

The Legend of Heroes: Zero no Kiseki (Import) FAQ/Walkthrough

by Zennvirus

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Eiyuu Densetsu Zero no Kiseki Spoiler-Free Guide
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Version History

Version 1.00

- Game completed from start to finish. Missing only one quest that must be completed on a 2nd playthrough. Arts, quartz, crafts and other lists of miscellaneous stuff are still missing.

Version 1.05

- New format for the guide. Following my success with the Trails in the Sky SC guide, these here guide will be re-formated to accomodate the new way we present things. Hopefully it is more accessible.

Introduction

Hola muchachos.

My name is Urizen Andrade and here I am again with yet another Eiyuu Densetsu guide.

This time is the whole new installment, Zero no Kiseki.

We visit here the Crossbell Estate, a small country cramped between the mighty Erebonian Empire and the populous Calvard Republic. As usual in the Zemurian continent, this lil'old country is home to the all-time classical techno mumbo-jumbo of old civilization mysteries and modern shenanigans.

Bought at a reasonable prize, Zero no Kiseki is both a fresh, much desired continuation of the amazing Zemurian saga by Nihon Falcom, as well as a brand new display of what them guys can do.

New story, new characters, old intrigue and new possibilities, you name it.

Zero no Kiseki may take a serious while to reach the american shores, so this one has a more pressing need for a guide. And since I'm itching to play this installment...well, again I volunteer to do my best to compile a comprehensive guide that will cover as much of the game as possible.

New addition to the system of the game, as well as some classical Falcom flair come together to give this game a good replay value, so I'll be returning again to tackle what was left, and indulge in some completionism trying to get all that stuff the Falcom guys left for me and other fellas to find.

As usual, this first version is based on my first playthrough of the game, so there will be a few bits missing. This game cannot be completed fully in one go.

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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 portraits will often appear small rectangles with symbols 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 reference, 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

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

[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.

[3 small people, one green, one yellow, one red] Teamrush - Any party member whose turn falls on this bonus can initiate a Teamrush attack, in which all four party members will gang up on the enemy party. Damage is good, as it compounds 4 hits from your character simultaneously. However, if a character falls on this turn while performing an art (ie: when the art is fired), or if the enemy gets the Teamrush bonus, nothing will happen. You can also cancel the Teamrush if you so desire by pressing X and choosing 'Yes' (1st choice).

+Ring in the middle - Party Commands (only appears when a character's turn comes up)

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. [Red 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. [Blue circular 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. [Green, round Spark]: Arts - This game's magic. Select this command, and a menu will open allowing you to choose which art to use. First you'll find the defensive 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 one 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 similar fashion, with the difference that some arts are "unfocused". When you choose these 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 similar happens for line attacks.

Arts are generic, and depend solely 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.

For a neater, more convenient handling of the menu, the Falcom guys have made it so that the arts menu is divided into 4 sections being the first Offensive arts, then Recovery, then Debuffs, and finally the Supportive. To navigate these sections just use the L and R buttons.

* Art Command is blocked by the Mute Status effect

4. [Purple flash]: Craft - A character's unique abilities. They take Cp to work, and are generally of the physical attribute. 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: same as with arts, the craft menu is split into sections you can access by pressing either L or R. In the first section, you'll find the character's normal crafts. Section 2 is for the S-crafts, and finally, on the third section you will find the Combo Crafts, which become available after specific events. Unlike Sora no Kiseki (SC and the 3rd), Combo Crafts in this game are only used between 2 party members, and the Combo Craft itself only costs 100 Cp for each character. They cannot be used if one of the participants is either affected by a status effect that prevents the usage of crafts (Faint, Petrify, Confuse, Freeze, Seal), or s/he has less than 100 Cp.

* Craft Command is blocked by the Seal status effect.

5. [Yellow 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. Section 1 has all the healing

items and food, section two all the attack items (mostly food)

6. [Grey 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. Just be aware that in this game, there is a "retreat percentage", and the lower it is, the harder for you to leave the battle.

+Bottom side - Party Status

The four portraits of the current party members, as well as the 2 supports.

Character portrait - 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).

You can 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]

In Zero no Kiseki, your party will be composed mostly of 4 specific characters, save for special circumstances when some characters will join you for a certain event.

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

+What the stats of a character mean:

Available: When can you use this character in your party

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 Zero no Kiseki, last three have been given a nickname to avoid spoilers:

Lloyd Bannings (Balance, Speed, Power)

Available: Always

HP - ***

EP - ***

Str - *****

Def - ***

Ats - ***

Adf - **

Spd - *****

Dex - ***

Agi - ***

Mov - *****

Rng - *

-Pros: Good balance in almost every stat.

-Cons: Bad Rng, he has to be close to hit.

Overview: Lloyd is this game's main protagonist, and as many in the roll, he takes the job of jack-of-all-trades. Good with arts, better with his two tonfa, he has a good speed ensuring he has many turns, and he is the one with the best Mov value, meaning that he will be able to reach almost all enemies in the battlefield. He has a two-way quartz array with no particular elemental orientation, giving him access to a good number of arts, even a few high arts if you decide to. His only downside is his Rng. Those tonfa of his won't reach too far, and in fact he has the second poorest range in the game. He is the one to relay for an immediate Str buff, since he gets an a-o-e craft capable of doing so. Also, his other crafts have good area, and are generally useful in all situations for a good Cp cost.

He gets 2 S-crafts, the first, Tiger Charge, targeting one enemy for good damage, and the second, Raiging Zan, a wide a-o-e.

In general, a really good character with only a few minor flaws whom you will

want to keep in the party even when there are others available.

Elie Mcdowell (Gunner, Art-user, Power)

Available: Always

HP - **

EP - ****

Str - ***

Def - **

Ats - ****

Adf - ****

Spd - **

Dex - ****

Agi - **

Mov - *

Rng - *****

-Pros: Gunner. The best Rng in the game, and is not that weak. She is well talented in the arts department due to her high Ats.

-Cons: The Princess (as Randy calls her) is rather frail to a good pounding, she won't be dodging attacks too often, and she is slow.

Overview: Think of her as the main gun. :)

Due to her Rng, she will be picking enemies far and away, even if her Str is only average. She may be slow and fragile, but thanks to her orbal pistol you won't have to concern yourself too much about that, even less if she is equipped with a Long Barrel accessory. Her quartz array is a two-liner, but with one being only on slot long, which means that she can have access to most arts in the game, even if she has two air elemental slots in her long line. And with her Ats, those arts will be put to good use.

She has some very useful crafts at her disposition, ranging from canceling enemy arts/crafts, to accelerating other party members' turns (AT Haste), and the means to recover Cp to every one! Le cool!

Her S-crafts are rather good, the two of them, the first, Aura Rain, being the game's Panic button that will revive/recover every one in a pinch, and the second, Aerial Cannon, a good way to blast enemies. The only downside of Aerial Cannon being its air elemental orientation.

A very good character with access to all types of arts, thus being able to respond to most situations. You won't want to change her also.

Tio Plato (Art-user, Speed, Healer)

Available: Always

HP - *

EP - *****

Str - **

Def - *

Ats - *****

Adf - *****

Spd - ****

Dex - ***

Agi - **

Mov - ***

Rng - **

-Pros: Raw art power at her disposition and the Ep to make it come as she pleases. Fast too, so she will have plenty of chances to blast the enemies with it.

-Cons: Weak. She is easily hurt with physicals and doesn't have that much Hp or Def to withstand it. Also, poor on the Agi dept, so she will be hit for sure.

Overview: A stereotype character in many RPGs, she is the cute, serious, well endowed with power, most dedicated healer lady in the game. That's right, Tio excels at arts. Period. And even in that department she will have some quirks. Her quartz array is a one liner, making you think she can use every sort of

art, but it has 2 water oriented slots. She is the best healer, okay, but that will also limit her access to other types of elements. Though that is not to say she cannot do anything. Deck her with earth, time, space and mirage quartz and she will rip through mobs of enemies with ease for most of the game.

Craftwise, Tio is the one to call if you want to know what harms an enemy thanks to her Analyze craft, which as an added bonus also casts Def/Adf Down unless the enemy is immune to them!

But aside from that, her crafts are not really useful, since they relay on Str and Tio lacks muscle. Even her S-crafts aren't that good, regardless of Ether Buster, her first, which has a super wide range for a line attack. Her second craft, I haven't used it once in the game.

She will be with you to most battles because of her Analyze craft, a cheap debuff, and her healing powers. But whenever you get the chance of using another character, you are most likely to put s/he in Tio's place, since you can use a Battle Scope item to check the enemy's weakness (even if it doesn't debuff them). This changes a bit by the last 2 chapters of the game, where you get quartz that give her more variety in arts. And if you are the sort that gets a lot of Max Party Advantage, her poor Str won't be much of an issue.

Randolf "Randy" Orlandou (Power, Fighter, Tank)

Available: Always

HP - *****

EP - *

Str - *****

Def - *****

Ats - *

Adf - **

Spd - **

Dex - ***

Agi - ****

Mov - ****

Rng - ***

-Pros: Hits hard. Good at soaking damage too. Really good Mov, and his high Agi ensures that he will counter the enemy often.

-Cons: Sucks really at arts and is very slow.

Overview: Tio's opposite. Randy is good for hitting with that mean-looking halberd of his. And if you want him to Tank and absorb damage, he is one tough fella. His quartz array is one of the worst, with 4 lines, but since he doesn't have neither the Ats nor the Ep to use them arts, it really won't matter, especially since his two element oriented slots are of the fire element, meaning more Str and criticals.

His reason for being in the party is his sweet array of crafts. He is the one to use to cast Delay on the enemies, he can also cast both Burn and Death with his two line crafts, and he gets a craft that trades 30% of his Hp for 60 Cp. YEAH! However, he won't be getting to use the El Cheapo Tactic that Agate Crossner got to abuse in Sora no Kiseki, but what the hell.

His two S-crafts are real killers, both of them a-o-e, and even if one of them, Crimson Gale (Lowe-style), is fire-elemental, they do serious damage.

He is meant for rushing the enemy and preventing them from taking action, however, there are other characters that can do that too, and that offer other possibilities. I don't mean that he is bad (for that matter, neither Tio), but he is, like Tio, too limited to a few roles.

Wadi "Lazy" Hemisphere (Fighter, Art-user, Tank)

Available: Prologue (chapter boss), Chapter 3 S7. Black Auction

Investigation [CH3S7]

HP - ***

EP - ***

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

-Pros: Fast, good for tanking despite his girlie appearance.

-Cons: Average HP, EP, and all offensive power, whether physical or arts. Also the game's poorest Rng.

Overview: I don't know how could Wadi (in katakana) be translated to Lazy, unless it is in another language.

This pretty boy is a strange character, for he is best suited for defense rather than for attacking. In spite of his average HP and EP, Wadi can soak up damage and use good crafts to help his teammates. He is not so good however at up-front offense since he is a fist fighter, which makes his range the worst possible in the game.

Craftwise, he is made to inflict status effects on the enemy and help others do the damage, instead of doing it himself (guess that's why his name is Lazy).

His S-craft does good damage and also lowers stats, so it is a good thing to use.

You only have 2 chances to use him in this game, one at the beginning and one at the end of Chapter 3, so you don't really have to worry about buying stuff for him, since he comes decked with the best possible at the time.

Noel Seeker (Gunner, Power)

Available: Chapter 2 S4. Investigation of Threatening Letter - Part 3 [CH2S4], Stargaze Tower dungeon, and Chapter 4 S1. Ruins Survey [CH4S1].

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

-Pros: Good Rng, better Str than Elie, also better Agi, average Dex. Her machine pistols have a good a-o-e.

-Cons: Bad for arts and weak to them. The game's worst Mov.

Overview: She is another gunner, which is somewhat of a middle point between Randy and Elie.

She is mostly a physical oriented character, having good power at her disposition, and a nice area of effect with her machine pistols, ensuring she will hurt many enemies. For those who played the Sora no Kiseki titles, she is kinda like Tita Russel. Her quartz array is earth oriented, which will should be used to compensate her weaknesses rather than giving her access to arts, since it is a 4-way array, making it kind of a waste.

Her crafts are the other reason to use her when available, since she can cast Delay (though only to one enemy), cancel enemy buffs (oh yeah!) and hamper enemy movement.

Her S-craft is a good a-o-e that can inflict some status effects and lower Mov, though not that powerful, but still useful.

She is the special character that stays with you the most, especially on Chapter 4. Usually, I use her as replacement of Randy, since his support

ability is better than Noel's.

Inspector Dudley (Gunner, Balance)

Available: Chapter 4 S5. Revache Association [CH4S5]

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

-Pros: Good HP, EP, Str and Rng (he is a Gunner). Average on the Arts and Def dept, though he won't miss often with his pistol due to his high Dex.

-Cons: Average on the Def and Arts department, poor Agi and Mov, so if the enemy gets to him, he can get a serious beating.

Overview: The no-nonsense Senior Investigator who is at first mean and obnoxious to the team and then befriends them (classical stereotype).

If Noel is the middle point between Elie and Randy, Dudley is the one between Elie and Tio. He is good with his gun, but he is better with his arts, since comes equipped with some pretty powerful quartz when he appears.

His crafts are not so good, though he has some a-o-es at his disposition.

Like Tio, his S-craft is not that useful, since it is a one-hit.

He is only available during the last dungeon of Chapter 4, after which you will not see him again in your party. He ain't a bad character, though if I have to choose between him and Tio, I will go for him instead, since he has the Str to help with his crafts, even if they aren't as good as Elie's.

Big Sword (Fighter, Art-user, Tank)

Available: Chapter 5 S1. Drug cases Investigation [CH5S1], St. Ursula Hospital

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

-Pros: Strong and resilient, has also good speed.

-Cons: Average Agi, so will get hit often, average Def and Adf, so will get hurt. Not so good Rng and poor EP total, so this ally won't be using much of that Ats.

Overview: To tell you who BS is will be a BS (Big Spoiler). :)

That's a good sword! Ad put to good use too. The character's trademark is one serious meat cleaver that will hurt many with enough frequency, so send this Big Spoiler to spoil the enemy with the weapon.

Despite the power this character has, both in terms of Str and Ats, BS lacks the EP to use it frequently, and the arts that our mystery fighter has are also costly too.

As are the crafts. Good and useful, capable of inflicting good damage and status effects, but at a not-so-reasonable CP cost.

And you got to love that S-craft, which is for now the game's only all-hitting one.

What can I say? Use BS while around. One useful character with only a few

shorcomings that will rip appart any foe in your path.

Blunt (Balance, Power)

Available: Chapter 5 S3. Cult Base Infiltration [CH5S3], in the Final Dungeon

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

-Pros: Average in every aspect.

-Cons: Average in every aspect.

Overview: In spite of Blunt's eternal devotion to being a jack-of-all-trades I kinda like this character. Has the power to help Lloyd and Randy, the Ats to support Elie and Tio, and the quartz array to be able to use almost all possible art, including the higher ones with some tweaking.

Craftwise, you will want Blunt with you. Has it all, Str group buffing like Lloyd, good power like Randy, and a few other nice things here and there.

Blunt has only one S-craft, which has a small a-o-e, but it inflicts some good damage, and as an added bonus will heal back some HP.

Blunt has a Combo Craft with Sharp, which is a sweet damage dealer, even more when buffed.

This is one character that can become anything you want. Customize Blunt to fit your tastes, or leave that ultimate balance pure to be able to fill any role. Blunt won't disapoint you. Too bad this character is only availabe in the Final dungeon, but hey!

Sharp (Speed, Power, Art-user)

Available: Chapter 5 S3. Cult Base Infiltration [CH5S3], in the Final Dungeon

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

-Pros: Good for arts, the best Spd in the game, also capable of moving really far.

-Cons: Not that strong physically, and a bit on the frail side. Also the 3rd worts Rng in the game.

Overview: Blunt's partner. This character is the ultimate offensive art user, capable of delivering devastating time, space and mirage arts on a regular basis. Has a natural time quartz inclination, thus making this one really good at killing enemies, since Sharp can also inflict status effects frequently.

Craftwise, Sharp is supperb. Has a specialty in Delaying enemies, and inflicting them with debuffs.

Sharp's S-craft is the other only all-hitter in the game, which has a sweet Death added effect, ensuring that anything that did survive the assault will die with a high probability from the Death effect.

Being Blunt's partner, Sharp has a Combo Craft with the other secret

character of the Final Dungeon.

Not as useful as Blunt, though, in spite of the raw art power Sharp can put forward, since this character has some other shortcomings that will prevent me from praising Sharp like I did with many of the Trails in the Sky characters (Agate, Joshua, Richard, Renne, where are thee).

3. Status Effects [SEF]

Like any good RPG, Zero no Kiseki 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.

[Black Body Siloutte]: Vanish - Target is removed from the battlefield. (Used only by Last Boss)

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 dissappears.

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

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

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

dissappears.

[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 completly 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

Town strategies:

- + Speak to every person before going/speaking/activating the next story objective, you can find books, hidden quests, or story related clues
- + Speak to every person AT LEAST TWICE, on many occations, npcs can give requests or items when spoken two times in a row before leaving the current screen
- + If possible, try to leave town and speak with the people of other locations before proceeding with the story
- + 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 maximaze 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 ammount of every kind
- + Always try trading the best-valued sepith and/or the type you have the most (mostly earth and water sepiths)

Field/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
- + Be careful with the black chests, they contain high levelmonsters, which will be very difficult even when on their level
- + Heal and save always before opening a red chest or changing a screen
- + Check the field thoroughtly 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 somthing, 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 preemtive strike, immediatly run with the first character available, except when facing enemies you absolutly 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 when ABSOLUTLY necessary
- + When using arts, try to always use it first with the characters that have a naturally high EP count (Elie, Tio, Big Sword and Stabber)
- + 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
- + When an enemy has less than 100 in all weaknesses, use Time, Space and Mirage arts + 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
- + 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

Other strategies:

- + Shinning Poms are found randomly as partners of specific enemies on the field.
- + When fighting Shining Poms, they are the most vulnerable to crafts, since they resist all elements.

5. The Quests [QST]

Having learned from past experience, writing is after all a never ending learning process, the guide will be formatted in the following fashion:

Chapter Overview - All the general information that is necessary will be found here. It will be broken down as follows

Quest List - This game changes the way Story quests are presented by grading the 'Main' Story quests at the end of the Chapter. This translates into you having to play THE WHOLE Chapter to find out what exactly the Chapter's mission(s) was all about, and how many DP you get. However, in here, you can check the AVAILABILITY of such quests (i.e. when is the earliest you can access them). I'll also include their length as presented in-game in, with (S) standing for Short Term/Urgent, (M) for Medium, and (L) for Long, meaning they can be completed right before the Chapter's PNR (Point of No Return). A special (R) will indicate this quest is mandatory and has to be completed to proceed with the game.

*Note: (R) only applies to the 'Red' quests that appear on the Terminal back at the Base. so when you check the Terminal and find one of these, you'll know to stay clear of that one until other quests are completed.

MAX DP - The Chapter's total ammount of DP you can get. Complete with a list by quest. Become a Senior Detective!

Optional stuff

-Treasures - What and where you find them, is there fighting involved, and the like.

-Books - Who provides the texts and the stressing time frame to actually get'em.

-Recipes - Chapter Food will be found here. Not all of them involve time constrains, though it will be noted when applicable. Generally, though, you should be getting them as soon as the place were they are found becomes available.

-Fishing Spots - New places for fishing available and/or you can get chapter specific fishes.

Areas Available - Can you access the whole State? or are only limited to a few areas.

Point(s) of No Return - Despite being a small country smack in the middle of mayor super powers, Crossbell is rigged with places where once you enter, you'll no longer be able to leave. Some Chapters have more than one.

Chapter X Quest Guide - The Chapter's mission (or case, our guys are detectives after all) will be split into easily accessed events, each with a [tag] for easy access straight from the get go withou passing through all my nonsens. I'll list first the Story quests, including the tags of the Optionals when they become available, and then the Optional quests strategies.

++++
Prolouge - Special Support Section [CH0]
++++

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

Before begining with anything, that is, as soon as you select 'New Game', you will find yourself controling a group of four individuals inside some strange ruins. There is not much you can do here, so just advance a few screens until you reach a large open space with a spiral staircase and an ominous red light shining below. From there, the opening scenes, as well a the Anime-style opening of the game will take place.

Chapter Overview [CH00VW]

Quest List

- A - S1. Geofront Investigation
 - B - S2. Supplementary Explanation (R)
 - C - O1. Lost Objects
 - D - O2. Vacant Houses Investigation
 - E - S3. Geofront A Beast Extermination (R)
 - F - S4. Downtown Street Fight
 - G - O3. General Knowledge Test
- PNR

MAX DP

- S1. 1 (+5)
- S2. 5
- S3. 5

S4. 2 (+11)
O1. 3
O2. 3
O3. 3 (+2)

Total DP: 40

Optional stuff

-Treasures:

-Books:

Dark Doctor Glenn series

Volume 1 - Go to the Library in the Government District and talk to the man named Nobaasu (katakana). He is sitting by the big table on the first floor with an open book in front of him.

Crossbell Times

Issue 1 - Bought at the Department Store, in the Tool Shop

-Recipes:

1. When talking to Oscar at the bakery for the first time, he will freeload the first with the Recipe book.
2. Check the books on the 2nd floor of the Fishing Guild on East Street.
3. Talk to the maid selling Ice Cream right outside of the Arc-en-Ciel theater in the Entertainment District.

-Fishing Stuff

None.

Areas Available

-Crossbell City

1. Centra Square
2. Station Street
3. East Street
4. West Street
5. Residential District
6. Back Alley
7. Entertainment District
8. Downtown
9. Port District
10. Government District
11. IBC Building

-Geofront Sector A (Dungeon)

1. Basement 1
2. Basement 2 (Boss area)

Point(s) of No Return

-During [CH0S4], once you begin the meeting at the Base, you are stuck on the Chapter-ending sequences.

Prologue Quest Guide

S1. Geofront Investigation [CH0S1]

Available: Story quest, you have to clear it to proceed with the game.

DP: DP: 1 (+5) *Graded at the end of the chapter*

Simple enough. After the introductory scenes have been completed, you are to enter the door and use the key Sergei (your boss) gave you. Before that though, you need to equip the for quartz on your party members. Right of the bat you'll see that Elie, Randy and Tio have to equip specific elements so that will leave the eart quartz for Lloyd. This configuration is good and won't give you any trouble.

#Geofront A#

Navigating the Geofront is easy, for right on the begining you will find a rest point (that shining cup thingy). On the first 4 battles you will be introduced to the game's battle system, if you chose to take the tutorials by selecting the first choice when prompted.

The sector of the Geofront you are to traverse is small and short. It is also divided into 2 floors. Take the time to search for the few treasures that are scattered here (nothing to difficult), and to fill 100Cp to Lloyd, Randy and Tio after the S-craft introduction battle (if you did the tutorials).

When you reach a room with some air ducts you can access, there will be a scene. Before proceeding, enter the air duct (I don't think this is optional). Inside, after walking a little, there will be a scene, and you'll be prompted to make a decision:

1. XBADX
2. (CORRECT)

As soon as you engage in the next battle, the game will warn you that, if an NPC's Hp happens to reach 0, it is an automatic, no questions asked GAME OVER. So ensure that kid gets no scratch.

Going a little further inside this place, you'll come across a second rest point right beside a gaint door iluminated by a red light.

This is an obvious indication that the boss is on the other side, so rest to recover Hp/Ep, save, and proceed. During the scene, you'll be prompted to make another choice:

1. XBADX
2. (CORRECT)

-Boss-

This is just an introductory boss battle, so it is really no big deal.

You will fight 5 Ice Gummy enemies while protecting the kids on the north and south sides of the battle. Your priority thus is to ensure the kid in the north, the one behind the 5 enemies gets as little damage as possible. To do that in the most effcient manner, use those S-crafts you've been saving. Start by doing and S-break with either Tio and Randy, and amming at the 3 gummies at the center. Two S-crafts will be enough to kill those three enemies. Lloyd's can be used then to chop 3/4ths of the Hp from another one of the enemies. After that, it is a simple matter of disposing of the two remaining while ensuring that the kids don't fall. Should you need to heal them both back to full on a short notice, S-break with Elie and heal the whole lot of them in one go.

The gummies can freeze a party member, but that's no big deal really.

Overall, and easy fight.

-Boss-

There will be then a series of scenes. When you regain control you'll be

required to return to Central Square and enter the 3-storied blue building on the southwest corner of the area, down the stairs next to the Weapon Shop. Welcome to

#Special Support Section HQ# (Hereby know as 'The Base')

To proceed with the story, you must talk to all your party members, as well as the cat in the roof of the Base, though I think that one is optional. After talking with all of them, head outside for more scenes.

Next day, and after the scenes, Sergei will have you check the computer...ehm orbital terminal. Do so and choose the first option. This will mark the conclusion of the quest and the beginning of the next.

S2. Supplementary Explanation [CH0S2]

Available: Story quest, you have to clear it to proceed with the game.

DP: 5

IMPORTANT: It is advisable that you take the time, as Chief Sergei suggests and go get acquainted with your surroundings. Crossbell City is a big place and you'll be walking around quite often in search of everything from books to actual work (hereby known as 'the rounds', so when I say 'Do the rounds' you know what I'm talking about).

Simple enough, you have to go to the C.S.P.D. building on the administrative sector and talk with Fran at the information desk. Take the time to get to know the Crossbell City, which is big and has several sectors (streets) each with its own unique stuff.

Once you have seen the event in the C.S.P.D. building, you have to return to the Base and check the orbital terminal. This will finish the request and get you 1000 mira and some DP (detective point, this game's equivalent to bracer points).

+Quests [CH001] and [CH002] are now available.

The rounds:

1. Dark Doctor Glenn Vol. 1 by talking to the man in the Library's 1st floor by the big round table.
2. Cooking Book and 1st recipe from Oscar at the Bakery on West Street. You have to get this one first in order to be able to obtain the others.
3. 2nd recipe by reading the books on the Fishing Guild's 2nd floor. They are located on East Street right beside the Bracer Guild.
4. 3rd recipe by talking to the maid who sells ice cream by the entrance to the Arc-en-Ciel theatre on Entertainment District.
5. Cook the 2nd recipe with Tio to get a Nekomanma (Cat Biscuit), which is one of the Failure Results from said recipe. Save before you do so, since without grinding you won't have much money for ingredients and the result is fairly random. Give the Nekomanma to Koppe, the cat who lives in the rooftop of the Base.
6. Crossbell Times Issue 1 bought at the Times Dept. Store.

S3. Geofront A Beast Extermination [CH0S3]

Available: Story quest, you have to clear it to proceed with the game.

DP: 5

After finishing S2. System Explanation [CH0S2], this one begins automatically. You have to return to the same spot where you rescued the boys and fought the Ice Gummies in #Geofront A# to fight a boss.

-Boss-

This big fat bat, accompanied by other 4 smaller ones will be an easy fight, if you use Randy's AT Delay craft. Try also to use Tio's Analyze to lower the enemies Def and Adf (particularly the boss'). So long as you get rid of the little helpers first, and keep the party healed beyond 1/4th, this fight is a cinch.

-Boss-

You can now get out (as Tio will have you do) through the back door, which leads to a shortcut to the entrance. As soon as you get out, you'll receive a call having you go to Old Town, and this quest is at its end.

S4. Downtown Street Fight [CH0S4]

Available: Story quest, you have to clear it to proceed with the game.

DP: DP: 2 (+11) *Graded at the end of the chapter*

As soon as you enter, there will be a scene, and you will have to make a choice. Pick no. 1. Then a battle.

-Boss-

You'll fight 4 gang members, the Saber Vipers have red and black clothes, and are close fighters, and good damage dealers. The Testament fellas are the blue and white ones, they prefer long ranged stuff. Delay them, Analyze them and cancel them with Lloyd's craft if he has gotten it.

-Boss-

After the battle, there will be some scenes, and two options will pop up:

1. XBADX
2. (Correct one)

then you'll have to go interrogate the two gangs. You have to start first with the Testament guys, so enter the place called Trinity by the entrance of Old Town.

#Trinity#

During the conversation, pick

1. XBADX
2. (Correct one)
3. XBADX

It is time to go to the next clients, which are at the other end of Old Town. The place is called Ignis. However, save before entering. Be sure to install Attack 1 (Fire), Defense 1 (Earth) and Action 1 (Time) quartz on Lloyd's ENIGMA. Buy AT LEAST 3 Tear Balms. Also, make sure you have above 150 CP with our brave leader. Then proceed inside.

#Ignis#

The Saber Vipers' boss will want to test your mettle, so it is a one-on-one battle between Lloyd and the Big Fella With the Club. You should know that you only have to endure a certain number of turns, but winning is better. Not sure if it increases your DP at the end of the Chapter or not. Need Confirmation.

-Boss-

The Viper's head is tough and Lloyd is alone. If you made the proper preparations, you only need to worry about winning the battle.

Like this:

1st turn, cast Chrono Down on the boss.

2nd turn, cast Forte on Lloyd.

Then proceed to beat on the punk until the Str Up turns expire.

When the Boss has less than 400 HP AND Lloyd has an available Str Upped turn, fire his S-Craft (normaly or through S-Break).

Rinse and repeat to Win!

*Note: Keep an eye on Lloyd's HP. If it goes under 200, use a Tear Balm, even if it means using up one of your Str Up turns.

-Boss-

Our man will hold up his deal no matter the result, afterwards, leave Ignis, you'll meet the news hound, Grace from the Crossbell Times.

+Quest [CH003] is now available.

Go back to the S.S.S. HQ and talk to Chief Sergei. He'll send you to West street to the Law Office (green building next to the bakery).

Go there and talk to Ian the lawyer.

After the events, return to the Base, approach the table and press Circle to begin the meeting.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!POINT OF NO RETURN ALERT!!!!!!!!!!!!!!!!!!!!!!!!!!!!

By approaching the big table next to the Terminal and choosing the 1st option, the meeting. Once you do, events will play by themselves with you on the passanger seat. You've been warned. So go on, finish those quests first...

!!!!!!!!!!!!!!!!!!!!!!!!!!!!POINT OF NO RETURN ALERT!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Meeting Question

1. XBADX
2. XBADX
3. (Correct)

Some scenes, then you'll be prompted to choose someone to help Lloyd and Wadi fight the chapter's boss.

-Boss-

You should pick Tio, since she should be the one with the Tia water art. Your opponents are to Mafia Goons, one Knife and one Gun. Kill Knife first, since he has an attack that can inflict instant death (and, unless on second playthrough, there is no way to protect from that now). Once Knife is down, go for Gun. Exploit Wadi's help, since the girlie looking lad is quite strong and is on a higher level than Lloyd and Tio.

-Boss-

Chapter comes to an end after the ensuing scenes. Also, you get the story quests graded. Hope you get high DP.

01. Lost Objects [CH001]

Available: As soon as you finish story quest [CH0S2].
Expires: (M) When you start the meeting after talking to Ian Grimwood.
DP: 3

Go talk to the client, who should be in one of the rooms in Hotel Millenium on Entretainment Street. He's name is Toronto and you shall find him in one of the rooms going through the eastern entrance (the one next to the Alley exit).He wants you to recover the stuff he lost, which are a Wallet,

At the end of the Chapter, you'll be graded. What will be graded?
Those 2 quests that were not graded before. Which ones?

[CH0S1] DP: 1 (+5)

[CH0S4] DP: 2 (+11)

++++
Chapter 1 - God Wolf Afternoon [CH1]
++++

Chapter Overview [CH1OVW]

The only Story/Mandatory quest in this chapter is split in 3 parts, both in my guide and in the Detective Handbook. It will be graded at the end of the chapter as all of this quest are, so if you messed up in something...well too bad! You'll have to redo the whole Enchilada, optional quests included. This game severely punishes those who are not attentive...or save always before mayor story points.

Quest List

- A - S1. Wolf Sighting Investigation - Armorica Village
 - B - O1. Unreturned Books Retrieval
 - C - O2. IBC's new service
 - D - O3. Ingredients for new bread
 - E - S2. Wolf Sighting Investigation - St. Ursula Medical College
 - F - O4. Lost kitten
 - G - S3. Wolf Sighting Investigation - Mining Town Mainz
 - H - O5. Passanger Raid
 - I - O6. Noisy Tenant Eviction
 - J - O7. Mainz Mountain Road Monster
 - K - O8. Longing for Misshi
- PNR

MAX DP

- S1. S2 and S3. 5 (+10)
- O1. 3
- O2. 3
- O3. 3 (+3)
- O4. 5
- O5. 3 (+2)
- O6. 4
- O7. 4
- O8. 5

Total DP: 50

Optional stuff

-Treasures

-Books

Dark Doctor Glenn Series

Volume 1 - Bought at the grocery store in Mining Town Mainz.

Volume 2 - Bought at the grocery store in Mining Town Mainz or gotten from the old man in Armorica Village's grocery store just before leaving the Village.

Volume 3 - While waiting after the meeting, talk to Max the miner who is sleeping in the house at the bottom of the cliff during the night.

Crossbell Times

Issue 2 - Bought at the Department Store, in the Tool Shop

-Recipes

4. Talk with Cecile's mother in her apartment at Bellheim building on West street.
5. Talk to Kirsch, the dorm leader at the St. Ursula Medical College Cafeteria.
6. Check the menu in the wall at the Armorica Village Inn dining room (1F).
7. Talk to the lady at the drinks stand in Gov. District.

-Fishing Stuff

*The Fishing Book and Novice Rod are given to you by a resident of Armorica during the Q and A part of your visit, you have to talk to him in order to proceed with the story.

New Fishing Spots Available:

1. Armorica Village - By the pier right outside the Inn.
2. Old Armorica Road - Rest area with the Vending Machines and Kiosk.
3. East Crossbell Highway - 2nd screen on the eastern side of the small stone bridge. You can see it when crossing.
4. Crossbell City Harbor District - By the lighthouse at the northern end of the pier.
5. Ursula Byroad 1 - Screens 1, on the platform (eastermost part) overlooking the ruins in the river. You have to check the edges for the camera to shift and reveal the spot.
6. Ursula Byroad 2 - Screens 3, easternmost point, on the beach to the right of the Monster Chest.
7. Ursula Byroad 3 - Screens 4, the southwestern tip, on the 'inside' of the curve in the road.
8. St. Ursula Medical College - Southern part of the courtyard, dare you to guess where (hint: it's liquid)
9. Mainz Mountain Road 1 - Screen 1, the wooden pier by the northern end of the screen.
10. Mainz Mountain Road 2 - Screen 3 (the Bus Stop screen), the middle platform after crossing the first metal bridge overlooking the waterfalls.

Fishes Available with Current Rod(s) and Baits:

*Note: All names are transliterations from their Katakana names. In the brackets you'll find hopeless attempts at inference.

1. Reinii (Rainey)
2. Paarugurasu (Pearl Glass)
3. Arumorikabuna (Armorica Buna?)
4. Orosho (No Idea)
5. Rokku (Rock?)
6. Karupu (Carp)
7. Sunooshurabu (Snow Shurb?)
8. Guratonbasu (Gluton Bass?)

9. Iiru (Eel)

Areas Available

Crossbell City - Add IBC lobby to your list. And the Crossbell Cathedral by the last 1/3rd of the Chapter.

East Crossbell Highway - You cannot further east beyond the Bus Stop.

Old Armorica Road

Aarmorica Village

Ursula Byroad - Opens up after you return from Armorica Village

Mainz Mountain Road - Opens up after you return from St. Ursula Hospital.

Point(s) of No Return

-As soon as you talk to Mayor xxx in Mainz, you will begin the Meeting, and be stuck on the Chapter-conclusion scenes.

Chapter 1 Quest Guide

S1. Wolf Sighting Investigation - Armorica Village [CH1S1]

Available: Story quest, you have to clear it to proceed with the game.

DP: *Graded at the end of the chapter*

You'll have to walk all the way to Armorica Village (big deal), so take the chance to earn some exp and sepiths.

+Quests [CH101], [CH102] and [CH103] are available now.

Also, do not neglect your duty and do

+The Rounds:

1. Recipe from Cecile's mother at Bellhiem Apartments.
2. Crossbell Times Issue 2 with our handyman Tally at his store in West Street.
3. TALK to the lady selling drinks in Gov. District, she will give you a recipe.

Once in Armorica Village head to the Mayor's house. There will be a scene. Then it is time to interrogate all the people who are in this village. You have to speak with everyone, but of particular notice are the two scenes at the Inn, one at the counter and another on the 2nd floor in one of the rooms (the pink-haired guy).

Also, the fella on the bridge will give you the Novice Rod as well as the fishing book and two types of bait, so from now on you can fish at any place with water where ripples appear.

Once you have spoken to everyone, enter and exit ANY building and there will be a scene in the village square.

You have to go to the Bus Stop outside the village and check the "!" mark. But first, you Policias gotta do

+The Rounds:

1. Recipe (Homuraisu) by checking the menu/wooden sign next to the Inn's counter on the wall ('!' mark).
2. Doing some fishing at the Village's Fishing spot.
3. Dark Doctor Glenn Vol. 2 by talking ot the old man inside the General Store BEFORE checking the Bus Stop's '!' mark.

Another scene will occur and you'll get a free ride back to Crossbell City. And good Mr. Harold (the pink-haired dude) will be kind enough to give you an upgraded version of the Crossbell City map, which will make going from place to place within the city a cynch.

S2. Wolf Sighting Investigation - St. Ursula Medical College [CH1S2]

Available: Story quest, you have to clear it to proceed with the game.

DP: *Graded at the end of the chapter*

+Quest [CH104] is available now.

Next in the list is the St. Ursula Medical College. To get there, go to the Station Street just south of the S.S.S. HQ (you can try your brand new map to teleport right in) and exit through the path in the south.

As soon as you check the "!" mark in the Bus Stop, a scene will occur and you will then be able to traverse the St. Ursula Highway.

Make some exp and sepiths; as well as try the fishing rod in the ripple point in this screen.

On the second screen, save before crossing the bridge and proceed. A little further on there will be a boss fight.

-Sub Boss-

First, in this boss you got a sort-of NPC, which is the Orbal Bus. It has its own Hp bar, and if it drains...Gg. The bus is located at the northern end of the battlefield.

As for the bosses, they are two big, horned, purple apes (whats with this land and the funny hair colors of its inhabitants?). They can give you a good bashing which pushes you back and can inflict Faint (n/c). They also call for help, summoning those small monkeys you have fought in these place. Every once in a while, they will do an area attack which they have to charge for a turn and which hurts bad, so try and cancel/Delay them with either Lloyd or Randy.

Lloyd should hit them fast, and if he has Forte use it on Randy and himself. Randy is in charge of Delaying the bosses.

Tio and Elie should use the Fire Bolt or Heat Wave fire arts on the apes to expedite their demise, and it will help if Tio Analyzed them first to lower their Def and Adf.

They ain't that hard, but you should watch your Hp just in case, and keep it above 1/4th. If you see there is trouble, S-Breaking is a good idea.

-Sub Boss-

After the fight, enjoy some cool scenes to bring back some memories for old times' sake (what has happened to them!?).

When done, proceed south.

A few screens later, you'll arrive at your destination:

#St. Ursula Medical College#

*Just 'cause you are in a hospital does no mean you can skip

+The Rounds

1. Talk to the woman behind the counter in the Hospital's cafeteria (Kirsch). She'll give you a new recipe!

2. Take the time to fish in the southern end of the Hospital's yard. The Fishing spot is on the eastern end of the small terrace next to the water (duh!).

First things first, you need a guide, so head to the main building and speak to the reception people to trigger a series of scenes. When done, you'll find yourself on the main building's 2nd floor. Go to room 202 for some scenes. Next, you must go to the rooftop of the building. In there, and after the scenes, you must check each and every "!" mark. Don't worry though, all of them are located in the railings, just remember that the rooftop extends all the way to the staff building.

There are 5 "!" marks in the rooftop, and 3 in the 2nd floor terrace of the staff building. You'll find them in

Main Wing Rooftop

1. The point where the railing meets the wall just right of the benches where the scenes take place. (All the way to the east of the terrace)
2. The railing overlooking the entrance to the Main Wing building. (West part of the terrace)
3. The small railing at the narrow spot between the Research Wing's left side and the door to the Main Wing's 3rd Floor. (Northern part)
4. In the middle of the small bridge connecting the Main wing and the Staff Building.
5. At the westernmost railing on the Staff Building's rooftop, overlooking the stack of boxes below.

Do as Lloyd says and enter the Staff Building. Head to the 2nd Floor terrace and check the only available mark on the rightside pile of boxes for a scene. After the scene, and before proceeding to find Cecile, check the leftmost yellow boxes in the terrace and the railing overlooking the parking lot for the last 2 "!" marks.

When done, go to the Nurse Staff room on the main building's 2nd floor. Talk to the girl at the information desk for a scene (you're a snake in the grass, eh Randy?). Then go to room 304 on the 3rd floor for one last scene with Cecile.

You'll find yourself in the courtyard of the college, so go to the bus stop and check the "!" mark to return to Crossbell City and finish this long day. And the quest.

S3. Wolf Sighting Investigation - Mining Town Mainz [CH1S3]

Available: Story quest, you have to clear it to proceed with the game.
DP: 5 (+10) *Graded at the end of the chapter*

When the scenes are over, you will be prompted to go to Mining Town Mainz, so head to the Residential District and leave by the northwestern exit.

+Quests [CH105], [CH106], [CH107] and [CH108] are now available.

#Mainz Mountain Road#

Right from the beginning, you can take a detour to the Crossbell Church for some scenes if you want, but our main goal is to follow this road to its end. Try to level up your characters to around 17, it will help since you will gain access to some useful crafts for both Lloyd and Randy.

When you reach the Bus Stop located at the crossroad, Lloyd and company will suggest to take first the right path. And no matter what you do, that's where you have to go. It is a short path, but at the end there will be an encounter with some old face during the mandatory scenes.

When the scenes are over, you have to go back to the crossroad to take the left path and proceed with the mission. When you reach the tunnel, remember it has another exit. You can't proceed further down if you take that one, so don't worry if you take a wrong turn. Keep going and you will finally arrive to Mainz. But not before having to answer one simple question:

1. XBADX
2. XBADX
3. (Correct)

#Mining Town Mainz#

Not much to do here. You can replenish Hp/Ep/Cp at the Inn, resupply at the store, but to continue you have to check the '!' mark at the Mayor's house on the eastern part of town. Once you do there will be a short scene. Now, what you have to do is enter ANY building (you can take this chance to use the Hotel) then get out and approach the Mayor's house. A scene will occur, then you can visit the local authority.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!POINT OF NO RETURN ALERT!!!!!!!!!!!!!!!!!!!!!!!!!!!!

I recommend, however, to save before hand so you can leave the town and finish whatever you might be missing from this chapter, for once you enter the Mayor's house it is a one-way sequence of events to the end of this mission. Go on, I'll wait...
So, when ready, enter and enjoy your scenes.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!POINT OF NO RETURN ALERT!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Afterwards, you will be at a meeting at the Hotel.

Meeting Answers:

1. 3rd (The purpose of the Beast)
2. 2nd (?)
3. 3rd (Physical ability of the wolf)
4. 1st (Black Wolves)
5. 4th (Damage around)
6. 3rd (Shizuku McLaine)

Be sure to answer them correctly to earn extra DP. Now you are free to roam the town during the night, though you can't leave. So why not do the cop thing a proceed with

+The Rounds

1. Visit Max the miner inside the house at the bottom of the cliff (lowest point in town, the proverbial 'down' town, eh? ...don't look at me like that...). Disturb the poor man's rest and he'll give you the Dark Doctor Glenn Vol. 3 to get rid of ye.

When ready to get on with the show, examine the '!' mark on the table of your room at the Hotel for things to get on the move (saving here in a separate file might be a good idea).

A scene, then it's boss time!

-Boss-

You will fight 3 attack dogs. They only have 2 attacks:

Bitting.

Charging (causes AT Delay).

You should focus on one dog at a time. Here is what every one should do:

Lloyd: Boost Str of the party with his craft every 3 turns (what the buff lasts), then attack physically the targeted dog.

Elie: Use the Chrono Down time art on the other 2 dogs, then throwing Fire Bolts to the target dog until dead. Healing either with items or Tear water art. If Randy is getting low on Cp, heal him with her craft.

Tio: Analyze the target dog, then throw Fire Bolts at it 'till it dies.

Randy: Use his craft on the target dog to inflict him with AT Delay, if he can

target more dogs apart from the chosen victim, even better.
That's all there is to it for this fight. It is easy, so try not to waste too many resources on this one (highly unlikely, but hey), for there is another one coming.

-Boss-

Another scene will take place, then it's round 2.

-Boss-

This time, 2 mafia goons, Knife and Gun, will join our 3 little poochs for the battle. They can heal their comrades with Tia, so you should make them your first priority if you don't want this to go on longer than it has to. And, like with the boss of the Prologue, kill Knife first, since he has an instant death attack. Now, since the goons are too close to each other, Randy's craft will do great to Delay them with ease, and make sure Tio Analyzes both to make their demise come faster.

Deal with the dogs in the same fashion as in the last battle.

-Boss-

Enjoy the scenes (things start to get interesting), and that's the ball game.

01. Unreturned Books Retrieval [CH101]

Available: Available from the beginning of the chapter.

Expires: As soon as you talk to the Mayor of Mainz. (L)

DP: 3

The client is the guy at the info desk in the library. He wants you to retrieve 3 missing books.

-1st is close by. Go to the C.S.P.D. building and talk to Raymond.

-2nd is in East Street. Go to the right door in the first floor of the Acacia Apartments and speak with the lady.

-3rd is in possession of the little girl who lives in the first door of the Belheim Apartments in West Street.

Return to the client after you got all three to finish this quest.

02. IBC's new service [CH102]

Available: Available from the beginning of the chapter.

Expires: As soon as you talk to the Mayor of Mainz. (L)

DP: 3

Got to the IBC building way up in the northern part of the city's map. Speak to the clerk in the middle info desk.

She will give you an item and ask you to exchange 30 of every type of sepiths.

That means 30 of each.

As soon as you have them, get back to her and exchange the 210 sepiths WITH HER.

That will mean the end of this quest.

03. Ingredients for new bread [CH103]

Available: Available from the beginning of the chapter.

Expires: As soon as you talk to the Mayor of Mainz. (L)

DP: 3 (+3)

Talk to Oscar at the Bakery in West Street.

He wants some ingredients.

- 4 Monster Fish Meat

- 3 Monster Wings

Monster Wings are easy to get, and by the time you reach Armorica Village you should have more than enough.

As for the Monster Fish Meat, you'll have to wait until you reach the 3rd screen of the St. Ursula byroad where there is a monster chest that spawns some enemies that will give you enough Monster Fish Meat. You can also get these by giving a Nekomanma (Cat Treat) to Koppe in the S.S.S. HQ rooftop.

MAX DP ALERT: If you want to earn the full amount of DP for this quest, go and talk to Bennett at the back of the store (the lady to the Left), she will request an additional 2 Monster Wings, which if you wait until you return from Armorica Village to deliver, you will have a surplus of them.

Once you got all ingredients, return to the Bakery and deliver the requested items to Bennett FIRST. THEN you can go and give Oscar his stuff and finish the quest with all 6 DP in the bag.

O4. Lost kitten [CH104] (HIDDEN)

Available: Right after you've returned from Armorica Village.

Expires: As soon as you fight the Sub-boss in Ursula Byroad. (S)

DP: 5

Head to the Belhiem Apartments in West Street and enter the second door.

Talk to Liu to initiate the quest.

You have to speak with every child in West Street and the Residencial District.

*There is a funny scene if you check the red house with the big stone horse heads in the Residencial District.

Your true target, however, is Sanita, the pink-haired girl who lives across from Harold's house. When you talk to her, there will be a scene. Afterwards, try to leave the Residencial District and another scene will take place.

Talk again with Sanita next to the District's eastern exit to finish this quest.

O5. Passanger Raid [CH105]

Available: Available after you return from St. Ursula Medical College.

Expires: (S)

DP: 3 (+2)

You must talk to Mr. Quatro, who can be found next the left side ticket counter in the Crossbell Train Station (he wears dark clothes). He wants you to help with a raid on the passengers of the Empire-bound train.

So once you've spoken with him, head to the number 2 platform and speak to him again. Lloyd will have to interrogate the people in the train car. Talk to everyone.

When done speak again with the family, pay special attention to the kid on the left side of the train, then again the the purple-haired passenger sitting alone on the right side.

This will finish the quest, and net you extra DP for your effort.

O6. Noisy Tenant Eviction [CH106]

Available: Available after you return from St. Ursula Medical College.

Expires: (S)

DP: 4

The client is Madam Imelda, who runs the Antique Shop in Back Street. She wants you to 'evict' the monsters that have taken residence in her apartment house. For that purpose, she will hand over the key.

So go to Mansion Imelda in Old Town.

Your objective is to clean all monster living in there.

Don't worry, they will not respawn. After all are cleared, return to the entrance. Wald, that big fella who leads the Saber Viper gang will come in.

After some scenes, Tio and Elie will leave the party temporarily and Lloyd and Randy must return to the hallway in the bottom floor, where our thug friend has kindly opened a path to another segment of the house.

Go further inside to the upstairs room where you will have to fight the boss of the 'tenants'.

-Boss-

Talk about an oversized Mosquito. There is no Raid in hand, and the ugly bastard can summon more smaller pals to help. Also, to make it worse, you have to protect Wald, who will be helping you in this fight as an NPC.

Do not let him croak it (instant GAME OVER, remember?).

As for Papa Mosquito and company, use Randy's craft to Delay him and as many other mosquitos as possible. Keep that up to prevent the boss from draining too much Hp or killing Wald. Lloyd is in charge of buffing and healing every one, so equip a water quatz on him before the fight. If he is at lvl5, he should have his third craft, which will increase Str for all characters in its a-o-e.

Wald will help you by beating on the enemies, and since he is as powerful as Randy, he will be 1-hitting the small mosquitos.

-Boss-

Boss beaten, return to Imelda to report.

07. Mainz Mountain Road Monster [CH107]

Available: Available after you return from St. Ursula Medical College.

Expires: (S)

DP: 4

It is located on the next screen when taking the right path at the crossroad. You have to come to this place during S3. Wolf Sighting Investigation - Mining Town Mainz [CH1S3], so you can't really miss it. It is the big yellowish bird by the death end near the beginning of the path.

-Boss-

Two big birds will be your opponents this time. They are weak to AT Delay, as well as fire arts. So have Randy and Tio Delay and bring down the Def/Adf of one of them while Elie uses the Chrono Down time art on the other to make it slower. Focus on the bird you Delayed/debuffed first, Delaying it with Randy every turn and using the Fire Bolt fire art with Elie and Tio if they have it. Lloyd should up everyone's Str before joining in the gang up. Once one is down, Delay and debuff the other and repeat.

-Boss-

08. Longing for Misshi [CH108] (HIDDEN)

Available: Available after you return from St. Ursula Medical College.

Expires: (S)

DP: 5

Go to the East Street Inn and talk to the man with his child who are staying in the first room. He wants you to get a vintage plushy for his brat. Do as Randy suggests and go to the Casino in Entertainment District. The plushy is one of the prices you can get by exchanging medals. To get those medals, play the casino games until you have 200, or exchange 1000 mira to get those medals at the exchange counter. With the plushy in hand, get back to the client for delivery.

//////////Chapter Conclusion\\\\\\\\\\

At the end of the Chapter, you'll be graded. What will be graded? Those 3 quests that were not graded before. Which ones?

[CH1S1], [CH1S2] and [CH1S3] DP: 5 (+10)

+++++
Chapter 2 - Golden Sun, Silver Moon [CH2]
+++++

Chapter Overview [CH2OVW]

Pretty much the whole Crossbell State becomes available in this Chapter. However, this time you have free run of the land from the start, so take the time to

Quest List

- A - S1. Old Ranch Beast Elimination
B - O1. Enigma Practice Test
C - O2. Guard Force Excercise Request
D - O3. West Crossbell Highway Monster
E - S2. Investigation of Threatening Letter - Part 1
F - O4. Fish Wanted!
G - O5. Testament Practice
H - O6. Recover Rare Medical Herb
I - O7. East Crossbell Highway Monster
J - S3. Investigation of Threatening Letter - Part 2
K - O8. Lost Wedding Ring
L - S4. Investigation of Threatening Letter - Part 3

MAX DP

- S1. 5
S2, S3 and S4. 8 (+6)
O1. 4
O2. 4 (+3)
O3. 4
O4. 3 (+5)
O5. 4 (+5)

06. 3
07. 4
08. 5

Total DP: 63

Optional stuff

-Treasures

-Books

Dark Doctor Glenn Series

Volume 3 - Bought at Tully's Shop in West Street.

Volume 4 - In the Mayor Macdowell's house, during the Story Quest [Investigation of Threatening Letter], talk to the butler before going to the IBC building.

Volume 5 - Talk to Brood the soldier on the second floor of Bellguard Gate during the Story Quest [Investigation of Threatening Letter] before going to the IBC building. You find him in the barracks, which is the first room you'll see when climbing the stairs.

Crossbell Times

Issues 3 - Bought at Tully's Shop in West Street.

-Recipes

8. Reward for fish-gathering optional quest.
9. Go to Bellguard Gate's mess hall and talk TWICE to Stella.
10. Same as above, but this time is in Tangram Gate's mess hall and the person in question is called Timasu
11. Talk to a person named Anje in one of the houses in Armorica Village.
12. At Geofront B, when you reach Jonah's room, check the pizza box.
13. At the Macdowell's house in Residential District, check the books in the second floor. It's in Elie's room.
14. Check a book at the Library in Gov. District (1F), it's the '!' mark on the bookshelf next to the stairs.
15. At the bakery in West street, talk to Morge in the kitchen. He will give you the recipe.

-Fishing Stuff

New Rod: Feather Tackle can be found inside a chest in the Old Ranch, the closed off section on the first screen of the Old Armorica Road. You have to visit this place during quest [CH2S1]. Look for the red chest on the eastern side. You'll find it beneath the wooden structure with the carts and boxes.

New Fishing Spots Available:

1. West Crossbell Highway - Screen 3 (Bus Stop screen), you'll find it in the small pond located by going through the south road from the Bus Stop.
2. Geofront Sector B - Boss room. Can't miss it.

Fishes Available with Current Rod(s) and Baits:

1. Titan

2. Kasagin
3. Doraado
4. Reinbou (Rainbow)
5. Eezeru
6. Baipaaheddo (Viper Head)
7. Samoona
8. Kuinshizaa
9. Baisonheddo (Bison Head?)

-New Areas Available

1. Crossbell City - IBC Building (becomes available during quest [CH2S3]).
2. Geofront Sector B - Entrance is loctaed in Residencial District (Dungeon, becomes available during quest [CH2S3]).
3. West Crossbell Highway.
4. Bellguard Gate.
5. East Crossbell Highway 2 - Eastern exit on Bus Stop screen is now accessible.
6. Tangram Gate.
7. Ursula Forest - Counts as part of Ursula Byroad (becomes available during quest [CH2S4]).
8. Stargaze Tower - At the end of Ursula Forest (Dungeon, becomes available during quest [CH2S4]).

Point(s) of No Return

Nearly all the State is available during this chapter and you can go out and backtrack for shopping purposes even from Stargaze Tower. There is only one PNR worth mentioning:

-Rest Point on Stargaze Tower's 6th Floor. As soon as you climb the ramp next to it and change screens, its end-of-the-Chapter stuff (Boss and stuff). Even if you can still control Lloyd and Elie during those scenes, you can't leave the end-of-the-Chapter area.

Chapter 2 Quest Guide

S1. Old Ranch Beast Elimination [CH2S1]

Available: Story quest, you have to clear it to proceed with the game.

DP: 5

You have to go to Armorica Village to talk with the Mayor. He gives you the key for the old ranch. However, seeing as you are a responsible cop, before departing first you must do

+The Rounds:

1. Bellguard Gate's mess hall. Talk TWICE to Stella so she gets friendly and delivers...a recipe! (what were you expecting, you...).
2. Tangram Gate's mess hall. Talk TWICE to Timasu who will teach you to cook a new recipe.
3. Armorica Village. Search and get Ms Anje to spill the beans...or rather the recipe.
4. Keep yourself informed. Buy the Crossbell Times (this insert was sponsored by the Crossbell Times News Agency).
5. Go read a book at the Library in Gov. District. Learn to make Pudín (or Flan, as it's known in the Americas).

6. Visit Morge's Bakery on West Street and talk to the interestingly-named owner in the kitchen. He'll give you the Espresso recipe, a must-have for Policias (now if someone were to teach our team to make doughnuts). :)

To get to the ranch, take the bus to the stop at the intersection and enter the Village Road from there. Remember the closed wooden door you couldn't access before? With the Mayor's key, now you can.

You have to kill all the enemies inside. It is easier if you switch to Elie and fire at them from afar to daze them, then get a Max Party Advantage.

From there, it is: Dark Matter to make a compact cluster of enemies, Str up to become stronger, Heatwave fire art to exploit their weakness, and Delay to avoid their attacks. Should they attack you, do know that their normal attack can inflict Faint (well, they p*** on you, the bastards). If you are above lv18, you will be killing them with alleged premeditation and impunity.

DO NOT FORGET to open the red chest in that area, you will miss it if you do not take the chance. It contains the Feather Tackle, a new Fishing Rod.

S2. Investigation of Threatening Letter - Part 1 [CH2S2]

Available: Story quest, you have to clear it to proceed with the game.

DP: *Graded at the end of the chapter*

As soon as you return to the Base after finishing S1. Old Ranch Beast Elimination [CH2S1], you will find some pretty lass waiting for you with a request. So you have to go to the Arc-en-ciel building on Entertainment District. In there you will have some scenes (I love Randy's expression, hehe). Afterwards, you will have to go to Revache & Co. located at the Back Street, down the alley where you were previously told to F*** off. There will be more scenes.

After the scenes at Revache & Co. pick choice

1. XBADX
2. (Correct) 'Sender's Name'

Also, to get more DP, you should interrogate some citizens before heading to your next destination.

They are:

Central Square - Kate

Gironde Arms - Donovan and Raymond

West Street - Oscar at the Bakery

East Street - Michelle, the receptionist at the Bracer's Guild

Old Town - Ashley at the Nine Lives Exchange Shop (speak 4 times with her),

Wadi and Besse at Trinity, and Wald at Ignis

When ready to proceed, go see Ian in the Law Firm on West Street. Then its of to the Harbor District to check on the red Chinese-lookin building, the Heiyue Trading Co. Pick the first choice when prompted to enter.

Once the scenes are over, you must go to back to Ard-en-ciel again to speak with sexy Iria.

There will be some scenes and you must return to the Base. Another scene.

During the night, go to the rooftop to talk to Elie. After the scene, she and Lloyd will get the first Combo Craft! Le Cool!

Next mornig, after the meeting (that's some good trolling) you are to go to the IBC building. And while we are at it, you've guessed it!

+The Rounds:

1. Be a good corrupt officer and go ask for the Dark Doctor Glenn Vol. 4

from the MacDowell's butler.

2. While we are at it, 'borrow' a new recipe from Elie's room.

3. Get some excersise and visit Burudo at Bellguard Gate's 2nd Floor.

He'll commend your effort by freeloading a Dark Doctor Glenn Vol. 5.

Plus there's more jobs for the hard-working cops, since

+Quests [CH204], [CH205], [CH206] and [CH207] are now available.

S3. Investigation of Threatening Letter - Part 2 [CH2S3]

Available: Story quest, you have to clear it to proceed with the game.

DP: *Graded at the end of the chapter*

And now, for a short course on proper use of networking:

Inside the building, talk to the lass at the reception desk. She'll give you an elevator card. Enter the elevator and a scene will happen. When you reach the top floor, go to the big doors at the end of the hall and examine the "!" mark. After the scenes, go back to the elevator.

Scenes, and when you get out, go to the bottom of the stairs and enter the Terminal Room for some more scenes. Afterwards, you must go to the City Hall and talk to the receptionist to get the Geofront Sector B key. Go to the Residencial District and enter the door on the right side of the lower part.

#Geofront - Sector B#

It is not hard to navigate this place, and if you are on lvl19 or above, the enemies will posse little threat. Loot the place (there is a U Material you may want to get), and when you get to the Rest Point...you know what comes next. Enter the big door and climb the stairs.

-Boss-

One big robot and 4 smaller ones. Up Str with Lloyd and begin bombarding the robots with water arts with both Elie and Tio (especially Tio). Randy should go around Delaying as many robots as possible. Also, don't forget to Analyze the big robot with Tio to expedite its demise.

A warnig though, be careful when you kill the robots, for they explode and if more than 3 explosions hit a character (particullarly Tio) s/he will die, so move them away if possible to avoid collateral.

-Boss-

Fish in the fishing spot if you like. On the next room, you will hear a song, so enter the door and watch the scenes, when done go out through the duct, it will take you back to the entrance. But before, go and steal some Pizza from our hacker boy. You'll get a recipe!

Return to the Base to rest if you want.

+Quest [CH208] is now available.

S4. Investigation of Threatening Letter - Part 3 [CH2S4]

Available: Story quest, you have to clear it to proceed with the game.

DP: 8 (+6) *Graded at the end of the chapter*

Your mission now is to go to 'tower' mentioned in the message given by the lad on the sewers. It is located by taking the western exit on the second screen of the Ursula Byroad (from Crossbell City to the St. Ursula College). You will be on a forest path (only one screen long). On the next screen you will find yourself before your goal...

...but before you can enter, Noel Seeker will join your party as Support Member.

Also, inside the tower, some new (or old, if you played Snk the 3rd) Turn Bonus will appear. They are Guard, Death, and the one I hate the most: Vanish. You should be careful with those (especially the last 2). Anyway, on with the last dungeon of this chapter.

#Stargaze Tower#

First, look at what a wonderful place it is. Then focus on the mandatory battle against two golem enemies (nothing hard, they are most vulnerable to time arts and AT Delay). Then proceed to climb the tower. As an extra precaution in this place, equip your party members with Petrify, Death, Confusion and Faint protections as you see fit. Know also that Noel has an AT Delay craft if you choose to use her on the active party (switch her for Elie). When you reach the 6th floor, you will find a Rest Point next to a ramp going up. The boss is next. Death protection is a good idea.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!POINT OF NO RETURN ALERT!!!!!!!!!!!!!!!!!!!!!!!!!!!!

So here we are. You know the drill. Should you think it will represent an advantage (especially on a No NG+ Nightmare run), you can go back to Crossbell City and visit Guillaume at Downtown to improve Lloyd and Randy's weapons with all those U Materials you've been getting in this place. However, I advise against it, since it does not give that much of an edge, and you can save them for next Chapter's weapons.

What I recommend you do is get 4 Holy Chains from the weapon shop at Central Square so all your active party members are safe from Deathblows. Some extra EP Charges will also be a good idea if you plan on using the Shadow Apocriphus time art with Tio, since it is quite costly, but incredibly useful.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!POINT OF NO RETURN ALERT!!!!!!!!!!!!!!!!!!!!!!!!!!!!

-Boss-

The Silver will make TitS SC players remember the Bladelord. She fights more or less like him, only with less power and speed involved. This is what the lass (the game labels it as a 'she') can do:

1. Powerful sword slash on one character. Her normal attack can chop up to 400Hp, depending on Def.
2. Throw a dart (or something) on one character. Has a small chance of causing instant death.
3. Throwing her Big Blade. Line attack.
4. Cloning herself Bladelord-style (you bi***!). The clones are on a lower level than her, and will vanish when she is defeated.
5. Upping her Str and Spd for 3 turns (why you...!). Can be removed with one of Noel's crafts.
6. A-o-e S-craft. Does good damage.

And the cherry on top of the ice cream: she is Immune to ALL debuffs, and cannot be Delayed.

About her clones, they can be Delayed, so exploit it with either Randy or Noel (or both).

So how to deal with this powerful super assassin? Simple really. Buff your party's Str, and if Elie is your Support, she will up Def (a-o-e). Now, since the the Silver and her clones are small, Dark Matter will cluster them, so use that as an advantage to apply Delay on her clones, and if you get lucky, she may be trapped by her clones, seriously restricting her movements.

If you are using Noel, she should use her buff-removing craft, both to hit several targets at once, and remove the Silver's buffs, earning you a free turn. Randy is in Delaying dutty as always. Lloyd should use his Brave Charge craft (line) to try and hit as many targets as possible. Elie and

Tio should be using arts to heal and hurt, especially Dark Matter if they have it to keep the enemies in a compact group.

This fight may look hard at first, but it is in fact not that difficult and won't cost too many resources.

Enjoy one of my favorite Trails track: Inevitable Struggle.

-Boss-

After the battle, choose first "About the Threatening Letter" (3rd option), then "Sender of the Threatening Letter" (2nd option) when asked. There will be some scenes, and the party will be back at Crossbell City. And Noel will leave your party (nooo! Machine-gun Girl!).

There will be more scenes, and Lloyd and Elie will find themselves inside the Arc-en-ciel theater. Your job is to make rounds, or more precisely, speak with everyone and check the "!" marks on the doors. They are located in:

1. The main, big golden door on the entrance hall.
2. The door at the end of the east stairs.
3. The door halfway through the west stairs.
4. The VIP room at the end of the west stairs.
5. The stage access at the end of the west hallway (from where Lloyd and Elie come from at the beginning).

You have to check them every time after a scene, for a total of 3 times. Then the manager will tell you that there is a suspicious person on the east stairs. Go check it to trigger the closing scenes of this chapter.

01. Enigma Practice Test [CH201]

Available: At the start of the Chapter.

Expires: (L)

DP: 4

Available at the beginning of the chapter.

The client is Wendy, the girl you get your Orbal stuff at Genten Orbal Store. She wants you to "check the recognizance functions" of the Enigma Badge.

What this means in reality is that you have to use once, in battle the mirage art Hollow Sphere, which casts the Stealth status effect.

To be able to use it, you need 6 mirage quartz, 3 water and 3 air.

Either Tio (because she has the water oriented slots) or Elie (air ones) are better suited for this task. It is just a matter of allocating the right quartz on their arrays and using the art in battle.

Once you've used it, you can return to Wendy to report.

Easy.

02. Guard Force Exercise Request [CH202]

Available: At the start of the Chapter.

Expires: (M)

DP: 4 (+3)

Available at the beginning of the chapter.

Client is Commander Sonya of Tangram Gate. You know who she is. Just go there and talk to her, then agree to her request by picking the 2nd choice.

You will have to fight two battles against the Guard Corps.

1st.

-Boss-

You fight 3 Halberds and 1 Rifle. If either Elie or Tio have the Dark Matter space art, cast it immediately to make the enemies form a small, compact group, then Delay them with Randy and Anileze them with Tio. Up

Str with Lloyd and they will be gone in no time.

-Boss-

Round two.

-Boss-

Noel will join her comrades to try and beat your chaps. This fight goes just like the previous one: Dark Matter to make them a compact group, Delay to give them no chance to act, Str up to hit them harder, and Analyze to make them weaker. Noel is the fastest of the bunch, and she has an attack that can cancel your buffs (like the S-Tablet item), but she ain't that strong.

Either way, they won't survive much punishment.

-Boss-

If you win both fights, you get extra DP. Win only 1 and you get less.

Win none...I think you know.

Once done, you can return to Crossbell City to collect your payment.

03. West Crossbell Highway Monster [CH203]

Available: At the start of the Chapter.

Expires: (L)

DP: 4

*Note: You have to kill this monster to be able to reach Bellguard Gate.

A simple matter of finding the boss, which is the gaint plant located at the Bus Stop halfway from Crossbell City to Bellguard Gate.

-Boss-

3 Gaint plants. No big deal, just wear Poison protection. Pick them one by one by first Analyzing the target (to lower Def/Adf), Delaying it, and bombard it with Fire Bolt fire art and physicals. Rinse and repeat with the other 2 plants.

If you have Heatwave with the girls, use that instead. Turn up the heat!

-Boss-

04. Fish Wanted! [CH204]

Available: Before you visit the IBC building.

Expires: (M)

DP: 3 (+5)

Available during S2. Investigation of Threatening Letter - Part 1 [CH2S2].

Talk to the waitress at the Chinese Restaurant on Eastern Street.

She needs you to bring 5 Eels (lady, the police ain't a fish stall).

Anyway, you can get the aforementioned fishes at the East Crossbell Highway.

The fishing spot is the one located on the second screen when going from Crossbell City towards Armoriga Village or Tangram Gate. To get the desired fish, use the Novice Rod and the mimisu (earthworm) bait. You need a good supply to get enough, for if you want the bonus DP, you have to bring 10 eels at best. When you have them all, get back to the Chinese Restaurant and talk to the waitress to make the delivery and finish the quest.

What's best of all, our clueless waitress will freeload a new recipe for you to cook!

05. Testament Practice [CH205]

Available: Before you visit the IBC building.

Expires: (M)

DP: 4 (+5)

Available during S2. Investigation of Threatening Letter - Part 1 [CH2S2].
Talk to Abbas, the bouncer at the Trinity joint in Old Town. He wants you to "teach" a lesson to his underlings, so you will have to fight some Testament members.

-Boss-

Easy busy. Use a Dark Matter to cluster them, Analyze each one (with Tio's craft or the Battle Scope item), and Delay them. Teach them their lesson.

-Boss-

Next, some Saber Vipers will want to try their luck.

-Boss-

Same deal. Cluster the four of them with Dark Matter, Analyze them to weaken them, and Delay them to avoid nuisances. Kill them at your leisure.

-Boss-

And, seeing the ineffectiveness of their methods, the Vipers and the Testaments will join forces.

-Boss-

These guys never learn. Again, Dark Matter, Delay, Analyze. You may also try to use an a-o-e art on them to hear some nice grunt-and-squeal chorus from the eight morons. (I soooooo love kickin' their arses with impunity, hehehehe!).

-Boss-

If you win all 3 fights, you will earn max DP, so kick their arses!

06. Recover Rare Medical Herb [CH206]

Available: Before you visit the IBC building.

Expires: (M)

DP: 3

Available during S2. Investigation of Threatening Letter - Part 1 [CH2S2].
Go to the St. Ursula Medical College and talk to Doctor Rago on the northern examination room on the 1st floor. He wants you to go get a herb from the Archbishop of the Crossbell Cathedral. So get there (on foot or by bus) and talk to the venerable fella on the chapel. He will rant a bit, then send you to his secretary who is on the office on the left side of the building. He will also rant a bit on you, but will share the herb from the Archbishop's own private stash. With the herb on hand, return to the doc to deliver.

07. East Crossbell Highway Monster [CH207]

Available: Before you visit the IBC building.

Expires: (M)

DP: 4

Available during S2. Investigation of Threatening Letter - Part 1 [CH2S2].
The target is located on the 1st screen when going from the crossroads towards Tangram Gate. It is the big bull near the exit.

-Boss-

Two Savage Horns are your opponets. Watch out, for they can inflict the Burn status on your party members. Repay them in kind by Analyzing, Delaying and baking (Fire Bolt) each cow one by one. No big deal.

Alternatively, you can use Death Spiral Time art, for its added Deathblow effect, which they are vulnerable against.

-Boss-

08. Lost Wedding Ring [CH208] (HIDDEN)

Available: After you come out from Geofront - Sector B.

Expires: (S)

DP: 5

Available during S3. Investigation of Threatening Letter - Part 2 [CH2S3].

To activate it, first you need to speak with Zeit at the S.S.S. HQ after you come out from Geofront - Sector B, then go and talk to Pierre, the head honcho of the C.S.P.D. in the coference room on the 1st floor of the police dept. He wants you to find his wedding ring that he lost in a drunken stuppor (an exemplary police chief). So go back to the S.S.S. HQ to get Zeit. You'll be then at the entrance of the Casino on Entertainment District.

First, examine the "!" mark on the leftmost fence on the terrace just outside the Arc-en-ciel building. Then the "!" mark on the bench next to the left entrance of the Hotel Millenium. Enter the hotel then exit through the other side for a short scene. Go to the Back Alley and enter Imelda's Shop for another scene. Get out and go to the bar Galante and talk to the bartender. Then talk to Sandra the hostess who is asleep on the bar. You'll get back the ring and return it to its oh-so-responsible owner. :)

////////////////////////////////////Chapter Conclusion\\////////////////////////////////////

At the end of the Chapter, you'll be graded. What will be graded? Those 3 quests that were not graded before. Which ones?

[CH1S2], [CH1S3] and [CH1S4] DP: 8 (+6)

+++++
Chapter 3 - Crossbell's Aniversary Festival [CH3]
+++++

Chapter Overview [CH3OVW]

Welcome to the best Chapter (IMO) of the game. Also, the hardest, most stressing, longest, full of stuff to do with little time frames to acomplish the hellish mountain of things you need if you intend to have that perfect file. I'll endeavor to be as clear as possible during this trying times, which will give you a taste of the life of law enforcers during festivities...

Quest List

- A - S1. Search for the Professor
- B - O1. Crackdown on illegal parking

C - 02. The 100 Views of Crossbell
D - 03. Important article search
E - 04. Geofront Sector B Monster
F - S2. Stopping the Quarrel
G - 05. Exterminating Mine pests
H - 06. Stalker Investigation
I - 07. Old Armorica Road Monster
J - S3. Fake Brand Seizure
K - S4. Tracking 'Kitty'
L - 08. Theft Investigation
M - 09. East Crossbell Highway Monster
N - S5. Lost Tourists Search
O - S6. Search for Colin
P - O10. Urgent Request from City Hall
Q - O11. Mainz Mountain Road Monster
R - S7. Black Auction Investigation
S - O12. Where is the Engagement Ring now?

MAX DP

S1. 5 (+3)
S2. and S4. 2 (+2)
S3. 5 (+3)
S5. 5 (+3)
S6. 2 (+2)
S7. 6 (+2)
O1. 3 (+4)
O2. 3 (+3)
O3. 3
O4. 4
O5. 4
O6. 3
O7. 4
O8. 3 (+5)
O9. 4
O10. 3
O11. 4
O12. 5

Total DP:

Optional stuff

-Treasures

-Books

Dark Doctor Glenn Series

Volume 5 - Bought at Tully's Shop in West Street.

Volume 6 - After the fishing game event, talk to Peter right where the event took place. This is done after Prof. Joachim has returned to St. Ursula and before you head back to Crossbell City.

Volume 7 - Talk to Chief Robert on the Central Square restaurant's 2F during the Tracking Kitty story quest after Randy and Elie have left the party.

Volume 8 - (During Day 4 while Searching for Colin) Get it from Sergei on

the Interrogation Room at the back of the Police Dept after you have seen the scene at the Base and before talking to Harold and his wife on Administrative District.

Volume 9 - (Last Day, during Black Auction Investigation) Get from Beldain in the male staff dormitory at St. Ursula Medical College before boarding the boat to Mishram.

Volume 10 - Talk to the purple-haired maid on the stage at the Black Auction's assembly hall right after Wadi has joined your party and before checking the eastern room of the 3rd floor.

Crossbell Times

Issue 4 - Bought at Tully's Shop in West Street.

Issue 5 - Bought at Tully's Shop in West Street, during the Final Day.

-Recipes

16. Talk TWICE to the stall owner in the Port District on the last day of the Festival.

17. In one of the stores at Central Square, talk so someone named Arona.

-Fishing Stuff

New Fishing Rod:

Bamboo Rod - It is given to you when you visit the Fishing Guild on Crossbell City's East Street during [CH3S1].

Strong Rod 'Horizon' - Found in a chest at the Ancient Battlefield.

New Fishing Spots Available:

1. Mainz Mine - At the deepest part you'll find this spot.
2. Ancient Battlefield -
3. Mishram Resort -

Fishes Available with Current Rod(s) and Baits:

1. Saapentoheddo (Serpent Head)
2. Aakushurabu
3. Demon Titan
4. Ereki Iiru (Elec Eel?)
5. GorudoSamoona (Gold Salmon?)
6. Nooburukarupu (Noble Carp)

-New Areas Available

-Point(s) of No Return

1. During the last day, as soon as you board the boat at the Harbor District, it's bye-bye Crossbell City until next Chapter. All quests marked as (L) are automatically failed.
2. As soon as you enter the Boutique in Mishram's Arcade area (by checking the '!' mark), you are locked on the last trek of the Chapter.

-Chapter 3 Quest Guide

S1. Search for the Professor [CH3S1]

Available: Story quest, you have to clear it to proceed with the game.

DP: 5 (+3)

As always, you will progress the story when you do this quest, so before that, go and do

+The Rounds:

1. Talk to the lady running the stand right in front of the big bell in Central Square, she'll give a recipe.
2. If you missed the Dark Doctor Glenn Vol. 5, our man Tally can provide you with a copy.
3. And while you are at it (and by 'it' I mean Tally's), pick the latest Issue of the Crossbell Times (number 4).

And don't forget that

+Quests [CH301], [CH302], [CH303] and [CH304] are now available.

Go to St. Ursula Medical College and talk to the lady (I think it's a lady) from the reception desk. She is the one on the left.

She wants you to bring back Professor Joachim, who went to the city to have fun (he should be called Dr. Nick instead...).

So go back to Crossbell City and enter the Fishing Society in East Street.

There will be a scene. You'll get the Bamboo Rod.

*Note: You can take the time to get the pictures of Ursula Byroad and Stargaze Tower while visiting the area.

You the have to go to the bus stop halfway to the St. Ursula Medical College. Go down the stairs to the right after the scene and talk to the guy with the red clothing, then to the fella who has dark blue hair. Prof. Joachim is on the upper part of the beach next to a treasure chest. Talk to him for another scene.

Now go and talk again to the dark blue haired guy to get 5 Red bugs (Akamushi) and 5 Earthworms (Mimizu) bait items.

Next, go to the fishing spot on the rightmost side of the beach (it's next to another treasure chest) and do some fishing.

In order to beat the Prof, you have to fish a 'Titan'.

Here is how to do it:

Method A (Bamboo Rod)

1. Fish a Snow Shrub using the Novice Rod with an Mimizu for bait.
2. Fish the Titan using the Bamboo Rod with the Snow Shrub for bait.

Method B (Feather Tackle)

1. Fish a Kasagin using the Feather Tackler with an Akamushi as bait.
2. Fish the Titan using the Novice Rod with the Kasagin as bait.

Present it to the lad who is fishing just below where you fish these stuff.

If you caught the Titan, Prof Joachim will give you an Aseru Balm for your troubles. You all return then to St. Ursula automatically.

Before you do so, search for a man named Peter at the place the Fishing Contest took place. He will give you a much valuable Dark Doctor Glenn Vol. 6.

S2. Stopping the Quarrel [CH3S2]

Available: Story quest, you have to clear it to proceed with the game.

DP: *Graded at the end of the chapter*

As soon as you enter Crossbell City you'll get a call from Fran telling you to go to the Port District to stop some good ol'fashion gang quarrel.

There will be series of scenes, and then a race will take place.

(That Randy, he is a genius).

During the race, when given a choice, anyone is good, so don't worry about them.

With this quest, the 2nd day of the Festival comes to an end.

+Quests [CH305], [CH306] and [CH307] are now available.

S3. Fake Brand Seizure [CH3S3]

Available: Story quest, you have to clear it to proceed with the game.

DP: 5 (+3)

Go to the C.S.P.D. and speak to the people in the conference room.

Go to Tangram Gate and witness the event at Commander Sonya's office on the 2nd floor.

Interrogate all 9 people in both the mess hall and the inn.

Go to the bus stop for another scene. When prompted choose

'Yes', then

1st - 'They act alone' (Correct)

2nd - XBADX

then

1st - XBADX

2nd - 'Grandma' (Correct)

3rd - XBADX

4th - XBADX

5th - XBADX

then pick choice 1 to proceed with the story and finish the quest.

S4. Tracking Kitty [CH3S4]

Available: Story quest, you have to clear it to proceed with the game.

DP: *Graded at the end of the chapter*

Just af you get out of the C.S.P.D. you'll get a call on he ENIGMA. After the scenes head to Jonah's hideout in Geofront Sector B.

Tio will be nice enough to have you decide if you want to continue or if you prefer to go 'wrap things up'.

Choose the 2nd option to proceed.

After the scenes, Randy and Elie will leave the party temporarily.

BUT WAIT! First you gotta take the chance and go to the restaurant in Central Square. Talk to Chief Robert on the 2nd Floor of the restaurant and he will give you the Dark Doctor Glenn Vol. 7. YOU CAN ONLY GET THIS ONE NOW.

Head to Geofront Sector A1 and take the shotrtcut elevator. Now you can finally access the other elevator which will lead you to a new area.

#Geofront - Sector A2#

It is Tio's turn to earn a Combo Craft with Lloyd!

Navigate this place until you reach the Rest Point, the tradicional signal that the boss is ahead.

-Boss-

This gaint, purple, fat bat is easy once you Analize it and up your Str.

He can summon one ally, which is another gaint, fat bat. They posse no trouble if you use the Hydro Cannon water art with Tio. When you knock a little over 1/2 their Hp, it is time to try that Combo Craft you got at the begining of this place. :)

If it doesn't kill them, they should get close enough to dying that another attack will do the trick.

-Boss-

Afterwards, enter the right room for some scenes. When they are over go out of this place by taking the elevator on the left room (which Tio prevented you from entering before checking the right room). You'll be close to the Geofront's exit.

When you get out, more scenes. During the meeting, check every option to proceed with the story.

The day will end. On the next morning

+Quests [CH308] and [CH309] are now available.

S5. Lost Tourists Search [CH3S5]

Available: Story quest, you have to clear it to proceed with the game.

DP: 5 (+3 if you opened the gate before going to the Boss screen)

Go to Armorica Village and speak with Gofan at the Inn.

After the scenes go to the Old Armorica Road until you get to the fork where previously a barricade stood. Take that path and you'll arrive at:

#Ancient Battlefield#

Take the right exit on the 1st screen. Climb the stair for a scene with the Bracer, Scott, who is waiting together with one of the tourists. From that spot, keep climbing to the top for a scene, then enter the door below and you will find an underground passage.

Get inside and follow this new route until you get to the other side.

Before proceeding through the northern exit, open the gate at the south by using the mechanism on its right side. Proceed north but save before changing screens for as soon as you enter there will be a scene and then a boss. Equip Death protection just in case.

-Boss-

You will be fighting against four Tyranosaurus-like enemies.

They are tough and resilient, though they are vulnerable to many status effects. Only stuff you cannot inflict on them are Faint, Death and Petrify. The rest can and should be exploited.

These fellas only do two things:

1. Headbutt a character. Good damage.
2. Bite a character. Can inflict Death with small probability.

So right from the bat, after you've Analyzed one of them, you should use Randy's Flash Bomb craft to Blind them while Lloyd ups Str as usual. Tio should use the Cobalt Sphere water art to inflict Freeze to as many tyranos as possible. This should give you ample time to Delay them and pick them one by one. Elie can use Dark Matter or Thunder Cyclone air art if she has it

to hit them all (they tend to make a cluster around your party).
So long as you keep them full of status effects, they will have little chance to hurt your party.

-Boss-

Afterwards, you'll automatically return to Armorica for more scenes.
Return to Crossbell City once you are ready.

*Note: You can take the chance to take the pictures of Armorica Village, Old Armorica Road and Ancient Battlefield while visiting this area. This will complete the requirements for getting max DP on quest [CH302], so take the chance to report BEFORE you visit the Base.

S6. Search for Colin [CH3S6]

Available: Story quest, you have to clear it to proceed with the game.
DP: 2 (+2) *Graded at the end of the chapter*

As soon as you enter Crossbell City when returning from the Ancient Battlefield there will be a scene.
There will be another scene as soon as you enter the Base.
You will have to talk to Harold and his wife by the fountain benches on the Administrative District, but save before doing so, for once you speak with them, the party will split and you can only visit specific parts of the city with Lloyd alone.

IMPORTANT: Take this time to make a short trip to the C.S.P.D. building, visit the Interrogation Room at the end of the Hall and talk to Chief Sergei. He'll give you the Dark Doctor Glenn Vol. 8. YOU CAN ONLY GET THIS ONE NOW. The time frame for this one is even shorter than that of the previous Volume.

Talk to the Hayworths to proceed with the quest.
Let's begin the inquiry. You should be aware that, to know which are the correct people to talk to you must pay attention to what Lloyd does.
If he says something before talking, you got the right fella. Also, once you've spoken to all possible people on one area, Lloyd will make a comment after the conversation is over. At that point, you should move to a new area. The people to interrogate are:

Entertainment District

- Pim, the man wearing a purple coat who is in front of the Hotel Millenium
- The two receptionists at both entrances of Hotel Millenium
- Watch the scene inside the Arc-en-ciel theater
- Talk to the owners of the two food stands
- Bunny girl just outside the Casino
- The bunny lady that runs the exchange counter inside the Casino

Back Alley

- The guy at the entrance on thr Garante bar
- The manager of the Garante bar
- Escort lady passing by
- Madam Imelda in her store

Central Square

- The two children in the square
- The man at the counter in the restaurant
- The two lady employees behind the information counter inside the Dept. Store
- The child in the 2nd floor of the Dept. Store, he is by the stairs
- Wendy at the Orbal Store

-The owner of the weapon store

Station Street

-Check the "!" mark in front of the Geofront entrance. There will be a scene

-Child in front of the station who is together with a man

West Street

-The green haired lady who runs the stall outside the Bakery

-Oscar at the Bakery

-The guy at the counter of Tally's shop

-Ian at the law office

-Cecile's father at Bellheim Apartments

There will be a scene as soon as you change screens, when prompted choose the answer

1st - 'He went into the vehicle' (Correct).

2nd - XBADX

3rd - XBADX

You will automatically return to the S.S.S. HQ for a scene. Tio makes me laugh here. :)

Go then to the West Crossbell highway. There will be another scene on the first screen and you'll get some NPC to join, so don't let this one die or that's the ball game (GAME OVER). There is another scene at the second screen where the truck is parked.

Get to the bus stop on the third screen and there will be scene. Then go down the south path to find Colin (he reminds me of Mandy of Animaniacs, and you are the pooch who has to deal with the consequences), and there will be a boss.

-Boss-

You've fought them dogs before, so do the usual:

Dark Matter to cluster them.

Up Str.

Delay and Analyze as many of them.

Fry them :)

-Boss-

Afterwards, some scenes, then the 4th Day ends. (One hell of a day! Damn these kids)

S7. Black Auction Investigation [CH3S7]

Available: Story quest, you have to clear it to proceed with the game.

DP: 6 (+4) *Graded at the end of the chapter*

Right after the Last Day begins

+Quest [CH3010] and [CH3011] are now available.

And just as the game will keep the pressure on you, I won't forget to remind you to do (*insert whimpering here*)

+The Rounds:

1. Go ALL the way to St. Ursula Med. College, enter the male dorms on the Staff Building (cafeteria's 2nd floor), and talk to Beldain, who will give the Dark Doctor Glenn Vol. 9.

2. Go to Harbor District and talk to Mizrah in her stall to get the only other recipe of the Chapter. It is located next to the Heiyue Building.

3. Visit Tally's and buy the Crossbell Times' Issue 5.

Go to the Harbor District, check the schedule board where the people are gathered by the pier, choose the second option and board the boat.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!POINT OF NO RETURN ALERT!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Hold on a second! There is no way to return from Mishram Resort short of reloading a previous file or finishing the Chapter. Finish everything you must do in Crossbell City or the State in general before boarding. Save in a separate file if you are not sure you have everything.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!POINT OF NO RETURN ALERT!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Talk to everyone inside to proceed. You'll arrive at Mishram Resort.

+Quest [CH3012] is now available.

There will be a scene in the Resort sector of Mishram.

Go then to the arcade to watch another scene.

Return to the hotel to have a scene with Wadi. Follow him to his room on the hotel's western corridor. There will be more scenes.

You have to go to the boutique. Check the "!" mark on its door and choose the 2nd option to enter. You should save before entering, though, for during the scene inside the boutique you will be prompted to choose your partner to go to the Black Auction.

*Note: who you choose will affect both the battle performance and the scenes and dialogs you see, so if you want to see what everyone does, I suggest you save before choosing...

!!!!!!!!!!!!!!!!!!!!!!!!!!!!POINT OF NO RETURN ALERT!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

...'cause there is ANOTHER PNR in here (and I can hear you yelling: WHAT?! ONE MORE?! WHY FALCOM?! WHY?!).

This one is also important especially because of the NOTE on a previous paragraph. You may also want be sure you can repeat this part in case you miss that Dark Doctor Glenn Volume you can only get during the Black Auction.

Don't worry, the end is near...of the Chapter.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!POINT OF NO RETURN ALERT!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

After the scenes, head to the Resort area and approach the entrance to Chairman Hartman's house. Choose the 1st option to enter the Black Auction. There will be some scenes at the entrance and you'll have then free rein of the place.

There are optional scenes at the east and west wings with some known faces, as well as in the path connecting them through the back. You have to watch the scene at the western room (where the food is) to have Hartman and Marconi appear and speak to them, but you have to have seen all the scenes, especially the ones before the doors of the 3rd floor rooms for the story to proceed. After the scene you'll have to return to the main hall for more drama.

Once you have seen all scenes, head to the entry hall for a scene with Garcia. When Wadi asks choose

- 1st - 'An intruder appeared' (Correct).
- 2nd - XBADX

There will be more scenes, and Wadi will join your party.

IMPORTANT (Maldito mexicano grasiento! He won't shut the f*** up with all this last-minute, important details...) Immediately go to the auction floor and talk to the purple-haired maid WITH WADI in your party. Our pretty boy will charm the Dark Doctor Glenn Vol. 10 from her. And ONCE AGAIN (no...I can't bring myself to say it...) this is your ONLY CHANCE to get this Volume.

Go through the right side stairs up to the 3rd floor and enter the room.

Examine the trunk inside the room in the back for things to get messy.

For the rest of the quest, you will be accompanied by an NPC. You know the drill: if the NPC croaks it, GAME OVER.

When you go outside, you'll fight some Mafia dudes. Use Wadi's Dark Matter to cluster them and some other a-o-e art (like Galion Tower, mirage) to kill them quickly.

Go down the back path connecting the east and west wings, you'll have to fight some guard dogs. Same deal.

Climb to the 3rd floor on the west side and enter the room for a scene. You can rest in the bed to recover Hp/Ep.

Another battle with the Mafia dudes will follow at the entrance hall.

There will be a scene with Boss Marconi on the entrance hall after the fight.

When you get out your other party members will join.

Before you leave the Resort section you get to fight more dogs.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!Save before entering the Mall!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Why? I have recently discovered that the following fight is the one that will mess up your DP total for sure.

You see, In the shopping mall there is a fight with some Mafia dudes and dogs with two more NPCs. YOU MUST ENSURE THEY GET NO DAMAGE AT ALL!!!!!!

Let me repeat: THEY CANNOT BE HIT EVEN ONCE!

For every hit they receive, YOU will pay with ONE DP from this quest's total. If they get 3 or more hits, then this quest is only worth 7 DP.

I know: it sucks.

So as soon as the fight starts, S-Break with every one if you get no immediate turns, buff Str with Lloyd's craft if you do, then S-Break.

Period.

Don't worry about the CP, since you can rest in the Hotel.

Save before going to the docks/leaving the mall.

Finally, by the docks, you get to fight the boss of the chapter.

-Boss-

Mr. Garcia comes together with 2 dogs and to tommygun hitmen.

The dogs and the hitmen should be dispatched quickly by using the Dark Matter and clustering method, preferably with a Combo Craft in the mix to remove them from the battle asap.

This is because Garcia is one hell of a tough cracker.

His attacks are more or less of the same style as Wadi's. They are:

1. Strong punch that will knock back a good distance the character he hits.
2. Spining kick that knocks back those it hits.
3. Upping his Str and Spd a good deal (oh dear...)
4. His Beating-Pile Driver S-craft that will knock down the character he targets.

Also, insult to injury, his attacks can inflict Faint (not that frequent, but it can happen).

Fortunely for you, he shares the tipical weakness of an enemy made for physical attacking. So this is an art battle.

Try to inflict the Spd Down debuff on him to get some breathing room, as well

as all others you can squeeze in the mix. From then on, get at him with single-target arts, the more powerful the better.
Keep your characters well healed (above 3/4ths of their Hp) at all times for his attacks hit very hard. If you see that you cannot heal someone before Garcia's turn comes up and you are certain he will kill him/her, S-break that character if s/he has 100+ Cp.
Once alone, he can be dealt with less worry, so kill his henchmen fast!
-Boss-

After the scenes, Chapter 3 comes to a close. And one awesome, stressing and super-interesting Chapter it was (my favorite from this game).

01. Crackdown on illegal parking [CH301]

Available: Available on the 2nd day of the festival, during [CH3S1].
Expires: As soon as you talk to the receptionist at St. Ursula Hospital (S)
DP: 3 (+4)

Save before initiating this quest in case you mess up.
Talk to the Rebecca, the blue haired receptionist at the C.S.P.D. reception desk to start the quest.
You have to check plate numbers and give them a ticket :)
The infractor cars are located on the East and West exits of Crossbell City around the area of the bus stop.

+ To check the license plate check the "!" mark on the back of the cars.
+ To give them a ticket (mwhahahahaha!) check the "!" mark on the front of the cars.

Now, it is recommended that you check first all the license plates before giving the tickets. Oh sweet revenge! wish I could do that to the a-hos on my own street who use my parking lot :(
Once checked, Lloyd will mention it's infraction time! So plant a sticker on these cars:

-CW 6422: East exit (pink car)
-EW 3100: West Exit (purple car)

IMPORTANT: DO NOT PUT A STICKER ON THE FOLLOWING TWO CARS. IF YOU DO, YOU'LL LOOSE DP. You've been warned.

-CL 1101: Both East (white car) and West (blue van), someone is doing fraud here :)

ONLY cars CW 6422 and EW 3100 must have a sticker. ONLY.THOSE.TWO.

As soon as you re-check both CL 1101 cars (two scenes must play), return to the C.S.P.D. and talk to Rebecca. If Lloyd says something during the next scene (his face will be 'saddened' with his eyes closed), you messed up. All must be smiles (literaly) for you to get the full 4 extra DP. Good luck

02. Photographing the 100 Views of Crossbell [CH302]

Available: Story quest, you have to clear it to proceed with the game.
Expires: As soon as you talk to the Hayworths in Gov. District during quest [CH3S6] (L)
DP: 3 (+3)

Available on the 2nd day of the festival, during S1. Search for the Professor [CH3S1].

Talk to the receptionist of the Crossbell Times building. The reporter, Grace, wants you to take pictures of tourist locations of the Crossbell Estate. These places are those where the camera makes an automatic zoom out to allow you a better view of the landscape. In such places, you will find a "!" mark which, when checked, will trigger a small scene in which Elie will take some pictures of the place.

The spots are:

#Armorica Village#

1. The little flower patch just to the left of the Mayor's house.

#Old Armorica Road#

2. On the first screen (Crossbell to Armorica) after the crossroad bus stop, the "!" mark is slightly to the right of the wooden gates where you killed the enemies of quest S1. Old Ranch Beast Elimination [CH2S1].

#West Crossbell Highway#

3. On the third screen (from Crossbell to Bellguard Gate) one screen before the bus stop. The "!" mark is next to the railing from where you can see the railroad tracks, located above the western exit of said screen.

#Ursula Byroad#

4. On the first screen, go to the flat platform overlooking the river and the ruins on it. It is located on the upper right section of the map. There is a Fishing Sport there, so if you've been fishing you'll know.

#Crossbell Cathedral#

5. On the cemetery, on the right of the monument at the farthest end of the place.

#Mainz Mountain Road#

6. Take the bus to the crossroad stop and search the small island in the middle of the bridge that overlooks the waterfalls.

#Moon Monastery#

7. To get to this place, go to the tunnel on the Mainz Mountain Road and exit through the southern exit. You'll be on an old mountain path. At the end of the path, just before the barricade you will find the "!" mark.

#Stargaze Tower#

8. On one of the landings on the same screen of the tower. If you go towards the tower, you will find the "!" mark without problem.

#Ancient Battlefield#

9. Only available on the 4th day after you've completed S5. Lost Tourists Search [CH3S5].

Visit the location of the bell again by going through the right exit on the 1st screen of this place.

When you have all the pictures go talk to the receptionist of the Crossbell Times building. Grace will evaluate your pictures then.

If you get all 9 locations, you get extra DP.

03. Important article search [CH303]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (S)

DP: 3

Available on the 2nd day of the festival, during S1. Search for the Professor [CH3S1].

Go to Bellguard Gate and talk to Officer Mirelle who is on the office in the 2nd floor. She wants you to find a key.

Go down to the 1st floor and examine the big vehicle that is covered with a blue canvas. There will be a scene.

Next, enter the mess hall and talk to Stella on the counter. Another scene.

Go to the rooftop and examine the four "!" marks. They are:

1. The corner overlooking the 1st floor exit to the small terrace.
2. Just north of the last mark. Check the metal fence.
3. the very middle point on the western spot of the rooftop. Just align with the entrance to the tunnel (right between the two soldiers).
4. Go a bit south and check the white circle inside the white square that is painted on the floor. It's the only one in the whole floor.

Finally, examine the "!" mark on the rightmost corner of the roof to get the key (what were they doing to get it there?).

*Note: You can take the chance to get the West Crossbell Highway picture while visiting this area.

04. Geofront Sector B Monster [CH304]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (L)

DP: 4

Available on the 2nd day of the festival, during S1. Search for the Professor [CH3S1].

The target is located in the big room just before Jonah's hideout, so you'll get there faster if you take the duct shortcut.

-Boss-

One big tentacle thingy and its four helpers. It can summon more.

Cluster them with Dark Matter and hit them with Heatwave to exploit their weakness to fire. The big tentacle thingy can cure itself for about 350Hp and is immune to absolutely everything, so up Str to get an edge.

-Boss-

05. Exterminating Mine pests [CH305]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (L)

DP: 4

Available during S2. Stopping the Quarrel [CH3S2] the next day after the race event.

Go to Mainz and talk to the Mayor. He'll give you the key to unlock the mine at the back of the town. Inside, the part that counts is to the west where the locked door lies. Examine the "!" mark and pick the 1st choice to open it. Enter and kill everything that moves.

One thing though, once you kill the last monster, there will be a scene.

YOU'LL BE SENT BACK TO THE BEGINING OF THIS AREA, and you'll be given the choice to return immediatly to report to the mayor. If you haven't looted this place empty, or fished some Rainbows in the Fishing Spot at the lowes area, choose the second option and return up the ramp to

continue exploring.

Other wise, go to the exit and choose to Report to the Mayor (1st choice) to wrap this up.

*Note: You can take the chance to get the pictures from Moon Temple, Mainz Mountain Road and Crossbell Cathedral while visiting this area.

O6. Stalker Investigation [CH306]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (S)

DP: 3

Available during S2. Stopping the Quarrel [CH3S2] the next day after the race event.

The clients are the people of the Arc-en-ciel theater. So enter the stage through the central doors (the big, golden ones). Talk to Iria.

She will give you the key to her apartment (lucky you!) and the party goes automatically to her home, located at the top of the Villa Leysin. Once inside check the two "!" marks, one by the table with the wine bottles and the other on the bed.

Next, go and talk to every living soul inside this building. They are:

1. The maid in the hallway of the second floor.
2. The couple living in the 2nd floor apartment.
3. And the couple living in the 1st floor apartment.

Then go out through the exit on the back of the stairs at the 1st floor (it is a little hard to see). Go to where the chest is located and check the "!" mark for a scene. Return to the apartment for some more scenes, and the quest is over.

O7. Old Armorica Road Monster [CH307]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (L)

DP: 4

Available during S2. Stopping the Quarrel [CH3S2] the next day after the race event.

It is located just ahead of the stop point (where the party took a rest back at the 1st Chapter). It is the orange cat-like being.

-Boss-

There are two of them, and their attacks can inflict the Burning status. They can be taken care of with the traditional Dark Matter-Analyze-Delay method. Be sure to target their weaknesses to water and air to make their deaths come faster.

-Boss-

O8. Theft Incident Investigation [CH308]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (S)

DP: 3 (+5)

On Day 4 after the completion of S4. Tracking Kitty [CH3S4].

Talk to the guys of the Commerce and Industry association on their tent at the Port District.

You have to interrogate the victims and possible targets, which are all the

food stalls located all around the city.
Here is a list of all the stalls in the city:

Central Square

- Nadoru's Burgers
- Arona's Popcorn
- Meiji's Sweets Stand

Administrative District

- Chroma's Juice Shop
- Ash's Tour Stop

Entertainment District

- Barret's Pizza
- Sophie's Ice Cream Stand

Port District

- Mizrah's Gelatins
- The Ramen Stand
- Steak Spot

When you've finished the interrogation, go back to the tent at the Port District and answer yes when prompted.

You will then have to fill in the report as this:

Method: 3rd Choice

Motive: 3rd Choice

Culprit: 2nd Choice

Next Target: Meiji's Sweets Stand on Central Square (1st choice).

09. East Crossbell Highway Monster [CH309]

Available: On Day 4 after the completion of S4. Tracking Kitty [CH3S4].

Expires: (M)

DP: 4

Located on the same screen as the fishing spot on the Crossbell City side of the bridge. It is that giant red crab riding a bubble.

-Boss-

Analyze them to weaken them, up Str and get at them with air arts.

Wear Blind and Sleep protection for their attacks can inflict both status effects.

-Boss-

010. Urgent Request from City Hall [CH3010]

Available: During Last Day.

Expires: (S)

DP: 3

Talk to the Cripp at the City Hall. The mf Phantom Thief Blueblanc has come to Crossbell (I hate that bastard).

For those new to the Kiseki titles, the Phantom Thief quests are like this:

He will leave clues scattered around the city.

You have to follow them until you find whatever crazy stuff he chose to steal and hide.

You can only find one clue at a time.

The clues are always in the form of some bizarre piece of information.

So, without further ado, I present to you the places where the "!" marks that simbolize the acursed clues are:

1. The bell at Central Square. Access it by climbing the manhole ladder on Geofront - Sector A1, 1st floor.
2. Check the fish tank on the second floor of the Fishermen Society in East Street
3. Check the back speaker of the Saber Viper's hangout 'Ignis'.
4. Go to the Crossbell Airport, which is located at the southern exit of Crossbell City (choose the Ursula Byroad option from the city map) and talk to the man who is standing at the Baggage Claim section.
5. Check the golden plate at the back of the room on the 1st floor of the Crossbell Times building.
6. Go to the Macdowell manor on Residencial District and check the right room on the 2nd floor.

There will be a scene, and you'll obtain a quartz.

O11. Mainz Mountain Road Monster [CH3011]

Available: During Last Day.

Expires: (S)

DP: 4

Found in the tunnel 2 screens before Mainz.

-Boss-

Papa Mole and his 4 lil' moles. They are most vulnerable to fire, so use Heat wave on them. The moles' physical attack can inflict Poison, so come prepared. And Papa can call for more moles to help. The lil' moles are also vulnerable to AT Delay.

-Boss-

O12. Where is the Engagement Ring now? [CH3012]

Available: During S7. Black Auction Investigation [CH3S7] once you reach Mishram.

Expires: (S)

DP: 5

Talk to Thomas at Hotel Delfina. You can find him on the east side rooms, he is a blond guy wearing a green jacket.

You need to bring 3 rings to Thomas. They are:

- Platinum ring. Get it at Fortuna Restaurant.
- Gold ring. Gotten around the fishing point by the pier.
- Pearl ring. The fountain by the front of the theme park.

Go back to Thomas and show them to him to trigger a scene.

Watch the scene at the bench in the Resort area. You will see a sparkle in the water.

Use whichever Rod and Bait to fish it out.

Report to Thomas to get your reward.

////////////////////Chapter Conclusion\\////////////////////////////////////

At the end of the Chapter, you'll be graded. What will be graded?

Those 3 quests that were not graded before. Which ones?

[CH3S2] and [CH3S4] DP: 2 (+2) That's cruel...

++++
Intermission [INT]
++++

Chapter Overview [INTOVW]

Quest List

- A - S1. KeA
- B - O1. The Mayor's supporters
- C - O2. Geofront Sector A2 Monster
- D - O3. Sunday School Lecture

MAX DP

- S1. 3
- O1. 5
- O2. 4
- O3. 5 (+3)

Total DP: 20

Optional stuff

-Treasures

-Books

Dark Doctor Glenn Series

- Volume 9 - Bought at Tully's Shop in West Street.
- Volume 11 - Bought at Tully's Shop in West Street.

Crossbell Times

- Issue 6 - Bought at Tully's Shop in West Street.

-Recipes

You are cool for now. The programmers decided to go easy on the completionist stuff for this min-Chapter.

-Fishing Stuff

Areas Available

Point(s) of No Return

Intermission Quest Guide

S1. KeA [INTS1]

Available: Story quest, you have to clear it to proceed with the game.

DP: 3 *Graded at the end of the chapter*

You have to choose a partner. This will affect battle performance and dialogs you get.

*Note: Not sure, but all the events save the one at St. Ursula Hospital can be done in any order.

+Quests [INTO1] and [INTO2] are now available.

And of course we must set the example, so go an do

+The Rounds:

1. Culture is so valuable in this modern world, so buy some studying material. Your pal Tally can provide with the required reading stuff wich is the Crossbell Times Issue 6, and the Dark Doctor Glenn Vols. 9/11 (IT'S A CONSPIRACY!!!).

2. Should you be interested in some extra scenes, you can visit all of the following humans who will enrich your playing experience:

Central Square:

-All the S.S.S. members (the other two you did not choose, plus Chief Sergei, Zeit and Koppe the cat on the rooftop).

-Mimi the lil'girl and Officer Kate by the Big Bell.

-Wendy at the Orbal Store.

West Street:

-Cecile's mom at Bellheim Apartments.

-Oscar at the Bakery.

-Iria at Villa Leysin apartments.

-Momo the red-haired kid at Tally's 2nd floor.

Residencial District:

-The Hayworths at their home's 2nd floor.

-Lector by entrance of Geofront Sector B.

-Jonah in his room inside Geofront Sector B.

-If Elie is your partner, talk to the maid at the MacDowell's.

Entertainment District:

-Shuri at the main hall of the Arc-en-Ciel theatre.

-Kilika at her room in Hotel Millenium.

-If Randy is with you, talk to the Bunny Girl behind the exchange counter at the Casino.

Back Alley:

-Madam Imelda at her shop.

Gov. District:

-Rebecca at the C.S.P.D. front desk.

-Mayor MacDowell at his office in the City Hall (this triggers hidden quest [INTO1]).

-Cecile's dad behiind the counter of the Library.

-Mariabel on the Library's 2nd floor.

Harbor District:

-The couple at the very center of the small park (one is Scott the Bracer).

East Street:

- Fran at her home in Acacia Rooms.
- Grace in the Chinese Restaurant.

Downtown:

- Wadi at Testament.
- Wald at Ignis (only kids and drunks will be THAT honest...)
- Rishia at her apartment in Lotus Heights (if Randy is with you, this scene is a killer...)

All this may not be necessary or relevant (record-wise), but you sure get to have some interesting time. ;)

- Bring KeA to the Bracer's Guild on East Street for a scene.
- Go then to the Crossbell Cathedral on Mainz Mountain Road and talk to the Sister on the right side classroom.
- Go back to Crossbell City for some scenes with Liu and his pals.

+Quest [INTO3] is now available.

- Head now to the southern exit for some scene at the bus stop. Go to the St. Urusla Medical College for another scenes, both at the hospital and at the Research wing.
- Once you watch the scene between KeA and Shizuku by the benches on the ground floor courtyard, the chapter comes to an end, and the four quests of the Intermission will be reported automatically.

01. The Mayor's supporters [INTO1] (HIDDEN)

Available: Story quest, you have to clear it to proceed with the game.

Expires: (M)

DP: 5

Go to the City Hall, talk to Mayor Macdowell in his office, then to the receptionist.

Go out and check the right fountain outside the City Hall.

Go to the Station Street and get the Bitter Tomato Juice.

Return to the City Hall and give it to the Mayor

He freeloads a Zeram Powder in return.

02. Geofront Sector A2 Monster [INTO2] (HIDDEN)

Available: Story quest, you have to clear it to proceed with the game.

Expires: (M)

DP: 4

Talk twice to Rebecca at the C.S.P.D. reception desk.

The target is back at the boss room. You can get there easily by taking the left elevator when entering the Geofront.

-Boss-

One gaint green mosquito (the nightmares!!!).

It is vulnerable to fire, so use the strongest fire arts (with Str upped) to quickly kill it. The mosquito will lower your stats, but so long as you have S-Tablets and you keep on using fire arts it will be no problem. You have an NPC with you so you must be careful.

Luckyly, this NPC will be kind enough to up your Str and Spd every now and then (very nice of you to make yourself useful).

-Boss-

03. Sunday School Lecture [INTO3] (HIDDEN)

Available: Story quest, you have to clear it to proceed with the game.

Expires: (M)

DP: 5 (+3)

After returning to Crossbell City from the Cathedral, go back to the Cathedral and talk to Teacher Mabel in her classroom. You will have to take on the role of Sunday School teacher (Tits SC too, have a subquest like this one, oh! Nostalgia).

These are the answers:

Q1 - 3

Q2 - 1

Q3 - 1

Q4 - 1

Q5 - 2

Q6 - 2

Q7 - 2

Q8 - 1

Q9 - 2

Q10 - 1 (Any answer is good. This one is a freebie. N/C)

Get all right and you'll earn extra DP and a Holy Locket accessory.

//////////////////////////////////Chapter Conclusion\\////////////////////////////////

At the end of the Chapter, you'll be graded. What will be graded?

The only possible story quest of this mini-Chapter.

[INTS1] DP: 3

+++++

Chapter 4 - Dark Wisdom [CH4]

+++++

Chapter Overview [CH4OVW]

In this chapter, new monster will appear in every area of Crossbell, so it is a good idea to make some rounds, since these new foes are on lv30-33, so they will help upgrade the party.

Quest List

A - S1. Ruins Survey

B - 01. State's Overdue Books Recovery

C - 02. Seeking Creative Cuisine!

D - 03. Repaying Kindness

E - 04. West Crossbell Highway Monster

F - 05. Gift to Father

G - S2. Mainz Mayor's Request

H - S3. Heiyue Raid Investigation

I - 06. Search for Dignataries
J - 07. Gathering Flowers for the Death
K - 08. Getting a new doll
L - S4. Blue Pill Investigation
M - 09. Magic Wand New Feature Development
N - O10. Stargaze Tower Monster
O - O11. Moon Temple Monster
P - O12. Ancient Battlefield Monster
Q - S5. Revache Association

MAX DP

S1. 3
S2. 2
S3. 2
S4. 5 (+4)
S5. (TBA)
O1. 3
O2. 3 (+2)
O3. 3 (+3)
O4. 4
O5. 3
O6. 3 (+9)
O7. 3
O8. 8
O9. 4
O10. 4
O11. 4
O12. 4

Total DP:

Optional stuff

-Treasures

-Books

Dark Doctor Glenn Series

Volume 9 - Bought at Tully's Shop in West Street.

Volume 12 - Talk twice to Sonya who is at the headquarters' 2F on Tangram Gate at the beginning of the chapter.

Volume 13 - After finishing the Optional Quest [Dignataries Investigation], talk again with Majis the station attendant who is located near the exit of platform one.

Volume 14 - Only during Chapter four, and during the second day of the Story Quest [Investigation of the Blue Pill], you can exchange it at the shop in Old Town for 5 Misshi Plushies (exchanged at the Casino for 200 medals each) items.

Crossbell Times

Issues 7 - Bought at Tally's Shop in West Street.

-Recipes

18. Again, check one of the stores in the Port District (the Ramen one).
19. Talk to Nurse Shiron on the St. Ursula Medical College rooftop.
20. Talk to a woman named Miranda in Mainz Village' inside the house right next to the cave entrance.
21. Revache Co. 2nd floor library. Check one of the books.
22. Quest [CH402], reward.

-Fishing Spots

Areas Available

Point(s) of No Return

Chapter 4 Quest Guide

S1. Ruins Survey [CH4S1]

Available: Story quest, you have to clear it to proceed with the game.
DP: 3

+Quests [CH401], [CH402], [CH403], [CH404] and [CH405] are now available.

You have to go to the Moon Monastery. To get there go through Crossbell City's northern exit. Go to the tunnel 2 screens before Mainz and exit through the southern exit. The monastery is at the end of the path. However! Duty comes first (And I can hear you moaning: 'AGAIN?! When would he stop his nagging?!). Well homes, that's the life of a public servant. So do

+The Rounds:

1. Get the Issue 7 of the Crossbell Times with Tally. He also sells the Dark Doctor Glenn Vol. 9 if you missed in previous chapters.
2. Visit Vice-Comander Sonia at Tangram Gate and talk TWICE with her so she gets nice and gives you the Dark Doctor Glenn Vol. 12.
3. Go talk to the Ramen Shop guy at Harbor District to get a new recipe.
4. Pay a visit to nurse Shiron at St. Ursula Hospital, she has another recipe for our team. Find her at the rooftop hanging some blankets.
5. Drop by Mainz Town and talk to a woman named Miranda inside the house right by the mine entrance. Get yourself another recipe.
6. Now that you've got the four basic Fishing Rods and have access to the whole State, take the chance to go on a fishing spree and catch all the possible types. You may need to fight some battles to get the basic baits if you run out, or better yet, save and reload if it is more convenient for you.

PNR

#Luna Temple#

First, equip with Poison and Death protection, for most enemies here can inflict Poison, and there are some small, wizard-looking critters that, upon dying, will cast the Death Scream time art (which you can never use, a shame). Said art has a high chance of killing anyone who lacks Death protection. As for the dungeon itself, your task is to activate the two switches located in the upper part of the chapel (the big room with the angel statue). This is a simple matter of traversing the 2 wings of the Monastery. West wing is shorter, and the enemies rely more on physicals. East wing is where you will find the small, wizard-like enemies that cast Death Scream.

Once you have pressed both switches, you will reach a room with a second Rest Point. Save and proceed to the next room for a scene and the boss. Wear Faint protection.

-Boss-

You'll be fighting and Arc Demon, and its two statue helpers. First, the Demon is immune to any form of debuff/status effect, so you'll have to keep your party on permanent Str/Ats up status to be able to damage him accordingly.

The Demon has 3 attacks that I have seen:

1. Claw attack. Knocks back and has a chance to cause Faint.
2. Healing a small amount of Hp.
3. Summoning more statues to help.
4. Charging a-o-e arts. Can be canceled.

The statues will only do a charging, line attack. Can be canceled.

The Demon is weak to space, the statues to time.

For this fight, substitute Randy for Noel. Be sure that either Elie or Tio have the Fortune space art to up their Ats. These are everyone's roles:

Lloyd - Cancel the Demon's arts and the statues' line attack.

Noel - Buff Str so she and Lloyd can hurt the Demon.

Elie - Dark Matter and Fortune (if she has it).

Tio - Shadow Apocriphus time art and Fortune (if she has it).

Tio's time art should kill all statues within range and hurt the Demon.

So long as you go at the boss with this stuff, you won't have any real trouble killing him fast.

-Boss-

Afterwards, go up the stairs and approach the bell for a scene. Leave the Monastery after it is over.

S2. Mainz Mayor's Request [CH4S2]

Available: Story quest, you have to clear it to proceed with the game.

DP: 2

When you return to Noel's military vehicle, there will be a scene. Once it is over, you can ride the car to Mainz for a scene at the mayor's house. I advise you remove all of Noel's quartz and equipment before you enter the mayor's house, for after the scene you will be back in Crossbell City and she will leave your party.

You will automatically head to the Casino. Talk to Drake, the owner of the place on the 2nd floor's bar.

Go to Hotel Millenium and watch the scene at the rightmost room on the top floor.

Return to the Base for a scene.

Inside, go to Chief Sergei's room for the final scene of this quest.

S3. Heiyue Raid Investigation [CH4S3]

Available: Story quest, you have to clear it to proceed with the game.

DP: 2

Go to the Heiyue Trading Co. building on the Port District for a scene.

During the conversation scene with Zhao you have to choose all options one at a time to proceed with the story.

Go to the Back Alley for a scene with Garcia.

Meet Grace at the Garante Jazz Bar.

Watch the scene with Lecter at the Casino.

Now, I have yet to confirm this one, but apparently, in order to get the extra DP on the next quest 'Blue Pill Investigation' (yes, you read correctly) you have to take do certain particular actions BEFORE you return to the Base to make your report.

You have to:

1. Go to the Ignis Hangout on Downtown and talk to Slash and Huey, two of the Saber Viper Members.
2. Go to the Arc-en-Ciel Theatre and talk to Rixia and Prie.
3. Go to Residencial District, enter the house next to the McDowell's manor and speak with Sanita, the pink-haired girl.

Watching these three scenes will earn you +2 additional DP at the end of the Chapter (contabilized as part of the quest 'Blue Pill Investigation').

Return to the Base for a scene with Chief Sergei in his room.

*Note: your answers to the following questions will be contabilized as part of the 'Blue Pill Investigation' quest.

You got to answer three questions correctly for extra DP. They are:

Question one - 1st choice

Question two - 2nd choice

Question three - 3rd choice

+Quests [CH406], [CH407] and [CH408] are now available.

S4. Blue Pill Investigation [CH4S4]

Available: Story quest, you have to clear it to proceed with the game.

DP: 5 (+4)

Begins immediatly after the Q and A at the end of S3. Heiyue Raid [CH4S3].

You have to go and take statements at St. Ursula.

Talk to the receptionist at the St. Ursula Medical College.

Watch the scene with Shizuku in room 304.

Enter the Research Wing for another scene.

Go back to the bus stop for some more scenes. The day ends at that point.

Next day you have to track down the users of the pill.

+Quests [CH409], [CH4010], [CH4011] and [CH4012] are now available.

Old Town

-Check the Saber Vipers at their hideout 'IGNIS'

-Talk to Wadi at the Trininty bar

Entertainment District

-Speak with the people of Arc-en-ciel

West Street

-Ian at the Law Firm

Residencial District

-The people living on the white house next to the MacDowell's estate

Once done, head to the Revache Association office in the Back Alley.

S5. Revache Association [CH4S5]

Available: Story quest, you have to clear it to proceed with the game.

DP: *Graded at the end of the chapter*

As soon as you enter there will be a scene. Dudley will join the party.

The goal in this place is to first open the two gates communicating with the east and west wings, then navigate each to get to a room where you'll find a key.

First, check both the left door to find a panel that asks for a password, then go through the right side stairs to access the second floor. Inside the left room on the 2nd floor (the door next to the stairs to the 3rd) you'll find a book on the table. Examine it for the clue to the password.

The passwords are 'Mark and the Witch of the Deep Forest' (4th choice) and 'Sean Arnam' (2nd choice).

To access the east wing, go to the office in the first floor, then check the bookshelf at the back to get a gold statue. Go to the 3rd floor and examine the bookshelf inside the room and place the statue in it for the entrance to open.

When you got both keys, proceed to the office on the first floor to the basement where you'll find a conveniently placed Rest Point. Rest and save, then go down the red carpet hall to reach some big doors...and the chapter's big fella. Wear Seal and Mute protection. Petrify is optional.

-Boss-

You'll be fighting a big red robot and its two flunkies.

The boss looks mean, and this is what he can do:

1. Big sword slash. Quite damaging.
2. Fire missiles at ye. Can cause both Seal and Mute.
3. Upping his Str and Spd (bitch).
4. Summon more flunkies.

Get rid of them ASAP because they can heal the boss and also Petrify you if they choose to attack. One good Dark Matter will cluster them together for either Randy or Dudley to Delay them at ease until they fall. Lloyd is in charge of buffing and canceling any art the flunkies manage to begin casting. Elie and Tio are your main damage dealers for this fight. Use Fortuna with either of them, then blast at the boss with Daimond Dust. If you wish to expedite the boss' demise, use Elie's craft to speed Tio's turn and make those DDs come more quickly. Also, recast Analyze on the boss to keep it vulnerable.

Heal anyone under half Hp, and you will prevail.

-Boss-

Save again after the boss is gone and before entering the big doors, for once you do there is no going back. Speak with every one in the room, then examine the chest in the back, then the licor cabinet on the upper right corner of the room ("!" mark). Open the chest with the key.

After the scenes, the chapter will end.

01. State's Overdue Books Recovery [CH401]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (L)

DP: 3

During S1. Ruins Survey [CH4S1], before going to the Moon Monastery.

Talk to the man at the reception desk of the Library. There is a saying where I come from: It is a Big Fool who lends a book, but an even Bigger one ye who returns it. And it seems the people of Crossbell are not fools. :)

Armorica Village

- Alfred in the counter on the 1st floor of the inn
- Elkin who is at the entrance of the village by the parked cars
- Donald who lives on the house next to the general store
- Check the "!" mark inside the house next to the Mayor's

Mining Town Mainz

- Enter the mine from the town, search for Roji just inside the mine
- Go down the stairs and examine the "!" mark all the way inside to get the next book. You will have to fight some enemies over it (cultured fellas)

-Boss-

These 5 gaint plants will be hard if your party is not on lv30. They are weak to fire, but you'll need the Flare Butterfly fire art to be able to hit all And inflict a lot of damage. They are also immune to debuffs of any kind, so your only choice in the matter is to buff your party. You must also keep the party well healed, for the enemies' earthquake attack can hit all and is very damaging.

-Boss-

St. Ursula Medical College

- Speak to Flora on the 1st floor of the dining hall
- Go to the Research Wing library and check the middle isle's 2nd right bookshelf to find the book

When you got all books return to the Library in Crossbell City to finish this quest.

02. Seeking Creative Cuisine! [CH402]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (L)

DP: 3 (+2)

During S1. Ruins Survey [CH4S1], before going to the Moon Monastery.

Talk to the cook at of the Seruteo restaurant on central square.

You need to deliver recipes that are gotten as 'unexpected results'.

The more you give the better the ammount of DP you get.

For 15 - +2

For 20 - +4

For 23 - +6

You can only get the 23rd recipe during the final mission of this chapter, so you will have to wait until the last chapter to deliver all recipes.

Once you have delivered, regardless of the ammount, you will earn the 24th and last recipe of the game.

03. Repaying Kindness [CH403]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (S)

DP: 3 (+3)

During S1. Ruins Survey [CH4S1], before going to the Moon Monastery.

Talk to Anton on his room at the Old Dragon store.

Then go talk to Fran at the reception desk of the C.S.P.D.

Report back to Anton.

Go to the Dept. store's 2nd floor boutique and buy a Pomu Pomu Knit item to earn extra DP.

O4. West Crossbell Highway Monster [CH404]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (L)

DP: 4

During S1. Ruins Survey [CH4S1], before going to the Moon Monastery.

Target is located one screen before reaching the bus stop.

-Boss-

Two gaint, five-headed hydras.

These are weak to air, so two well-placed Thunder Cyclones will seriously hurt them. Wear Faint protection just in case their attack inflicts it.

Overall, rather easy, since they can also be Delayed.

-Boss-

O5. Gift to Father [CH405] (HIDDEN)

Available: Story quest, you have to clear it to proceed with the game.

Expires: (S)

DP: 3

During S1. Ruins Survey [CH4S1], before going to the Moon Monastery.

Talk twice to Cecile who should be in room 304 on the 3rd floor of St. Ursula Medical College.

You have to gather materials for some daughterly gift. :)

-Get the Fancy Box from Mikhail on room 301

-The ribbon from Meiria the red haired nurse on the nurse office (2nd floor, door behind the counter)

-The pendant from cheif Ashura in the right side examination room of the 1st floor. She is standing nexto a computer

-Talk tio Prof. Gary who is sitting by the bench close to the fishing spot...

-...then examine the containers sitting in the terrace of the second floor of the Dormitory Wing to get a cord.

When you got all, report to Shizuku in room 304. She gives ye a Shizuku Brooch for your troubles.

O6. Searh for Dignataries [CH406]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (S)

DP: 3 (+9)

At the start of S4. Blue Pill Investigation [CH4S4] right after S3. Heiyue Raid [CH4S3] is completed and before going to St. Ursula.

Talk to Senator Campbell on his house in the Residencial District.

Examine the desk in the room of his daughter.

When asked, choose 'catastrophic runaway' (1st choice).

After listening to the two lawyers, check the desk once again.

When prompter, choose 'Today's morning' (2nd choice) and 'IBC' (3rd choice).

Go to the IBC building and speak with the receptionist so you can meet and talk with Mariabel on her office in the 16th floor.

Talk to the left side receptionist at the airport.

Go to the train sation for a scene on platform No. 1.

You'll find Carla inside one of the third car at the back.

during the conversation choose 'Going to the Republic for sightseeing'

(2nd choice), then 'It is your father's fault' (1st choice) and then 'You don't have to worry about a maid' (3rd choice).

IMPORTANT: Right after you finish this quest, and BEFORE LEAVING THE TRAIN STATION, go and talk to Majis the station attendant who is located near the exit of platform one. This is your ONLY CHANCE to get the Dark Doctor Glenn Vol. 13.

You've been warned.

07. Gathering Flowers for the Death [CH407]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (M)

DP: 3

At the start of S4. Blue Pill Investigation [CH4S4] right after S3. Heiyue Raid [CH4S3] is completed and before going to St. Ursula.

Talk to old man Quint in the hut of the Graveyard at Crossbell Cathedral.

You need 3 types of flowers:

First type - located on West Crossbell Highway on the bus stop screen by the point where you found Colin in Chapter 3.

Second type - go to Tully's on West Street and speak with the clerk for a scene, then go to the Moon Monastery and check the southern dead end.

Third type - check around the watch tower on the first screen of the East Crossbell Highway when going out of Crossbell City.

With the 3 types in hand, head back to the graveyard for delivery.

08. Getting a new doll [CH408] (HIDDEN)

Available: At the start of [CH4S4] right after [CH4S3] is completed AND before going to St. Ursula.

Also, you must have 288 DP or more in order for this quest to become available.

Expires: (S)

DP: 8

If you met all requisits go to Madam Imelda's store on the Back Alley to initiate the quest.

After the scene go to the Mainz Mountain Road and then to the Rosenberg Doll Studio (from the bus stop, the left path, where you met that well-known girl back in chapter 1).

Approach the gate and check the '!' mark twice to enter the yard.

Inside there will be a battle. Wear Confuse protection.

-Boss-

You'll be fighting six doll monsters. There are two kinds, the two big round things at the back of the battlefield and the 4 angels. Get the Angels first by using Combo Crafts, but try to make sure you don't hit the round things with a physical attack, for they will reflect it back at the caster.

Once you have dealt with the angels use the A-Reflex space art and/or the Hollow Sphere mirage art to cast a barrier, for once those two things start to charge and attack (not an art) the blast will most surely kill all.

If you wistood the attacks, hit them with earth arts (enhanced by the Fortune space art) to kill them fast.

If you have trouble killing them, Elie's and Tio's S-crafts will deal with them.

-Boss-

After the battle you'll get the 'New Doll Trunk' item.
Deliver it to Imelda to finish the quest.

O9. Magic Wand New Feature Development [CH409]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (M)

DP: 4

Available at the end of Chapter 4 and before finishing S4. Blue Pill
Investigation [CH4S4] (n/c).

Talk to Guillaume on his workshop in Old Town.

He needs some T-Materilas.

They can be found inside the Revache Assosiation in a treasure chest during
S5. Revache Association [CH4S5], so the delivery will have to wait until
Chapter 5.

With the materials, Guillaume will upgrade Tio's wand enabling the use of the
Absolute Zero craft.

O10. Stargaze Tower Monster [CH4010]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (M)

DP: 4

Available at the end of Chapter 4 and before finishing the Chapter.

Target is located at the rooftop of the tower.

-Boss-

Wear Blind protection. You'll be fighting 2 green wyverns.

They are really fast, and have an attack that will cancel any art you care
to use, so go at them with crafts. Up Str with Lloyd and heal with Tio's
craft. Try to get both of them with area crafts.

Other than that, not hard.

-Boss-

O11. Moon Temple Monster [CH4011]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (S)

DP: 4

Available at the end of Chapter 4 and before finishing the Chapter.

Target is located in the same room as the boss from S1. Ruins Survey [CH4S1].

-Boss-

2 Beholder-like enemies. They are immune to any form of debuff. Also, their
attacks all cast some random debuff (Str, Def, Spd...etc). Relay on wide area
arts like Carrion Tower, Dark Matter, and the like to kill them. Also, keep
your party members buffed with Str, Ats and Spd so they can outmanouver the
enemies.

-Boss-

O12. Ancient Battlefield Monster [CH4012]

Available: Story quest, you have to clear it to proceed with the game.

Expires: (S)

DP: 4

Available at the end of Chapter 4 and before finishing the Chapter.
Target is located where you fought the boss from S5. Lost Tourists
Search [CH3S5] at the very back of the Ancient Battlefield.

-Boss-

2 scythe-wielding creatures. Wear Death protection just in case.
They are rather easy. Cast Fortuna on Elie and fire Thunder Cyclone air art.
They will be near death, at which point you should dispose of them easily
with one good a-o-e craft.

-Boss-

//Chapter Conclusion\\\//

At the end of the Chapter, you'll be graded. What will be graded?
Those 3 quests that were not graded before. Which ones?

[CH4S5] DP: x (+)

++++
Chapter 5 - The Longest Day in Crossbell [CH5]
++++

Chapter Overview [CH5OVW]

As soon as you regain control from the chapter's opening scenes, you have
free rein of almost all the city. You cannot go to either East or West
Crossbell Highways, though for some reason you can exit towards the Mainz
Mountain Road. I suggest, before proceeding with the story, that you go
visit Madam Imelda in her shop on the Back Alley if you got all 14 Dark Doctor
Glenn novels and trade them for a much valuable Zemuria Stone. This is your
only chance to do so, for as soon as you proceed with the story it is a
one-way road towards the end of the game. Same goes for the game's last
recepies and the optional quest (if you are on your 2nd playthrough).
Buy/upgrade all your new weapons, armors, boots, quartz, ENIGMA slots, etc.
If you need cash/sepiths, go back to the Revache and Co. building and fight
the enemies in there.

Quest List

- A - S1. Drug cases Investigation
- B - O1. Old Geofront Sector Investigation (ONLY ON A 2ND PLAYTROUGH)
- C - S2. Crossbell Raid
- D - S3. Cult Base Infiltration

MAX DP

- S1. 5 (+6)
- S2. 1 (+7)
- S3. 0
- O1. 4

Total DP:

Optional stuff

-Treasures

-Books

REWARD TIME!!!

1. During quest [CH5S1], deliver the 14 Volumes of the Dark Doctor Glenn Series to Madam Imelda BEFORE going to St. Ursula Hospital. You'll get much-coveted Zemuria Stone!!!
2. With the Zemuria Stone (hug it before giving it away, your time has been short), during quest [CH5S2], give this beauty to Guillaume and he will make for you one of the 4 Ultimate Weapons! Choose wisely.

Crossbell Times

Issue 8 - Times General Store. (N/C).

-Recipes

22. Quest [CH402], reward. (If you waited until now to finish this quest)
23. Talk to the chef at the Chinese Restaurant on East Street.
24. Talk to one of the hostess at the Garante Jazz Bar.

-Fishing Spots

Areas Available

Point(s) of No Return

Final Chapter Quest Guide

S1. Drug cases Investigation [CH5S1]

Available: Story quest, you have to clear it to proceed with the game.

DP: 5 (+6) *Graded at the end of the chapter*

You'll start inside the very same room you were when you finished Chapter 4. Welcome to the last Chapter! You thought you'll escape them? OH NO! You know what's coming...

+The Rounds:

1.

+Quest [CH501] will only be available ON A SECOND PLAYTHROUGH.

When you feel like proceeding, head to the south exit for a scene.

You have to go to St. Ursula Hospital on foot. When you reach the parked bus there will be another scene. You'll arrive at St. Ursula by nightfall.

There is a mandatory fight by the gates with our much-abused Mafia goons and dogs (you know the drill with them).

A scene, then you get a 'friend' with a Big Sword to join your party (I will

referr to this person as Big Sword from now on to avoid spoilers).

Afterwards, you are free to roam the place. If you go towards the entrance of the main building, you'll find that the gate is locked. So go to the living quarters. Right inside there are another pair of Goons with their dogs waiting for you.

Now, after the welcoming committee is napping, it is your duty to investigate this place. I must warn you that you have to meet and speak with ALL the hostages in this and the main building, for if you do, you earn extra DP. Just search every room and speak with anyone you find.

To find the key, climb the stairs to the second, enter the left door, then go down the hall and exit to the small terrace. Ask kindly for the key from the two fine gents in black once they have been thoroughly convinced to let you borrow it (I mean: search the creeps once you beat them). Continue up to the third floor searching for hostages. On the rooftop you'll realize that there is no access to the research wing from here, so go back down and exit to the main courtyard, then use the key you got to open the gates of the main building. Inside, go to the back towards the medical rooms, knock the Mafia dudes unconscious and examine both the east and west rooms to find the hostages. once done, go to the 2nd floor and check every one of the rooms in here, releaving from duty the guards in black. :)

Same deal for the 3rd floor. Check every door, thump anyone who questions your right to do so. As soon as you get out to the roof top terrace, there will be a scene and a fight. Now you finally have access to the Research wing. Before you proceed though, speak one more time with Cecile for a scene.

#Hospital Research Wing#

Ok, once you are ready, enter this place, use the much needed Rest Point, then start searching for the elevator key to reach the 4th floor. The layout of this place is simple: one 2-room circular corridor around with rooms sprouting from it, that's what each floor is. Check every room, for there are some treasures as well as on room with the last of the hostages. When you reach the 3rd floor, you will find a sparkle on the floor of the corridor (you will have to detour by the adjacent rooms to go over the obstacles). This is the elevator cardkey. With it in your possession return to the 1st floor and use the Rest Point one last time. Now ride the elevator to the 4th floor, check the rooms in there, leaving the middle room of the upper corridor, for it contains the boss. Once you've raided the treasures in the other rooms, enter the middle door of the upper corridor. Wear blind protection.

-Boss-

A guy with a sword and some steroid-eating dogs will be your enemies.

The dogs are like the Mafia dogs, only more Hp. It is the guy the one that concerns us. This is what he can do:

1. A slash with his sword on one character.
2. A more powerful side slash that hits several characters and inflicts them with the Blind status.
3. His S-craft, an a-o-e attack around himself the size of an Aerial (air art). Also inflicts Blind, and has a slight chance of causing Death.

What do you know? This guy and his dogs are all weak to space, so he seems to be beging for the Dark Matter clusrtering strategy that is the favorite of the Mafia dudes. And you can't do much else aside from that, for the three of them are immune to debuffs of any kind. So up Str, Ats and Spd to make this quick. Elie and Tio, and Big Sword should all have the Fortuna space art by now, so start with it to up Ats, then fire them space arts, Elie and Tio will have access to Dark Matter, and Big Sword has Lost Disaster, space art's big boy (though a bit costly). Lloyd's task is to heal and re-cast Chrono Drive any time it fades. Also, from this boss battle onward, do all your healing with the air art Holy Breath, which has a good a-o-e and heals a lot.

That's it, keep buffed, heal if under half Hp, and fire space arts at them.

-Boss-

After the battle save, strip Big Sword of all equipment/quartz then examine the file on the desk to engage on a stream of rather interesting scenes. Then this quest is over and you'll be prompted to save. If you met all hostages, you'll get 11 DP, if not, only 5.

S2. Crossbell Raid [CH5S2]

Available: Story quest, you have to clear it to proceed with the game.

DP: 1 (+7) *Graded at the end of the chapter*

As soon as you choose 'continue with the game' (3rd choice), a series of scenes will take place, so sit back and enjoy the show (it's rather cool, 1990s action movie meets anime). When the action is over, you'll be inside the IBC building on the top floor.

First things first, this is the last chance you get to use the shops to resupply/upgrade equipment. If you got the Zemuria Stone, talk to Guillaume twice and he will offer to make one of the 4 ultimate weapons of the game. Choose wisely, for you only get one. There is also an exchange shop on the right most counter if you have the items/accessories to trade.

Save and heal, a series of battles will come without chance to heal in between.

When you want to proceed with the party, talk to the following four people:

Elie in the IBC's office on the 16th floor

KeA in the bedroom on the 16th floor

Randy in the lobby

Tio in the mainframe room on B5

As soon as you finish talking to all of them and you enter the elevator, there will be some scenes. Afterwards the battles.

1st is against 2 Machine Gun Soldiers

-Boss-

Dispatch them any way you see fit, they are vulnerable to most stuff, and can be Delayed.

-Boss-

2nd is against 2 Machine Gun Soldiers and one Halberd Soldier

-Boss-

Begin with a Dark Matter to cluster them, then use Randy's craft to Delay them. Up Str and do whatever you want with them.

-Boss-

3rd is against 2 Machine Gun Soldiers and 2 Halberd Soldiers

-Boss-

Str up, Dark Matter, Delay, any attack that has a good a-o-e. If it has an added status, even better.

-Boss-

4th is against 2 Machine Gun Soldiers and 3 Halberd Soldiers

-Boss-

Str up, Dark Matter, Delay, any attack that has a good a-o-e. If it has an added status, even better.

-Boss-

5th is against 2 Machine Gun Soldiers and 2 Halberd Soldier and their

commander

-Boss-

Another round of the same. If you want, up Str and give them a taste of your Combo/S-craft.

-Boss-

6th is against 4 Machine Gun Soldiers and 4 Halberd Soldier

-Boss-

Same deal as before. If you insist on being "nice" to them (meaning: no Combo or S-crafts), you should consider using/abusing Elie's craft to cast AT Haste on your party. Otherwise, it is Str up, Dark Matter, Delay and whatnot. Make them suffer!

-Boss-

The more battles you win, the better the DP you get. If you win them all, you will get 17 DP! Le cool! Though it is highly unlikely that you'll reach Rank 1 if this is not your 2nd playthrough.

Regardless of how many battles you win, there are the reglamentary scenes...

Some of them with the only FMV so far! Enjoy it.

When it is all done, you'll find yourself inside the Fort of the Sun together with some special allies (man, I wasn't expecting to be able to use them).

We'll call them Blunt and Sharp (because of their respective professions).

At this point, the quest is over...

S3. Cult Base Infiltration [CH5S3]

Available: FINAL MISSION!!! Go finish the Game.

DP: None.

...And the final treck of the game begins!

#Fort of the Sun#

The final dungeon is divided into five sectors, each with a boss. Also, the final party's final weapons (which are the next in power after the Zemuria Stone weapons) are located in here. There are six in total, and all are inside monster chests. If you arrive at this place at lv36 you won't have much trouble dealing with the creatures lurking around. Now, in each and every sector, save for the last, you'll have to solve a puzzle of the "push a button/lever" variety. Nothing complicated, just explore the place thoroughly and you are bound to find what you seek.

As for the bosses, they are always located after a Rest Point, so there is no problem in fighting them at full health.

So here they are:

1st Sector: A demon. He is located behind the locked door on the main chamber, which you'll recognize from before.

-Boss-

This lonely demon is the big brother of the one you fought at the Moon Temple. It shares its little brother's strengths and weaknesses. However, because he is big brother, he will fight you solo. If he begins to charge an art, be sure to cancel it, for that reason, I recommend bringing Blunt to this fight, since that character also has an art canceller craft. If you don't cancel his art, he will blast your team with Dark Apocriphus time art, which will heal him. Add to that the fact that he also regenerates for about 800Hp a turn, and you got yourself a long fight.

You can't debuff him, so buff your party. Lloyd and Blunt should cancel

the demon's arts, just don't forget to up Str first (Blunt can also do it). Whoever has Dark Matter should also have Fortuna, so up Ats and begin DM the demon to death. He is alone, so it won't be that much of a problem to bring it's 19000 Hp.

-Boss-

2nd Sector: 2 strange beasts. Found on the very first screen of this sector. Wear Poison protection.

-Boss-

Dark Matter is also the way to go in this fight, for the damn beasts will up both their Agl, making them hard to hit, and casting a Regen status which will undo most of the damage you inflict on them. They rely mostly on physicals, but occasionally will throw an a-o-e art in the mix. However, their stats can and should be lowered to ensure your buffed Str and Ats render their regeneration useless. So La Forte, Fortuna and Lloyd's and Blunt's crafts are imperative to expedite their demise.

-Boss-

3rd Sector: A demon knight and two wyverns. Found 2 screens before the 4th sector. Wear Blind and Burn protection.

-Boss-

The boss has 3 attacks:

1. A sword slash on one target. Damaging, can inflict Blind.
2. A charging attack on one target. Takes 2 turns to activate and inflicts Burn on the target.
3. His S-craft. An a-o-e around him.

The wyverns are the same as those you fought at the top of Stargaze Tower on Stargaze Tower Monster [CH4010] quest, which means they have two attacks, a breath that inflicts Blind and a roar that cancels arts. It is because of the wyverns' roar that you have to dispose of them first if you plan on using arts against the Demon Knight. Regretfully, the three of them are immune to all debuffs, so your only choice is to up Str either with Lloyd or Blunt and try to squeeze a Dark Matter to hurt all of them. Once the wyverns are gone, up Ats with Fortuna and start throwing DMs at the boss. Try to keep all characters healed above 3/4ths of their Hp so as to avoid being wiped out by the boss. You are lucky it can only target one character at a time with its normal attacks. Keep healed and buffed and the Dark Matters coming and he will fall soon. One or two Combo Crafts are a good idea as long as you up Str before launching them.

-Boss-

4th Sector: The place's "bouncer". Found after the last Rest Point. I suggest to bring both Tio and Randy for this fight, it will make it a lot faster.

-Boss-

He behaves the same as the chapter boss of CH3. Has the same attacks which are:

1. Strong punch that will knock back a good distance the character he hits.
2. Spining kick that knocks back those it hits.
3. Upping his Str and Spd a good deal (oh dear...)
4. His Beating-Pile Driver S-craft that will knock down the character he targets.

The advantages you get in this fight, particularly if Randy and Tio are with you, are:

He is alone

He can be Delayed (le YEAH!)

His stats can be brought down (Analyze this gorila)

So the battle should be a synch if you always Delay him with Randy and you Analyze him with Tio when the debuffs wear of. Lloyd/Blunt should up Str, and Blunt/Elie should cast Fortuna to up Ats. From there, just lay on him with arts and crafts reneweing your buffs when they expire.

Be careful though, for occasionally he will dodge your attacks and he may have a chance to act, in which case you might even see his S-craft. If so, well, what the hell, just heal or revive if he killed a party member, then continue with the beating.

-Boss-

You can cure and save, and you should, for the 5th and final sector of this creepy place is just ahead, and where you'll find...

5th Sector: ...the final boss, which consists of three rounds. I recomend that you wear at least protection against Confusion, Burn, Freeze and Faint.

Of course, if you got to Detective Rank 2 you'll have a Grail Locket, which blocks all status effects except for debuffs and Death. Also, as a precaution, since the bosses use a lot of area attacks, spread the party a little so they are not totally clustered. When ready, go all the way to the end of the hall and there will be some scenes, then the battles.

Round 1 The boss in human form and 2 Angel Statues.

-Boss-

They are rather easy for 2 reasons: they can all be debuffed, so lower their Def/Adf, and the statues can be Delayed. Now, what can each enemy do?

Let's see:

The geek:

1. A-o-e attack, similar to Tio's craft.
2. Make himself invisible. He will reappear when he takes his next action or if he is hit by an unfocused art (Dark Matter, Thunder Cyclone).
3. Spheric energy blast that can inflict Blind.
4. His S-craft. A-o-e, inflicts Blind.

The Angel Statues:

The right one fires line attacks

The left one a-o-e attackcs

Both attacks inflict Burn, and both have a charging, all-hitting attack, which can be canceled.

You can quickly dispatch the statues if you first lower their Def/Adf with Analyze followed by two Shadow Apocriphus and a few Str upped crafts.

The final geek is a bit of a hassle, mainly because his Stealth move, which will prevent you from targeting him, otherwise, just Analyze him with Tio, throw Shadow Apocriphus, and hit him with crafts. Keep the party's Srt and Ats upped so you really hurt him. Keep your HP above 3/4ths and you will be moving to the next round pretty soon.

-Boss-

Round 2 The boss in demon form and its two egg-critters.

-Boss-

Damn! And that is why you don't do drugs (and I'm talking about the guys at Falcom too).

As usual, lets go through the attacks and see what are we going to be doing here:

Mr. Big Geek

1. Right hand beam. A line attack that causes Burn.
2. Left hand beam. A line attack that causes Freeze.
3. A spark blast from his horn. A-o-e, can inflict Confuse.

4. Summoning a strange yellow critter.
 5. His S-craft No. 1. A line attack.
 6. Taunting you. This is meant to waste a turn, which will usually your debuffs will end sooner, because he will have an immediate turn after the taunt.
 7. Changing to golden color. Done when his Hp is under 20 000.
 8. Casting Def Up, Spd Up and Hp recovery (mother....!). Done after turning golden.
 9. Tri-art. He will cast Def, Mov and Spd down on your party, then Gallion Tower mirage art, then Gaia Titanis earth art. It is a line attack, so if he fires it slightly to the side, it won't connect, and he just wasted a turn. :)
 10. His second S-craft. All-hitter, pretty damaging.
- Both his helpers will fire a-o-e attacks, and heal each other, they can inflict Petrify.

Now, there's a quirks to this fight you must pay attention to:

You must keep your party in the battlefield's central square, for whe you kill the egg-things and lower the boss's Hp to 20 000 (meaning he turns golden), a piece of the battlefield will sink, and whoever is on top of it when that happens will be Vanished from the battlefield for a few turns, in addition to loosing all Ep (dude! not cool). There are 3 spots that sink:

The left side where the black egg-thing is.

The right side where the white egg-thing is.

The back of the battlefield.

With all this in mind, bringing down his 52000 HP will take some work.

To your advantage, all enemies can be debuffed, and the eggs can be Delayed, so you can plan your strategy accordingly.

First, lets dispose of the eggs.

Analyze them, then Str Up and hit them with Combo crafts, either Lloyd and Randy's or Blunt and Stabber's, Elie and Tio's, and whichever Combo craft that involves them will not harm them much. Then hit them again, they should be near death. You can also go for the Shadow Apocriphus approach, it is equally effective, but will take a few more turns.

Mr. Big Geek.

Analyze him and hit him with crafts or Shadow Apocriphus. Up both your Str and Ats to maximize the damage done. If either Lloyd or Randy have their Zemuria Stone weapon, then they will be inflicting damage around 1000 Hp and above. Do your best to bring him quickly to 20000 HP while keeping above 3/4ths HP. Once he turns golden, start hitting him with Combo crafts or S-crafts, using food items to recover both HP and CP. Remember to keep Str up so your attacks hurt him. Lloyd, Randy, Bruiser and Stabber should be inflicting 5000Hp and above of damage with their Combo/S-crafts. You may be swallowing some good pounding, but if you wish to increase your ammount of turns to punish him, use Elie's craft to cast AT Haste.

It shouldn't take too long to kill him at this point.

-Boss-

Round 3 The final sluggfest.

-Boss-

You've been recharged, so all it takes is Str buffing, then 4 consecutive S-crafts, and this geeknormus-junkie is toast.

-Boss-

01. Old Geofront Sector Investigation [CH501] (HIDDEN)

Available: ONLY ON A SECOND PLAYTHROUGH!!! You have to finish ALL other quests, as in you cannot do this on if you missed an Optional Quest. If you fullfill this conditions, go to the City Hall and talk to the Receptionist, she will give you the Key to enter the Old Geofront Sector.

Expires: (S)

DP: 4

Occurs during the final part of the second week.

If all conditions are met, enter Sector B and talk to the staff members you'll find on the second screen after the entrance (where the two previously closed doors are).

-Boss-

-Boss-

See ya on the Ao no Kiseki Faq/Walkthrough.

6. Clear File [CLF]

As with all Kiseki titles, Zero no Kiseki will allow you to carry over stuff from a previous play, also enabling you to access a few things you couldn't otherwise attain. However, in this new installment of the Zemuria saga the people at Falcom thought to actually make things a bit more interesting for the player, and to up the replay value of the game.

How's that?

Well, if you have taken the time to check the other functions inside the System tab in the party menu, you will have must surely come across the Record tab. Accessing it will have brought up a square grid list in which every square has a "?" mark on top of them. Selecting any such square will make a small message in Japanese appear at the bottom of the screen, which is just an explanation of how to get the mentioned achievement. Kinda like a MMO like those that plague Facebook and the iPhone apps.

You will also notice upon close examination of the screen that at the upper-right corner of the screen is a Point counter, and that each square, or achievement is worth some points.

I must applaud the Falcom guys, for they used an otherwise obnoxious function from a type of game that I hate my guts out to make their fine work more appealing.

Thus, if you (for example) killed 8 enemies in one shot, said achievement will light up showing a small portrait, and some points will be contabilized.

You might say: yeah, that's neat (insert sarcastic tone), but this ain't an MMO, so what are those *****G points for?!

Once you've finished your game and saved your clear file, you will want to load it and steamroll everyting in your path with the ubberpowerful weapons and arts you will have at your disposition...

...until you realize the options can't be turned on!

WHY! I broke my fingers and nearly crushed the PSP in frustration several times while trying to finish this game, and now you tell me I can't use all my hard-earned levels, Zemuria Stone weapons, etc?!

Now don't smash the PSP against the wall in frustration just yet.

If you weren't in a hurry to begin a 2nd playthrough you will have noticed that a fourth option appeared on the title menu called EXTRA.

Inside that menu you will find the several options, of which only the first two can be accessed from the get-go.

One is just the Record menu from the in-game party menu. You already know what it is.

It is the second monkey which we are concerned.

Inside this option you will find several options related to the stuff you wish to carry over in a 2nd playthrough, as well as some other unrelated things like watching the character's profile, viewing the anime intro of the game, and such. You will also notice they all have a price!

So that's what those Record Points (RP from now on) are for!

Yes. Everything you wish to carry over on a 2nd playthrough will have to be paid for.

There are a total of 3500 RP to be gained from the achievements unlocked during the game, and once you spend some, there is no way to undo the action, period.

So plan well how you are going to spend those RPs you got during the game, for the only way to get more is to unlock more achievements, and some of them ain't that easy to come by.

This is such a smart move from Nihon Falcom (and I don't know if I'm complimenting them or just being sarcastic). °_°

Luckyly for everyone, the playthrough-related stuff can be used on any difficulty, not just the one in which you got the achievements, so you may as well be statring the game in Nightmare difficulty with the weapons, armors, accessories, items and quartz you got in Normal or Easy. N.E.A.T.!

So without further ado, here is the list of the Records and the Bonus they help unlock, fully translated to English:

Record [RCD]

-Novice Investigator+++++50 RP

>You'll get this one right from the start as soon as you get the Investigator's Notebook (where you keep track of the quests and such)

-Leading Investigator+++++100 RP

>Become a Rank 1 Investigator. I don't know if you can do it on a single playthrough, for you need 376 DP

-Clairvoyant Observer+++++100 RP

>Analyze all enemies in the game. Can only be completed on a 2nd playthrough

-Hero of the Citizens+++++100 RP

>You'll get this one if you manage to finish all quests by the end of CH4, before entering the big doors inside the Revache Assosiation building after killing the chapter's boss

-The Flame of Cooks+++++100 RP

>Get all 24 recipies. It can be done on your first playthrough if you play your cards right

-Quartz Collector+++++100 RP

>Get every type of quartz listed in the Investigator Notebook. Again, this one cannot be gotten on your firstplaythrough, for some quartz are prizes from the Investigator Rank and other can only be found on the special area that opens on a 2nd playthrough

-Book Collector+++++100 RP

>Get all Dark Doctor Glenn and Crossbell Times books. There are 14 Dark Doctor Glenn books and 7 Crossbell Times issues

-Interior Decor Collector+++++50 RP

>Get all Enigma Covers and all the Furniture for the party members' rooms

-Treasure Hunter+++++100 RP

>Duh! Open every chest in the game. Including the monster chests (damn!)

-Fisherman King+++++100 RP

>Catch one of every fish in the game

-3-star Chef+++++50 RP

>Make the 24 'Great Success' recipes

-Unconventional Chef+++++50 RP

>Make the 24 'Unexpected Result' recipes

-Millionaire+++++100 RP

>Have 1,000,000 Mira tucked in your wallet and become the subject of ransom :)

-Man of the World+++++100 RP

>Play the game for 100 hours. Go out and get a life!!

-Supreme Sword+++++100 RP

>Make one Zemuria Stone weapon

-Unrivaled Martyr+++++100 RP

>Raise one character's level to 50. Not an easy thing to do, mind you

-Warman+++++50 RP

>Win 100 battles

-Veteran of Strife+++++100 RP

>Win 500 battles

-Seasoned Pro+++++150 RP

>Win 1000 battles. If you did not get this one by the end of your 1st playthrough, you are one L.A.M.E. player...or a serious vet going for a low level run, in which case, thumbs up and my sincere respect, this game is hard when underleveled

-Slayer of a Thousand Lions+++++100 RP

>Kill 2000 enemies (yo! programmers, do you know math?)

-Lighting Warrior+++++50 RP

>Get Max Party Advantage 100 times. E.A.S.Y.

-Super Skills+++++50 RP

>Perform 100 S-Breaks

-Blade Grasp Master+++++50 RP

>Cancel 100 enemy art/craft execution

-RCP Expert+++++50 RP

>Win a fight with the party's Hp in red or with only one member alive. Meaning: if you win with th 'Danger' music, you did it

-Tactical Genius+++++50 RP

>Get a 3.00 Tactical Bonus after a fight. No mean feat

-Unstoppable+++++50 RP

>Win 3 Chained Battles. No sweat!

-Hydra Slayer+++++50 RP

>Kill 8 enemies with one attack. S-craft anyone?

-No Bad Karma+++++50 RP

>Finish a chapter (yes, a FULL *****G CHAPTER!) without a single death. Night impossible on a 1st playthrough...unless you are serious about it

-No Time for Chickens+++++50 RP

>Finish a chapter without running from a single battle. Not as hard as it sounds

-Lone Investigator+++++150 RP
>Finish the game in Normal difficulty or above with lv40 or less. Not exactly easy to achieve. Challenge? Challenge Accepted!

-Skilled Investigator+++++100 RP
>Finish the game in Hard difficulty

-Legendary Investigator+++++200 RP
>Finish the game in Nightmare difficulty. And if you do it in low levels you are a PRO

-Hunter of the Stars+++++50 RP
>Finish Optional Quest Stargaze Tower Monster [CH4010]

-Hunter of the Moon+++++50 RP
>Finish Optional Quest Moon Temple Monster [CH4011]

-Hunter of the Sun+++++50 RP
>Finish Optional Quest Ancient Battlefield Monster [CH4012]

-Hunter of Darkness+++++50 RP
>Finish Optional Quest Old Geofront Sector Investigation [CH501]

-Decision Taken+++++50 RP
>Finish the Prologue 'Special Support Section'

-Going for a Stroll+++++50 RP
>Finish Chapter 1 'Wolf Dog Afternoon'

-Shaking off Confusion+++++50 RP
>Finish Chapter 2 'Golden Sun, Silver Moon'

-Advancing Determination+++++50 RP
>Finish Chapter 3 'Crossbell Founding Anniversary'

-Will to Continue+++++50 RP
>Finish Chapter 4 'Dark Wisdom'

-A New Determination+++++50 RP
>Finish Chapter 5 'The Longest Day in Crossbell'

-Finding the quirks of Love+++++50 RP
>Bring Elie to the Black Auction. Couple Fight!

-Otherworldly Siblings+++++50 RP
>Bring Tio to the Black Auction. Big Brother Time!

-Bad Company+++++50 RP
>Bring Randy to the Black Auction. A Night Brawl anyone?

-Bonding with Elie+++++50 RP
>Choose Elie as your partner every time the party has to separate

-Bonding with Tio+++++50 RP
>Choose Tio as your partner every time the party has to separate

-Bonding with Randy+++++50 RP
>Choose Randy as your partner every time the party has to separate

EXTRA Bonus [BNS]

Extra Stuff:

-CHARA++++++500 RP

>Watch Illustrations of the game's cast

-VISUAL++++++300 RP

>Watch CG scenes of the game

-MOVIE++++++300 RP

>Watch the Anime Intro

-EVENT++++++200 RP

>Watch the 'Golden Sun, Silver Moon' play

-MINIGAME++++200 RP

>Play (duh!) a minigame (I think it is the fishing minigame)

Carry over:

-Monster Notebook++++++100 RP

>How many monsters you Analyzed. This option is ideal if you want to get the Cairvoyant Observer Record.

-Recipe Notebook++++++100 RP

>Will enable you to keep them recipes that were hard to find and that are incredibly useful.

-Fishing Notebook++++++100 RP

>Not really that important, but will help if you are tracking some of those hard to find water dwellers.

-Status++++++100 RP

>This is the one you want to keep unless you are going for the Lone Investigator Record. Put simply, this is the Bonus that allows you to begin the next playthrough as a night unstoppable machine with very high levels.

-Mira/Sepiths++++++200 RP

>Begin the game as rich as a king and with sepiths to fund some more...if you took the time to accrue them.

-Weapons++++++200 RP

>AH! Bring that deadly arsenal that thumped the final boss' head with you to the beginning of the game and kill everything at ease, you big bully!

-Armors++++++200 RP

>Tougher than you would otherwise be at the beginning of the game.

-Accessories++++++200 RP

>Want to deck every party member with a Grail Locket? Play the game enough times with this on to be able to do so.

-Quatrz++++++200 RP

>Power! Unlimited Power!...well, at least until I run out of Ep. Be sure to mix it with the Status bonus or you will be firing the game's weakest Shadow Apocriphus ever.

-Consummable Items+++++++200 RP
>Everything from Tia Balms to exploding food.

-Dark Doctor Glenn+++++++200 RP
>Want to forget about looking for these damn books? Here is the answer.

-Combo Crafts+++++++200 RP
>Wield their power from the start!

7. Get All Records [GAR]

In here you'll find strategies to get all the Records in the game and satisfy the completionist in you.

IMPORTANT: A good deal of this strategies are mere theory, and therefore they have not been tested. I'm confident (also in theory) of my skills in cracking puzzles and problem-solving. However, if any reader of this guide happens to find a better way to tackle the Record-getting task, be my guest and send your strategy for achieving the Record(s) of your choosing. You will be credited accordingly. To do so, please specify such in your e-mail's subject by using this message:

Zero no Kiseki Record Strategy

Now, this should be the format:

No. # - XXXXX (Record name)
[Tag] (for easy access)
Description - xxxxxx (the game's description)
In Depth - (self explanatory, the strategy to get this record)
Contributor - (for the most part it is ME, if other people contribute, in here it will be listed in order of the best strategy)

No. 1 - Novice Investigator
[RCD1]
Description - Get the Investigator Notebook
In Depth - You get this one automatically after the briefing in Story Quest
Supplementary Explanation [CH0S2]
Contributor - ME

No. 2 - Leading Investigator
[RCD2]
Description - Achieve Investigator Rank 1
In Depth - You need to collect 376 DP in order to become Rank one. This is a difficult thing to get on your 1st playthrough because at least one Optional quest from chapter four, Seeking Creative Cuisine! [CH402], and the only Optional quest from Chapter 5 cannot be completed with the max possible DP count on your first playthrough since Seeking Creative Cuisine! [CH402] conflicts with another Chapter 4 Optional quest, Getting a new doll [CH408], so this one you will most likely get on your 2nd playthrough.

Here is the total DP list:

Prologue

S1.

Chapter 1

Chapter 2

Chapter 3

Intermission

Chapter 4

Final Chapter

Contributor - ME

No. 3 - Clairvoyant Observer

[RCD3]

Description - Analyze every monster in the game

In Depth - Again, you can only get this one on a second playthrough. This is because the last set of monsters correspond to an area of the Geofront that can only be accessed in Chapter 5 during a 2nd playthrough. Also, the enemies from Mishram, Moon Temple and St. Urusla Hospital Research Wing will disappear after you have finished those areas.

Contributor - ME

No. 4 - Hero of the Citizens

[RCD4]

Description - Finish all Optional quests

In Depth - This one is not really that hard. The only thing you have to do is finish and report all Optional quests, regardless of how many DP you got. If you do so, by the end of Chapter 4, right before you open the big doors in the basement of the Revache Assosiation building after beating the Chapter boss you will get this Record.

However, there is a catch. This one conflicts with [RCD2], in that you cannot get it if you are trying to get Rank 1 on your 1st playthrough, something that cannot be done anyway (n/c). For that reason, it is best if you go for this Record on your first run through the game, since you only need to complete the Optional quests, not earn high DP ranking.

Contributor - ME

No. 5 - The Flame of Cooks

[RCD5]

Description - Get all 24 recipes

In Depth - Put simply, you must earn all recipes. However, this one can also conflict with [RCD2] and with [RCD4], for to get the last recipe you must finish the Optional quest Seeking Creative Cuisine! [CH402] during Chapter 5, which essentially means skipping altogether Optional quest Getting a new doll [CH408] during a 1st playthrough, so plan ahead.

Contributor - ME

No. 6 - Quartz Collector

[RCD6]

Description - Get every quartz of the game

In Depth - You have to gather all quartz listed in the Investigator Notebook. This is one of those that cannot be done in one playthrough, for at least 2 quartz (that I know of) are only available when you reach Rank 1, and as a drop from the last monster quest, which can only be accessed during a 2nd run.

Contributor - ME

No. 7 - Book Collector

[RCD7]

Description - Get all Dark Doctor Glenn and Crossbell Times volumes

In Depth - As simple as it gets. Gather all 14 volumes of the Dark Doctor Glenn novel, and all 7 issues of Crossbell Times.

Contributor - ME

No. 8 - Interior Decor Collector

[RCD8]

Description - Get all ENIGMA covers and furniture

In Depth - Buy the personalized covers for the ENIGMA badges from the Orbal Store in Central Square, and buy all the furniture items from all the stores in Crossbell. This involves quite a lot of Mira, and also, a few of the items can only be gotten during Chapter 3, either during the Founding Festival's special sales, or in the Mishram stores, which are only available at the end of the chapter.

Contributor - ME

No. 9 - Treasure Hunter

[RCD9]

Description - Open every chest in the game

In Depth - A simple task made easier if you equip the Detector mirage quartz, which makes treasure chests appear in the minimap. This also means that you have to defeat the special monster chests, which can be somewhat difficult as all of them are immune to status effects and debuffs. And also, this one can't be gotten during a 1st playthrough because you have no access to the last Geofront sector, and the chests inside.

Contributor - ME

No. 10 - Fisherman King

[RCD10]

Description - Catch all types of fish

In Depth - Simple, but time-consuming. You have to catch one of each of the 24 types of fish that appear in the game's fishing spots. This can be done by the end of Chapter 4 if you are diligent.

Contributor - ME

No. 11 - 3-star Chef

[RCD11]

Description - Make all 24 'Great Success' recipes

In Depth - This means you have to make at least 1 of each recipe's Great Success versions, which are the ones on top when you check the recipe's individual profile in the Cookbook. To make this task easier, cook each recipe with the character most suited for the task (the one who has 3 stars) and also equip the Hard Worker water quartz, which boosts success rate of the recipes. This one can be time consuming if you don't have enough ingredients.

Contributor - ME

No. 12 - Unconventional Chef

[RCD12]

Description - Make all 24 'Unexpected Result' recipes

In Depth - Easier than [RCD11]. Just cook each recipe with the character that is less suited for that particular dish. Unexpected Result recipes are easy to come by since they will also pop around when trying to make better-quality dishes. Just have enough ingredients.

Contributor - ME

No. 13 - Millionaire

[RCD13]

Description - Carry around 1,000,000 Mira

In Depth - An easy one. Just exchange constantly the surplus sepiths you get during a chapter once you have finished unlocking/upgrading your party's

slots. Most certainly by the end of the game you will have enough sepiths to hit the million mark with ease, and if not, a little level grinding in the final dungeon will get you enough.

Contributor - ME

No. 14 - Man of the World

[RCD14]

Description - Play the game for more than 100 hours

In Depth - For those with no social life...or those that have finished all the game's difficulties and gotten all the Records, they will surely have this one before they are done. If that doesn't work, just plug the AC/DC cable and leave the PSP on for about 5 days (just kidding).

Contributor - ME

No. 15 - Supreme Sword

[RCD15]

Description - Forge one Zemuria Stone weapon

In Depth - As easy as you can get. If you got all 14 volumes of Dark Doctor Glenn and exchanged them for the Zemuria Stone at Imelda's during the beginning of Chapter 5, you should be able to forge one of these babies by Story Quest Crossbell Raid [CH5S2] when you reach the IBC building.

Contributor - ME

No. 16 - Unrivaled Martyr

[RCD16]

Description - Get one character to lv50

In Depth - Can only be done on a 2nd playthrough if you value your sanity. This is best done in the Old Geofront sector during the last monster quest at the beginning of Chapter 5, where the enemies are above lv45, which is the level of the final boss btw.

Contributor - ME

No. 17 - Warman

[RCD17]

Description - Win 100 battles

In Depth - You should get this one no later than the end of chapter 1 if you clean every screen of enemies every time you pass.

Contributor - ME

No. 18 - Veteran of Strife

[RCD18]

Description - Win 500 battles

In Depth - Again an easy thing to come by. Just kill everything that moves every time you enter a new screen and by the Founding Festival this record will be yours.

Contributor - ME

No. 19 - Seasoned Pro

[RCD19]

Description - Win 1000 battles

In Depth - A bit complicated if you double tap the enemies when you outlevel them, since, as the description says: you have to WIN the battles, not just remove the enemies from the picture, the game has to actually contabilize the experience, sepiths and items you get for it to count as a win. Having said that, if you fight every battle every time you change screens, this won't take too long.

Contributor - ME

No. 20 - Slayer of a Thousand Lions

[RCD20]

Description - Kill 2000 enemies

In Depth - Either by winning the battle or hitting an enemy twice when the character who hits the enemy (to daze it) is at least 6 levels above it.

Kill 2000 enemies this way, and the title is yours.

Contributor - ME

No. 21 - Lighting Warrior

[RCD21]

Description - Get Max Party Advantage 100 times

In Depth - You will certainly get this one at the same time as [RCD17] if you are not clumsy and daze every enemy before engaging.

Contributor - ME

No. 22 - Super Skills

[RCD22]

Description - Perform 100 S-Breaks

In Depth - Once Randy has his Cp regeneration craft you can blast enemies left and right with S-Breaks until you get this one.

Contributor - ME

No. 23 - Blade Grasp Master

[RCD23]

Description - Cancel 100 enemy art/craft execution

In Depth - Meaning that any attack that an enemy has to charge that you cancel counts for this one. Characters who have crafts capable of doing this are Lloyd, Elie, Wadi and Bruiser.

Contributor - ME

No. 24 - RCP Expert

[RCD24]

Description - Win a battle during a pinch

In Depth - You have to win a battle with the 'Danger' music playing, which happens when all party members' Hp is in red and/or only one party member remains alive. You have to win the fight with the music still playing, if you cure/revive the characters and the music turns to normal you get sqwat.

Contributor - ME

No. 25 - Tactical Genius

[RCD]

Description - Earn a 3.00 bonus at the end of a battle

In Depth - This one is a pain. Normally, the highest bonus you can get is 2.25 when overkilling 8 enemies during a Teamrush in the first 3 turns of a battle.

Those conditions are not easy to come by, but fortunately, if you manage to get a Max Party Advantage during a Chained Battle you may just make it.

It will help if you relay on S-Breaks to kill the 2nd (and possibli 3rd) enemy party, for during Chained Battles from the 2nd onward all will be ambushes, and it is vital you end them without receiving damage to earn more bonus. If your weapons and crafts inflict status effects and/or overkill many enemies, then your chances of getting this frustrating Record increase.

Good luck.

Contributor - ME

No. 26 - Unstoppable

[RCD]

Description - Win 3 Chained Battles

In Depth - Simple to achieve. Just go to a place with lots of enemies lurking around. The East and West Crossbell Highways, as well as the St. Ursula Byroad all have screens where you can find up to 5 enemies in close groups.

To get the Chained Battles, you need to make contact with the enemies when or after they flash the "!" mark over their heads indicating they caught your

scent. You might even get this one early if you are lucky (or clumsy). Since you might take a good beating going through 3 battles in a row (or more), I suggest to give this Record the S-Break approach to maximize results and the chance that you come out of it.

Contributor - ME

No. 27 - Hydra Slayer

[RCD]

Description - Kill 8 enemies with one attack.

In Depth - This one is easier to get with the quest monsters and one good Str upped S-craft/Combo Craft that has a wide area. Most of the last Story Quests of Chapters 4 and 5 feature mandatory battles against 8 or more enemies, and by that time you will have access to the best S-Crafts and Combo Crafts, making your job easier.

Contributor - ME

No. 28 - No Bad Karma

[RCD28]

Description - Finish a Chapter without casualties

In Depth - Which means no party member can be killed during a chapter or you get nihi, nada. A bit hard on a 1st playthrough when you are only getting used to the game, but rather easy on a second, since you can have access to the Status, Weapons and Armors bonus, making your life all the easier.

Contributor - ME

No. 29 - No Time for Chickens

[RCD29]

Description - Finish a Chapter without running from battle

In Depth - Fleeing is for Pussies! Period. If you are like me, you will be getting many Max Party Advantages and catch the drift of the game pretty soon, and will get this simple Record on the Prolouge.

Contributor - ME

No. 30 - Lone Investigator

[RCD30]

Description - Finish the game on Normal difficulty or higher with a max level of 40

In Depth - For those of you gamers out there that enjoy low-level challenges Eiyuu Densetsu Zero no Kiseki will reward your skill in playing if you manage to beat the game on Normal, Hard or (mother damn!) Nightmare difficulty with a party that has a lv40 or lower. This is better done on a 2nd playthrough so you can have access to all the good stuff you got on previous runs.

But if you do so without all that on Nightmare difficulty, then you are indeed one of the best of gamers. Challenge Considered?

Contributor - ME

No. 31 - Skilled Investigator

[RCD31]

Description - Finish the game in Hard difficulty

In Depth - Easy. Just kill the final boss on Hard, no other things asked.

Contributor - ME

No. 32 - Legendary Investigator

[RCD32]

Description - Finish the game on Nightmare difficulty

In Depth - Can you get [RCD30] and this one in one go?

Contributor - ME

No. 33 - Hunter of the Stars

[RCD33]

Description - Finish Optional Quest Stargaze Tower Monster [CH4010]

In Depth - Copy/pasted from the Quest section.

Available at the end of Chapter 4 and before finishing the Chapter.

Target is located at the rooftop of the tower.

-Boss-

Wear Blind protection. You'll be fighting 2 green wyverns.

They are really fast, and have an attack that will cancel any art you care to use, so go at them with crafts. Up Str with Lloyd and heal with Tio's craft. Try to get both of them with area crafts.

Other than that, not hard.

-Boss-

Contributor - ME

No. 34 - Hunter of the Moon

[RCD34]

Description - Finish Optional Quest Moon Temple Monster [CH4011]

In Depth - Copy/pasted from the Quest section.

Available at the end of Chapter 4 and before finishing the Chapter.

Target is located in the same room as the boss from S1. Ruins Survey [CH4S1].

-Boss-

2 Beholder-like enemies. They are immune to any form of debuff. Also, their attacks all cast some random debuff (Str, Def, Spd...etc). Rely on wide area arts like Carrion Tower, Dark Matter, and the like to kill them. Also, keep your party members buffed with Str, Ats and Spd so they can outmanouver the enemies.

-Boss-

Contributor - ME

No. 35 - Hunter of the Sun

[RCD35]

Description - Finish Optional Quest Ancient Battlefield Monster [CH4012]

In Depth - Copy/pasted from the Quest section.

Available at the end of Chapter 4 and before finishing the Chapter.

Target is located where you fought the boss from S5. Lost Tourists Search [CH3S5] at the very back of the Ancient Battlefield.

-Boss-

2 scythe-wielding creatures. Wear Death protection just in case.

They are rather easy. Cast Fortuna on Elie and fire Thunder Cyclone air art.

They will be near death, at which point you should dispose of them easily with one good a-o-e craft.

-Boss-

Contributor - ME

No. 36 - Hunter of Darkness

[RCD36]

Description - Finish Optional Quest Old Geofront Sector Investigation [CH501]

In Depth - Copy/pasted from the Quest section.

Occurs during the final part of the second week.

Also, it will only appear during a 2nd playthrough.

If all conditions are met, enter Sector B and talk to the staff members you'll find on the second screen after the entrance (where the two previously closed doors are).

-Boss-

#OOPS! Sorry, I've just finished the game on my first playthrough, will update this one when I play the game again#

-Boss-

Contributor - ME

No. 37 - Decision Taken

[RCD37]

Description - Finish the Prolouge 'Special Support Section'

In Depth - You will get this Record automaitcally as soon as you finish the target Chapter.

Contributor - ME

No. 38 - Going for a Stroll

[RCD38]

Description - Finish Chapter 1 'God Wolf Afternoon'

In Depth - You will get this Record automaitcally as soon as you finish the target Chapter.

Contributor - ME

No. 39 - Shaking off Confusion

[RCD39]

Description - Finish Chapter 2 'Golden Sun, Silver Moon'

In Depth - You will get this Record automaitcally as soon as you finish the target Chapter.

Contributor - ME

No. 40 - Advancing Determination

[RCD40]

Description - Finish Chapter 3 'Crossbell Founding Anniversary'

In Depth - You will get this Record automaitcally as soon as you finish the target Chapter.

Contributor - ME

No. 41 - Will to Continue

[RCD41]

Description - Finish Chapter 4 'Dark Wisdom'

In Depth - You will get this Record automaitcally as soon as you finish the target Chapter.

Contributor - ME

No. 42 - A New Determination

[RCD42]

Description - Finish Chapter 5 'The Longest Day in Crossbell'

In Depth - You will get this Record automaitcally as soon as you finish the Game.

Contributor - ME

No. 43 - Finding the quirks of Love

[RCD43]

Description - Bring Elie to the Black Auction event in Chapter 3

In Depth - When going to buy clothes duiring the Story Quest Black Auction Investigation [CH3S7] choose Elie (1st choice).

Contributor - ME

No. 44 - Otherwordly Siblings

[RCD44]

Description - Bring Tio to the Black Auction event in Chapter 3

In Depth - When going to buy clothes duiring the Story Quest Black Auction Investigation [CH3S7] choose Tio (2nd choice).

Contributor - ME

No. 45 - Bad Company

[RCD45]

Description - Bring Randy to the Black Auction event in Chapter 3

In Depth - When going to buy clothes duiring the Story Quest Black Auction Investigation [CH3S7] choose Randy (3rd choice).

Contributor - ME

No. 46 - Bonding with Elie

[RCD46]

Description - Build your bonds with Elie

In Depth - This means that you have to choose Elie as your partner every time the game asks you to (on the Prolouge, Chapter 2, Chapter 3, the Black Auction, and the Intermission). Also, when the party separates during an event and you are free to talk to them, make sure Elie is the first one you talk to.

If you did right, during Story Quest Crossbell Raid [CH5S2], when it is time to engage the series of battles in this quest, there will be a scene with Elie in the elevator of the IBC building, and you'll get this Record, as well as have your Combo Craft with Elie become stronger.

Contributor - ME

No. 47 - Bonding with Tio

[RCD47]

Description - Build your bonds with Tio

In Depth - This means that you have to choose Tio as your partner every time the game asks you to (on the Prolouge, Chapter 2, Chapter 3, the Black Auction, and the Intermission). Also, when the party separates in during an event and you are free to talk to them, make sure Tio is the first one you talk to.

If you did right, during Story Quest Crossbell Raid [CH5S2], when it is time to engage the series of battles in this quest, there will be a scene with Tio in the elevator of the IBC building, and you'll get this Record, as well as have your Combo Craft with Tio become stronger.

Contributor - ME

No. 48 - Bonding with Randy

[RCD48]

Description - Build your bonds with Randy

In Depth - This means that you have to choose Randy as your partner every time the game asks you to (on the Prolouge, Chapter 2, Chapter 3, the Black Auction, and the Intermission). Also, when the party separates in during an event and you are free to talk to them, make sure Randy is the first one you talk to.

If you did right, during Story Quest Crossbell Raid [CH5S2], when it is time to engage the series of battles in this quest, there will be a scene with Randy in the elevator of the IBC building, and you'll get this Record, as well as have your Combo Craft with Randy become stronger.

Contributor - ME

8. Books [BKS]

Dark Doctor Glenn Series (14 Volumes)

With all 14 Volumes in possession, on the Final Chapter, talk to lady Imelda in her alley shop to obtain the Zemuria Stone. This stone is used in creating the best weapons in the game for each character. To make the weapon you must talk twice to Guillaume inside the IBC building during the Story Quest [Crossbell Raid] and he will kindly make one character's legendary weapon.

Volume 1:

(Prologue) - Go to the Library in the Government District and talk to the man named Nobaasu (katakana). He is sitting by the big table on the

first floor with an open book in front of him.

(Chapter 1) - Bought at the grocery store in Mining Town Mainz.

Volume 2:

(Chapter 1) - Bought at the grocery store in Mining Town Mainz or gotten from the old man in Armorica Village's grocery store just before leaving the Village.

Volume 3:

(Chapter 1) - While waiting after the meeting, talk to Max the miner who is sleeping in the house at the bottom of the cliff during the night.

(Chapter 2) - Bought at Tully's Shop in West Street.

Volume 4:

(Chapter 2) - In the Mayor Macdowell's house, during the Story Quest [Investigation of Threatening Letter], talk to the butler before going to the IBC building.

Volume 5:

(Chapter 2) - Talk to Brood the soldier on the second floor of Bellguard Gate during the Story Quest [Investigation of Threatening Letter] before going to the IBC building.

(Chapter 3) - Bought at Tully's Shop in West Street.

Volume 6:

(Chapter 3) - After the fishing game event, talk to Peter right where the event took place. This is done after Prof. Joachim has returned to St. Ursula and before you head back to Crossbell City.

Volume 7:

(Chapter 3) - Talk to Chief Robert on the Central Square restaurant's 2F during the Tracking Kitty story quest after Randy and Elie have left the party.

Volume 8:

(Chapter 3) - (During Day 4 while Searching for Colin) Get from Sergei on the Interrogation Room at the back of the Police Dept after you have seen the scene at the S.S.S. HQ and before talking to Harold and his wife on Administrative District.

Volume 9:

(Chapter 3) - (Last Day, during Black Auction Investigation) Get from Beldain in the male staff dormitory at Ursula Medical College before boarding the boat to Mishram.

(Intermission) - Bought at Tully's Shop in West Street.

(Chapter 4) - Bought at Tully's Shop in West Street.

Volume 10:

(Chapter 3) - Talk to the purple-haired maid on the stage at the Black Auction's assembly hall right after Wadi has joined your party and before checking the eastern room of the 3rd floor.

Volume 11:

(Intermission) - Bought at Tully's Shop in West Street.

Volume 12:

(Chapter 4) - Talk twice to Sonya who is at the headquarters' 2F on Tangram Gate at the beginning of the chapter.

Volume 13:

(Chapter 4) - After finishing the Optional Quest [Dignataries Investigation], talk again with Majis the station attendant who is located near the exit of platform one.

Volume 14:

(Chapter 4) - Only during Chapter four, and during the second day of the Story Quest [Investigation of the Blue Pill], you can exchange it at the shop in Old Town for 5 Misshi Plushies (exchanged at the Casino for 200 medals each) items.

Crossbell Times (8 Issues)

Issue 1:

(Prolouge) - Bought at the Department Store, in the Tool Shop

Issue 2:

(Chapter 1) - Bought at the Department Store, in the Tool Shop

Issue 3:

(Chapter 2) - Bought at Tully's Shop in West Street.

Issue 4:

(Chapter 3) - Bought at Tully's Shop in West Street.

Issue 5:

(Chapter 3) - Bought at Tully's Shop in West Street, during the Final Day.

Issue 6:

(Intermission) - Bought at Tully's Shop in West Street.

Issue 7:

(Chapter 4) - Bought at Tully's Shop in West Street.

Issue 8:

(Final Chapter) - Times General Store. (N/C).

. Food Recipies [FRC]

Prologue

1. When talking to Oscar at th bakery for the first time, he will freeload the first with the Recipe book.
2. Check the books on the 2nd floor of the Fishing Guild on East Street.
3. Talk to the maid selling Ice Cream right outside of the Arc-en-Ciel theater in the Entertainment District.

Chapter 1

4. Talk with Cecile's mother in her apartment at Bellheim building on West street.
5. Talk to Kirsch, the dorm leader at the St. Ursula Medical College Cafeteria.
6. Check the menu in the wall at the Armorica Village Inn dining room (1F).
7. Gov. District, Talk to the lady at the drinks stand.

Chapter 2

8. Reward for fish-gathering optional quest.

9. Go to Bellguard Gate's mess hall and talk TWICE to Stella.
10. Same as above, but this time is in Tangram Gate's mess hall and the person in question is called Timasu
11. Talk to a person named Anje in one of the houses in Armorica Village.
12. At Geofront B, when you reach Jonah's room, check the pizza box.
13. At the Macdowell's house in Residential District, check the books in the second floor. It's in Elie's room.
14. Check a book at the Library in Gov. District (1F).
15. At the bakery in West street, talk to the parents?

Chapter 3

16. Talk TWICE to the stall owner in the Port District on the last day of the Festival.
17. In one of the stores at Central Square, talk so someone named Arona.

Chapter 4

18. Again, check one of the stores in the Port District (the Ramen one).
19. Talk to Nurse Shiron on the St. Ursula Medical College rooftop.
20. Talk to a woman named Miranda in Mainz Village's entrance.
21. Revache Co. 2nd floor library. Check one of the books.
22. Quest [CH402], reward.

Final Chapter

23. Talk to the chef at the Chinese Restaurant on East Street.
24. Talk to one of the hostess at the Garante Jazz Bar.

. Character Crafts [CHC]

TBA

. Quartz [QRZ]

TBA

. Arts [ART]

TBA

. Equipment [EQP]

TBA

. Items [ITM]

TBA

. Q and A [QAA]

TBA

. 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 (the local Amazon.jp)
- <http://g-k-h.com/psp/eiyuzero/> a site recommended by WhiteRatio from GameFaqs who has also made a guide for this game. In here are all the requirements for quests and such other miscellaneous stuff that help make a complete guide, only it is in Japanese.
- Google Translator, for its help in translating the site mentioned above
- The <http://jisho.org> site. An online Kanji dictionary. To decode the most obscure symbols used by the script writers.
- 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!

15. Legal Stuff [LEG]

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