

The Legend of Heroes: Trails in the Sky the 3rd (Import) FAQ/Walkthrough

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Eiyuu Densetsu Sora no Kiseki The 3rd Spoile-Free Guide
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Version History

Version 1.00

- All Door Quests, all boss battles, missing only crafts, arts and other miscellaneous stuff.

Introduction

Hola todos, this is Urizen Andrade, mexican, I'm back with my second Sora no Kiseki guide, which in this case will cover the 3rd (the irony!).

Put together my desire to play the next installment of the Liberl trilogy, add an unfortunate case of Xsmas flu, tempered by the arrival of my copy of The Legend of Heroes - Sora no Kiseki the 3rd, and we have a good convalescence, not to mention, the chance to make this guide.

But enough of the boring, irrelevant stuff about the dude that makes the guide. Let's see what's going on about this game.

As anyone who might have read my previous SnK SC guide, or has played the only english-translated chapter of the saga, might know, Sora no Kiseki is a much desired franchise by the hardcore rpg community on American shores, and for those who cannot wait for XSEED games to make up their minds about bringing SC and the 3rd to the english reading audience, there is little in the way of options regarding both the games themselves and guides to help with the obscure stuff the programmers filled them with. So once again, here is an everyday, rpg-loving Joe like me who had both the luck to have the game, read a PASSABLE enough japanese, and have the desire and the time to write this FAQ/Walkthrough.

Now, many of those who have played this game, label it as the least interesting, on the story and mission/quest department. Not me.

First, because this game, the 3rd part of the (up to today) 5-parts Zemurian saga, is the conclusion of the Liberl trilogy of the Eiyuu Densetsu franchise. It is meant to close up all the loose ends of the stuff going in Liberl Kingdom, and lay the foundations for the Zero-Ao duo. Hence the lacking (only a bit).

However, even with the premise of bringing to a close the story of Liberl Kingdom and its events, the 3rd's plot is one that will keep you at the edge of your seat, and the battles are some rather good reason to play this game. This game is still a lot story/dialogue heavy, so if you can't read japanese well enough to understand (use an online dictionary), you'll be missing a good deal of the fun. But thankfully the characters (in their small portraits) are rather expressive, and the scenes are very well made, so it is possible to understand what is going on in general lines.

So nothing prevents those who want to play these awesome games from having a good time with the last part of the Liberl trilogy, Sora no Kiseki the 3rd.

So turn on your PSP/PC, load the game, and enjoy this guide.

Index

For easy navigation, ctrl + F then type/copy-paste the needed letters to take you where the info you seek is.

1. Battle System.....	[BSY]
2. Character Overview.....	[CHO]
3. Status Effects.....	[SEF]
4. General Strategies.....	[GST]
5. The Quests.....	[QST]
+ Prolouge.....	[CH0]
+ Chapter 1 - Land of Shadows.....	[CH1]
+ Chapter 2 - Royal Capital in Another World.....	[CH2]
+ Chapter 3 - Road of Gold, Road of Silver.....	[CH3]
+ Chapter 4 - Dark Stigma.....	[CH4]
+ Chapter 5 - Labyrinth of Light and Shadow.....	[CH5]
+ Chapter 6 - Trial of the Guardian.....	[CH6]
+ Chapter 7 - Group of the Distant Flame.....	[CH7]
+ Final Chapter - Where Someday I'll Arrive.....	[CHF]
6. Food Recipies.....	[FRC]
7. Character Crafts.....	[CHC]
8. Quartz.....	[QRZ]
9. Arts.....	[ART]
10. Equipment.....	[EQP]
11. Items.....	[ITM]
12. Q and A.....	[QAA]
13. Contact Info.....	[CIF]
14. Credits.....	[CRD]
15. Legal Stuff.....	[LEG]

1. Battle System [BSY]

This game is your classical turn-based action game...with a twist. The Legend of Heroes (Eiyuu Densetsu in japanese) franchise is sort-of a hybrid between a Turn-based RPG like Final Fantasy, using a "Turn Bar" where you can see who's turn is coming, friend and foe alike; and a TRPG like Final Fantasy Tactics (yes, I'm one of those FF fans) where the battlefield is composed by a square grid.

What this means in practice is that, upon engaging the enemy, your party will be located in a square grid where the battle takes place, and your characters will actually have to Walk towards the enemy to attack them.

Let's see what is going on when you engage an enemy in battle. For practical purposes, I'll discribe all the screen.

+Left side - Turn Bar

This blue bar is filled with small, square portraits of your 4 party members and all the enemies in the battlefield. The portrait at the top (surrounded by a yellow square) is the "current turn".

Next to the protraits will often appear small rectangles with simbols in them, which are "special bonus" that will occur to whoever falls on such turn (friend and foe alike).

Normally, the turn order cannot be changed, but this game's battle system has a way for you to mess with it in your favor. For more referrence, check the Hijack Command a few paragraphs below.

This are the bonus you'll encounter, including the new ones added for this game:

[! Mark]: Critical Strike - Effectiveness of Physical Attack, Attack and Recovery arts increases by 1.5.

[Yellow heart 10%] and [Yellow heart 50%]: Hp heal - Recover 10% or 50% of total Hp

[Blue heart 10%] and [Blue heart 50%]: Ep Charge - Recover 10% or 50% of total Ep

[Green heart 10] and [Green heart 50]: Cp Up - Gain 10 or 50 Cp

[Sword 10%] and [Sword 50%]: Strength Up - Str and Ats stats increase by 10% or 50%

[Red Cristal]: Sepith Up - Each hit given on this turn will make more sepiths fall.

[Small, sideways coin]: Item Get - Enemies killed in during this turn will give an item behind (character only). Rarity of item can be upped by equipping accessories and quartz with the Item Get bonus.

[Two Swords]: Rush - Character/enemy gets a turn immediatly after the one marked as rush (two turns in a row).

[Small Shield]: Guard - All attacks/arts do zero damage when performed during this turn.

[Red Skull]: Death - Instant death (100%) added to attacks done during this turn. Effect is blocked if target is resistant to instant death.

+Right side - Party Commands

The actions available to your party, on some situations (mostly due to status effects) one or more can be blacked out, which means that you cannot use those commands.

Your battle commands are:

1. [Sword]: Attack - Choose this one and a small area around your selected character will light up in blue squares, indicating how far the character can move (the Mov stat will determine how big this area is). Also, there is, at the edge of the blue-square area a red, transparent circle that indicates the range of the weapon of choice the character uses (indicated by the Rng stat). Guns, obviously, have the biggest Rng value.

You cannot attack anything beyond the red circle, meaning that if you choose and confirm a target, your character will move to the edge of his blue-square move area.

There are items and equipment that can increase both Mov and Rng stats, resulting in more blue square you can traverse, and a bigger red circle to target your enemy.

* Attack Command is blocked by the Seal status effect.

2. [Red Arrow]: Move - Summons the blue-square grid for you to move. You just change position, not attack. Useful to get away from enemy area and line attacks. You can also pass a turn if you choose move and select the square where your character is standing.

3. [Strange Clockwork]: Arts - This game's magic. Select this command, and a menu will open allowing you to choose which ar to use. Firts you'll find the

deffensive types (healing, buffing), then the offensive ones (debuffing and attacks).

After you select the desired one, you have to choose a target. A blue circle will surround on or several characters if it is a healing or buffing art. The more people inside the blue circle, the more allies benefit from its effects, and if you move the target, so does the a-o-e, which can result in someone not being healed/buffed, if s/he moves/is moved in some way before the art takes effect.

Offensive arts work in a simmlar fashion, with the difference that some arts are "unfocused". When you choose this arts (Aerial, Lost Möebius, for example), a red-square grid will appear over the battlefield, and you get to choose the "epicenter", or point of origin of the art, and all enemies inside will be affected by it. But if they move, they can avoid it in its entirety. Something simllar happens for line attacks.

Arts are generic, and depend soley on the Quartz equipped to the character. Also, Arts take Ep to use, so if you don't have enough for, say Air Strike (10 Ep), the art will be blacked out and unusable.

* Art Command is blocked by the Mute Status effect

4. [Sun]: Craft - A character's unique abilities. They take Cp to work, and are generally of the physical atribute. Crafts work in the same fashion as arts, some are target-fixed, with an a-o-e, and/or a targeting grid.

Likewise, they range from offensive to supportive.

Each character has also access to one or two S-crafts, which are special attacks that consume all Cp and generally do great damage/heal more than any other art or craft. You can only use them when you have either 100 or 200 Cp, with 200 making the crafts do a lot more damage. But don't think for a moment that you can use it when you have 100 to 199 Cp with the expectation of getting more damage for the extra Cp, it doesn't work that way, and you'll be wasting the Cp.

For those who played Trails in the Sky, things remain mostly the same, except for one thing: in this game the programmers added a nice new attack called Chain Craft. All playable characters have in their Craft menus (at the top) the ability to use Chain Crafts, which are essentially combo attacks using 2 Party members. At certain levels, your characters will gain the ability to include more people in the combo until all party members can participate in the beating. When you choose to use Chain crafts, you'll be prompted to select 2 or more characters who are within range (ther golden circle around the characters), and once you are satisfied with how many allies you want to deploy, select the enemy and do a lynch attempt. You should know that Each Character participating will be spending Cp. For a 2-people combo, it is 20Cp, for 3-people combo 30Cp and for a whole party gang-up 40Cp Each, so every one involved has to be able to afford the Chain Craft. Also, their next turns will be used, so you could as well be sending everyone to the bottom of the line in exchange of a good rush on the enemy. Chain crafts are rather good way to deliver good ammounts of damage to tough enemies, even at with the cost involved.

* Craft Command is blocked by the Seal status effect.

5. [Brown Bag]: Items - Classical RPG item menu where your tools, such as healing medicine and status removal stuff is found. If you are using an item on a party member, s/he has to be within the Move area of the character using the item for you to be able to use it.

6. [Round Blue Arrow]: Run - Battle not going your way? The enemy is too tough? Trying to go for a first strike but missed the enemy's back? Hit Run and...well run away, and live to fight another day.

+Bottom side - Party Status

The four portraits of the current party members.

Character protrait - Self explanatory. The expression will change according to how much Hp the character has.

Flashing Red Light - S-craft indicator. When you hit 100Cp it will light up and start flashing, meaning that you can use your S-craft or hijack a turn. At 200Cp it will have flames around, indicating that you are at "max power", making your S-craft do Critical damage (it is stackable with the Critical Strike turn bonus).

Also, anytime you press the Left or Right buttons without selecting a command first, you can choose to use the Trails in the Sky S-break hijacking system to gain an immediate chance to fire the S-craft at the enemy, regardless of the turn order.

You can also use the shortcut, by holding the Triangle button, and pressing one of the four directions on the D-pad corresponding to the available characters to use the S-break.

Yellow Bar - Hp counter. If it empties, the character is knocked unconscious.

Blue Bar - Ep counter. The fuel for your Arts. Empty bar equals no-cigar.

Green Bar - Cp counter. It is recharged by the hits you make and receive. If the enemy is on a lower level than you, you will only get 3Cp per hit. Use accessories like the Gladiator's Belt and Gladiator's Headband to gain more Cp per hit given/taken.

2. Character Overview [CHO]

Like its predecessor, Snk the 3rd allows for you to change party members anytime you wish whenever you are on the base, with the exception of Kevin and Reis for most of the game, and Joshua and Estelle on specific chapters. Stands to reason that you should take the chance to both level them up and pick whoever is the most appropriate for what's ahead. You will find, below their names, the Chapter when they join, and in what place are they found.

Now, there are several things to consider when building a party in this game:

+What the stats of a character mean:

Str: Physical Offensive power. How hard you hit with the character's weapon of choice

Def: How well you resist the enemies' claws, tongues, swords, guns, etc.

Ats: Art raw power. How damaging an art is in the hands of its caster, and how fast will said arcane blast be coming.

Atd: How much is a character affected when the enemy "arts back" at you

Spd: How frequent are the turns of a character

Dex: If he can hit a nail in the head, or can't get the broad end of an elephant

Agi: Enemy attacking you? Have high Agi and dodge him, have low Agi and get hit

Mov: Can you walk to the end of the battlefield? With a high value in this stat, you just might

Rng: How close you must be to present your lovin' caress to the enemy

Having this in mind, we shall set a rank for each stat with one * being bad and ***** being the best.

Also for better choosing of an efficient party, the characters will be noted

as a specific type, like fighter, art-user, etc. Be aware that many characters fall under several types, that can help you build a good party that can cover most areas. Next to the name, will come the Types, in order of Specialty, 2nd and 3rd most proficient types.

This are the types:

Balance: A character with no particular strengths or weaknesses that can cover all tasks in battle, though never excel in anyone.

Fighter: Offensive characters whose best attribute is brute strength, they are usually bad at arts and have poor defense against them.

Art-user: A Fighter's opposite. Most damage is done with arts, and are weak to physicals.

Gunner: Long-ranged characters whose weapons can hit far away in the battlefield, have in exchange poor Mov values.

Tank: Defense specialists (a classical in many games), who are generally slow, but can take a good beating. They often have the highest Hp and Def values.

Speed: Obvious. They are the best at...well speed. They are the ones who will get the most turns in battle, and their Mov values are the best.

Healer: In this game, characters that have a water-oriented quartz array, hence making them have all the water arts (which are where the heal arts are found).

Power: Someone who excels at crafts, meaning his/her crafts are the reason to include said person in the party.

Thus, these are the playable characters of Sora no Kiseki the 3rd:

1. Kevin Graham (Power, Gunner, Art-user)

Joins in Chapter: Prolouge, #The Airship Lusitania#

HP - ****

EP - ****

Str - ***

Def - ***

Ats - ****

Adf - **

Spd - ***

Dex - ****

Agi - **

Mov - **

Rng - *****

-Pros: A good combination of Hp, Ep, and Ats with more than adequate Dex. His Rng is superb.

-Cons: Average Str, Def and Spd, also, despite being an Art-user, he has poor Adf. Agi and move are what you'll expect of a Gunner.

Overview: The easy-going, green-haired padre is now the main character of the game, which in turn means he will be in the party for most of the game, except for a absentee in [CH5]. So learn to use him well.

This means to play to his advantages.

Kevin reunites perfect range with his bow gun, has better power than Oliver and Josette (though not as good as Tita); his Ats is gold, and while he will never equal Kloe, Julia and Shera, he can dish out some good damage with his arts. His quartz array is also very good, similar to that of Shera, but not restricted by element-specific slots, which in turn allows him to use nearly all arts of all elements.

His crafts are all incredibly useful. His 3 offensive ones are both damaging, and two of them inflict good, crippling status effects to the enemy; he can still recover Hp to groups and give an infuse of 40Cp to his three allies.

In the beginning, and until the chapter boss battle in [CH4], he will have only one S-craft, which casts Max Guard to all party members,

useful on occasions. But it is on the boss battle mentioned before that he gets his first offensive craft, a really damaging All-hitter. And he gets one last, ubber powerful all-hitting S-craft during the boss fight at the end of [CH7], making him a deadly combination when equipped with a Gladiator Belt. The only downsides of his offensive S-crafts are their element orientation, the first being time elemental, and the second space elemental, so if the enemies resist those elements (like those accursed Shining Poms) all that Cp they cost to fire will be wasted. Overall, a really well balanced character you will be glad he is in your party.

2. Reis Argent (Fighter, Power, Art-user)

Joins in Chapter: Prolouge, #Royal Capital Grancel#

HP - ****
EP - ***
Str - ****
Def - ***
Ats - ***
Adf - ***
Spd - **
Dex - **
Agi - **
Mov - ***
Rng - *** or ****

-Pros: A good offensive character that can help when arts are needed. Her Rng can become better with the right weapon equipped.

-Cons: Mostly average in the defensive, speed and hitting-dodging depts. You will need to equip quartz to fill in those gaps.

Overview: Kevin's nun heroine is a mostly physicaly oriented character. Her stats make her a good physical damage dealer early on, though when you get better weapons/quartz in the later chapters she can also include some arts in her arsenal. Her array is mostly for a balanced distribution of quartz, which won't give her much to choose from in terms of arts, but which will be useful in strenghten her at a reasonable sepith cost.

About her crafts, she may only have 3 normal crafts, but they are all very useful and can reach far away targets. And like Kevin, Reis can also heal Cp, only she sacrifices quantity over quality, able to recharge only one party member at a time.

At the begining, she won't have S-crafts, so she won't be able to perform S-breaks for at least [CH1]. It is at the end of [CH1] that she gets her S-craft, rather powerful, non-elemental and with a good a-o-e. She gets a second, even more powerful S-craft by the same boss fight at the end of [CH4] at the same time Kevin becomes unavailable.

Overall, a useful character that can dish out respectable damage. She will stay with the party for most of the game, except during [CH4], when she becomes absent.

3a. Tita Russel (Gunner, Power)

Joins in Chapter: Chapter 1, #The Circular Corridor#

HP - **
EP - **
Str - ****
Def - ***
Ats - ***
Adf - ***
Spd - **
Dex - ***
Agi - ***
Mov - **
Rng - ****

-Pros: Great Str and the Rng to apply it.

-Cons: Poor defense, slow and doesn't have that much Hp.

Overview: Bazooka-girl is back to bombard the enemy some more. She is the physical attacker of the guns department, having both a a-o-e with her bazooka shots and the power to make them do some serious blast. Regretfully, she remains rather weak to the enemy offesnive countermeasure, and won't wistand much of an assault if left alone, so keep her away of the enemy and she will do fine. Because of her quartz array, and also her stats orientation, she won't be using many offensive arts, though she is not shabby in that area and can squeeze that extra damage.

Craftwise, she remains the same as in previous games, having only 2 crafts, one of which is support-oriented (and very useful in a pinch). She gets a third normal craft to use anytime after Agate has joinded the party and a certain <Door of the Moon> subquest has been completed; and an interesting craft it is. She can summon, and ride, an Orbal Gear, which in turn changes her into a completely new character (see below).

Her S-crafts have also suffered no change, both not exactly powerful, but still possesing a good a-o-e and good damage potential.

A classical character that has gotten some new perks.

3b. Tita Russel (Tank, Power)

Joins in Chapter: Clear the second event of the first <Door of the Moon>

HP -

EP -

Str -

Def -

Ats -

Adf -

Spd -

Dex -

Agi -

Mov -

Rng -

-Pros:

-Cons:

Overview:

4. Julia Shwartz (Fighter, Art-user, Balance)

Joins in Chapter: Chapter 1, #The Circular Corridor - Arseille#

HP - ***

EP - ***

Str - ****

Def - ***

Ats - *****

Adf - ***

Spd - **

Dex - ***

Agi - **

Mov - ****

Rng - *

-Pros: Well balanced in Hp and Ep, good Str and superb Ats, rather decent Mov.

-Cons: Slow, prone to be hit often (low Agi) and one could argue about her Dex, but she tends to miss. She also has the lowest Rng, which is obvious since she uses the same type of weapon as Kloe.

Overview: An interesting character, and your first serious Art-user. Julia may not be as strong as Reis or Tita when she joins, but she is above Kevin, so she can fight in the front lines without much trouble. Her quartz array allow for access early on to powerful space arts like Lost Möebius, and she has the Ats to back the use of such arts, though

unfortunately not that much Ep, but since her array is space-oriented, she won't have issues with the EpCut quartz. Well upgraded, she is a truly good example of a Balance type, and can be taken without worries to the last boss of the game.

Craftwise, Julia is an offense-oriented Kloe. She has Kloe's art canceler move (only stronger), and while she can't bring down the enemy's Str and Def, she can in exchange bring up the party's Str and Spd (save for herself). She can also cast Max Guard without problems on the whole party, essentially making her a good support character.

Her only available S-craft has a large a-o-e and is non-elemental, so she can dish out good damage with it.

Overall, a very useful character, she makes a good partner for Tanks and Power types.

5. Muller Vander (Fighter, Power, Tank)

Joins in Chapter: Chapter 2, #Another World Grancel - Erebonian Embassy#

HP - ****

EP - **

Str - *****

Def - ****

Ats - *

Adf - ***

Spd - ***

Dex - ****

Agi - ***

Mov - ****

Rng - **

-Pros: Good for physicals due to his Str, second highest Def of the game, very good Dex and Mov values.

-Cons: He is a physical-oriented character, so he is useless in the art dept. Also, he is slow (at the beginning) and has poor Rng, so he must be close to the enemy.

Overview: Oliver's dog leash (hehehe) is a tougher version of Agate, not as fast as the red haired guy, but stronger and more resilient. Being an entirely physically-oriented character, Muller's quartz array should be filled with stuff to make him harder, stronger, faster (not Daft Punk style). You could tinker with the quartz configuration to grant him access to some of the most necessary buffs and put that meager Ep to use if you want.

However, where he really shines is with his crafts. All of them are offensive, and some even have added effects. Buff his Str and equip him with a Gladiator Belt/Headband and you can quickly do some serious damage with him.

His S-craft is one powerful blast that has the added bonus of clustering together the enemies within its a-o-e (like the Dark Matter+ space art), making them ready to be affected by other a-o-e attacks.

Muller is a dedicated physical damage dealer, extremely good for boss battles, where he can seriously cripple the enemies. He is also good to have around in normal circumstances, for few enemies throughout the game can withstand his strength.

6. Josette Capua (Gunner, Power, Art-user)

Joins in Chapter: Chapter 2, #Another World Grancel - Docks#

HP - ****

EP - ***

Str - ***

Def - ****

Ats - ***

Adf - **

Spd - **

Dex - ***

Agi - **

Mov - *

Rng - *****

-Pros: Good Rng, Def and Hp, so she can fire from afar and withstand what comes back at her.

-Cons: Rather slow, neither good nor bad at arts (more or less like Estelle), tends to miss if her Dex is not upped.

Overview: The game's fourth Gunner is, in the beginning not really that useful, since she is not physically powerful like Kevin and Tita, or has good handle of arts like Oliver and the padre. Plus she is slow and easy to hit. Also, her quartz array is earth-based, and similar to that of Estelle, so she won't have access to much arts.

So what reason would you have to include her in the party?

Her crafts, of course. She is the only other one, besides Kloe, that can bring down the enemy's Def, something extremely useful against bosses. She can also steal from the enemy, a good thing for those players with mira issues at the beginning, and can cancel arts as well.

Regarding her S-craft, she needs to gain access to it before she can use it (grrrr) by completing a sub-quest minigame inside the first <Door of the Sun>. But once she has it, she is the first one with an all-hitter S-craft, which happens to be non-elemental, so she can wipe out with ease those pesky Shining Poms.

In the end, Josette is not really that useful as a character, since there are others that can do what she can better and also add something to the mix. However, she is not a complete waste (in my opinion), since her support abilities are fundamental in order to be able to outfit the party without many monetary issues since, when assigned to the roll, she ups sepih acquisition by 30% (yeah baby!) and also makes it so that you earn items from every enemy defeated, which is a huge help to the party's economy. You'll forgive her 10% reduction in Def and have her as your support for most of the game...or at least until Renne joins the party.

7. Joshua Bright (Speed, Power, Art-user)

Joins in Chapter: Chapter 2, #Another World Grancel - Gran Arena#

HP - ****

EP - ***

Str - ****

Def - ***

Ats - ****

Adf - ***

Spd - *****

Dex - ***

Agi - ***

Mov - ****

Rng - *

-Pros: Spd, Str, Ats and Mov. A deadly combo. Period

-Cons: Same range as Kloe and Julia, a bit on the fragile side, and you'll need to up both his Dex and Agi.

Overview: Ah! Mr. Bright (now for sure). He is a personal favorite since back at FC. And who wouldn't like the lad? He is good at all that counts. He can hit hard, fast and far away. His quartz array may be a little funky and time based, but who cares! This black-haired super assassin can, and will use the powerful and damaging time arts such as Abyss Fall, Death Scream and (with tinkering) Calamity Blast, some of my personal favorites in terms of crowd control.

His crafts are all the more reason to want him in the party. All can inflict status effects, including two (Flicker and Evil Eye) that can AT Delay the enemy.

And he has 3, that's right THREE, S-crafts, two of which can insta-kill a good deal of enemies, being that both are all-hitters.

He is a jewel of a character that can do what is required, when is

required. Too bad there is only one of him.

8. Klose "Kloe" Rinz (Healer, Art-user, Speed)

Joins in Chapter: Chapter 2, #Another World Grancel - Sealed Area#

HP - ***

EP - *****

Str - ** or ***

Def - **

Ats - ***** (hell, she deserves ***** in here)

Adf - ***

Spd - ****

Dex - **

Agi - *

Mov - ****

Rng - *

-Pros: Ats. Period. She is THE most powerful art-user in the game, and is also quite fast and able to move far.

-Cons: Weak and frail. No changes there since FC. All that power with arts has to have a drawback. She will be often hit, and hit hard, also, her physical attacks have high chances of missing.

Overview: The no-longer-school-girl is the game's most dedicated healer. She may have one of those one-line quartz arrays, but it is water-oriented AND needs 3 quartz of the said element. That greatly restricts her chances to gain access to the nasty stuff. Though I'm not complaining. The little she has in terms of offensive arts (mostly water, time, Dark Matter and Assension) are murder in her hands. With the ultra-high Ats she has, even at the begining, Kloe will 1-hit most things she decides to use her arts on. She has the game's highest Ep value also, so she will find herself in no shortage of art power to spend.

Her crafts remain the same as she had in SnK SC: Str and Def lowering, and art canceling (sorry enemies, no art-revenge on her). Versatile, useful, deadly when combined with a hard-hitting Fighter/Power/Tank.

S-craft 1 is the always-loved Panic Button that will be a life saver in messy situations (like the Black Knight fight), and her S-craft 2 is a good a-o-e attack that can deal good damage, so she can join in a full 4-ways S-craft combo.

Very useful for most of the game thanks to her high Ats, though she is a permanent candidate for the DefUp earth quartz, which will in turn limit her already poor performance in the Str dept. But who cares! Just keep her apart from the main enemy party (her Str&Def Down craft is long-ranged) and watch her pick the enemies one by one with earth, water, time, space and mirage arts.

9. Zane Vathek (Tank, Fighter)

Joins in Chapter: Chapter 3, #Gold and Silver Road#

HP - *****

EP - *

Str - *****

Def - *****

Ats - *

Adf - ***

Spd - **

Dex - ***

Agi - ****

Mov - *****

Rng - *

-Pros: Call him 'Mr. Meatshield'. He has the Hp and Def to last long even under really heavy fire. He is also hard to hit despite the size and boy can he get far with thos big legs of him.

-Cons: Seems all that muscle is heavy, except in the brains. Sucks (badly)

in arts and is slow. Also, those big knuckle sandwiches don't get too far.
Overview: Together with Muller, Zane is the other (more efficient) meat shield of the party. Draw the enemy attention to him, and watch them try with great amusement to bring him to his knees (Cain Velazquez style). Just don't think for a moment that he can help with arts, 'cause he got zero, nihl. Use that weird-shaped quartz array to buff him up even more and up his Adf and Spd so he can serve those big tortas de nudillo to the enemy.

And with his crafts, which include a handy, individual Srt&Def upper, as well as Taunt, he'll become a gaint 'HIT ME!!' sign. Plus, he can help with some last-minute healing.

His three S-crafts are very good hitters, even if, at best, are only moderate a-o-es. But with good buffing, watch those numbers!

Zane is another classical RPG stereo type, and since I'm more of a fan of the 'best-defense-is-offense' method, he ain't one of my favorite character. But really useful when some serious tanking is concerned.

10. Oliver Lenheim (Gunner, Art-user)

Joins in Chapter: Chapter 3, #Gold and Silver Road#

HP - **

EP - *****

Str - ***

Def - **

Ats - *****

Adf - ****

Spd - **

Dex - ****

Agi - ***

Mov - *

Rng - ***** (or even ***** with Long Barrel III)

-Pros: Can hit everything in the battlefield with that Rng of his. Can have the second highest Ats after Julia.

-Cons: Slow, weak, and lacking in movility. His physical attacks won't come too often.

Overview: Oliver is back to be your main gun once more. Be it with his pistol or his arts, Mr. Lenheim is your sharpshooter. With one of the 3 one-line quartz arrays, he can have access to all types of arts (yippee!), and he has the Ep and Ats to back them. Unfortunately, it seems the programmers tunned down his Ats growth rate, so he will no longer be the awesome force he once was. But no matter, he is still as useful as ever for both support and all-out offensive.

His crafts are all very useful, particularly his art canceler, wich will never miss (at least it didn't for me).

Unfortunately, his 2 S-crafts, which both are a-o-es, aren't that powerful, and won't be doing much damage really.

In conclusion, Oliver remains a totally dedicated Art-user with access to all arts. Use him well, and nevermind his queer jokes.

11. Anelace Elfreed (Fighter, Power)

Joins in Chapter: Chapter 4, #Another World Le Locle - Waterways#

HP - ****

EP - ***

Str - ****

Def - ***

Ats - ***

Adf - ****

Spd - ***

Dex - ***

Agi - ***

Mov - ****

Rng - **

-Pros: Good physical attacker that won't have problems with arts either.

-Cons: Mostly average in everything else.

Overview: When you get her, Anelace will seem average to you, but there is a reason this fun-loving, cute-fetish, ice cream-addict girl is a Senior Bracer. She is one good, profficient physical damage dealer. Once you get her special sword (from a <Door of the Star>) it s finally her time to shine in the game. She will be doing some very good damage with it.

Her quartz array is air-oriented, so she can be useful for support fire, even if her Ats isn't that great.

The other area where she shines is with her crafts. She is, like Muller, purely offensive in nature, and is faster than him. You'll be using her a lot simply for the speed she can display, that coupled with her AT Delay craft means the enemy won't be getting a single turn while she can help it.

She has only one S-craft, which is a-o-e, and it is powerful enough. And useful against them Shining Poms whenever the little fellas appear.

In general, Anelace is a good Fighter complement to the party. Her only problems are that she relays heavily in Cp to do good damage, and once Richard joins the party, she gets eclipsed a bit.

12. Sherazard Harvey (Art-user, Balance)

Joins in Chapter: #Another World Le Locle - Forest#

HP - ***

EP - ****

Str - ***

Def - **

Ats - *****

Adf - ***

Spd - ***

Dex - ***

Agi - ***

Mov - ***

Rng - ***

-Pros: Powerful Art-user that can also help in other areas.

-Cons: Mostly silver medal elsewhere. Guess she had to match her hair color with something.

Overview: Lady SD and her whip are back, and it seems that what the programmers took from Oliver in terms of Ats they put it instead into Shera. She has the same type of quartz array than Kevin, but like Kloe she necessitates of 3 quartz of her native air element. That is not so bad, for some of the heavier hitters among the arts are included into the fire and air seccions. You could call her and 'offensive Kloe', for she will have access to all the stuff Kloe doesn't, and with careful placement of quartz, she can have access even to most of the top dogs like Calamity Blast and Shining Ring.

Where crafts are concerned, Sherazard is useful, though not that much really. She can cancel enemy arts, which always comes in handy, but her crafts ain't good sources of damage.

Her S-crafts are useful though. If you were to use her first one, which only hits one enemy, on the Big Shining Pom at the bottom of the Abyss, you will be reapping some serious loot if landed on a Sepith Up turn.

Her other S-craft, Judgement Card, is a bit random, though reliable as a damage dealer a-o-e.

Overall, not a bad character. She can help with physical attacks too, though never actually excel in them. She is though, the perfect partner for craft monsters like Agate, Richard or Muller.

13. Agate Crossner (Power, Fighter)

Joins in Chapter: #Another World Le Locle - Grimsel Fortress#

HP - ****
EP - **
Str - *****
Def - ***
Ats - ***
Adf - ***
Spd - ****
Dex - ****
Agi - ***
Mov - *****
Rng - **

-Pros: Str to hurt, and Spd and Mov to deliver it on a general basis. Also, passable as last-minute art-user.

-Cons: Average Def, Adf and poor Rng. Buff him.

Overview: My favorite means of delivering swift death to the enemy couldn't be missing from this game. Agate is the perfect physical damage dealer. He can also help with arts, but what he can do with his trademark Heavy Blade (also his nickname as Bracer) far outclasses what others can do with arts. Use the space in his quartz array to make his blade even deadlier, and since he is a natural for fire element, StrUp quartz will do wonders with him.

And those crafts of him...he has one of the best sets among the party. AT Delay (Spiral Edge). Long range, line attack art canceler (Dragna Edge). A-o-e knock back (Flame Smash), and my personal favorite and proud father of the El-Cheapo Tactic: Wild Rage, 150Cp recovery in exchange of 3/4ths of his Hp.

He has three S-crafts, but the only one you'll be using with religious regularity is Dragon Dive. Non-elemental all-hitter. Mix it with Wild Rage and no foe can stand in your way.

Together with Joshua, my other primary, must-have party member. When buffed, Agate is the single cheapest thing the programmers could put in the game. Put him in your party, buff him, Wild Rage him, and watch your foes fall like flies.

14. Estelle Bright (Balance, Power)

Joins in Chapter: #Another World Le Locle - Lodge#

HP - ***
EP - ***
Str - ****
Def - ****
Ats - ***
Adf - ****
Spd - ***
Dex - ***
Agi - ***
Mov - ****
Rng - ***

-Pros: Well balanced in every area, very good in Mov and Rng.

-Cons: Well balanced in every area, never to excel in one.

Overview: The Queen of Balance fighting is back with the hit-first ask-later approach. Need a good hitting companion for Agate? An arts sidekick for Kloe? Buffing? Good crafts? Reasonably fast? Estelle can be there. Her weapons are good, and have good Rng, her quartz array has no restrictions and is a two-liner, she is fast, she is tough, she is one versatile young lady.

And she also deserves the title of 'Queen of Morale'. That is her trademark move (and role in the game, btw). You'll be always using that craft immediatly once the battle commences to up the party's Str. She can hit far

away with Comet, deal with groups with Whirlwind, cancel arts with Hard Break. And even Taunt the enemies and have them converge on her, if that is your thing.

Her only downside are her 3 S-crafts, which all are single targets. It helps though that they recover her Hp a little too.

Estelle is no longer the heronine of the game, but that doesn't mean she won't be another of my favorite choices for party members. She really has no bad points worth noticing, and instead offers the whole package of what a Sora no Kiseki character can do.

15. Alan Richard (Fighter, Power, Art-user)

Joins in Chapter: Chapter 5, #The Brilliant Labyrinth#

HP - ****

EP - ***

Str - ****

Def - ***

Ats - ****

Adf - ***

Spd - ****

Dex - ****

Agi - ****

Mov - ***

Rng - **

-Pros: Fast, accurate, strong and powerful. Whether physicals or arts, he can do both at a more than decent speed.

-Cons: Doesn't have that much Ep for his arts, his Def and Adf are lacking in the beginning, and he can't move that far.

Overview: You thought Joshua was the only one to be blessed in many trades? Here comes the Colonel (and I call you that too! So deal with it!).

He is both strong and fast, so his physicals are useful.

He also has an adequate quartz array (fire based) to buff him up even more and make him a good extra art-user.

And of course, the Colonel shines really with his crafts. Art canceler, or single target, he can seriously hurt an enemy, and what's more, because of his speed, he can do it for 2 to 3 turns in a row! So he is one hell of a good candidate for that much-coveted Gladiator Belt.

His only drawback is that he lacks a bit on the defensive, but that's an easy fix with the right quartz/accessories equipped.

Another must-be-included in the party.

16. Renne (Art-user, Fighter, Balance)

Joins in Chapter: Chapter 5, #The Shadow Labyrinth#

HP - **

EP - ***

Str - ***

Def - **

Ats - ****

Adf - ***

Spd - ****

Dex - ****

Agi - **

Mov - ****

Rng - **

-Pros: Fast, well versed in arts, and will rarely miss.

-Cons: Like Tita, vulnerable and easy to hit. She also doesn't have that much Hp to withstand a full-scale onslaught.

Overview: Think of a mixture between Oliver (because of the art potential), Estelle (because of the crafts), and Tita (because of her weaknesses).

Renne will be able to hit with reasonable power, almost like Estelle, and she is moderately fast, so she will have many turns.

Like Oliver, she has a one-line quartz array, and she has no restrictions as to native element requirements, so she can, and will have access to all types of arts and elements (le jay!).

Her crafts are few, she only has two: one line-attack and the other is the Renne version of Estelle's Whirlwind, of somewhat smaller a-o-e. What makes her deadly is the fact that both crafts have a 20% instant death chance, and such value is stackable with any quartz that also provides the aforementioned effect. She IS nicknamed the Angel of Annihilation ;).

She is also endowed with two S-crafts, the first, Le Lanades is an a-o-e that can also cause instant death (figures). Her second S-craft she has to obtain first by completing a <Door of the Star> subquest in [CH6], but once completed, you have to watch an event at the base to gain access to Renne's gaint pink robot partner! When summoned in battle, Patter=Matter will fire his powerful shoulder cannons for an ultra-wide line attack (ouch!). She is one versatile character whose only weakness is her Tita-like frailty. But what would you expect? She is a little girl you big meany! Albeit a lil' brat with one big scythe, well-versed at arts, and with a gaint, cannon wielding bodyguard. She will never dissapoint you (except for her bratty personality).

3. Status Effects [SEF]

Like any good RPG, Snk SC has some status effects to make things more interesting in battle. Bad status are often equally inflicted by enemies to allies and viceversa. To check if an enemy is resitant to a status effect, select the enemy with the Attack command and hold down Square button, any icon that appears on the enemy's status screen means it is resitant. Good status are more often used by the party, though some enemies can use them on themselves too.

The Bad:

[Skull]: Poison - Gradually takes away health. Cure with Curia water art/Baamu Medicine

[Yellow Stars]: Knock-Out - Ally is incapacitated. Rise him/her with Seru water art/Celestial Balm

[ZZZZ]: Sleep: Cannot act until the ally is attacked. Cure with Curia water art/Riibe Medicine

[Lil' white thunders]: Seal - Cannot attack, use crafts and S-Crafts. Curia water art/Baamu Medicine

[Rock]: Stone - Cannot act in battle; KO if attacked. Cure with Curia water art/Soru Medicine

[Ice]: Freeze - Cannot act in battle; health is gradually taken away. Curia water art/Soru Medicine

[Red "!" mark]: Faint - Cannot act in one turn. Curia water art/Riibe Medicine

[Circle crossed by line]: Mute - Ally cannot use arts. Curia water art/Insulating Tape

[Spiral simbol]: Confuse - Ally will attack other allies or foes. Curia water art/Riibe Medicine

[Closed Eye]: Blind - DEX and AGL down. Curia water art/Baamu Medicine

[Yellow Arrow Down + Letters]: Stat Down - Str, Def, Ats, Atd, Spd, Dex, Agi and Move values go down. Remove with S-Tablet (character only)

[Fattened Face]: Enlarge - Afflicted characters' stats are halved. Only dissappears when KO or with Curia Balm/art.

[Black Body Siloutte]: Vanish - Target is removed from the battlefield for a few turns, and when s/he returns s/he will be drained of EP, Cp or both

(really nasty).

The Good:

[Black Cross]: Anger - Target(s) afflicted focus on one character. Caused by the Taunt craft.

[2 white circles]: Barrier - Next attack is blocked, then barrier disappears.

[Li'l Bird Flying]: Deathblow - Target is instantly killed.

[Blue Dot]: Arts Guard - Arts are blocked for one turn, then barrier disappears.

[Red Dot]: Craft Guard - Crafts are blocked for one turn, then barrier disappears.

[AT + Down Arrow]: AT Delay - Target's turn icon is moved down the Turn Bar.

[Brown Arrow Up + Letters]: Stat Up - A specific stat is buffed. Remove with S-tablet (character only).

4. General Strategies [GST]

First lets clear something: ALL this strategies are Guidelines, meaning that they can be completely disregarded if they don't suit your particular playstyle. They are meant to make a quick and efficient advance through the game, and nothing more.

*Contributions are welcome, if it hasn't been covered here

Base strategies:

- + When buying new items, prioritize on weapons.
- + When opening slots, begin with the cheapest (goes without saying)
- + Always open all the cheapest slots for your current characters at the same time, if you open one cheap and one expensive, you may not have enough sepiths to open slots for the other characters
- + When buying new quartz try to buy (if possible) 4 of EACH quartz to maximize the chance of making a flexible party
- + When upgrading quartz, sell the previous version (ex: you buy Attack2 and sell Attack1)
- + When trading sepiths, try to keep always a minimum amount of every kind
- + Always try trading the best-valued sepith and/or the type you have the most (mostly earth and water sepiths)

Dungeon Strategies:

- + Always approach enemies from behind. This game rewards backstabbers...I mean, stealth with preemtive strikes
- + Fight all the enemies in the field the first time you enter a new area, that way you can close lv gaps of your characters and take advantage of increased CP recovery
- + When enemies start to give experience in 1-digit quantities, feel free to run from every battle unless you want to earn sepiths
- + Wood chests always contain miscellaneous items
- + Red chests contain higher quality items (high%), quartz and all-type sepith caches (med%), and equipment (low%)
- + Be careful with the red chests, they can contain monsters, specially in later chapters/dungeons
- + Heal and save always before opening a red chest or changing a screen
- + Check the field thoroughly before proceeding to the next screen once you have eliminated all the enemies available
- + Always save before changing screens, in case you reach a story point. That

way you can restart if missed something, need to level up, or perform a quest.
+ Take the enemies' level as the "minimum level cap" for your characters, since as a rule, when you are on the same level as the enemy, it will give very little exp.

Battle strategies:

- + If you did not get a preemptive strike, immediately run with the first character available, except when facing enemies you absolutely know you can finish in the turns you have
- + Don't be overconfident, if you need to heal, do so, for any character that is knocked unconscious loses all CP accumulated.
- + When leveling up, or visiting an area for the first time, use crafts often
- + Only hijack turns (S-Break) when ABSOLUTELY necessary
- + When using arts, try to always use it first with the characters that have a naturally high EP count (Oliver, Sherazard, etc.)
- + When using offensive arts, try to target as many enemies/weakesses as possible
- + If an enemy has 100 in all four weaknesses, any art is useful
- + Use buffs with care, thinking always on the turn order
- + When using buffs, craft buffs often have area effects and activate on the same turn you choose them
- + Arts that grant more than one buff take priority (Zodiac)
- + Avoid using art debuffs, for aside of a few particular cases, they are a waste of time
- + When using area arts, try to include as many enemies in it as possible, even if they are not vulnerable to it, since for every hit you give, your CP will rise, regardless of damage done
- + When healing during boss battles, try to use items first, unless the art activates before the enemy's turn
- + Enemies that heal, or that cancel art execution take priority in boss battles
- + Physically weak characters like Klose (Kloe in the US) won't often finish an enemy, so plan ahead in case it happens

Other strategies:

- + Shinning Poms are found randomly as partners of specific enemies on the field.
- + When fighting Shining Poms, S-crafts are the only way to hurt them in this game.

The El-Cheapo Tactic: If you are having trouble killing these obnoxious but valuable critters, there is a sure-fire way to slaughter them in this game, namely Agate's Dragon Dive S-craft. As you know, the SPs are only vulnerable to S-crafts. That is quiet a costly method of killing them, but as it happens, Agate has one craft -Wild Rage- that can recharge 150Cp.

At first glance, it seems quiet an unreliable way to recover Cp, but with the help of the Tiaral water art, Tita's Vital Cannon craft and any other healing method, you can cirunvent this trait. All you got to do is:

1. Have Agate in your team
2. Find a Shining Pom
3. Hijack a turn with Agate and blast them with his Dragon Dive S-craft
4. Go engage in another fight and use his Wild Rage craft. You should get 100-150 Cp in exchange for your 70% hp.
5. Immediately heal Agate back to full health with a character that has the art/crafts mentioned before (Tiaral is your best bet)
6. Repeat from step 2. until the SPs give single-digit experience.

This is the best way to power-level in the game, and once you got the method down, the little fellas will be falling like flies.

Obviously, this tactic is a game-cracker, for no enemy can wistand a constant stream of DDs.

Coupled with Estelle's Morale/Ra Forte fire art and Kloe's Impose, most bosses can be brought down in a couple of minutes with this strategy. However, in Snk the 3rd, you will have to wait until right before the chapter boss of [CH4] in order to have access to Agate and his wondrous Craft combo.

5. The Quests [QST]

+++++
Prolouge [CH0]
+++++

...or "Introduction for those who've never played a Kiseki title".

#The Airship Lusitania#

The small dungeon you have to traverse in this chapter is both short, and straight forward. You should check all the available rooms for the treasures, medicines and Ep Chargers mostly. Don't worry of getting lost, for if you try to enter a room that you should not Kevin, and the NPCs will tell you so. When you reach your destination, check and activate all "!" marks by selecting the 1st choice. Avoid touching the "!" mark of the white sofa by the center of the room, for it will reset the others. Once activated, the shelf on the back of the room will move revealing an entrance. Enter and some scenes will take place.

After the introductory battle, retrace your steps to the room where you started. More scenes will unfold. Enjoy the Anime/CG intro of the game.

#Royal Capital Grancel#

Then, when all scenes are over, you will fight the boss of the chapter. Starting from this fight, Sister Ries Argent will join your party. She may not have an S-craft (why you...!) but she will make it up by being both reasonably fast and strong.

-Boss-

It's our friend the wimp from Snk SC! Together with a blue BCR (Big Chopper Robot, I can never remember its name), they will be your first boss.

The wimp will attack you with his machine gun, lay mines in the field that will explode after a turn, and lower your Def/Atd.

The blue BCR will fire its machine guns, launch missiles, fire its beam cannon and trample your party when it moves.

For this fight, Sister Reis should be the one attacking while Father Kevin keeps her healed with arts and items.

Dispose of that annoying wimp first, he is the weaker of the two. If you can hit both of them with either Kevin's or Reis' crafts, do so.

Once the wimp is down, switch to firing the religious couple's Assension mirage art, for the BCR is weak to it.

Overall, and easy fight (What did you expect?).

-Boss-

Some scens will take place, and the prolouge will end.

+++++
Chapter 1 Land of Shadows [CH1]
+++++

Kevin and Reis will wake up in a strange place called The Garden of Recluse. Examine all the "!" marks in this place, then return to the blue monolith in the center. Some scenes will unfold, and all your equipped quartz will break! (Mother...)

But do not worry, by checking the blue monolith from now on, you can recover

Hp/Ep, buy equipment, buy quartz and unlock the orbment slots for all characters. The tree on the east side is your Cooking Ingredient provider, and the glowing fountain on the west side will recover Cp of all characters to full every time you drink from it. Neat.

So, from now on, this place will be referred as "Base".

Once you've checked all, bought new weapons and quartz (refrain from unlocking slots for now), go to the northernmost place of the base and enter the blue teleport.

#The Circular Corridor#

This will be your first dungeon. It is rather straight forward, and with a map it is imposible to get lost.

Navigate this place until you come to a yellow teleport. Enter it and follow the path until you reach a platform with a small, glowing yellow jewel.

A scene will ensue, and you will find yourself back in the base, where a scene takes places.

Tita Russel joins your party. Que Bueno! (So Good!). Also, you will gain the hability to use the Guide Stone (that all-so-important story artifact) by holding Triangle and hitting the Down Arrow on the D-pad to enable warping back to the base! Yeah Baby!

With 3 party members you can now proceed past the strange blue barrier that banished during the last scene. Now you should continue until you encounter a strange Yellow door. This one is called the <Door of the Moon>.

#Chamber of the Moon#

Save before apporaching the door after the scene, for once you enter a boss battle will take place.

-Boss-

3 Round things are your opponents, and you must face them with Tita all alone.

Do not worry though, they are vulnerable to Blind, so fire her Smoke Cannon craft once to blind them, then proceed to attack them with normal attacks for the next 2 turns. Then repeat. With this method, their attacks won't be hitting you. Once they reach the 4000Hp (3500Hp is better to be on the safe side), fire Tita's Satellite Beam S-craft and get rid of them.

Should one survive, one more round of Tita's bazooka should finish him.

-Boss-

Some scenes will take place, so sit back and enjoy. Once done, you'll be back outside.

#The Circular Corridor#

You may want to use the Guide Stone to return to the base and heal. Also, the <Door of the Moon> will act as a secondary "warp point", meaning that you can return to this place by accessing the Guide Stone menu anytime from now on.

Proceed until you reach the second yellow teleporter. You'll arrive at a new area for more scenes. On this new place you will encounter, on a cross shaped platform, the small, field version of the blue monolith back at the base. Its function is the same, and it will also act as a warping point for when you use the Guide Stone. Upgrade your weapons and armors. If you need cash for it, trade 150 of both Space and Mirage sepiths, no more. This should ensure that you get enough mira.

On this cross-shaped platform there are four teleporters:

The one you came from.

One to the south of the blue monolith, blocked by a blue barrier.

One to the west surrounded by enemies

One to the east standing alone.

It would be better to visit the western teleporter first, since the enemies there and beyond give good amounts of sepiths for this point in the game, so that you can begin to upgrade the slots on your characters' orbments. At the end of the small sequence of teleporters (nothing complicated) you will find a red door with some treasures around. This is a <Door of the Sun>, which for now will remain inaccessible.

Backtrack to the blue monolith and head to through the eastern teleporter. it will take you to the place from where you can enter the Arseile.

The ship from Snk SC is empty of people, and some of the rooms are locked. For now, head to the lowest level, and enter the on-board lab, where a scene will take place.

Do as Tita suggests and check the Capel on the back of the room (the "!" mark) so as to be able to open the three locked doors of the ship and raid the treasures inside.

Your objective is the bridge, where another of those yellow jewels, called Stone Seals will be found. You'll have to return to the base with the Guide Stone.

#The Garden of Recluse#

A scene, then Julia Shwartz will join your party.

#The Circular Corridor#

You may want to return on foot to the blue monolith on the second section of the Circular Corridor, rather than warp there with the Guide Stone just so that Julia can level up a bit. It's your choice.

Either way, once back in the place of the blue monolith, you can get a scene if you visit the Arseile with Julia in your party; then proceed to the southern teleporter to move onto the 3rd section.

This one is one long path down until the next yellow teleporter, same as the next one. Get all the treasures and fight all the enemies, for once you reach the fifth sector you will find another blue monolith.

Save, go back to the base to fill your party's Cp, then when you're ready, proceed down the path beyond the blue monolith. The boss is here.

-Boss-

The boss, that thing inside the yellow sphere, is called Benuu. It comes accompanied by four upgraded versions of the stone statue enemies you've encounter on the way here. Dispose of them first with Soul Blur time art, they are a hindrance.

The boss will, in the mean time, rush at you trampling any ally in its path and using a drain Hp attack on oneparty member at a time.

Once the stone statues are gone, the real show begins.

Attack the boss with the Dark Matter space art, for it is weak to space element. By now, and if you took the time to get them quartz, all characters will have access to it, so fire away.

The boss will undergo a small change (getting rid of its yellow barrier) once its Hp is down. It will regenerate back to full and upgrade its Def status. Keep the assault until it undergoes a second change/refilling its Hp to full. By this point it will be unleashing every 2 turns an all-battle field attack. It takes one turn to charge, and you cannot cancel it, so instead switch to the defensive and use Tita's Vital Cannon craft to regain the Hp you loose to the blasts. Reis and Julia should bring matters close to the boss with physicals, Julia using her craft to increase both Spd and Str for Reis. Kevin will keep the Dark Matters coming and recharging his own Ep when needed. If, for some reason Dark Matter is unavailable for him, both Soul Blur (time) and Assension (mirage) are effective alternatives. Keep the party healed and you should have no trouble in bringing this last chunk of Hp to 0.

-Boss-

Story scenes time! Reis gets her S-craft (good, now you don't have to die), then the chapter comes to an end.

++++
Chapter 2 Royal Capital in Another World [CH2]
++++

Once you regain control of your party, return to the place you fought the boss either by foot or by the Guide Stone and proceed to the new teleporter you will find at the end of the path.

#Another World Grancel#

Yes, you are back (sort of) in Grancel, which will now be another dungeon full of enemies. Next to the entrance and the teleporter there is the mandatory blue monolith to make it easier to return. Check the new weapons, armors and quartz. Remember: for now it is useful to sell space and mirage sepiths in quantities of 150 if you need mira to buy new tools. One sale will give you about 4000 mira, more than enough to upgrade your weapons and still get new quartz. If you have the sepiths, upgrade everyone's slots to lv2, if not, prioritize on those of Kevin and Julia, who are your best art users for the time being.

For now you must go, as Julia suggests, to Grancel Castle. Check the other buildings in the main street to get some treasures (particularly a new rapier for Julia which should save you some mira). Of special notice are the <Door of the Moon> and <Door of the Sun> located in the 3rd floor of the Bracer's Guild (moon) and the Fishing Society (sun). You can't enter either one yet, but it helps to have them counted on the Guide Stone menu.

On the screen of the castle's entrance you will find a new type of door, the <Door of the Star>, which is also locked for the moment. Approach the castle gate for a sub-boss.

-Sub-boss-

The objective is the big, golden knight. He comes with a troop of 8, yes eight smaller white knights. They are all weak to time arts, but since you wouldn't have group attacks like White Gehena or Abyss Fall yet, crafts are your best bet.

Julia should immediately use her craft to up Str and Spd. Reis fire her line attack, Tita uses Smoke Cannon, and Kevin his area craft. With luck, most of the knights will be Blinded by the Smoke Cannon, giving you some time to thin their lines. Watch out for the gold knight's trample charge, for it will still hit your party members even when Blinded. Keep firing crafts until only 1 or 2 of the white knights remain, moment when you can turn a good barrage of Soul Blurs to the gold knight. Should you need healing, Tita's Vital Cannon is more than enough.

-Sub-boss-

After the fight there will be a scene, and a barrier on Grancel's south sector will vanish giving you access to the eastern sector, your next goal. Here, your primary objective is the Erebonian Embassy on the north of the sector. Enter through the open door and a battle will take place.

-Sub-boss-

6 assassin knights will greet you. They all have an attack with instant death probability, and Blind has no effect, so you should lay on them with crafts again. They are weaker than the gold knight of the castle gate, so you can finish them off before they use their assassin technique.

-Sub-boss-

Raid the treasures in the Embassy, and collect the Seal Stone on the library. Guide Stone back to the base.

#The Garden of Recluse#

Use the Seal Stone on the blue monolith, and Muller Vander will join your party.

From this point on, you can switch characters whenever in the base by holding Triangle and pressing L button.

Also, you get access to the Limit ability.

#Another World Grancel#

Back in the Royal Capital, it is dusk now, which means that the gold knights are normal enemies, and some times come together with the assassin knights. More exp for you. This would be a good time to visit the <Door of the Star> on the castle entrance screen.

#Chamber of the Star#

Save before approaching it. You must have both Julia and Muller on your party to enter this door. Once inside, some scenes will take place, then a battle between both characters.

-Boss-

This is the reason to save. Muller is one tough cracker when fighting with Julia alone.

You will immediatly notice that Julia has a different set of arts, and a lower level! This is bad, for you have no way whatsoever to lessen Muller's attacks. Plus, if you cast an art and it doesn't fire on the next immediate turn, Muller will cancel it.

Add to that how damaging his attacks are, and this will be one hell of a long fight.

So, to beat him (loosing yields Game Over) you need to keep a balance.

Muller's attacks are:

A sword slash combo (this is his normal attack).

A circular slash (just as damaging as his normal).

An improved sword slash combo (hits hard, around 2000-2500Hp).

An art-canceler move (he only does this if you use an art).

And his S-craft (5300Hp of damage).

For this reason, you should never let Julia's Hp get below 5300Hp, or she is toast. Luckily, Muller's S-craft doesn't come that often, so you have some breathing room.

On your side, you must use Julia's S-craft on the spot, so coming to this fight with 200Cp is a must. That should chop 2300Hp or so from Muller's 17000Hp. If he fired his S-craft on his first turn, quickly use Julia's Tiaral on the next turn, even if he cancels it, for you have the guarantee that his art-canceler does no damage. Once healed, attack him for 2 or 3 turns with normals to recover some Cp. You gain about 20Cp for each attack, so with 2 and one of Muller's attacks you should get back enough for firing two offensive crafts.

If you need to, Julia also has 2 Tiara Balms in her person, they should also help.

Try your best to recover at least 100Cp for another S-craft, for once Muller crosses the 1/3Hp remaining mark he will surely fire his S-craft.

Bring him to the vicinity of the 2300Hp and use Julia's S-craft to finish this hellish fight.

-Boss-

#Another World Grancel#

Back from the ass-kicking fiesta, go to the West District to proceed with the story.

In here, enter Grancel Cathedral, go to the room to the left of the entrance and climb the stairs.

Another <Door of the Star> is waiting for you.

#Chamber of the Star#

Some story segment about a White Pillar, a battle somewhere, and a Stake. No battle involved.

#Another World Grancel#

Get out of the church and go to the docks, where another familiar ship, the Lynx is waiting. You can't enter now, so proceed to the second screen of this place. You must go to the only warehouse you can enter (those who played SnK SC will know this place). Inside there is a battle (craft the enemies to death) and you'll get the key to the Lynx. Return there and enter. In the bridge of the ship you'll find the Seal Stone you were looking for. Back to the base.

#The Graden of Recluse#

Josette Capua comes out of the Stone. She doesn't have an S-craft (what's with women these days...sheesh!). Now that you have her, there are some things you can do. First, include her in your party and go to the <Door of the Sun> in the Circular Corridor.

#Chamber of the Sun#

Red doors such as this contain (aside from the expected story segment) a mini-game. This one involves Ms. Capua. What you have to do on this mini-game is shoot down the incoming enemies with that minigun you got. Just aim and fire, nothing complicated, but keep an eye on the orange line next to the target cursor, it will empty when you hold the Circle button, and fill up when you release it. Finish this minigame to earn Josette's S-craft.

#Another World Grancel#

Once you feel like proceeding, you must go to the Gran Arena on the East District. Inside, you can only open the door to the east hallway, and in said hallway, you can only enter the waiting room and climb the stairs. Inside the east waiting room there is another <Door of the Sun>, which you can't access yet. So go through the stairs to cross over to the west hallway and the west waiting room. There is a blue monolith, so heal and save, you know what is coming.

Before proceeding to the arena, hold Triangle and press R to bring the Limit menu. If Muller is not in your party, make him your support for the added bonus.

There are three battles in a row waiting for you, the first two against normal enemies: Aian Knights and Kaisers, accompanied by Banshees and Grimoires. The third battle is a boss.

-Boss-

This humungous minotaur knight, called Dark Bringer, comes accompanied by 4 Scar Faces, the red, flaming skulls that explode when defeated. And the big fella has the power to summon more. Also he can:

Swing down one of his giant blades on one character for good damage.

Swing Both swords (after charging) on a group of chs for great damage And Def Down (damn!).

Trample people when he walks.

You should spread your party in two groups to give the Dark Bringer less targets. Kevin should be on healing duty, while Julia ups Str/Spd for the party, uses Soul Blur or a stronger time art and cancels his Dual Swing when needed. Tita is also a healer for this fight, while Muller gets at him with his crafts. Josette should be art user, since for now her gun will be

of little use. Ries attacks first with Soul Blur or with her crafts (whatever hits harder).

With a determined assault and good healing, and keeping Str and Spd up, he will fall soon.

-Boss-

The boss caughts a Seal Stone, so back to the base.

#The Garden of Recluse#

This Seal Stone bring to your party non other that Joshua Bright! Joshua fans should rejoice.

#Another World Grancel#

It is time to enter the castle. If she is not in your party, Kevin will say to bring Julia with you, so go back and get her. Also, from this point on, and if you don't use her in your party, put Josette as Support with the Limit menu. She may reduce a bit your party's Def, but in exchange she ups the ammount of sepiths you get. So when not fighting a boss, have her as support to earn good sepiths, for you are going to need them.

Inside the castle, there is a blue monolith. You should explore it and loot any treasure you find, and you will encounter another <Door of the Star> on the gardens above close to the stairs when you enter. Your goal is are the royal apartments and the queen's bedroom. On the balcony at the back of the bedroom a scene will take place, and you'll get the key to the Sealed Area.

SnK FC players will know where to go, but for the rest, return to the castle's basement and head west until you reach the door with the carvings. Use the key there and proceed down the elevator. Unlike the first game, this time there is no looong dungeon to traverse, only another elevator, then a blue monolith, and the boss.

-Boss-

Another giant thing called Rostrum (or something, it is hard to figure) with its four allies it can respawn.

The big monster will:

Do the trampling thing when moving around.

Swinging a mace on a poor party member's head.

Charging its special attack.

You can cancel his special. Dispose of its helpers first, then up Str/Spd with Julia, she should use Dark Matter mostly and cancel the special.

Reis and Kevin should fire crafts at him and Dark Matter if they have it.

Tita heals, Muller uses crafts. Josette should bring down the boss' Def with her craft then use arts. Joshua fires at him with both arts and crafts.

This is another big but easy enemy, and should not give you much trouble.

-Boss-

Some scenes and you get the Seal Stone and the end of the chapter.

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Chapter 3 Road of Gold, Road of Silver [CH3]
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#The Garden of Recluse#

Kloe and her gyrafalcon Seig join your party. She shares weapons with Julia.

#Another World Grancel#

With both Kloe and Joshua in your party, return to the <Door of the Star> found in the castle gardens.

#Chamber of the Star#

You will be on the gardens of the castle for a few scenes, then you will gain control of Joshua. Speak to everyone of the characters. I'm not sure but the ones you have to talk to are:

Colonel Richard

Tita

Agate

Prof. Russel

Mayor Clauss

Serazard

Oliver

Cassius Bright

Kevin

Anelace

Dorn and Kir Capua

Estelle and Josette

Dorothy

Nial and Kloe

Queen Alicia

The order does not matter. Once you have talked to everyone, there will be a scene between Joshua and Kloe, and this segment will be at its end.

#Another World Grancel#

Use the Guide Stone or go there by yourself, but your goal is now the place in the Sealed Area where you fought the boss of the chapter and the teleporter that appeared there.

#Gold and Silver Road#

Once you proceed through the teleporter, there will be a scene, and the blue monolith will activate. For this chapter, which is a short one btw, you have to split your allies in two parties, one to take the Silver Road and the other the Gold Road. For this reason it is imperative that you have enough sepiths to give the AttackUp3 fire quartz to all your fighters (especially Ries and Joshua) and as many EpCut3 and Ep3 as you can get. If they are too expensive for you at this time, settle for the lv2 quartz, but the lv3 AttackUp and DefenseUp take priority. Also, outfit your All (yes, all) characters with the most powerful weapons, armors and boots you can buy at this point. This chapter/dungeon may be short, but the enemies are strong. If you have all this stuff reaching the bosses won't be that frustrating. You may have to do a few rounds through Another World Grancel to be able to fund all this, but it is worth it, since once you enter the Gold and Silver Roads you can't go back.

Once you are ready, approach the blue monolith before the doors and choose the top option to proceed.

You'll be prompted to assemble Kevin's and Ries' parties.

These are only suggested party configurations based on the weapons you can find in each road:

Kevin's party: Josette and Muller

Ries' party: Joshua and Tita

Kloe and Julia can fit just fine in any group, but to make an upcoming boss easier, put Julia in Reis's party.

Your teams ready, each one will enter the doors and you can choose which

Road to do first.

#The Gold Road#

Kevin's side is the easier one, and affords some good items and nice caches of sepiths that can benefit Reis's side. After an introductory battle, you can explore the Gold Road at your pleasure. This place has only 3 screens, being the 1st the longest. Close to the end of the 1st screen there is a detour to a <Door of the Star> you can't open yet. At the end of the second screen, there is a blue monolith, which clues you as to what comes next. Advance to the wide open space in the third screen and the boss will meet you. Wear both Seal and Mute protection.

-Boss-

You'll fight a Reis clone that comes with 4 Mirror enemies, 2 red and 2 blue. The red mirrors are vulnerable to physicals and reflect back all arts cast at them, and the blue ones reflect physicals and take damages only from arts.

Reis is just like your team mate, so you should know pretty much what she can do.

The mirrors have only 2 attacks:

A lighting on one character.

And a beam (line) that can inflict either Seal or Mute (depending on the mirror)

Have Muller pound on the red mirrors until they fall, taking care to move away when they start charging their line attack. If you can, cancel it with Kloe. Josette should help Muller by inflicting Def down to the red mirrors. Kevin and Kloe should focus on bringing down the blue ones with arts.

You can ignore the Reis clone until you finish off the mirrors, her damage is not that great. Once they are gone, gang her up (that sounds nasty, bad brain!). She will recover her Hp to full when you knock her down. Once you get her Hp to 0 for a second time, she will transform into a Grimoire enemy, which should fall to the first attack you land on it.

Overall, this is an easy fight.

-Boss-

You get some scenes and a Seal Stone. This concludes this half of the dungeon.

#Silver Road#

This one is a bit more complicated, because some of the enemies can cast the Dis Scream time art with their dying breath, so be ready to revive your characters if they fall to its instant death status. Like the other one, the Silver Road has only 3 screens, a <Door of the Moon> at the end of the 1st, the blue monolith at the end of the second.

When you reach the monolith, spend the well earned sepiths you got from both roads to fund any missing DefUp quartz and buy protection to the Faint and DeathBlow status effects. You should equip them on all characters. They are imperative. Once ready, proceed to the boss.

-Boss-

The Kevin clone and his 5 allies are the exact opposite of the Reis clone. This is one hell of a fight you will be redoing several times.

You see, those five black chariots with a skull happen to have an attack that can obliterate an ally in one shot. Also, they can do a trample rush that can inflict instant death to any one it touches and is unprotected against it. And their normal attack (as well as the four shot killer) can inflict Faint. Add to that the fact that both the chariots and the Kevin clone are fast, and you get a handful of a battle...

...but what reeeally turns this from merely hard to downright frustrating is the clone himself.

This is what the green-haired bastard can do:
Always, on his opening turn, he will cast the Max Guard status on EVERYONE!
...and you need 2 (thats right TWO) attacks to remove it.
Second, he will do the arrow thing to the chariots to recover their Cp;
as far as I can tell, that only moves them, with all probability from the
area of effect of your attacks (damn you!).
And the cherry of the cake - he can heal them all for about 2500Hp!
That is why this fight is so frustrating.
So how to beat them?
First, before approaching the fight, you must configure all characters
S-crafts. Choose (if they have them) their most damaging ones, an also with
the biggest possible a-o-e.
When the fight begins, press the four shortcut buttons so the S-crafts come
one after another, and target the three chariots of the center. Four S-crafts
in a row will kill them without trouble, and probably leave the Kevin clone
either in the red zone or on his 2nd Hp bar. He will still cast Max Guard
on himself and the 2 remaining chariots, and the chariots will kill two
party members with all probability, but now they will have less turns to
torture you. If Joshua is either one of the survivors or he wistood the
blasting (hope for the second), he should fire White Gehena time art in
the case of the first scenario, or Double Slash in the case of the second.
Either way, since he is the fastest, his job is to remove the Max Guard from
the three remaining enemies. The others should revive the fallen, preferably
with more than 3000Hp to ensure they can survive the normal attacks of the
chariots, then proceed to cure them. Once they are back on their feet, they
should fire Hell Gate, White Gehena or Soul Blur, whichever time art they
have, on the chariots 'till they die. Once the chariots are gone, give
your undivided attention and brutality to the clone. He won't last long.
If you manage to come out of the first few rounds, you can win this fight.
-Boss-
Scenes, Seal Stone, end of chapter.
Oh! and the party is reunited.

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Chapter 4 Dark Stigma [CH4]
+++++

#The Garden of Recluse#

Some scenes, Oliver Lenheim and Zane Vathek join your party. Also, Reis
leaves for a while, so you can't use her.

#Another World Grancel#

Now that Zane is with you, bring him and Oliver to the <Door of the Sun>
located in the Gran Arena on the eastern waiting room. Wear Blind protection.

#The Chamber of the Sun#

This place is sort of like a coloseum. You can only enter it if Zane is in
your party, but once inside, you have to fight 3 consecutive battles.

First round is against 2 Sword Bodyguards an 6 Machine gun Bodyguards.

-Battle 1-

Only the SBs (jajajaja!) are vulnerable to AT Delay, so Flicker them to
preserve Cp. Zane's Smite craft can put the target in confuse status, thus
making it a helper. Kevin and Oliver should blast them with either Dark
Matter or area arts, and Kevin should use his area craft on them when they
are clustered together. To make things faster, up Zane's Def, cast Taunt
on them, and watch them converge on our meat-shield.

-Battle 1-

Second round is against 10 Monster Sheeps, 1 black, 1 grey and 8 white.

-Battle 2-

Taunt them with Zane, then proceed to bake them with Spiral Flare. Joshua can cast Evil Eye and Flicker to ensure they won't be getting many turns.

-Battle 2-

Round three is against our favorite wimp riding his blue Orbal Gear, and his 2 robotic bodyguards.

-Battle 3-

All resist AT Delay, so instead send both Zane and Joshua to kill one bodyguard at a time. Their missile attack is a-o-e and can inflict Blind. Fight them with Double Slash (Mr. Bright) and Smite (the Bear). Kevin and Oliver should separate from where they are and cast healing arts and Ra Forte on your fighters to help them beat the enemies faster. Watch out for the wimp's charging attack, a gaint beam that inflicts Def Down. Once the bodyguards are gone do the usual with the blue-haired punching bag.

-Battle 3-

#Gold and Silver Road#

Go to the Gold Road's first screen, close to the exit bring Zane to the <Door of the Star>

#Chamber of the Star#

A simple story event with Zane involved for some easy mira.

#Gold and Silver Road#

Return to the last blue monolith of the place and move on to the next teleporter.

#Another World Le Locle#

This place should bring memories to those who played SnK SC. Enter the building after the scenes and activate the blue monolith and loot the building. Upgrade your quartz, weapons and armor if you have enough mira/sepiths, then go to the exit. A map screen will appear, with your next location in it. Select it when prompted.

#Another World Le Locle - Balthasar Waterways#

Navigate your path through these lava-filled waterways (ironic). There are two types of levers in this place:
Type A you can pull in 2 directions. Be sure to pull it in both directions at least once, all levers (save the 1st) will make a treasure appear.
Type B can only be pulled in one direction.

On the second screen you'll find 2 Type A levers, one controls 2 bridges and the other a bridge and a treasure. Inside said treasure there is a pair of special boots that reduce the damage from "damage floors" to 1/4, in exchange of lowering Spd, Def, Agi, Move and Dex (dude!). They will come in handy soon.

This screen has 2 exits, North and East. Go through East first. In here you'll find a Type B lever that lowers the lava level so you can walk in it. Now you know what those shoes are for. Another Type A lever will make appear another chest with another pair of shoes for another character. Raid this place and get all the treasures before returning to the previous screen and heading through the North exit.

On the next screen is the last 2 pairs of shoes for the remaining characters to wear. With those you can navigate the lava to where the <Door of the Star> is. You can't enter now (big surprise), so instead search for the

only exit in this room that leads to the last screen of this place.

There is the blue monolith, and the boss.

-Boss-

This boss is a Grimoire transformed into Anelace, who is primarily a physical attacker. She comes together with 2 blue werewolves.

They are an easy bunch, not like those of the Silver Road (shivers).

Focus first on the werewolves, targeting one at a time. Save one of Anelace's attacks, which is a-o-e, all the enemies' attacks are single-target.

The wolves are weak to mirage, so fire Assension on them 'till they fall.

If you opt for the physical approach, be sure to up the party's Str, and neither the werewolves nor Anelace will last long.

-Boss-

After the battle you get the mandatory Seal Stone.

Don't forget the treasure at the back of the room.

#The Garden of Recluse#

Guess who you get from the Seal Stone? Anelace Elfread. She may be a bit weak at this point, barely on par with Josette in terms of Str (crap!), so we will fix it.

#Another World Le Locle - Balthasar Waterways#

Return to the place on the screen before the boss where the <Door of the Star> is with Anelace in your party. Save before hand.

#Chamber of the Star#

After some interesting scenes, you will have to fight a one-on-one duel between Anelace and Alan Richard.

-Boss-

That old classic song from the Trails series, Silver Will, plays here (oh! the nostalgia!).

Alan Richard will open the battle with his S-craft, so heal immediatly.

Then use Anelace craft to up her Str. Don't worry about the added Def down stat, for Anelace has another craft to inflict AT Delay on Richard, who is vulnerable to it. Alternate with healing every time you get close to half the total Hp from our sword girl. Keep Str up at all times, and Richard's 14000+ Hp will be gone very soon.

-Boss-

Afterwards, more scenes, and you get a new sword for Anelace, which will make her a force to be recon with.

#Another World Le Locle - Saint Croix Forest#

This calm, autumn forest is your next goal. On the second screen, take the southern exit to find a <Door of the Moon> to add to the "to enter" list. The forest has only four screens, and on the fourth, where the blue monolith can be found, you will meet this place's boss. Wear Blind protection.

-Boss-

Clone Sherazard has 5 rooster men (yeah, wierd) as her allies. The roosters are weak to mirage, so blast them with Assension, preferably with either Kloe or Oliver. Anelace is a good choice for this battle, for she is, at this point in the game, the strongest physical attacker if you got her sword from the <Door of the Star> in the waterways. Up her Str and send her and Joshua to deal with the clone, which can be inflicted with AT Delay, and both Joshua and Anelace have means to do so. Kloe/Oliver/Kevin should be in charge of healing and Mirage-ing the roosters 'till they die.

-Boss-

Seal Stone recovered. Back to the base.

#The Garden of Recluse#

Now that Shera is with you, there are several things that can be done. So put her and Kloe in your party.

#Another World Grancel#

Go to the 3rd floor of the Bracer's Guild, save, and approach that <Door of the Moon> that's been standing there unmolested since [CH2].

#Chamber of the Moon#

You'll appear on Grancel. After the scenes, Shera and some NPC, known from this point on as Client, will have free roam of the city. You'll notice immediately if you press Start that Shera is on lv10, has no Orbment, only 5 Tia Balms and no S-craft. You can see where this is going. So, do as Client suggests: go to Edel Department Store on the eastern district. There will be a scene, then Client will want to go to Hotel Roenbaum, which is on the northern district. You have to go through the southern district, for the path linking north and east districts is blocked (you will be prevented from proceeding). Once at the hotel's entrance, another scene, then a battle.

-Sub-boss-

You'll fight 3 Gunmen. Each one takes 3 attacks from Shera (2 if you use a craft) to fall. Client will attempt to hit them, but will miss more than often. You can take 2 of the Gunmen before you need to heal, but don't be overconfident. Also, this is one of those battles where you must keep the NPC alive, for if Client dies, Game Over.

-Sub-boss-

There will be more scenes, then another battle similar to the previous one, only against 2 Gunmen.

After said battle, and the subsequent scenes, you'll be at the entrance of the eastern Grancel Sewers. Navigate this place towards the exit on the western district, eliminating all the enemies in your path and searching for the chests. There are 3 reasons for this:

1st - you can level Shera to lv12, thus making her stronger and giving her access to her S-craft

2nd - The chests in this place contain Tia Balms, which are your only source of healing

And 3rd - The enemies drop Tia Balms too

It helps to be on the safe side. When you feel ready, proceed to the exit that leads to the western district (those who played Snk FC and SC will know how to get there fast). This labyrinth is not complicated, and once Shera is on lv11 the enemies fall mostly in one hit.

Get out of the sewers, and there will be more scenes. When they are over, save and go to the north district, where the last battles take place.

-Sub-boss-

3 more Gunmen. They will fall quickly if you are on lv12.

-Sub-boss-

A scene, then...

-Boss-

This time you get to fight 2 Gunmen, 1 Axeman and their employer. The employer can heal them for a bit of Hp, and up their Str. Kill the Axeman first, he is the strongest, then go for the Gunmen. The battle will end when they are down.

-Boss-

Scenes, and this lil' quest is over.

#Silver Road#

Bring Kloe to the <Door of the Moon> at the end of the 1st screen with the Admission Letter item.

#Chamber of the Moon#

You will be at Jenis Academy. After the scenes, you have to deliver some items to 8 people.

First 2 are on the classroom where you start.

Next 2 are on the western room of the Auditorium.

Fifth and sixth are inside the Club House.

Seventh is at the Old School House.

And last is in the Girl's dressing Room in the Club House 2F.

Some scenes, then you have to go out of the school. Go to the Principal's office and talk to Dean Colins.

Scenes, then you have to look for someone. To find him, go to the Club House, enter the Student Council Room (room with the tables) then check the "!" mark by the window.

Scenes, and this quest is at its end.

#Another World Le Locle - Grimsel Fortress#

Each floor of this place hold a small, easy to solve puzzle.

On the first floor, you have to activate both the switches that regulate the energy, and get the 2 cardkeys to open the gates.

On the second floor there are red and green switches to press, which activate/deactivate the platforms of the same color. When red is on, green is off, and viceversa.

3rd floor has rooms in the dark, where every battle will have you with an automatic Blind status unless equipped with the Night Vision Goggles, which can be found in a small room on the first large dark room.

Fourth floor has small paths with water vents, and you will receive damage if the water hits you, so time your passage.

It is difficult to get lost here, for it is mostly a straight path with little deviations, and most of them are dead ends with treasures, so a bit of exploring is recommended to acquire some treasures.

When you reach the blue monolith, you can be certain the boss is ahead, so save and wear Faint/Seal protection.

-Boss-

The clone this time is that of Agate, you know: red hair, bandana, big, mean-looking sword. He has to blue ogres as helpers. Only the clone is weak to AT Delay, and it is recommended he gets as little turns as possible for he is one haaaard-hitting character. The ogres will do a trample rush at you (line attack), hit one character with their clubs, and up their Str and Spd for a few turns.

Kevin is both healer and attacker, either with Mirage or his craft that inflicts AT Delay. Joshua delays the clone. Whoever else is with you should attack the ogres with crafts (physical attacker) or Mirage (art user).

So long as the Agate clone can't attack much, the ogres are easy to deal with.

-Boss-

Don't forget to check the back room to find another <Doar of the Star>. Any time you get 20 different food recipies you can enter this door.

#Chamber of the Star#

You should have enough recipies to enter if you have thoroughly looted every place you've been.

In here you'll take the roll of Rock, Din and Lace, the three stooges...goons from Ruan (Snk FC and SC minor characters). They will have to traverse a cave complex.

Now let me say it: they suck baddly. Not only are they relatively weak on the Str dept, they lack Arts (have no orbments of their own), and all of them have the same crafts. This translates into a rather sinister "walking the edge" tour-de-force through the caverns.

These are their crafts and what they do:

1. An individual attack. Costs all 200Cp! Can inflict instant death.
2. Lowering an enemy's Def 30%, Costs 10Cp.
3. Reviving a party member with 4000Hp+. Costs 50Cp.
4. Upping a party member's Str for 20%. Costs 20Cp.
5. Healing a party member for 3000Hp. Costs 30Cp.

This will make fighting an excercise of patience and tolerance, for they will also often miss due to low Dex. And add to all this the fact the 3 jerks are lv45 and most enemies here are lv51...well, guess the programmers' cruelty knows no bounds.

This doesn't mean there is no hope for you. At the begining of the cave, and after the introductory battle against a grey T-rex, you can backtrack out of the cave for free healing. What I suggest is to do so, then return and fight the second mandatory battle. This one is against one of those green, explosive, egg enemies. Its only really damaging attack will be the Aero Storm air art, and you can finish it before it fires if you are fast. Once done, return to the entrance and heal, then go back inside and re-fight the green egg. Rinse and repeat until your characters are on lv50 or 51 (shouldn't take that long). This way, proceeding through the cave will be a bit easier. There will be a point in which Rock will leave the party for a while, resulting in him being lower in level than the others if you didn't took my advise. He will rejoin again just before the door to the boss. Since you also have little in the name of healing means, other than food items, fighting the enemies and looting this place empty is the only way to get some gear and Tia/Tiara Balms. You'll gonna need them. Save before entering the big entrance after Rock rejoins the party. Enter, and it's boss time!

-Boss-

Programmer cruelty takes the form of your pal Agate Crossner (le s**t!).

You should know what he is capable of doing (Dragon Dive, NOOO!).

It may seem hopeless, especially when you see what pathetic damage the three morons inflict on him...until you use craft number 2 (Def down) on Mr. Crossner. Then he will start taking damage. Make sure at least one of your characters has 200Cp to use craft #1, which will chop a good chunk of Agate's Hp. Try to keep the party well healed, for Agate can kill them pretty fast. If he uses Dragon Dive, you'll have to retry in all likelihood. Keep up the good work, and you will emerge victorious.

-Boss-

Now I know what the enemy feels when I loose Agate on them...

You get a measly ammount of mira and an accessory after the scenes for all your trouble.

#The Garden of Recluse#

He is back, and as mean as ever! We present to you, dear reader, Mr. El-Cheapo tactic, Agate Crossner. With him in your party, you can do some goooooo damage to most bosses from now on. He shares weapon type with Muller. Also, put him and Tita in your party for a small sidequest.

#The Circular Corridor#

Remember the <Door of the Moon> with a missing scene for Tita? Now that Agate is with you, you can access it (pick second option when prompted).

#Chamber of the Moon#

After some scenes, Agate has free rein of the city of Zeiss. Speak with everyone for some small scenes, but if you want to finish this quickly, simply go to the Central Factory and ride the elevator to the Roof. There will be some scenes, then a battle.

-Boss-

You will be taking on the Orbal Gear. Since Agate is such a hard hitter, this fight is not that hard. Simply hit the OG 4 or 5 times to charge some Cp, if he inflicts you with Blind, use a Curia Balm. Once you got some Cp use the Spiral Edge craft until you drain it. You will chop a good deal of its Hp and prevent it from attacking. Heal if you get less than 1/3 of your Hp.

Rinse and repeat until it falls.

-Boss-

A scene, then it's round 2.

-Boss-

Same as before, only the OG is a bit faster, so it might take a few more turns. Anytime you have more than 100Cp, fire Dragon Fall S-craft (targets all the bf).

-Boss-

Some scenes and this episode is over. And Tita gets the Orbal Gear craft.

#Another World Le Locle - Lodge#

It is time to finish this chapter, so get to the Lodge via the Guide Stone, leave the building (there is a funny dialog if you know on the locked door on the 2F). Approach the edge of the cliff where the teleporter lies, and it's Boss time!

-Boss-

You may want to test Agate's power against this big fella. Anyway, this humungus creature has 3 attacks:

Slamming a group of characters (a-o-e attack). Can cause Faint.

Moving/trampling.

Its S-craft (all battlefield).

He may hit somewhat hard, but he ain't the problem. His 2 sparky helpers are. They can only target 1 character at a time, but they have the power to steal everything from Hp to Cp! If you let them live they will mess your strategy on top of inflicting Blind, so make your priority to remove them from the picture.

With them gone, the boss is not that hard to bring down, just Str Up, and give him a taste of your crafts.

*Note: this is unconfirmed, but apparently you can cancel his S-craft when he begins to charge it.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

Big guy coughs up the last Seal Stone of the chapter.

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Chapter 5 Labyrinth of Light and Shadow [CH5]
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#The Garden of Recluse#

Back on the base, the long awaited return of the Sora no Kiseki games' hit-first-ask-later heroine: Estelle Bright. She comes to replace Kevin, who will be absent from this chapter (why you, green-haired Padre...). Reis is also back in the play, and for the duration of this chapter, you can't change either her or Estelle. Now, with Estelle in your party, it is time to tackle down 2 of those damned doors that have been eluding

completion.

#Another World Grancel#

Go/teleport to the <Door of the Sun> on the second floor of the Fishermen Association (the building on the left of the Bracer's Guild) with Estelle in your party.

#Chamber of the Sun#

The fishing minigame of SnK SC makes a return...with a little twist. You have to compete against 3 individuals to see ho can get the most points in fishing.

This minigame works like this:

Each fishing duel consists of several rounds, 5 on the 1st duel, 10 on the 2nd, and 15 on the 3rd.

You and your opponent will take turns fishing something out, and depending on the size of the fish you can get more points.

You fish like this:

1. Choose rod type.

2. Choose bait. Each rod has only certain baits available (in white).

Some of the fishes that you catch can also be bait.

3. Cast and real. To real the fish, you must hit the Circle button when the "!" mark flashes over Estelle's head. Depending on the fish type, you will have to press it faster. Try to do so when you hear the "click" sound that preludes the "!" mark.

Once you are done, you will be awarded points based on the size of the fish if you managed to catch it. Then it's your opponent's turn.

Try always to use the fishes available for bait, for they will yield better, heavier fishes, thus giving you advantage.

As prices you get mira and a recipie. This minigame is not that hard, and can be solved with minimal practice.

#Another World Le Locle - St. Croix Forest#

Bring both Estelle and Joshua to the <Door of the Moon> to enter.

#Chamber of the Moon#

No battles, just some scenes involving the Bright's for some easy mira and quartz.

#Another World Le Locle - Lodge#

With the sidequests out of the way, you can proceed to the teleporter on the cliff's edge.

#The Brilliant Labyrinth#

There is a mandatory battle (nothing complicated) which will clue you to the fact that things will be getting tougher soon. Enemies on this area are on levels 118-119. Le damn. You can imagine what the boss of this place can do. There are, however, 2 character coming up that will be in shape for the dance. The first corresponding Seal Stone is lying in plain view on the center of the first screen, you only have to get there by passing through a series of teleporters (nothing complicated). On the first screen of this place there is a <Door of the Star> you can access now if you want, but be aware that the enemies you will encounter inside are on lvl19 and can inflict Petrify. More on that later. Lets get the character! So proceed to the second screen, where you will find a blue monolith, and

a large teleporter blocked by one of those force fields that goes away upon recruiting a new party member. So recharge/upgrade stuff and backtrack a little to the first intersection (the one with the floating horse enemy) and follow the east path. Two teleporters later you will be on the central section of the first screen watching the back of a large green gargoyle-like thing you can choose to ignore. Further to the south you will find the Seal Stone waiting for you. And no, there is no boss involved (troll programmers).

#The Garden of Recluse#

Santos Tacos! The Seal Stone will bring you your cause no other than... Alan Richard (whistle). This character comes with a nifty combination of the latest equipment, lv4 quartz, and lv117! (Whistle again). He shares weapons with Anelace, so her sword might be better used on his capable hands.

#The Brilliant Labyrinth#

Richard may be on lv117, but the rest of the gang not. To remedy this situation, and earn some sepiths to fund new equipment, I suggest you go back to where Richard's Seal Stone was and fight the green gargoyle over and over until satisfied. He is vulnerable to space, so it's Dark Matter time. Just wear Faint and Seal protection, for its attacks can inflict them. When you've leveled enough characters to lv119 proceed to the large teleporter just north of the blue monolith.

#The Shadow Labyrinth#

Same drill as in the BL. 2 screens, on the first is the Seal Stone, on the second the blue monolith, a <Door of the Sun> (you need an item to open it) and the large teleporter blocked by a barrier. So go get that Seal Stone!

#The Garden of Recluse#

And for the last playable character, we get a lv119, with most quartz on lv5, Angel of Annihilation, Renne. Be sure to swap her lv5 quartz and armors with the rest of the party members until it is time to put her in your party, or you get the rest of the gang both equipment and quartz on par with hers.

#The Brilliant Labyrinth#

Time to go for that <Door of the Star> that was left behind near the entrance. Pick party members with a-o-e crafts and AT Delay. Equip the four with protection against Petrify.

#Chamber of the Star#

-Boss-

Several small enemies surrounding the big sphere boss. They are all susceptible to AT Delay, so use Evil Eye to maximize the effect. Fire also area time arts like Hell Gate, White Gehena. If you have Petrify protection and Delay them, they will fall quickly.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

#The Shadow Labyrinth#

Once ready, warp back to the blue monolith, though you may want to bring Renne to the place you got the last Seal Stone for a short scene.

#The Brilliant Labyrinth - Sector 2#

You will be back on the white side of this place. There are 4 more screens remaining, on the second lies a <Door of the Star>. Bring Oliver and Muller to enter.

#Chamber of the Star#

This place only involves a few scenes (with rather interesting stuff going on in them) for some easy mira/quartz.

#The Brilliant Labyrinth - Sector 2#

The blue monolith is found on the 3rd screen, so save/upgrade/rest before proceeding to the boss. You may also consider equipping protection against Petrify, Poison, Faint and the like. If you have them, equip also the protection against Mov Down.

-Boss-

As you can imagine, this bosses rely heavily on status effects. There are 3 gaint spiders and 2 small ones. Get rid of the smaller ones so they won't get in the way. The giant ones are weak to space, but if you attempt to get them on group attacks they will run, and you'll be lucky if you get one, so the most cost effective way is to pick them one by one with a combo of Dark Matter and long range crafts. All characters must be ready to heal their commarades with items, since you cannot waste time for the spiders can also afflict the party with AT Delay. Once the last is gone, momma comes down. It is just a bigger version of the others with more Hp and better Spd. Keep the DMs coming to avoid its only different attack, which is a powerful Drain that can heal a lot of the boss' Hp.

>Boss succceptible to the El-Cheapo Tactic if Agate is with you.

-Boos-

You get your Seal Stone and the chapter ends (interesting plot twist).

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Chapter 6 Trial of the Guardian [CH6]
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#The Garden of Recluse#

Kevin is back in the party, and you have the full roster of characters available. Obviously, most of them will be on lower level (around 119 if you took the time to level them up in the Labyrinth) so use your strongest ones to support them while you fight the lv128-129 enemies in the next dungeon (gulp).

#The Shadow Labyrinth#

If you have the Card of Destiny Accessory in your inventory, teleport here to enter the <Door of the Sun>.

#Chamber of the Sun#

You will have to play some classic card games.

First you go with Black Jack.

The objective is to win enough hands to beat the opponent.

The HIT command will have the dealer giving you another card.

The STAND command makes the game proceed without getting more cards.

When you win, Poker becomes available.

You have to win hands until all stars on the lower right part of the screen have been turned yellow.

Hit CHANGE so that both you and the opponent change cards (those you didn't choose to hold).

Hit ALL HOLD to keep all your cards when you select CHANGE.

Hit RISE (only when you have a minimum of 2 yellow stars) to raise the bet, and if you win, you get 2 yellow stars instead of 1. Of course, if you loose, you loose 2 yellow stars.

And hit FOLD to reset the hand.

Win in Poker, and you get an accessory that will let you earn more mira.

#The Brilliant Labyrinth - Sector 2#

When the boss is gone, it's time to move on. So get to the teleporter at the end of this place...

#Another World Erbe Scenic Route#

Right next to the arrival teleporter is a blue monolith. It will be obvious when you check the new weapons and armors available that you are severely underfunded. You have 16 characters, each weapon costs 8450mira, each armor 12000mira and each pair of boots 8000mira, so you need roughly 500,000mira! Also, all lv5 quartz are available now, and if you want to suit Every character with them...things are going to take a LOT of time and sepiths to get them. So my advice is that you swap equipment/quartz between the reserves and the active party, and that at all time you have as supports either Josette or Renne (SepithUp). This way (especially with Renne) the task of earning the levels/weapons/armors/boots/quarzt won't be as daunting. Anyway, you will quickly realize that the 3 screens of this place are the best (thus far) places to earn exp/sepiths. Of particular notice are the gaint statues ans the grimoire enemies. The grimoires can transform into doubles of several party members, being the best, sepith-wise, those of Anelace and Richard. They aren't hard to kill, and all doubles give reasonable ammounts of exp and sepiths.

So when you've leveled up your party a bit, particularly Kevin, who will be on a very low level for this place, proceed to the 3rd screen, where you will find a strange blue stone litograph that shines. There will be a scene, and if Kloe is not with you, the party will suggest it. You have to go back to the base for her and bring her to the litograph in order to gain access to the next area.

#Colorless Campus#

You know where you are and where everything is in this school. To turn the school back to normal, you must get rid of a specific type of enemy. In this place, there are both Dark Knights (black) and Red Knights (gee, what color could they be). Leave the red ones alone and focus on provoking the extinction of the Dark ones. every time you kill a red one, the others will respawn. Once all Dark Knights are gone from an area, that place will return to normal. See: easy.

There is a <Door of the Star> in the Girl's Dorm on one of the rooms in the 1st floor. To enter it you need to pay 50,000mira...ouch!

#Chamber of the Star#

But be sure to do so if you got the cash, for after the short segment you will get 100,000mira as reward for your investment.

#Colorless Campus#

Back on the campus, just kill the Dark Knights in every area and the door to the Old School House will open. Save/heal in the blue monolith then proceed. A boss battle will occur.

-Boss-

Rock, Din and Lace will face you here. They are e-a-s-y. The three stooges are all vulnerable to AT Delay, so any skill that inflicts it will guarantee they get no chance to act. Ensure that, and the battle will be a breeze

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

Return to the blue monolith to heal, then advance to the Old School House to take on the last enemy of this place, which is inside the building. Equip Seal protection.

-Boss-

This old man is a strong opponent. He comes together with 4 green little things to help him, and all resist AT Delay. The old fella is also resistant to all forms of debuffs, so up that Str of your party if you plan on doing good damage.

The old man has only two attacks:

A sword slash on one party member for 1/3th of his/her Hp.

His S-craft, a good combo on one party member.

His helpers will be casting Ragna Blasts one after another. It is a wide line attack (air) that can inflict Seal.

Once you upped the Str for all (or at least your fighters) send the fastest, and if possible the strongest (Joshua/Anelace/Richard/Agate) to kill the helpers one by one, while Kevin and Kloe keep the party healed/blast the helpers with Dark Matter/Calamity Blast (this time art hits all and inflicts Atd Down). Once the helpers are gone, focus all fire power on the old man.

He may hit moderately hard, but won't resist a full-scale onslaught.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

With the old man gone, another of the litographs in the Scenic Route light up. This time is the yellow one, which should be on the second screen (where the barrier is). Anelace is required for this one. Zane might be of help too. However, before proceeding with the story, go to the second floor garden of the Old School House to find the last <Door of the Moon>.

#Chamber of the Moon#

No battles or the like for this one. After the scenes are over, you will gain control of Mary. Lead this sweet child away from the orphanage (that sounded twisted, what's with my brain!?) to the beach on the next screen. Check all "!" marks for a scene (I'm not sure, but maybe you can just check the one next to the boats).

A scene. Go to where the other two individuals went. You'll be in the village. To proceed with the scenes go to the mill by the cliff and enter. Another scenes, then you will have to leave the village by the north exit. Walk for a while, then a scene takes place. Backtrack to the intersection then take the path to the southwest until a scene happens. Return to the intersection and walk where the other kid went.

Scenes, then you will regain control of mary in some mountain trail (Krone Mountain Trail). Check all the "!" marks under the trees. Scenes, when you regain control keep heading east until you reach the bridge.

The last scenes of this episode will take place (I really liked this one), then you'll get your mira and the accessory Stone of Happiness.

#Back of the Mirror#

This place is the mirrored version of a dungeon in Snk SC. So anyone who played the previous installment will know his/her way around this place.

For those who didn't (but should) enter the building through the right entrance. There is a simple battle, then you are free to roam around. A small note on the enemies here: black colored enemies are weak to arts (any kind) and take little damage from physicals; white colored enemies reflect arts and are most vulnerable to your weapons. The objective of this place is to find the 3 cardkeys (red, green and blue) which are guarded by 3 sub-bosses in order to access the locked rooms of the building.

To get the red cardkey: go south, down the hall to the end, west, west (here you can activate the switch on the wall to open the main gate), west, north on the intersection, then north again. This is the elevator room. Enter the door to the east and you'll find the first blue monolith of the place. Follow this hall and the next (no deviations) and you'll find a door with a red light above it. First sub-boss is behind.

-Sub-boss-

The red haired swordsman is the main objective, his two armored swordsmen just there to be a nuisance. They are susceptible to AT Delay, so you know the drill. Be sure to up everyone's Str and fire Calamity Blast time art at least once to make your enemies weaker. Once the armored ones are gone, go for the main guy.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Sub-boss-

Check the computer at the back of the room. You got the red cardkey (insert Zelda music here). Go back to the elevator room. You can now access the red lock doors. (Those sadistic programmers, making you read kanji Backwards...).

Next, for the green cardkey: Enter the red lock door in the elevator room, that is the elevator. Once of exit through the south door. Down the hall and right on the intersection. Cross the big room and exit east, then north, traverses the small box maze and enter the north door. Blue monolith and sub-boss. Wear Blind protection.

-Sub-boss-

Gunwoman and two helpers, also with guns. Relay on AT Delay and crafts for this fight, since both the gunwoman and her helpers will cancel any attempt at using arts. She is also easy and despite the art canceling thing, won't dish too much damage.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Sub-boss-

Green doors become accessible once you get the cardkey from the computer. Before proceeding to the next floor, check the green door on the hallway with the intersection. Two rooms ahead there is a <Door of the Star>. Bring Renne here to enter.

#Chamber of the Star#

You will need to kill solo-style one of those annoying sphere guys with his 4 small robot helpers.

-Boss-

Little Renne is strong enough to off them with impunity. Crafts, arts or just physicals, pick your method and get rid of them. The fight goes faster if she is lv124+.

-Boss-

You'll be entreated to the mandatory scenes. When they are over, head back to the base. Another short scene will take place, and Renne will get a new S-craft (go! go! pink robot!...chale).

#Back of the Mirror#

Start from the 2F elevator room. Enter the green lock door to ride the lift to the 3rd floor. Exit through the south, then south again.

Once you reach the blue monolith, the last sub-boss is ahead.

-Sub-boss

Spearman and helpes this time. You may consider wearing instant death protecion, for the three of them use Shadow Spear time art. Other than that, the helpers are vulnerable to AT Delay, up your Str before attacking, and the rest of the gig. Nothing hard.

>Boss succceptible to the El-Cheapo Tactic if Agate is with you.

-Sub-boss-

With the blue cradkey you can finish the looting of this place with impunity. Be sure to return to the first room of the building, the one with the conveyor belts and open the blue lock door. Inside you'll find a <Door of the Star>.

#Chamber of the Star#

Before entering the door, equip Blind protection.

-Boss-

Another of your spheric friends, this time accompanied by 4 white orbal gears (those that reflect arts). All are succceptible to AT Delay. Take care when eliminating the gears, remember they explode.

>Boss succceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

You'll get some scenes regarding a character I thoroughly hate, the Phantom Thief Blblanc. After the scenes, you get the Phantom Thief Mask, an accessory that ups both Spd and Agi.

#Back of the Mirror#

Go to the roof of the building, and save in the blue monolith before the door with the red light. Cross two more rooms and you'll reach the rooftop, where the boss is waiting.

-Boss-

This lady comes acompanied by two of those mean-looking blue ogres. Don't worry about them, though. Why? AT Delay. Ensure that they get no chance to act while the rest of the party bombards them with Assension or Shining Ring mirage arts. The lady may throw at you her disks, of fire her S-craft, which hits all allies, but she lacks some fire power. Once she is alone focus all your power on her.

>Boss succceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

#Another World Erbe Scenic Route#

Red litograph on the 3rd screen lights up. This one asks for Richard to access.

#Impenetrable Fortress#

This place ain't that long, but the bosses here can be somewhat tricky if you don't know what you are doing or don't have a high enough level. The fortress is divided into 5 areas. The main grounds, the research area, the barracks, the administrative building and the docks. For now, if you try to enter the docks, you'll be "prompted" to leave by heavy air-to-ground machingun fire. So head to the research area through the north exit of the main grounds. Enter the shack and there will be a boss fight. Wear Blind and Faint protection.

-Boss-

Swordman and 6 bayonette soldiers. The soldiers are vulnerable to Petrify so use Kevin's dark arrow craft to petrify them, then shatter them with someone else. Estelle is usefull in this fight 'cause of here Morale, so

use it on her first turn. Pick the bayonette soldiers one by one without forgetting to cancel the Swordsman's arts, which can hurt real bad. The soldiers are vulnerable also to AT Delay, so exploit that as well.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

You get a key for the barracks, so head ther without forgetting to recharge your Cp in the process. Inside the barracks, and after some exploring you'll encounter anothe boss. Wear Poison portection.

-Boss-

She is an old time acquaintance for veteran SnK players. Her helpers are 2 riflemen, 1 halberd wielder and 2 Special Ops with knives.

All save the the halberd wielder and the woman herself can be Petrified.

The guy with the halberd can be Delayed. The lady herself is not that strong and will be easy to dispose once alone.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

She gives the key to the admin building. Inside, go immediatly to the east all the way down that hall to the door on the end. Inside you'll find a <Door of the Star>. You need Richard to enter, and since he is with you...

#Chamber of the Star#

No fights, just some scenes for easy mira/quartz.

#Impenetrable Fortress#

Back to the infiltration thingy. Inside this place you have to find 2 keys to open the doors to proceed. First is in the basement prison, second is on the south part of the 2nd floor in a chest in a cell on a hallway (you'll know it when you see it). With the second key you can open the door to where the much needed blue monolith is waiting. Beyond it is, of course, the next boss.

-Boss-

This old man has one mean looking halberd, and knows how to use it.

His to helpers can be Petrified, so they are of no concern.

However, the old man is another story. Even with Str Up, you won't be doing much damage to him. So there are only to approaches to this fight:

1. Lower his Def and gang him up with crafts.
2. Lower his Adf and fire arts at him from affar.

Approach 2 is better, since he has several attacks that are a-o-e and hit pretty hard, so use Calamity Blast time art for its added Adf Down bonus, spread your party, then snipe him with arts. Every character that has Tiara or Tiaral water arts should use it to heal whenever an ally has less than 3/4ths of his/her total Hp, for the old man can knock anyone in such condition.

This is a minor battle of atrition, so hang in there and don't neglect the healing.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

One more floor to finish this place. As before, you need to find the key in order to enter the place where the blue monolith is. Save and fill all party members Hp, Ep and Cp, this is imperative for the next fight. When ready, enter the door.

-Boss-

This Joe comes alone, but he more than compensates for the lack of henchmen. He is fast, hits hard, has an all battlefield S-craf, is lv134 with 80,000 Hp (gasp) and has one hell of a tough defense.

His attacks:

1. A "normal" strike that does 2000+ dmg.
2. A beat up that knocks back a character a good distance.

3. An a-o-e that can chop half the Hp of all allies it hits.
4. A more powerful version of Estelle's Comet craft with a wider line.
5. Upping his Str and Spd (you bastard!). Insult to injury.
6. His S-craft that hits all and can downright kill several character or leave them with 3-digit figures.

Some fella you are fighting. He ain't unbeatable, and also doesn't warrant the use of S-crafts as main attacks to be killed. So lets get dirty. You must have At All Times your Str for the entire party upped or you won't do squat. Crafts are the way to go, especially with Richard. If you have it, use also Asgard earth art, which will create a 1-hit barrier, which can be the difference between seeing a character knocked out or not. For maximum efficiency, you should assign roles to your party mermbers. Richard will be your main offensive, hitting the boss with his crafts one after the other.

Kevin is the main healer/support, his role is to heal with items and use buffs on the party.

The other two depend on your preferences.

Estelle is the other healer/support; if no healing or buffing is required she can attack with Hard Break or Comet (Comet is a better choice).

Joshua is attacker, with either Double Slash or Flicker (even if it won't Delay the boss), and can also heal with arts due to his Spd.

Reis, Agate, Zane, Muller, Tita and Anelace are soley for attacking. Sherazard, Oliver, Kloe, Josette, Renne and Julia are healers and buff appliers.

At all times you should keep the party separated in order avoid his a-o-e attacks.

When he ups his Str and Spd you should switch to healing and buffing the party, resuming when it wears of.

This is a battle of atrittion, for even the strongest attack (save S-crafts) will only do from 1500 to 2300 of damage to this guy. But so long as you set a pace, you will win without wasting too many importand items.

>Boss succceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

Ufff! With the boss out of the way, you get access to the final litograph.

This one requires Joshua as a mandatory character in order to enter.

Also, if you haven't leveled up your characters to lv128 at least, you should do so (as if the bastard you just faced wasn't indicator enough).

#The Ark of Darkness#

You start in the deck, and have to go down to the lowest level first. There really is no way to get lost in here, for the two floors in between the deck and the lowest level all have maps you can view, and are just one central road with paralel passages. So loot everything. Even the <Door of the Star> is on the way when you get off the first elevator.

#Chamber of the Star#

Win 400 battles and you can enter this place. If you have taken time to level up your party on previous occations, then you'll have no trouble to enter.

#The Ark of Darkness#

On the second level there is one set of stairs that leads to the prison area. In here, in the last cell you will find our old pal the blue-haired wimp. Be nice to him for once and bust him out, he'll repay it in kind by backstabbing you...just kidding. He give the key to the elevator in exchange for his freedom.

With the key in hand, you can access the lowest level, the hangar level. It is composed of four screens, all one after the other. On the 3rd is the blue monolith, and of course, ahead is the boss.

-Boss-

There's two mayor enemies, one swordsman and a that big fella with the cannon, and 6 normal gunmen to help them.

The gunmen can be Petrified/Deathblowed, so Kevin and Renne can make short work of them (if the little brat is with you), and can also be Delayed (Joshua).

The swordsman is merly annoying, though he can down an ally if left unattended. It is the cannonman who you should worry about. This is what they do:

Swordsman:

A sword slash, damage is 1500-2000 Hp.

Throwing a granade with a good a-o-e. He has to charge it for one turn, and can be canceled.

Cannonman:

Firing his cannon in the same manner as Tita (meaning a-o-e).

Hittin an ally with the cannon, will always leave his target in red numbers. Because of the cannonman's second attack you should get rid of the gunmen ipso facto. Since the two bosses are also vulnerable to stat debuffs, inflicting them with Def/Adf Down is a good idea.

So long as you leave the cannonman with no allies to help before he begins swinging his artillery (no double-meaning intended), you shouldn't have much trouble with them.

>Boss succceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

After the scenes, the access to the upper levels is cleared, so teleport/walk back to the begining of this area and enter the door.

Two more levels have to be traversed before you get to the bosses of this section and chapter. You'll know they are coming by the trade mark blue monolith-before the boss gig. To make the next battles a bit easier you should equip your party with both Confuse and Faint protection, if possible.

-Boss-

Three old faces from the previous game will show up, and yes, you have to fight them together.

This is what they do:

Lady

1. Long range projectile attack.
2. Hypnosys. Casts Seal/Mute.
3. Her S-craft1, hits all characters.
4. Her other S-craft, a-o-e.
5. The Seru water art reviving a comarade with 2000Hp (you bitch!).
6. The Tiaral water art. Hate her.

Mr. Obnoxious

1. Projectile attack.
2. Inflict the Fatten status effect. A-o-e.
3. His S-craft, hits all, can cause Confuse.

Brawler

1. His S-craft. A-o-e.
2. Super punch on one character, pushes back.
3. Super kick, line attack.
4. Punch barrage, a-o-e.

All his attacks can cause Faint.

In this fight, you need to be careful not to keep your party members too close to each other. To finish this as quickly as possible, send a Str Upped Joshua to deal with the Lady to rid the enemy party of their healer. Keep also another character with good Mov value as item-healer using Tia All Balms, Kuria Balms, Tomato Sandwiches, etc. on any character

that needs it, especially on those that are afflicted by Mr. Obnoxious' Fatten/Shrunk status. Once the Lady is out of commission, focus on Mr. Obnoxious, leaving the Brawler for last.

At all time, if a character is going to be knocked down on the next turn with no possibility of saving him/her, and if said victim has 100+ Cp, use that S-craft.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

Immediately go back to save/recharge before proceeding. When ready, enter the blue teleport and head to the top of the long stairs. Keep the Faint protection, and add Freeze.

-Boss-

Oh boy...those programmers sure love this guy. He's been tuned down a little since the other games, but he's still one mayor tough cracker. And he comes with his own gaint robot pet. Bastard.

Here is what he can do:

1. His normal slash. Quite damaging for one character.
2. Using a line attack to cancel any arts that didn't fire before his turn.
3. The Silver Ring mirage art, can cause Confuse. You can cancel it, so it is a free chance to end his turn and hurt him.
4. Cloning near-perfect copies of himself. With less Hp than him (praise be!).
5. S-craft1. All-hitting, can cause Faint.
6. S-craft2. Also all-hitting, can cause Freeze.

His robo-goon:

1. Punch a character. Good damage.
2. Charge attack. Line attack.
3. All-hitting blast. Has a turn to charge, can't be canceled.

The boss has 80,000Hp, his robo-goon 65,000Hp.

Battle of attrition here we go!

S-crafts would probably the best method of hurting this ubber soldier, for he is comparable in both Str and Def to the last boss of the Impenetrable Fortress, so only Str Upped attacks can hurt him. Don't bother with crafts unless you are using one of the mayor bruisers like Agate, Muller, Zane or Richard, the others can't dish more than 2000Hp, and that will only prolong your suffering. Luckily for you, befor arrving to this series of bosses you got the Gladiator's Belt accessory, which regenerates Cp a little every turn, and also increases the ammount you get from each attack. So equip it on Joshua, who is the fastest, and fire his best S-craft every time he has 100Cp or more. The other party members are just meant to keep him alive and S-craft-capable. This way ensures the best results, and will help you deal with both the boss and his robo-goon. Alternatively, if you find the cost of using Tomato Sandwiches or other Cp regeneration items to big for you, there is after all another chapter coming soon, then Agate is the your best choice with his El-Cheapo Tactic. Either way, you still have to survive the boss's onslaught.

I just hope that the third is the charm and he ain't back for more on Zero and Ao no Kiseki.

-Boss-

The boss is gone, and in the place where the teleporter was a <Door of the Star> will be. Save it for later.

#Another World Erbe Scenic Route#

The barrier to the Royal Villa is finally gone, but in order to enter you need to bring Reis with you. The other party members don't matter, just pick whoever you think will add good dialogues to the scenes.

When ready, enter the misty path.

+++++
Chapter 7 Group of the Distant Flame [CH7]
+++++

#Aster House#

Yes, Chapter 6 ends when you enter. You'll be in this church/orphanage place. There are no enemies, just scenes. Your goal is to enter the chapel in the north, but to do so you need first to check the entire place. Check first the well to the east of the chapel, then go and check the left side door of the chapel. Enter then the west building and check Every room. There is the dining hall and the kitchen in the 1st floor, and the four rooms on the 2nd. Once done, leave the building through the door in the dining hall that leads back into the garden. A short scene will occur. You'll get the chapel's key.

Now, whenever you approach the chapel's front door and examine the "!" mark, you'll be asked if you want to enter. Save before you do, for you will be stucked in a long dungeon for a while with no possibility of coming back.

When ready, check the "!" mark of the door and choose the first choice. Some rather revealing scenes will take place. Kevin and Reise will be separated from the rest of the party and will find themselves in a new place...

#Gehena#

First of all, the Guide Stone is useless in this place, so you'll have to walk out of here. Instead of the blue monoliths we have come to love, you get only rest points, which only refill your Hp/Ep. For the rest relay on items. The dungeon itself is not hard. You got the map, so it's impossible to get lost, and the place is one straight road with little deviations. Every so often, you'll get a mandatory fight against some easy enemies. When you reach the second rest point, you'll know you are almost out. Save, equip Faint protection and go to meet the boss...after the scenes, that is.

-Boss-

You may be a little intimidated after seeing that you have to fight those two humungus things that were the bosses of Chapters 2 and 4 at the same time, and with that sorceror fella to back them up. SnK SC players will know the guy.

All seems like a hard fight (you only have Kevin and Reis), until you fire that new S-craft Kevin just got. It will chop 1/3 of the 3 bosses Hp!!! It pack some wallop. So fill Kevin's Cp to 100 another 2 times, and that's the ball game, and if Reise has all her Cp, you can do it without using Tomato Sandwiches.

-Boss-

Some cool scenes later, this short chapter comes to an end.

+++++
Final Chapter Where Someday I'll Arrive [CHF]
+++++

#The Garden of Recluse#

So, the endgame dungeons are ahead, and you won't be able to come back once you depart. So lets take care of everything remaining now. For starters, you have now the possibility of forming a party with anyone you see fit, without the prerequisite of having to keep Kevin in it. This give access to both Kevin's and Reis' support abilities, which have

no drawbacks. Reis in particular is like Renne, without the Def Down added effect.

There are also new weapons, armors and boots available for every character, though they are expensive. However, there are no new quartz, so if you have all the quartz you need, you can feel free to use sell every sepith that falls in your lap for some big profit.

All this will be necessary, for there are 2 more dungeons remaining, the first, from which you can still return to the base if you wish, can be accessed after talking with the shininh lady by the monolith.

Then check the Guide Stone menu to find one last teleporting option available.

#The Abyss#

Gehena's fiusha-colored cousin. This dungeon has only one blue monolith, that of the entrance. It is one loooooooong, straight path down. Ever wondered where the enemies that fell victim of the Abyss Fall time art went? Here is your answer. Only you won't be taking the quick way down. This place has four sectors, each one composed of n screens, with a boss at the end of each sector. So pick the party of your choice, and down we go!

>Important: Since there are no deviations, and you got the map anyways, there is no need of pointers. So I'll just focus on the boss battles. You'll know a boss is ahead when, instead of the ring-shaped area that composes most of this place, you arrive at a wide platform. As always, save before engaging the bosses, which btw are optional and can be completely ignored. There is also a small fountain after the boss that heals Hp/Ep, so you might want to use it before the battle. Also, each boss will give you a Zemuria Stone (yippee!!!!), and can be re-fought if you are so inclined, just leave the screen and re-enter (except for the sector 4 boss, it is one-time only).

Also, on the screen with the last boss of the Abyss there lays the last remaining <Door of the Star>.

#Chamber of the Star#

You only need to bring Renne here to be able to enter. No battles, just some scenes.

#The Abyss - Sector 1#

-Boss-

One Twin Red Skull Mage, and two Red Skull Archers. Leave the Archers alone and focus your attention on the mage. Up your Str, and hit him with crafts 'till he falls, just be aware that you cannot cancel his arts, so move those affected from its a-o-e. Once he is gone, go after the Archers. When you drain all their Hp, they will transform into small Bonedrakes. They are a little tougher, but won't resist a determined assault. They are all weak to mirage arts, so Assension and Silver Ring are your main weapons.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

#The Abyss - Sector 2#

-Boss-

This jellyfish thing comes with 6 death knights. The jellyfish can duplicate itself, at the cost of splitting its Hp between itself and the copies, so it may end up having too little. Its attacks all can cause both Seal and Mute, so wear protection for that.

The knights are rather resistant to physicals, and their main attack can inflict instant death.

To fight this enemies, you must either lower their Def, or up your Str. The jellyfish is weak to space, and the knights to time, so your main weapons will be Dark Matter, Lost Möebius, Dis Scream, Calamity Blast, which are all the most powerful arts of their respective element you'll have at this point.

This is a bit of a battle of attrition, so hang in there.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

#The Abyss - Sector 3#

-Boss-

You'll be fighting against a red gargoyle enemy and his 4 Fright Knights. The knights can be taken care in one or two Abyss Falls, Dis Screams, Calamity Blasts, etc. It is best if you fire two Calamity Blasts (for the added Adf Down effect). As for the gargoyle, so long as you keep your distance, you won't have to worry about its punches, that are quite damaging and can inflict Faint, only about its Cocytus water art, which you can cancel. If you can't, be sure to have Freeze protection. If you managed to inflict the Adf Down on the gargoyle, all your arts, not just space (its weakness) will be doing more damage, meaning the fight will be faster. If it summons another Fright Knight, just snipe it with Assension.

Overall, an easy fight.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

#The Abyss - Sector 4#

-Boss-

And for the last boss of the Abyss, we got 6 Shining Poms, and its King. Yes, that's right, 6 normal sized SPs and a BIG ONE (Aerosmith album reference).

Like all Poms, these seven will be immune to all elements, and quite tough for being so small, so your only way to slay them is with S-crafts. Two non-elemental S-craft (which means that Kevin's can't be used) will kill them for sure.

Enjoy the easy sepiths and Zemuria Stone they give :).

-Boss-

#Odds and Ends#

So at last we come to the endgame section. In order to proceed, you must talk to the shining woman next to the blue monolith at the base, then choose the second option (boarding the Arseile).

However, be aware that once you do so, there is no going back, you are stuck on the final dungeon. So save in a separate file before proceeding. Let's take a look at what is missing and what would be good to have:

Needed:

A minimum level of 135

All lv5 quartz

The Best Possible Weapons

The Best Possible Armors

The Best Possible Boots

Items/Food that heals All Hp

Items/Food that heals All Status Effects

Items/Food that revives a character with All Hp

Items/Food that heals 50 or more Cp

Food that rises Str (optional)

Food that rises Def (optional)

Food that rises Spd (optional)

Missing:

<Door of the Sun> in the Gran Arena (Another World Grancel)

<Door of the Sun> in the Ark of Darkness

<Door of the Star> in the Ark of Darkness

Regarding the Needed, it is mostly a question of Mira. You'll need a lot. Like something in the vicinity of 500,000 mira, more or less. If you took the time to level up on Chapter 6, then you'll be on a reasonable footing with both level and quartz, and will be close to fulfilling those two points. Weapons, armors and boots will take most of the bulk of the mira you'll be earning, and Food and Items the rest (particularly Food). The reason for this time-consuming amassing of resources and tools is because you will be using all, yes ALL CHARACTERS in the final dungeon, and stands to reason you have them on a good footing since you cannot go back to the base to resupply. But it's up to the player to decide if it's worth the trouble.

If it's worth it, a full run from top to bottom in the Abyss will net you enough sepith and experience, particularly if you fight each and every one of the enemies (including the 3 respawning bosses).

And remember: Each one of the bosses in the Abyss will give you a Zemuria Stone the first time you beat them. So 4 of the weapons will cost nothing.

Now, about the Doors.

#Another World Grancel#

You need to have gone all the way down the Abyss and gotten an event item from one of the chests on Sector 4. This item will unlock the last set of battles in the <Door of the Sun> in the Gran Arena.

#Chamber of the Sun#

2nd set of battles (hard battle)

First round is against 4 Gunmen and 2 Steel Cougars. Deathblow and Blind protection is a good idea, but prioritize on Blind.

-Battle 1-

The soldiers can be Delayed, the Cougars can't. Ensure that the soldiers get no turns while you dispose of the Cougars, which are the fastest and most dangerous of the bunch.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Battle 1-

Second round, you get 6 orbal gears and 2 wizard robots. Blind and Faint protection are a good idea.

-Battle 2-

This time, no one on the enemy camp can be Delayed, so instead make do with Def/Adf Down and Calamity Blast/Dis Scream time arts, or any other all-hitting art. Try to stay far away from the gears, remember this type of enemy explodes when defeated. The wizard robots are more susceptible to crafts, but unless said crafts don't depend of the user being close to the enemies, stick to arts for this fight.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Battle 2-

Final round of this set of battles is against 1 Lil' Dragon and 8 Seahorses. You'll need Sleep protection for this fight.

-Battle 3-

The problem in this fight are the 8 seahorse enemies. They only have one attack, but it inflicts Sleep with a high probability, so it is imperative that you remove as many as you can from the battlefield. Try to use a-o-e crafts to do the job, but remember that each seahorse has 20,000 Hp, so you may not be able to avoid one or two characters falling asleep. Chances are, an all-hitting/wide a-o-e S-craft can help expedite their demise.

Once the seahorses are no longer troubling you, focus your attention on the lil' dragon. Without allies, he is easy to defeat with Str Upped physicals.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Battle 3-

3rd set of battles (nighmare battle)

First battle is against a team composed of the old swordsman from the Colorless Campus, the halberd man of the Impenetrable Fortress, and a Fat Guy.

-Battle 1-

You should know by now what the old men do. As for the Fat Guy, he can up his teammates' Str and Spd, heal them (and himself) for 5000Hp, one at a time, and Delay a party member's attack. So get rid of him while you spread the party to avoid Halberd's a-o-e and line attacks. When Fat Guy is down, follow up with Halberd, leaving the old Swordsman for last, since he can only target one character at a time.

Keep everyone's Hp above 2/3rds and you shall survive all Halberd can do.

And remember: if you see that a character is about to be killed, and s/he has 100+ Cp, use that S-craft.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Battle 1-

On the second round, you'll have to fight against the Orgullo Mk II, a gaint tank.

-Battle 2-

The tank can do the following:

Fire its machine guns (a-o-e).

Use a flame thrower (a fan in front of itself).

Launch missiles (a-o-e). Can cause Blind and/or Seal.

Trample whoever is in its path when moving.

Charging a party member.

Charging and firing its main cannon (line, takes one turn to charge).

Spread the party, up Str of Fighters, up all party members' Spd, blast it with Abyss Fall time art, and keep above 2/3rds of Hp. That's all, this is a battle of attrition (just like one in SnK SC).

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Battle 2-

Next, we have the Martial Arts Duo.

-Battle 3-

Again, you've fought them before...with different partners. Faint protection is a must, for Brawler's attacks can cause Faint with a good probability.

Get rid of Martial Arts Gal first, she has more a-o-e attacks than Brawler and less Hp. You can't inflict them with any form of debuff, so buff yourself with the Zodiac mirage art if you have it (Str and Def to all party members), and lay on them with crafts. Keep your party's Hp always above 2/3rds and you won't have that much of a hard fight.

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Battle 3-

And the final battles of the arena's nightmare mode (not the game's, tankfully) is...

-Battle 4-

I knew the programmers were aching to see what sort of fight you'll have if you had to face the two toughest nuts in the game.

Yes, the Imperial Blade and the Genius Blade duo will come at you on the last round of the arena's Nightmare mode.

What can these two ubber warriors do? Well:

Imperial Blade (IB from now on)

1. His normal slash. Quite damaging for one character.
2. Using a line attack to cancel any arts that didn't fire before his turn.
3. The Silver Ring mirage art, can cause Confuse. You can cancel it, so it is a free chance to end his turn and hurt him.
4. Casting the Asgard earth art on himself (absolute def for one hit, you mother...).
5. Cloning near-perfect copies of himself. With less Hp than him (praise be!).
6. S-craft1. All-hitting, can cause Faint.
7. S-craft2. Also all-hitting, can cause Freeze.

Genius Blade (GB)

1. A "normal" strike that does 2000+ dmg.
 2. A beat up that knocks back a character a good distance.
 3. An a-o-e that can chop half the Hp of all allies it hits.
 4. A more powerful version of Estelle's Comet craft with a wider line.
 5. Upping his Str and Spd (you bastard!). Insult to injury.
 6. His S-craft that hits all but can no longer kill several character or leave them with 3-digit figures...just with 1/3rd of Hp remaining.
- The IB has 84,000Hp and the GB 87,000. However, the programmers it seems, are not without a small sense of mercy, for the overall Str of those two has been set down a few notches (or so it was to me) and they won't be slaughtering party members left and right. Also, IB focused more on using arts in this fight (again, I might have been lucky) than on pounding my people, so canceling is the way to go. And speaking of going, he, IB must be the firts to go, not only 'cause he has less Hp than GB, but because of his cloning ability, which can make things more complicated than they already are.

GB focuses only on hitting and hitting your party. And to help you a little (yeah right!!) the programmers have made him so that his S-craft will have a higher chance of showing only when he upped his Str and Spd, so you know what to expect.

However, even with all that programmer "kindness", these two can and will knock party members down with regularity if you are not careful, so if you have to choose between attacking and healing, even if you are on a Critical turn, choose healing, prefferably with items like Tia All Balms or the like (the enemies in the Abyss love to drop them, so don't worry). Never let a party member have less than 2/3rds or there are really high chances s/he will be knocked down.

This fight can be done without relaying on the El-Cheapo Tactic, unlike the one at the end of the Ark of Darkness, but remember:

If the bosses are going to knock a character down, there is no way to heal him/her, and said character has 100 or more Cp, use that S-craft.

>Boss succceptible to the El-Cheapo Tactic if Agate is with you.

-Battle 4-

#The Ark of Darkness#

First, the <Door of the Sun>. You need to have equipped all 11 Lv5 quartz.

They are:

Earth - Def5

Water - Hp5 and Ats5

Fire - Str5

Wind - Adf5, Agi5 and Arts canceler5

Time - Spd5

Space - EpCut5

Mirage - Dex5 and Ep5

You have to have them equipped in ALL PARTY MEMBERS currently on the team. The easiest way to do this is to make a party with both Oliver, Renne and Estelle, for they can equip all types without much restrictions.

#Chamber of the Sun#

You will take a quizz game with questions about the three Sora no Kiseki games.

There are 4 difficulties, and you cannot advance to the next until you finish the previous one.

The questions are random, and if you don't get the answer right, the quizzmaster will point it at you, so next time you see that same question you know what to answer, which you do by presing one of the four buttons: Triangle, Square, Circle and X.

#The Ark of Darkness#

When all other Doors have been opened (they don't have to have been cleared), you can then return to the hall with the organ and access the last <Door of the Star>.

#Chamber of the Star#

A super cool FMV, and some scenes that wrap up the loose ends of SnK SC and rise more questions.

#The Garden of Recluse#

Ok, with everything done, and the party outfitted, it is time to talk with the shininh lady and board the Arseile.

Enjoy the cool scenes, as well as the FMVs.

When all is over, you'll find yourself in...

#Castle of Shadows Phantasmagoria#

This is it. The head honcho is awaiting, and all hands have been called. Right from the start, you'll be prompted to assign members for each of the four parties that will storm this place.

Here is where all that leveling up, mira spending, food cooking and quartz getting pay off.

There are several things to consider thoroughly when building your last dungeon parties:

1. Kevin and Reis will be on the same party (the 4th), and you cannot change them.
2. All parties need a good hard hitter (Agate, Richard, Muller and Zane).
3. All parties need a good art user (Kloe, Oliver, Sherazard, Renne).
4. Several party members (Joshua, Estelle, Kevin, Julia) can fit in several categories.

Who you choose is up to you, but it might be a good idea to put a Zemuria weapon on the hard hitter that will go with Kevin and Reis through the final gate, since they are the ones that will face the true final boss.

Next, when you have selected/equipped your four parties, you will be prompted to choose which of the first 3 doors you tackle down first.

You must complete them all before you can proceed to the final door with the Kevin-Reis party.

A few things to notice:

1. Enemies here are on lv143, and will drop 100+ from all types of sepiths, so if you are missing lv5 quartz, you can completly outfit your parties

in this place.

2. In every one of the 4 gates you will find weapons tailored to the party you brought. They are generally the strongest ones available, not counting the Zemuria weapons and some enemy drops, so you can be sure your party will arrive well outfitted to their respective bosses.

3. There are 3 places inside each door where you can recover Hp/Ep, the one halfway to the boss will be a red monolith that functions exactly like its blue counterpart, so you can change those sepiths into something useful in them.

4. Each time you reach the 3rd rest point, you'll find yourself in a long room with a red carpet, which signals the need to rest/save and have 200Cp with all party members, for once you proceed to the next room there will be a scene and you will have to choose one of the remaining doors to tackle.

You can (and should) level each party to lv142 while finishing the acquisition of lv5 quartz before watching the scenes at the end of each door.

Once you reach the red carpet room with the Kevin-Reis party on the final door, you deffinetly must save, for the four boss battles will take place one after the other, and if you loose one, you ahve to redo them.

So, when ready approach the gaint door at the end of the final gate (such redundancy) and choose the first option when prompted, to begin the final battles of the game.

1st final boss.

-Boss-

Gaint Gold Robot and 4 yellow haired angels.

This robot has five attacks:

1. Robo-punch. Knock back plus Faint.
2. Flying around. Tramples any character in its path.
3. Grabing and squeezing a character like a grape. Good damage plus instant death chance.
4. Summon more yellow haired angels to replace those that fall.
5. It's S-craft. You know what it does ;).

Right of the bat, fire an all-hitting S-craft of your own to get rid of the four angels so you can use arts without them canceling.

Up Str, Def and Spd with arts or food, and dismantle the robot with crafts while keeping your Hp above half.

He is the easiest of the four.

>Boss succceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

2nd final boss.

-Boss-

The black itteration of SnK FC's final boss, with 4 of the blue haired angels.

The big guy can do the following:

1. A-o-e that can cause Blind.
2. Line attack. Good damage.
3. Summon more angels to replace those that fall.
4. Its S-craft. Hits all.

Again, S-craft right of the bat to rid yourself of the angels, then up Str, Spd and Def with either arts or food, then crafts or arts until he is dead. Keep Hp above half.

No big deal either.

>Boss succceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

3rd final boss.

-Boss-

Red dragon and 4 red haired angels.

What the dragon can do:

1. Bite. A-o-e.
2. Breath fire. Fan, can only affect those party members in the center, not those close to him.
3. Claw swipe. Only for those close to him.
4. Change position.
5. Summon more angels to replace those that fall.
6. Red energy bombardment. His S-craft, takes one turn to fire, cannot be cancelled and hits all.

Like its predecessor from SnK SC, this dragon will be located at one edge of the battlefield, and can fly to another when needed.

Begin with the angel-ridding S-craft, the buffing of Str, Def and Spf, then proceed to kill him with long range crafts and arts. Keep Hp above half.

Think they were easy?

>Boss susceptible to the El-Cheapo Tactic if Agate is with you.

-Boss-

4th and true final boss.

-Boss-

Its because those 3 were easy. Kind of like a programmer plot to make you overconfident.

That red giant in the northern end of the battlefield puts them to shame. He is called Anima Mundi, and he is a jerk.

Before the fight, to make things a little bit easier, configure the party members' position so that they are as far apart of the others as you can. Ensure that you got a third all-hitting S-craft aside from Kevin's and Reis'. Wear both Faint and Freeze protection.

Why? This is why. Anima Mundi (AM) has 4 phases, and he will enter them at specific point in the fight, mostly when you have chopped some of his 150,000Hp (mother damn!!). Also, his attacks will change a bit with each phase.

The AM's attacks are:

1. His opening move, summon 7 jeweled pillars, one for each element. Done during the first red phase (from 150,000Hp).
2. All-hitting, all elemental art. Done while the 7 pillars are active.
3. Line attack. AT Delay. Done during the whole fight. This could be his normal attack.
4. Upping his Def (why!!). Done during the blue phase, between 110,000 and 75,000Hp.
5. Summoning 2 allies. Done during and after the blue phase.
6. Tail smashing the whole battlefield. Freeze effect, done during and after the blue phase. Has to charge it though, so you got time.
7. Lowering his Def/Adf (that's it baby!!...no wait!!). When entering the gold phase around 50,000Hp. This signals the coming of his S-craft.
8. After charging for one turn, his S-craft. One badass blasting that not only will kill for sure most of your party unless they have their Def upped, but that also destroys part of the battlefield and inflicts Mov down to the survivor. A real (insert preferred profanity here).

What a kickass theme for this battle!! Its called Dreamy and Boisterous Holy Land.

After you took the time and enjoyed the theme, focus on the task at hand: to drain all that Hp...which is done with S-crafts. Period. The boss is too damn fast, and even with your Spd augmented, it is hard to keep up, not to mention that, after the blue phase, things get pretty hectic, and buffing again gets reaaaaaally hard. So fire them baby. Whenever you get 100Cp, fire. The final slugfest is ahead of you...

...however, winning this fight means more than just go trigger happy with them S-crafts. You have to deal with every phase.

Opening attack: You have 8 turns, four before and four after the pillar summoning-thingy to do your buffing, so ensure that you can use Zodiac to up everyone's Str and Def, then up Spd with food items. Wait until he has summoned the 7 pillars to start your offensive. Also, make sure the S-crafts are not element oriented, for the pillars are only vulnerable to their own respective element.

When all pillars are gone, Anima Mundi will move to his normal Red phase for a few turns while you reach the damage mark to move into its other phases.

Red: This is his normal phase, and with the exception of the opening move, its just a matter of keeping party members separated or in pairs to avoid his AT Delay line attack. Buff, heal, recharge Cp. You won't have much chance otherways. He will move into another one after you've inflicted enough damage.

Blue: He ups his Def, and begins summoning allies. They will fall to one good S-craft, though they will leave their remains behind, which translates into an obstacle in the field. Also, he will add his all-hitting tail smash that causes freeze unless protected against it. For this phase, divide the job in pairs, one attacks, the other heals. This way, if he Delays one pair, the other can still attack.

Gold: Heal with food items that up Def during this phase while you weather his Delay and Tail Smash attacks. You'll know he is about to fire his S-craft when he lowers his Def and Adf. He is just baiting you, so heal and up Def while you can before he fires his S-craft. Revive any party member you can reach and heal back to full. You may consider (and I suggest you do) to abandon buffs (except Spd, that one is imperative) and focusing on the S-crafts. He will revert back to Red phase after the blast.

The point of this fight is to inflict as much damage as possible and ASAP to ensure he doesn't return to the Gold phase, because he can if you don't kill him fast.

If you have high resourses, you can prevail.

-Boss-

Sit back and enjoy the ending. Don't forget to save after the credits to get your clear data.

See ya on the Zero no Kiseki Faq/Walkthrough.

6. Food Recipies [FRC]

TBA

7. Character Crafts [CHC]

TBA

8. Quartz [QRZ]

TBA

9. Arts [ART]

TBA

10. Equipment [EQP]

TBA

11. Items [ITM]

TBA

12. Q and A [QAA]

TBA

13. Credits [CRD]

To you who contribute to this guide my most sincere thanks. You make it possible to even play this game.

-Online shopping engine from Japan (Amazon.jp)

-PC Gamer's site at <http://homepage1.nifty.com/PC-GAMER/index.htm>

You guys deserve much for your help in resolving some of the Phantom Thief quests, those were some HARD hints to figure out, and also for the info on the names of the Chapters and Quests, as well as how many exist in every chapter.

- Nihon Falcom for making such an enjoyable and yes, awesome game. May you prosper and keep on making more amazing stuff

-The Sora no Kiseki Wiki for all the names of the characters and places (every little thing helped)

14. Contact Info [CIF]

People wanting to contribute to this guide, email me to:

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Help make this guide better!

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