reala), use Burn Strike and Flame Drive in the first fight, Splash and Aqua Spike in the second fight, and Burn Strike in the third. If the monsters get too close to you, you can use melee to push them back a bit.
- For the tag battle, use Reala and a fighting character, and just have Reala cast her best area spell (Burn Strike or Splash), and Heal you if you get hurt.

It's very unlikely you can beat any of the other ranks without ridiculous amounts of grinding, but if anyone has strategies for beating them at this point, let me know.

In any case, once you've done that (or not, if you don't feel like it), head to the harbor and talk to the captain. Choose the first choice to board the ship. When you get control of Kyle again, head out to the deck via the exit that's near the save point, and start to walk up the stairs. Continue to walk up and see the scene, after which Judas runs away. Go back down into the ship and take the stairs up right from the save point room, and exit out to the ship. Talk to Judas. After the scenes, you will be at the Snowfreer harbor.

+-----+  
| W16. SNOWFREER |  
+-----+

#### TREASURES

1. Broad Sword (pay 4000 to access the chest)
2. Rabbit Symbol (Go around the large house near the person running; it's kind of a hidden path. Search the boxes.)
3. Tuna (In a barrel in the house with the food shop)

#### RECIPES

Cabbage Roll -- Talk to the chef in the Inn

#### MONSTERS

Snow Field

-----  
Gaze Hound      Weak: Fire            Strong: Water  
                 Steal: -  
                 Drop: Meat (29%), Blade (1%)  
-----

-----  
Zagunal            Weak: Fire            Strong: Water  
                 Steal: -  
                 Drop: Cabbage (25%), Basinette (1%)  
-----

-----  
Snow                Weak: Fire            Strong: Water  
                 Steal: -  
                 Drop: Orange Gummy (34%), Apron Dress (1%)  
-----

-----  
Piyopiyo          Weak: Fire            Strong: Water  
                 Steal: -  
                 Drop: Egg (27%), Crest (1%)  
-----

Snow Forest  
Gaze Hound, Zagunal, Snow, Piyopiyo  
-----

Great Oak          Weak: Fire            Strong: Everything else (esp. Earth)  
                 Steal: -  
                 Drop: Mix Gummy (39%), Staff (1%)  
-----

-----  
Bigfoot            Weak: Fire            Strong: Water, Earth, Wind  
                 Steal: -  
                 Drop: Liquor Bottle (31%), Bulova (1%)  
-----

#### SKITS

After arriving in Snowfreer - 5

After leaving Snowfreer - 3  
  
-----

There's nothing that you're required to do in this town, so just leave and head out for Heidelberg after buying anything you need. Note that you can buy a Broad Sword in the next town for 3200, so you shouldn't pay the 4000 for it here.

NOTE: Once you enter Heidelberg, you will be unable to leave, and you won't be back to this time period until the end of the game. If you need to do anything (i.e. fight in the Arena, get the Moon Selector), do it now. Don't worry about the equipment in Heidelberg's shops; except for the Hide Mantle, it will all be available in the next town.

+-----+  
| W17. HEIDELBERG |  
+-----+

#### TREASURES

1. Apron Dress (in the changing room of the weapon/armor shop)
2. Mix Gummy (in a snowman near the food shop)
3. Cheese (in the castle, near the chef left of the first room)
4. Mix Gummy (in the room left of 3)

5. Meat (same room as 4)
6. Apple Gummy (hallway upper left from the first room)
7. Egg (room left of 6)
8. Orange Gummy (same room as 7)
9. Meat (go up from the first room, then lower left into the passage)
10. Life Bottle (same as 9)
11. Rune Bottle (upper left passage in second room)
12. Cabbage (same as 11)
13. Holy Symbol (room left of 12)
14. Twirling Stick (same as 13)

#### RECIPES

Jam Toast -- Chef in the Food Shop

TITLES (All of these can be gotten at the end of the game, so no rush now)

Wandering Kitchen Knife -- Talk to the chef in the castle with all 4 types of  
knife

Poor

Rich

#### SKITS

- After entering the town - 3
- After entering the castle - 2
- After the event with Elraine - 1
- After seeing Woodrow - 1
- After seeing the lenses - 1
- After leaving the storeroom - 1
- After talking to Woodrow - 2
- After meeting up with Reala - 3
- After the event with Reala starts - 2
- After the attack - 1

-----

Explore the town; buy whatever you need and stop by the museum if you want to see pictures of the Destiny people. Then head to the castle. After the scene, get all the treasures and then head to the throne room (keep going up the stairs in the central rooms). After the scene with Elraine, enter the throne room. After the talk with Woodrow, go into the room behind his throne. There will be a short scene in the lens room; go back out and try to leave the throne room for another conversation with Woodrow. After that, head down out of the throne room and towards the castle entrance to meet back up with Judas. After the next scene you'll be out in the town again; head back up towards the castle. When you near the castle there will be a conversation; after that, take the path to the right. You'll get a scene and then a movie.

After the movie, head back towards the castle, and after the quick scene, take the NE exit to a save spot.

```

+-----+
| W18. HEIDELBERG CASTLE (POST-ATTACK) |
+-----+

```

#### ENEMIES

Skeleton, Spectre, Blue Trip, Living Armor

```

-----
Skeleton      Weak: Fire, Light      Strong: Dark
              Steal: Rune Bottle (4%)
              Drop: Apple Gummy (31%), Blade (1%)
-----

```

-----  
Spectre            Weak: Light                    Strong: Dark  
Steal: Life Bottle (16%)  
Drop: Spectacles (31%), Staff (1%)  
-----

-----  
Blue Trip           Weak: Fire                    Strong: Water  
Steal: -  
Drop: Mix Gummy (29%), Life Bottle (16%)  
-----

-----  
Living Armor       Weak: Light                    Strong: Dark  
Steal: Lamellar (4%)  
Drop: Orange Gummy (25%), Lamellar (1%)  
-----

This is the first set of enemies that has stealable items. To steal, you have to set the "Item Steal" enchant (the last choice in the Armed Enchantment set) on Roni or Kyle's techs.

#### SKITS

After entering the castle (post-attack) - 1  
After a fight in the castle - 1

-----  
You can pay 100 gold to the man for HP/TP restore, and buy things from the other man.

Enter the castle, and there will be an automatic fight. After that, head up the stairs and cross the ladder over the gap for another forced fight. Go left to a hallway. After another forced fight, go to the end of the hall, and heal up in preparation for a boss fight (if you're playing the PSP version, save your game).

#### BOSS

-----  
Ose                    Weak: -                            Strong: Everything  
Steal: -  
Drop: -  
-----

-----  
Sabnock            Weak: Earth, Water            Strong: -  
Steal:  
Drop: Wind Shear (100%), Talisman (99%)  
-----

Ose (the panther thing) will almost always stay behind Sabnock, so there's almost no way to beat him before you beat Sabnock (he runs away after Sabnock goes down), especially since he has a ridiculous 700 defense. He will cast Aqua Spike, which you can avoid by running backwards, and Stone Zapper.

Sabnock has very high defense (400) and is hard to stagger, but is fairly weak against magic. Using good magic like Burn Strike to initiate combos with your fighters is a good strategy. As you reduce his HP he becomes capable of harder and harder hits, and when he gets below 25% he will start casting Negative Gate, and on Hard difficulty or higher he can chain Negative Gate from his attacks.

Keep him as far to the right of the battlefield as you can; this is especially

important when he's in Spirits Blaster. If you let him bunch up your guys on the left side of the screen he can quickly take everyone out.

After the fight, there will be a scene, and you'll find yourself out on the field near Aigrette.

```
+=====+
|                PART II - 10 Years In the Future                |
+=====+
```

```
+-----+
| W19. AIGRETTE/STRAYLIZE/AIGRETTE HARBOR/SHIP                    |
+-----+
```

#### RECIPES

Meat Loaf - Chef in Inn  
Napolitan - Chef in Aigrette Harbor

#### SKITS

On the field - 3  
After entering Aigrette - 1  
After the conversation in Aigrette - 1  
After the birth ceremony - 1  
After Nanaly joins the party - 4  
After leaving Aigrette - 1  
After boarding the ship - 1

-----

Head into Aigrette. Walk a little bit for a scene. Go into Straylize Temple, into the main building for another scene. Afterwards, go talk to the red-haired girl (Nanaly). Now exit the town and head for Aigrette Harbor. Once there, talk to the person in front of the ship and pay 480 for passage to Cherik. When you get control of Kyle, go up the stairs to the right of the save point and out on deck to meet Reala. You will then be in Cherik.

```
+-----+
| W20. CHERIK                                                    |
+-----+
```

#### TREASURES

1. Apple (North in the harbor screen, in a basket)
2. Tuna Gummy (?)
3. Apple Gummy (box south of food/item store)
4. All Divide (Exit the food/item store to the left and search the boat)
5. Rune Bottle (Pot on second floor of food/item store)

#### RECIPES

Seafood Curry - Chef in the house near the north exit (Pay 6850 gald)  
Fruit Juice - Chef in Inn

Note that you can create the recipes yourself rather than paying the money by choosing the final choice (the dash) in your cooking menu and picking the ingredients.

#### MONSTERS

Plains/Forest/Desert:

```
-----
Akubaba                Weak: Water        Strong: Fire
```

Steal: -  
Drop: Lemon (24%), Tunic (1%)

-----  
-----  
Cocadrill      Weak: Water      Strong: Fire  
Steal: Basilisk Scale (4%)  
Drop: Basilisk Scale (1%), Chain Mail (1%)

-----  
-----  
Desert Fly      Weak: Water      Strong: Fire  
Steal: Strawberry (28%)  
Drop: Kiwi (34%), Veil (1%)

-----  
-----  
Posion Tail      Weak: Water      Strong: Fire  
Steal: Panacea Bottle (44%)  
Drop: Panacea Bottle (28%), Armet (1%)

-----  
-----  
Manticore      Weak: Water      Strong: Fire  
Steal: Rune Bottle (4%)  
Drop: Life Bottle (18%), Wand (1%)

-----  
Shore:  
Akubaba, Cocadrill, Desert Fly

-----  
-----  
Clambon      Weak: Water      Strong: Fire  
Steal: Strawberry (55%)  
Drop: Strawberry (37%), Hunter Bow (1%)

-----  
-----  
Land Turtle      Weak: Fire      Strong: Water (plus slightly everything else)  
Steal: Broad Sword (4%)  
Drop: Mix Gummy (21%), Broad Sword (1%)

-----  
SKITS  
After arriving in Cherik - 8

-----  
Nothing required in Cherik, so buy what you need and head for Heat River, to the west. You can't get the world map chests behind the locked gate yet.

+-----+  
| W21. HEAT RIVER |  
+-----+

TREASURES

1. Hellfire
2. Mix Gummy
3. Dark Bottle
4. Apple Gummy
5. Cotton Kilt
6. Meat (3)
7. Potato (3)
8. Flare Mantle
9. Life Bottle
10. Orange Gummy

- 11. Butter (3)
- 12. Carrot (3)
- 13. Double Blade

#### MONSTERS

##### Manticore

-----  
Ignis Fatis      Weak: Water      Strong: Fire  
Steal: -  
Drop: Carrot (36%), Wand (1%)  
-----

-----  
Elder Dragon    Weak: -            Strong: Everything  
Steal: Meat (44%)  
Drop: Fatty Meat (34%), Saber (1%)  
-----

-----  
Ogre            Weak: Water      Strong: Fire  
Steal: Corsesca (4%)  
Drop: Butter (37%), Corsesca (1%)  
-----

-----  
Phoenix        Weak: Water      Strong: Fire  
Steal: Life Bottle (48%)  
Drop: Potato (33%), Hunter Bow (1%)  
-----

-----  
Wyvern        Weak: Water      Strong: Fire  
Steal: Fatty Meat (28%)  
Drop: Meat (37%), Veil (1%)  
-----

#### SKITS

- After entering Heat River - 1
- After seeing that the bridge is down - 3
- After fighting the boss - 2

-----  
  
Go up in the first screen to see that the bridge is submerged. Head up, then up again. Note that if you hit the spouts of water you take damage. On this screen, go up and around to the left side, grab the chest on the way (Hellfire), and go south, then go left and up.

On this screen, you have to be behind the rock pillars when the wave of fire comes across the screen or you take damage. Wait behind the first pillar until the wave comes, then run to the right and get the Mix Gummy in the chest, then run back to the pillar. Wait for another wave, then run north to the next pillar. After the next wave, take the left path, grab the Dark Bottle on the way up, then hide behind the pillar. Run to the left and up to get the Apple Gummy, then run back to the pillar, wait for another wave, and head up the slope to the next pillar. Wait for another wave, and run up to the next pillar. And once again, wait for another wave and run up to the next pillar.

After the next wave, take the down sloping path (south) and grab the Cotton Kilt, then run back. Now take the left path and fall down the hole you see. Get the three chests and save, then climb the rope back up (press circle on the rope; you might have to walk around a little bit to find the right spot).



Now head up, skip the slope, and get the chest. Go back down, up the slope, and then down for an Orange Gummy, then go to the top of the screen and save your game.

#### BOSS

-----  
Vepaul            Weak: -            Strong: Fire, Wind, Earth (slight)  
                  Steal: -  
                  Drop: Black Onyx (100%), Keserasera (100%)  
-----

It's hard to get a combo started because of the bubbles that come out. You can press guard the bubbles, and spell guard his flame strike -- a good strategy is to have Nanaly use Splash and then attack with Kyle when the boss is staggered; leaving Reala to heal. He tends to cast Volcanic Ray if you move away from him; if you can, run away from it, but likely he will cast it on Reala and she'll take damage.

Once you beat the boss, head down through the long area with the pillars (getting any treasures you missed). Note that you still have to deal with the heat waves. When you get back to the next screen, notice that the water is gone and you can go down the slope to the south. Once you get into the lower part, first go north and get the two chests. Then go south two screens, under the bridge, and get the chest. Then go back up, head up the slope, and make your way back around to the initial screen with the bridge, which you can now cross, and exit out to the field.

+-----+  
| W22. HOPETOWN |  
+-----+

#### TREASURES

1. Reverse Doll (on world map north of Heat River)
2. Lemon Gummy (around the crater on the other side of 1)
3. Hourglass (Shore on the south side, south of 2)
4. Hourglass (in Hopetown area with the shops; in the bars up the ladder)
5. Pine Gummy (Nanaly's house, drawers)
6. Quiz Book (Nanaly's house, chest)
7. Elixir (Inn/Food Shop, in back by the beds)

#### RECIPES

Steak

#### TITLES

- View screen chats for a Nanaly title

#### SKITS

Entering Hopetown - 1  
After getting Judas and Roni back - 3  
After finding Nanaly - 4  
After the event in Nanaly's house - 6

-----

Enter Hopetown, then go up and left to find Judas and Roni. After the scene, go back down near the entrance for another scene with Nanaly. Once that is over, go to Nanaly's house (on the north side of town) for another scene, then leave Hopetown and head north for Trash Mountain.

TREASURES

1. Basilisk Scale (Meat)
2. Miracle Gummy (Mix Gummy)
3. Tuna (Tuna Gummy)
4. Flare Mantle
5. Miso (Butter)
6. Paralyze Check (Poison Check)
7. Elixir (Hourglass)
8. Fame Face
9. Mesh Boots
10. Panacea Bottle (4)
11. Garland
12. Lettuce (3)
13. Bread (3)
14. Berselium (Spectacles)
15. Berselium (Spectacles)
16. Fish Pot Recipe
17. Meat
18. Lemon Gummy
19. Wedding Dress
20. Emerald Ring

MONSTERS

Akubaba, Desert Fly, Poison Tail, Manticore

-----  
Arachne            Weak: Fire        Strong: Earth  
                  Steal: Panacea Bottle (27%)  
                  Drop: Rune Bottle (4%), Battle Axe (1%)  
-----

-----  
Algernon           Weak: Fire, Wind    Strong: Earth, Water  
                  Steal: Cheese (22%)  
                  Drop: Meat (34%), Circlet (1%)  
-----

-----  
Gyaza              Weak: Light        Strong: Dark  
                  Steal: Iron Pot (16%)  
                  Drop: Potato (36%), Cross Helm (1%)  
-----

-----  
Sandworm           Weak: Wind        Strong: Earth  
                  Steal: Panacea Bottle (40%)  
                  Drop: Flare Bottle (22%), Kilt Armor (1%)  
-----

-----  
Howzel Egg         Weak: Light        Strong: Dark  
                  Steal: Rune Bottle (4%)  
                  Drop: Egg (32%), Scepter (1%)  
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Helter Skelter    Weak: Earth, Water, Fire, Wind    Strong: -  
                  Steal: Brigandine (4%)  
                  Drop: Butter (28%), Brigandine (1%)  
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Storm Rider        Weak: Earth        Strong: Wind

Steal: Mix Gummy (22%)  
Drop: Carrot (31%), Saber (1%)

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Meld Worm            Weak: Wind            Strong: Earth  
Steal: Lemon Gummy (19%)  
Drop: Apple Gummy (28%), Composite Bow (1%)  
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#### SKITS

After entering - 4

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The boxes on the ground in this place are like the ones in the Laguna Ruins; you push them into the machine and get the items. However, note that if the boxes contact the poison gas, the items inside will change to what is in parentheses (usually a worse item). If this happens, you can leave and re-enter the screen to try again. Make especially sure that you get the two Berseliums.

Anyway, on the first screen there are three boxes you can get; go down and there are three more boxes. You can get the box (Flare Mantle) inside the glass sphere by walking through the stone rubble. Get those and head down the stairs. Go left and save your game. In this room you have to pull the stone pieces aside so that you can go through, while avoiding the gas. There's a chest hidden among the stones, get that. Go up the stairs to the right first and get the chest, then go back and take the lower-left exit. Grab the chest, then continue on.

In this room, take the upper-right exit. This room has two sets of stairs; go up the left one first to get a chest, then come back down and take the right one. There are two chests here; grab them and then go up the stairs out to the surface again. On this screen there's a yellow box, go press circle on it to kick it below. Go up to the next screen, and kick the yellow box down here. Now guess what -- yeah, you have to backtrack all the way back to the beginning to get the contents of the boxes (it's well worth it, though).

When you finish that, come back and go in the door. In this room, there are three colored plates that have numerical values -- the red is 1, the green is 3, and the blue is 5. Each door has a number on it, and you have to light up the plates to make the total value equal to the number on the door. Once you open up a door, it will stay open even if you change the lit plates.

First, step on both plates and then go in the right door. Get the Fish Pot recipe. Step on the blue plate so that they're all lit, then go into the next door. Light only the green plate for the SE door and the chest, then light only the red plate for the NW chest. Light only the blue plate to move on to the NE. Green + blue gets you to the NW for the chest, then unlight all the plates to get the final chest and go through the exit.

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| W24. KALVIOLA HOLY PLACE |  
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#### TREASURES

1. Basilisk Scale (East and south of trash mountain, near the locked gate)
2. Pine Gummy (Same as 1)
3. Rune Bottle (on the east shore, around the middle)
4. Cow Knife (NE near the shore)

- 5. Elixir (North of Kalviola, go around the mountains on the east)
- 6. Life Bottle
- 7. Mix Gummy

MONSTERS

(Most of the previous monsters can show up here, as well as 4 new ones)

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 Cleric            Weak: Dark        Strong: Light  
                  Steal: Bullet (4%)  
                  Drop: Life Bottle (18%), Bullet (1%)  
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 Centurion        Weak: Earth, Water, Fire, Wind    Strong: -  
                  Steal: Cutlass (4%)  
                  Drop: Mix Gummy (24%), Cutlass (1%)  
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 Bashka           Weak: Earth, Water, Fire, Wind, Light    Strong: Dark  
                  Steal: Rune Bottle (4%)  
                  Drop: Orange Gummy (18%), War Hammer (1%)  
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 Monk             Weak: Dark        Strong: Light  
                  Steal: Flange Rod (4%)  
                  Drop: Holy Bottle (36%), Flange Rod (1%)  
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SKITS

- After entering Kalviola - 3
- After the forced fight - 1

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 Before going to Kalviola Holy Place, there are some treasure chests you can get on the world map -- you will not be able to return to this time period again so this your only chance (although there's nothing unique in them).

Once you're ready, go in the building. After the scene, head up the stairs to the save spot. Go down either staircase, it doesn't matter. Grab the two chests, then examine the center globe. Shoot it with the sorceror ring, and fight the monks that come down. Then go up through the door. After the scene, you will be back in Heidelberg.

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+=====+
|                PART III - Return to the Present                |
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|                PART IV - Altered Present                        |
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|                PART V - Age of Heaven and Earth War            |
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|                PART VI - 18 Years Ago                          |
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+=====+
|                PART VII - Present (Endgame)                    |
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## SIDEQUESTS

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### | S1. NOISCHTAT RACE |

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You can play this game by talking to the boy and girl in the center square of Noischtat. The game is not all that hard; you have a blue stamina bar that goes down when you run, and goes down more if you hold down circle to run faster. When it runs out, you can only walk. The course has 5 laps. Play the course a few times to get the hang of the path, and then I have this advice:

- Make sure at the beginning you don't lose time by running into the people.
- Don't make any mistakes with the path.
- Once you have a clear path, hold down the circle button and run for at least a lap or a lap and a half, then just run normally until you see someone closing in on you, then hold down circle again for 1/2 or 1 lap. You'll run out of stamina before the end, but you should have enough of a lead that you can win even walking.

The only prize for doing this is a title; you have to do it once with each character to get their title. There is no difference in speed or control depending on which character you use.

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### | S2. TALES QUIZZES |

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In Nanaly's house (10 years in the future, in Hopetown), you can pick up a quiz book. You can later add additional quizzes to it by finding other books throughout the game. If you complete the initial quiz with 10 right answers you get a title for Kyle, and if you complete all the quizzes with 10 right answers you get another title.

Unfortunately, the quiz is impossible if you don't know Japanese well. The questions are randomly selected from a rather large question bank, and you only have 10 seconds to read the question, read the answers, and select the right one.

If you can read Japanese, the quiz is still extremely difficult. Even if you have a list of all the questions and correct answers, you barely have enough time to consult it. Accordingly, I'm not going to bother listing questions and answers here -- the best way to pass the quiz is just to keep playing it over and over again until you learn the answers and get lucky with 10 questions you know.

Note that to get the second title, you have to complete all the quizzes on a single playthrough. Since you can't get the second Destiny 2 quiz book until your second playthrough, you don't have to bother with the other quizzes your first time through.

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