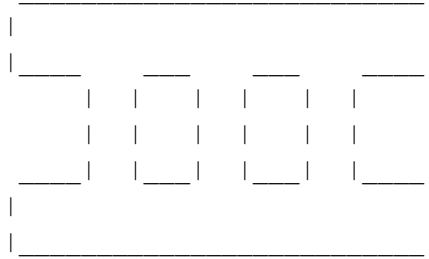


Breath of Fire III Walkthrough

by FFAnthologyFreak

Updated to v2.0 on Aug 10, 2004

BREATH OF FIRE



A walkthrough by Ryan Rigby

rigby_ryan@hotmail.com

Version 2, June 4th 2004

Updated for the Australian release

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Special notice:

This is my first walkthrough and I'm sorry to start out on a less than happy note, but due to happenings in the past, I need to state this up front...

Permission is NOT granted to reprint this summary in a for-profit magazine or publication without my prior consent.

Nor is permission granted for this document to be used as any type of "source material" for for-profit magazines or publications to use in any way.

I did not write this walkthrough so some hacking writers can sit back and get paid for it. This happened way too often in the past, and it's time to put a stop to it.

If your job is to write articles for gaming magazines, then do your own work, and stop stealing from mine.

I am also not going to explain all the basics and tell you where every item is because this is a walkthrough, not school.

Now on to the good part.

Walkthrough:

Chapter One

Falling In With The Wrong Crowd

After naming your character and choosing your in-game options, the game begins inside the Dauna Mine in Dauna Hills territory. It seems as though a baby dragon has been found sealed inside a large crystal. After using dynamite to free the dragon, the miners are surprised to find that the baby dragon is alive. They immediately attack the dragon out of fear. You play the role of the baby dragon. After killing the miners (they would have killed you), inspect their bodies to find the melted blade, then make your way out of the mineshafts to the area just outside the tunnels where the wooden platform is. Once arriving here, a large bull attempts to stop you from leaving. Upon attacking the bull, you are momentarily distracted and your attention is drawn to the mine. The crane operator uses this opportunity to his advantage, and swings the crane at you. It hits you in the side, knocking you unconscious. You are then caged and put onto a small train to be brought elsewhere. During the train ride, use the D-pad to shake and rattle yourself within the cage. After enough shaking, the cage will fall off the train and crash open upon impact with the ground below. The scene then cuts to show a tiger thief named Rei hunting wild boar in the Cedar Woods. Just as he is about to capture his dinner, a loud crash occurs, and the boar is scared off. Rei goes to inspect the area where the noise came from, and is surprised to find a small naked boy lying on the ground surrounded by two wolves that look ready to pounce. With a show of his knife wielding skills, Rei saves the boy, then brings him to his home in the woods to assure his safety. Upon your arrival at Rei's home, you meet Teepo, Rei's partner in crime. Together they put the small boy to bed so he can rest and regain his strength. While sleeping, the boy finds out that he has dragon blood flowing through his veins. This is his story.

Chapter Two

Used

Upon awaking the next morning (you now control the small boy), you find yourself all alone in the house. Leave the house and make your way to McNeil Town (small town on the world map just below the woods you were just in), where you will find Rei and Teepo. After your initial meeting with Rei and Teepo in the town of McNeil, speak to Teepo, and Rei will attempt to steal some weapons from a local merchant. It doesn't go well. Once you catch up with Rei and Teepo after this fiasco, you join up with them and all three of you will then travel together. Teepo suggests going to the Yraall Road (the path crossroads just below the farm area on the world map), so make that your first stop. Once there, walk to the crossroads, and Teepo will explain that the road to the right leads to Wyndia. At this point, hide behind the bushes in the grassy area above the road leading to Wyndia (where the hand shaped cursor points to). As soon as Bunyan walks by on the road below, Teepo pushes you out of the bushes into him. After realising that no one is at Bunyan's, Rei and Teepo decide that now would be a fine time to rob his house. Make your way to Bunyan's house in Cedar Woods (same woods Rei and Teepo's house is in), and once

you arrive, have Rei pick the lock on the front door. Once inside, make your way down the ladder to the basement of the house and inspect the bookcase that you'll see there. After finding some beef jerky in the bookcase (this item will be needed later in the game when you wish to gain Hachio, the Wyndia Castle chef as a Master, so don't use it until he asks for it), Rei and Teepo come down the ladder to see what you have. At this point Bunyan comes home unexpectedly, and can be heard by way of squeaky floorboards upstairs. Seeing as how there is no other way out of the basement, Rei goes up the ladder to try and take care of Bunyan. With a loud yell, and much crashing about, Rei is captured. Teepo goes to help his friend, and as soon as he is at the top of the ladder, more crashing sounds are heard. Going up the ladder reveals that the house is now empty. Proceed outside to get a better idea of what has happened to your friends. As soon as you step outside, you are cold cocked by Bunyan who was waiting just outside the front door. After tying the three of you up, Bunyan demands that Rei travel to Mt. Glaus (mountain just above Cedar Woods on the world map) and kill the monster that lives there. After Rei leaves, Bunyan decides that if you and Teepo split enough firewood for him, then the both of you may leave to help Rei in his task at Mt. Glaus. Upon accepting this request, press the "Triangle" button to split the pieces of firewood, just as Teepo releases them. After splitting enough wood, Bunyan lets you and Teepo go as well.

If you are low on money the pond near Bunyan's house is filled with "Croc Tear". (Each time you inspect the water you will receive one of that item).

Leave Cedar Woods and make your way up the path (on the world map) leading Northeast, until you come to a "?" area. Enter the "?" area, and use Teepo's special action (kicking) to roll the small rocks scattered about the ground. Some rocks will reveal holes in the ground containing items, while once the small rock next to the large round rock (just across the small bridge where you entered the area) is kicked away from it, the large rock will roll into the stream below and block the flow of water.

This will allow you to walk down the lower, now empty, stream bed and access a new area at the end of it containing a chest. After getting all the items from underneath the rocks, and from the chests, proceed to the opposite end of the "?" area and you will find a sign that tells you this is the way to Mt. Glaus. Leave the area by the exit next to the sign.

Once out of the "?" area and back out on the world map, proceed to the end of the path and you will find the entrance to Mt. Glaus. Enter the Mt. Glaus area and take a left turn and follow the path to find an Antidote. Head straight up from the entrance to find a steep hill. There are 2 items on the steep hill that you can access by falling down the hill directly on top of the cliffs. Make your way up the hill towards the rear.

Attempt to cross the bridge that the path at the top of the hill leads to. As soon as you do, night starts to fall, and Teepo leads you into a house that is nearby. Rei is inside the house, and calls out to you and Teepo as soon as you enter it. He tells you all he's discovered about the monster that is supposed to inhabit this mountain, the one Bunyan sent him to kill.

The next morning your party is awoken by a bloodcurdling yell. Upon rushing outside, you will see a giant creature that looks like a mutated lion with three snakes for a tail.

The creature jumps down from the cliff above the house and lands in front of your party members. It then begins its attack on them. (steal his Power Food) After inflicting a certain amount of damage on the creature, it flees into the mountain above. Make your way to the cave entrance in the side of the cliff above the house (you may use the dragon statue directly behind the house as a save spot) and enter it. Once inside the cave, you spot blood pools along the ground. Walk to the center branch off tunnel on the left, and enter the opening at the end of it. Once inside, walk to the skeleton at the rear and Teepo will spot more blood on the

ground. Return to the main cave passage (where you entered the area with the skeleton from), and Teepo will suggest finding a way to enter the opening to the passage that was behind the waterfall that you just saw in the previous area. Walk to the rear left branch off passage and enter the opening at the end of it. Once inside, Teepo will suggest jumping into the water, and swimming to the passage behind the waterfall. At this point, choose to jump into the water (note, if you choose not to enter the water at this time, you need only to walk to the edge of the water in this room to be asked if you will jump in again). Your characters will swim downstream and fall into the passage opening behind the waterfall. After entering the passage behind the waterfall, and drying yourselves off, walk towards the opening at the end of this new passage. Just as you reach the opening, a loud screeching sound is heard from within. The lion creature (Nue) that you fought earlier leaps out from inside and attacks your party. After defeating the creature (steal the Power Food again), it falls dead, slightly blocking the opening at the end of the passage. Inspect the body to squeeze by, and enter the passage behind it. Once past the body, you will come to a nest with three dead babies in it. The creature that you just killed was just a mother trying to protect the bodies of her young. After learning this sad news, leave these passages and return to the waterfall. Once at the waterfall, you will be asked if you'd like to swim downstream to exit the caves. After choosing yes, your characters jump into the water and swim downstream.

Once out of the caves, and back on dry land, Bunyan shows up. Your characters tell him what they have learned, and the sad fate of the monster they were sent to kill.

The scene then fades.

Chapter Three

A Fresh Start

Upon regaining control of your characters, leave Cedar Woods and walk towards McNeil Town on the world map. Just to the West of McNeil Town is a newly opened area (looks like a small open area with a tree stump in it, between McNeil Town and the fishing spot to the West) marked with a "?".

Enter this new area to meet your first of seventeen Masters. Once in the area, walk to the end of the path and you will see a man standing next to a tree stump. This man is Mygas, and he is what's known as a Master.

A Master is basically a trainer. After aligning yourself (or others in your party) with them, you will gain new skills and other useful things, after a certain amount of level raising. You need to keep the alignment the same while you are level raising (until you are rewarded with the desired skill or item), as once you switch Masters, you start over again as far as the amount of levels needed to raise.

Some Masters have more than one skill or item to give you, so you may not want to be so quick to change alignment from one Master to the next (a star next to the Master's profile in the Master list lets you know when a Master has given you everything he/she/it has).

Upon talking to Mygas, he will explain the theory of the Masters to you, then ask if any of your party members would like to align themselves with him (note, you can align more than one party member to a Master, but only one of each skill will be awarded to your party. Also, some Masters demand something in return for letting you use them).

After aligning (or not) some of your party members with Mygas, leave his area and proceed to McNeil Town.

Chapter Four

Breaking And Entering

Once in McNeil Town, your party will be surrounded by the townsfolk. After straightening out the situation, speak to the robed man (Loki)

walking near your party. Tell him that you'll help him, then go to talk to him in the small shed in the farm (wheat field) area, as you'll have more privacy there. Upon talking to him in the shed, you find out that he wants you to steal back the tax money McNeil has collected from the townsfolk (note, McNeil is the dictator that rules the town of McNeil).

After talking to Loki, you wait in the shed until nightfall, then make your way to the grounds of McNeil's house (note, on the world map McNeil's house is just to the left of the farm/wheat field).

Rei and Teepo then run off to look for a way into the house. Inspect the broken section of the wall (to the left) and Rei and Teepo will come and see what you've found. Rei leans against the wall, and before you know it, you've found a way into McNeil's front yard. Once in the yard, make your way along the wall to the left, and you will find another robed man. Speak to him and he will give you 50 zenny (monetary denomination) that you can use to bribe the guards that are patrolling the grounds with.

After receiving the money, approach the first guard and use the 50 z to bribe him into letting you pass. After bribing the guard, talk to the second guard standing nearby, then walk up the stairs just ahead. Once up the stairs, open the chest that is hidden just down the balcony to the left and take the wallet from inside it. After receiving the wallet, walk down the balcony to the right and speak to the next guard that is there.

He notices the wallet, and lets you pass if you give it to him (he takes it from you automatically). After passing the guard and continuing down the balcony to the right, you will come to more guards, these carrying lanterns so that they can keep better watch over the grounds in the dark.

Be careful not to step in the light cast by any of the lanterns or you will be spotted and thrown out of the yard (you will then need to re-bribe the first guard after re-entering the yard. Note, if you don't give the wallet to the guard on the balcony, it is possible to sneak by the guard with the lantern at the bottom of the stairs in front of where the guard who wants the wallet is, you just need to time your run by him so that he is turning towards you just as you go by, that way his lantern isn't shining either way for a moment. You must be very quick).

After proceeding past the guards on the balcony, you will walk down a flight of stairs and come to a lookout post (high platform with ladder) with a bell on it. Climb the lookout post, and use either your character's or Teepo's special action (sword swipe/kick) to ring the bell.

The ringing of the bell signals one of the guards below to leave the area he is in and take his cigarette break, thus allowing your party to further explore the yard.

Proceed to the Northeast and talk to the guard having his cigarette break by the fountain. After speaking with him, walk down the walkway in front of him, towards the main gate. You will then be spotted by a large watchdog who will then attack your party.

After defeating the watchdog, return to the guard smoking at the fountain. Speak to him now, and he will let you pass onto the right side of the yard. Once on the right side of the yard, talk to the guard standing in the grass without a lantern, then speak to the three peasants (one on the guard's side of the lower wall, and two on the opposite), then finally walk up to the small green shack beside the balcony to the right and talk to the guard standing in front of it. After he leaves, enter the green shack and you will find out it is the hen house. Just as Teepo takes some eggs from one of the nests, a giant chicken appears and attacks your party. After defeating the chicken, and the ruckus at the hen house dies down, the guards from the center balcony attempt to capture the escaping chickens. Use this opportunity to climb the stairs to the center balcony and approach the front door of the house (go to the right once on the center balcony). Rei notices that most of the guards have positioned themselves by the front door, so he runs by them brandishing his knives, in order to distract them so that you and Teepo can sneak into the house.

Once you and Teepo are inside the house, enter the door to the right wing of the house. Here you will be able to rest and save your game by talking to the butler in the bedroom before progressing through the rest of the house.

After resting and saving(if necessary), return to the house's entryway and attempt to climb the main stairs that are there. You will be stopped by an invisible force. A ghost then appears and attacks you and Teepo in an attempt to stop you from proceeding further into the house. After defeating the ghost, it turns into a small flame and runs up the stairs.

Proceed up the stairs and enter the rooms to the left. Towards the rear hall, you will see McNeil, or at least what you believed was him, for as you are talking to him, he turns into another of the ghost type creatures that you fought downstairs. Once the ghost reveals itself, it begins it's attack on you. After defeating this second ghost, it too turns into a small flame and runs off. Continue through the house, and just as you are about to descend the stairs at the rear right, another ghost appears to confront you and Teepo. After defeating this third ghost, it runs off down the stairs that you were about to descend. Go down the stairs and continue your journey through the house. In the room behind the kitchen you will be approached by yet another ghost. After defeating this ghost and watching it run off, you realise that these are the ghosts of the men in the portraits on the walls of the first room in the right wing of the house(just off the entryway).

Continue through the house in the direction that this last ghost ran off in, and you will find the elevator. Inspect the switch on the side of the elevator, and you will be asked if you would like to ride to the floor above. After taking the elevator to the floor above, walk up the stairs in the room you arrive at, and you will find a bed to rest in, and a save book to save your progress.

After resting and saving your game(if necessary), proceed up the ladder that is in the room, to the roof of the house. Once on the roof, you realise that you must find a way to reach the roof of the wing of the house to the left, as all the doors leading to it inside the house are locked.

Proceed to the far end of the roof you are on, there you will find a grappling hook and rope in the lower left corner. After receiving the grappling hook and rope, Rei shows up and helps you get across to the other roof.

Once across to the other roof, walk down the stairs in the open section to the North(almost directly across from the rope, the open section to the South only leads to the steam room area). Once down the stairs, proceed through the first room, and start to enter the master bedroom in the rear. As you approach the doorway, you will witness McNeil chasing a woman around the room. Upon entering and speaking to McNeil, five small flames(the ghosts of the dead McNeils) suddenly appear throughout the room. The flames then merge to create a large version of the ghost creatures you fought as you made your way through the house.

Once formed, the ghost then attacks your party. After defeating the ghost, and threatening McNeil, Rei and Teepo leave, followed shortly behind by your character. The scene then fades.

Chapter Five

Bunyan And The Cow

When you regain control of your characters, you are back at your home in Cedar Woods. Make your way back to the farm(wheat field) beneath the town of McNeil(you may want to save, or go see the Master first), and speak to Loki(green cloak).

After telling him what happened at McNeil's house, enter the small shed to the right(just across the road from the wheat field).

Your characters will begin to talk about Loki, when in walks Bunyan and a cow. After speaking to Bunyan about Loki and McNeil, leave the shed and return to your home in Cedar Woods.

Chapter Six

Only You Can Prevent Forest Fires

Once you arrive at your home, you will behold a horrible sight. Your tree house is engulfed in flames. As Rei rushes to see if there is anything he can do to stop this tragedy, Teepo calls out to him that there is trouble below. Two unicorn beasts are at the footbridge below your home, and they mean to do no good.

The two unicorns, Balio(blue mane) and Sunder(green mane), have come for Teepo, who at this point is terrified. After a few threats, Balio and Sunder begin their attack on your party. You cannot win this battle, so let your party be defeated quickly, and don't waste any healing or AP items.

Chapter Seven

There's Nothing For Me Here Now

After the battle, your character comes to in Bunyan's house. After waking up, walk outside the house and talk to Bunyan. He tells you that he found you in the forest and brought you to his home to help you get well. You are very upset over your loss of Rei and Teepo, and decide to set out for Wyndia. After Bunyan gives you directions on how to reach Wyndia, make your way to Mt. Myrneg(to the right of Yraall Road on the world map), which you must cross if you hope to reach Wyndia. Once you reach Mt. Myrneg, make your way to the top of it. At the top of the mountain, your character will run into Sunder, who alerts Balio to your arrival. As Balio distracts you, Sunder quietly sneaks behind you and draws a sword. You never knew what hit you. As Sunder and Balio are laughing at what they have apparently done, something they find very confusing happens. Upon your supposed death, the dragon blood that flows through your veins, mutates your body into that of a small dragon(note, at this point you are automatically given the "Flame" dragon gene). Shocked by this turn of events, Balio and Sunder cage you and bring you before the King of Wyndia. Balio and Sunder intend to give the baby dragon to the King, but upon uncovering the cage in front of him, all that is inside the cage is a small boy(your character). Balio and Sunder are very upset by this and start kicking and punching the cage in an attempt to cause you to revert back to dragon form. All this does is anger the King, who orders all three of you to be thrown into the dungeon. While Balio and Sunder are complaining in their cell, and you are crying in yours, the King's daughter, Princess Nina, enters the dungeon and introduces herself to you. While you are talking to Nina, Sunder calls for Nina to come over to their cell. Once she gets there, Sunder and Balio persuade Nina to unlock the cell door. As soon as they are free, instead of thanking her, Sunder knocks Nina unconscious. They then take her hostage and start an attempt to escape by heading down the stairs in the back. At this point, inspect your cell's door. Choose to try to break the door(don't call the guard for help, as he just ignores you) and your character will perform a running smash into the door to try and knock it open. It doesn't work. Inspect the door a second time, and choose to hit the door again. This time your character will start running from further away in order to build up more momentum, and is successful in knocking the door loose. After getting back to your feet, make your way down the stairs to the rear right of the dungeon. At the bottom of the stairs you will find Balio and Sunder, still holding Nina captive. After spotting you, Balio kicks Nina aside and the two villainous unicorns attack you. As in your previous battle with Balio and Sunder, you cannot win, so don't waste any healing or AP items during this fight. Once Balio and Sunder defeat you(or if the battle lasts too long), they run off, leaving you with Nina. Nina helps you get back to your feet, and tells you that she would like to travel with you, and that she will help you escape from

the palace through the underground cemetery.

Chapter Eight

Escape Through The Boneyard

Make your way down the stairs at the back of the room, and you will descend into the palace's underground cemetery. Walk through the cemetery until you find the large tombstone at the end of the stone ramp to the Northwest. Inspect the tombstone and it will tell you that you need to answer the questions on the other seven tombstones correctly in order to proceed. Walk around the cemetery and inspect the other seven tombstones (there are actually eight others, but ignore the tombstone furthest South at the top of the dirt ramp. There is a tombstone next to it that contains a question that needs answering however). When asked the question upon inspecting each tombstone, choose the answer highlighted in green. This will trigger the tombstones correctly. After you have triggered all seven tombstones correctly (one is slightly hidden below a drop spot to the Southwest), return to the large tombstone and inspect it again. Choose the top choice when prompted to make a selection, and you will open a hole in front of the tombstone that you and Nina will fall through. Upon landing in the area below, open the treasure chest that is there to receive a Light Bangle, then jump down the drop spot and make your way to the ladder to the North. After climbing the ladder and returning to the cemetery above, open the chest on the platform you appear on to receive a helmet. After receiving the helmet, proceed to the one tombstone that you didn't inspect previously (the tombstone furthest South out of the two that are up the dirt ramp). Inspect the tombstone and you will be asked a series of questions referring to the choices you made on the other seven tombstones. Answer them properly by selecting these choices:

- 1st question: 1st choice, "Red"
- 2nd question: 1st choice, "Climbing"
- 3rd question: 1st choice, "I"
- 4th question: 3rd choice, "Is"
- 5th question: 2nd choice, "Look"
- 6th question: 2nd choice, "Beneath"
- 7th question: 2nd choice, "This"

After answering the final question correctly, a hole will appear in the ground in front of the tombstone. Nina and your character fall through it and land in a new area. This new area is actually part of the lower area you fell into earlier (from the large tombstone), but on the other side of the large area with the pillars Southern wall. Walk to the left to fall into another hole, this one bringing you to the Royal Tomb. Upon landing in the Royal Tomb, you tell Nina of Rei and Teepo. After filling her in, leave the tomb and you will find yourself on the walls of Wyndia Castle. Walk down the walkway on the wall and enter the grounds of Wyndia Castle. After asking the various people about the castle grounds if anyone has seen Rei or Teepo, walk to the fountain at the lower level and speak to the four children playing around it. When you talk to the boy standing still in front of it, they decide to play hide and seek with you. Find all four of the children (now hiding within the grounds of Wyndia Castle) to receive some information. The children are in the following locations:

- Child #1: The Northeast corner of the lower level
- Child #2: The Northwest corner of the lower level
- Child #3: To the right of the weapons shop in the lower level
- Child #4: In the dining area (where tables are) at the top of the stairs,
he is hiding behind the tree

After finding all four children, they tell you that Teepo may have fled to an area near the castle. After learning this, leave Wyndia Castle and return to the world map. Proceed to the "?" area at the end of the path

that cuts through the trees on the Western side of Wyndia Castle. Enter this area and you will find a chest hidden next to the wall of the castle. After obtaining the item(Ginseng) from the chest, return to the world map and proceed to the other "?" area that is at the end of the path that runs between the Southern walls of Wyndia Castle. In this area, once you enter the shack that is there, you will meet another of the Masters. This Master is Durandal, and after meeting, and aligning with him(if necessary), return to the world map and walk down the road leading away from Wyndia Castle. Enter the area at the crossroads you come to(Eygnock Road), you can go no further). Once on Eygnock Road, enter the house that is there. Upon your entering the front door, you hear Nina scream. Run back outside, and you will see that Balio and Sunder have returned and have captured Nina. After a painful stomping by Balio, you are knocked unconscious and brought to a pub in a bazaar type town called Genmel just outside of Wyndia, where you are then left tied up in the back room. Balio and Sunder leave after talking to the barkeep and saying hello to a large gargoyle type creature named Garr. After Balio and Sunder leave, Nina is able to loosen her ropes enough to escape. She crawls to the corner of the back wall and peeks into the pub to get a better idea of what you are now up against. After coming back and untying you, you both attempt to sneak out of the pub, but are noticed just before you reach the door. After some smooth talking by Nina, the barkeep lets you both leave(note, the barkeep's name is Fahl. He is also a Master. Return to him later in the game when you have won thirty battles in a row without resting, and he will offer you his services as a Master).

Chapter Nine

Betrayed

After escaping from the pub, leave the bazaar town of Genmel, and travel to Mt. Boumore(on the world map, mountain just to the right of Genmel). Once there, climb to the top of the mountain, and you will find two men standing outside of a small house. Talk to the two men and they will invite you inside. After telling the men that you are trying to escape being found by Balio and Sunder, they tell you of the lift that will take you to the other side of the mountain range. They also tell you that you can rest in their back room. After talking to the two men, enter the door to the right(inside the house), as the back room and lift are that way. After a brief rest, make your way through the door at the back of the room and you will find the lift. Upon inspecting the lift, you find that it is not completely operational, and upon returning towards the room where the two men are, you find yourselves locked in the back room. Suddenly you hear Sunder's voice. You've been betrayed, the men have sold you out to your enemies. At this point Nina exclaims that the two of you must get the lift working in order to escape being captured again. Return to the lift room and inspect the lift's control panel. It seems that there is no energy to drive the lift. Upon learning this, Nina tells you to get on the lift. As Sunder is approaching the room you are in, Nina explains that she will try to use her special action(wand blast) to start the lift. As you try to hold off Sunder, who has now entered the lift room, Nina blasts the control panel with a bolt of energy from her wand. The control panel burns out, but as it does, a charge of energy is released, and the lift starts. With a leap of faith by Nina, the two of you escape Sunder once again. Upon reaching the landing dock for the lift at the opposite end of the mountain range, Nina suggests that the two of you should head down the mountain quickly. As you leave the landing dock, you find that the main gate to the road leading off the mountain is locked, and you will now have to figure out another way to get down from the mountain. Start to climb the high path(only one that leads anywhere),

and at the very top of it, Nina starts to worry that there is no way to get down the mountain. To make matters worse, Sunder suddenly shows himself just down the path. As he advances up the path towards your characters, you realise that there is only one way out... So down the side of the mountain you go. During your slide down the mountainside, your main character reverts back to dragon form. Once you hit the bottom of the mountain, Nina helps revive you, and you return to human form(note, at this point you automatically receive the "Defender" dragon gene). Once you are back on your feet, leave the area at the base of the mountain and return to the world map.

Chapter Ten

Your First Gene

Once on the world map, walk slightly to the left and you will find another "?" area(beside two trees at the base of the mountain range). Enter the "?" area and you will find the "Reverse" dragon gene. After receiving the Reverse dragon gene, return to the world map.

Chapter Eleven

Momo And The Tower

Once back on the world map, proceed up the path heading North, until you come to the stone tower. Enter the area where the tower is, and talk to the fish man that you will find sitting next to the stairs. He is a merchant and will sell you a variety of useful items and armours. After doing business with the merchant, walk up the center set of stairs and inspect the plaque in front of the pool of water. Reading the plaque will tell you that in order to drain the water in the pool, so that you may reach the chest, you must light the four crystals surrounding the pool after lighting the large crystal inside the tower first. Make your way into one of the lower doors to the tower and use Nina's special action(wand blast) to light the large crystal on the pedestal near the stairs leading down into the pool of water. As soon as the crystal is lit, a timer appears letting you know that you have thirty seconds to light the remaining four crystals outside. To make the task of lighting the crystals a little more difficult than it seems, a laser barricade is also activated so that you cannot leave this room by the doors that lead directly to the four crystals that you still need to light. Quickly make your way up the stairs to the left, and exit the tower from the level above. Once back outside, make your way down the stairs, and use Nina's special action(wand blast) to light each of the four smaller crystals around the pool of water. If you are successful in lighting both the large crystal inside, and the four smaller crystals outside, within the allotted time, upon lighting the final crystal, the pool of water will drain. Once this happens, return inside to where the large crystal is, and walk down the

stairs into the now empty pool. Walk through the pool to the chest, and open it to receive one of three possible items(note, if you return to the tower later in the game, or just leave and re-enter, the chest will be resealed. Re-opening it will get you another of the three items). After getting the items from the pool, make your way back into the tower and proceed upstairs. On the third floor you will find a room where you can get some rest and save your progress. After resting and saving(if necessary), continue making your way upstairs. Upon rounding the first corner on the fourth floor, you hear a loud crash. A small robot then comes out from under a door, followed by a loud explosion from within the room where she came from. Follow the robot back into the room and you will meet Momo(and her little robot friend, Honey). After introducing yourselves(you'll have to yell, as Momo's hearing isn't that good after

the explosion), Momo leaves with Honey for a moment while you rest up. Upon Momo's return, the scene cuts to show some men questioning the fisherman merchant on your whereabouts. Momo suggests an alternate way out, from a device on the top level of the tower, but it will be difficult to reach, as the tower is filled with monsters. Nina asks if Momo will come with you, and after some thought, Momo agrees. At this point, Momo joins your party (you are also given the option to save your game). Leave the room and enter the next room in the outer hall (next to the stairs). In this room there is a four by four tile grid in the center of the floor, two bookcases, a sign on the wall and a locked door in the back. First, read the sign on the wall and it will tell you the way to unlock the door in the back of the room. To unlock the door you must turn all the tiles on the floor grid to gray, and then walk off the tiles. To turn the tiles from red to gray (or vice versa), just walk on them and they will change color. After changing all the tiles to gray (you must read the sign on the wall first for the tiles to be able to change), and walking off them, the door in the back unlocks. Enter the room and open the three chests to receive a skill ink and two weapons (flame and frost). After receiving the items, make your way back out to the hallway and continue on your way upstairs. You will come to a room at the end of a hall where there are five rotating, multicoloured cubes atop small pedestals. Four of the cubes are near the door, while the fifth is in the center of the room. This room contains a trap. The object here is to trigger the two cubes that match the one across the room by itself. On the face of each of the four pedestals near the door is a switch. If you attempt to walk across the center of the room without deactivating the trap, you will open a large hole in the center of the room, and fall back down to the floor where the rest and save spot is. To deactivate the trap, flip the switches beneath the second and the fourth cubes (assuming you number them one thru four, from left to right), as they are the two matching cubes. After flipping the proper switches, proceed through the room and continue your journey to the top floor. You will come to another room where there are red and blue levers, and floating floorplates in the gaps in the center of the floor. Due to the gaps in the floor, the room is divided into four sections. The Eastern section has a door that leads to two other rooms, one containing a bookshelf with books that tell you about energy, and the other containing a chest with money inside it. The Western section has a hallway that eventually leads to a room with a chest containing an all member HP restoration item. After getting the items from the rooms off the Eastern and Western sections, proceed to the Northern section and continue your trek upstairs. You will come to another room where the floor is divided up into sections due to gaps in it. Walk up the stairs that you can reach and ride the gray plate to the section to the left. From there, walk up the next set of stairs and you will find a large crystal on a pedestal. There is also a large red floating floorplate near the crystal. The sign on the wall to the right of the crystal tells you that you must charge up the crystal with energy in order to get the red floorplate to work. So just as you did to drain the pool of water outside the fortress, use Nina's special action (wand blast) to charge (it lights up) the large crystal. You need to charge the crystal with a specific amount of energy in order to cause the red floorplate to travel enough distance to reach the various chests and the exit to the room. To charge the crystal more, just use Nina's special action more than once. Here are the amounts of charging it takes to reach each desired location:

1st chest: Two uses worth of Nina's special action

2nd chest: Six uses worth of Nina's special action

Stairs (to exit): Eight uses worth of Nina's special action

After receiving the items from the chests (note, after each use of the red floorplate, you must use the drop spots and gray floorplates to make your

way back to the crystal, as the red floorplate resets), proceed to the stairs and continue upwards. There will be a room containing a chest. Inside the chest is a new fishing pole. Shortly after the room with the chest containing the fishing pole, you will come to a room with laser barricades preventing you from crossing it. In order to get by this trap, use Nina's special action(wand blast) on the small crystal in the center of the room. The first wand blast will deactivate the red and blue laser barricades, but activate a purple laser barricade in the center. If you use a second wand blast on the crystal, it will deactivate the purple barricade, but reactivate the red and blue ones. Subsequent blasts will alternate between the above pattern. After making your way past the laser barricades, enter the door at the end of the room. You will now be in a small library, at the rear of which is a desk. Have Momo inspect the desk and she will find a switch underneath it. At this point you are asked if you would like Momo to flip the switch. After flipping the switch, an alarm sounds, and two of the bookcases near the desk rotate, allowing you to see a rocket in a silo beneath them. As the rocket rises from the silo in the floor, your characters grab onto it so that they may ride it out of the tower once it launches.

Chapter Twelve

New Gene

After a not so perfect landing, Honey wakes everyone, and Momo finds the rocket's manual. After receiving control of your characters, search the area that the rocket crash landed in, and you will find the "Thorn" dragon gene. After finding the Thorn dragon gene, leave the crash site and return to the world map.

Chapter Thirteen

Hey, They Have A 7/11 Here!

Once back on the world map, walk up the road to the Northwest until you reach the Coffee Shop(small shack next to mountains, you can go no further on the road past this point). Enter the Coffee Shop area and walk up the hill to the Coffee Shop itself, which is at the top of it. Once at the top of the hill, your characters will be seated at a table by a waitress. When the waitress leaves, a man named Palet comes over to talk to Momo. He tells her of a scientific community just West of the Coffee Shop, called Plant. He also tells Momo that her late father was one of the people who founded Plant. He then asks Momo if she could drop by to see if she can help get the machines working properly. After Palet leaves, your party decides to go to Plant, but before you leave the Coffee Shop area, speak to the rest of the people that are there. On the very top of the hill(above the Coffee Shop) you will find a woman wearing green shorts and a halter top. She is D'lonzo, another of the Masters. For her to offer her skills as a Master, she asks that you have fifteen different types of weapons in your possession(inventory), which is something that at this point you most likely do not have. Remember that D'lonzo is here so that you may re-visit her at a later point in the game when you have amassed more of a collection of weapons. There is also a small robed person next to the well just down the path to the side of the Coffee Shop. Remember this person as well, as you will have to return to see him at a point later in your game. After talking to D'lonzo and the others at the Coffee Shop, leave the area and return to the world map.

Chapter Fourteen

Peco Appears

Once back on the world map, you will be able to travel on the road past the Coffee Shop. Follow the road that leads Southwest to Plant (the gray dwelling on the raised area). Enter Plant, and make sure to choose Momo as your character that you use to interact with the people (speak) here. To get to the different levels in plant, you must ride the conveyor belts in the correct directions. The conveyor belts are controlled by the levers that are at one end of each of them. Make your way around Plant until you come to the area at the bottom of one of the red conveyor belts towards the Southwestern corner. Here you will find many bails of hay and a steel building. Talk to the scientists here, and upon talking to Palet, who you spoke to at the Coffee Shop, he will draw your attention to the large plant bud at the edge of the steel building. He then tells you of a similar mutant in the dump in the mountain next to Plant. After hearing of the mutant, leave Plant and head to the mountain directly to the left of it. Enter the cave in the mountain and make your way to the blue lever in the center of the first section of the cave. Flip the lever twice (make sure none of your characters are on the conveyor belt or the lever will not move), so that you can reach the area behind the crates, where the chest is. Open the chest to receive a large sum of money, then return towards the cave entrance, but instead of leaving, walk to the upper area as now you will be able to reach the second chest that is on the ledge to the left of the lever. By moving the crates on the conveyor, you have created a bridge that will allow you to cross over to where the chest is from the upper area. Open the chest to receive a pair of high boots. After receiving the boots, jump down the drop spot and proceed to the doorway at the Northwest corner of the cave. Once through the doorway, make your way to the levers just above the lava pit at the bottom of this section of the cave. Flip the red lever six or seven times, so that the two crates on the conveyor belt line up with the gaps in the ledges above. After lining the crates up with the gaps, walk towards the conveyor belt that runs from East to West at the top of this section of the cave, and proceed up the ramp on the side of it. You will now be able to walk across the ledges and reach the chest at the end of them (due to your moving the crates on the conveyor belt). Open the chest to receive an Artemis Cap. After receiving the cap, make your way back off of the ledges and proceed to the doorway at the bottom right side of this section of the cave (the doorway surrounded by roots). Upon entering the doorway, you are attacked by the mutant you came looking for. After defeating this boss, you are brought out to the area where the lava pit is. The mutant is now sitting on the conveyor belt, and asks you to finish him off. Flip the red lever to start the conveyor moving towards the lava, thereby dropping him into it. Once the mutant hits the lava and seemingly burns up, a loud squeal is heard, and a small plant bud hops out of the lava pit and lands in front of the blue lever. Your main character believes the plant bud to be a threat, and starts to swing his sword at it. Momo steps in the way and asks you not to hurt it. She then talks to the bud. Nina then suggests the name Peco for the bud. Peco then joins your party (you have the option of changing current party members at this point also). After Peco joins your party, make your way out of the caves and leave the dump.

Chapter Fifteen

The Tree Of Wisdom

After exiting the dump, make your way to the tree "?" area just East of Plant (between Plant and Momo's tower). Enter the tree "?" area with Peco in your current party, and have him speak to the large gray tree at the end of the path inside. This is Yggdrasil, the Tree of Wisdom, and it takes giving him a Wisdom Fruit in return for allowing you his services as a Master. After aligning with Yggdrasil, the Tree of Wisdom (if necessary, note, Peco must initiate any

contact with this Master), return to the world map and re-enter the scientific Plant.

Chapter Sixteen

Betrayed!

Once back in Plant, Palet greets you, and you tell him how things went at the dump. Momo explains to him that Nina and your main character are trying to get back to Wyndia Castle, but that a certain pair of undesirables are making that task quite difficult. After talking to Palet, enter the building on the lower level (where you are now) and talk to the innkeeper (woman behind the counter). She will let you stay at the inn for free. When your characters wake up the next morning, you find that a ride to Wyndia has been arranged for you. All you need to do is hide beneath the hay in a wagon headed for Wyndia. After everyone hides in the wagon, your journey towards Wyndia Castle begins. The scene then fades.

Chapter Seventeen

The Contest Of Champions

When the wagon reaches Eygnock Road, it is detained by none other than Sunder. The driver tells him that he is just bringing hay from Plant to Wyndia, but Sunder doesn't buy this and scares him off. Your characters are then captured and brought back to Genmel, this time to compete in the arena. After being bound and led into Balio and Sunder's office at the arena complex, you are given the choice of who you would rather have held as collateral, to insure that you don't try to escape from the arena complex, either Momo or Peco (note, the character that you do not choose stays in your battle party). After deciding which party member to leave behind, you regain control of your characters (note, if you talk to Sunder at this point, you will be able to re-choose out of the remaining party members who you want left behind. They will not let you choose Nina or your main character) and will be allowed to wander the arena complex. Make your way to the rooms at the rear left of the arena complex (you will see four tanned men in speedo briefs in the hallway that the rooms you are looking for are in). Enter the room at the beginning of the rear left hall, as it is your dressing room for the first competition, and talk to the woman dressed in the bunny-girl uniform standing inside. She will then ask you if you know the rules of the first competition, then she will ask if you are ready to begin the competition. After choosing yes, you are led into the first combat arena. In this first arena you must fight three opponents (one at a time) with only your main character (note, you can also hurt the men holding up the platforms that you and your opponents are standing on. If you kill them, your opponent will fall into the lava, thus giving you the win). After winning the first series of battles, the crowd cheers you on, shouting that you are number one. You are then brought back to your dressing room (room where you spoke to the woman in the bunny uniform), and told about the next team that you must face in battle. As you leave your dressing room, you notice Garr standing outside in the hall. Talk to him then make your way to the next combat arena (all the way to the rear right of the arena complex, your next dressing room is down the hall to the right of the mother and child). Once in your dressing room, talk to the woman by the rear door in the bunny uniform, and she will ask you the same questions that were asked of you in the previous dressing room, would you like to know the rules of the battle, followed by, are you ready to begin the battle. After answering yes, your party is confronted by the opposing team (a father and two sons), who tell you a sad story about why they are fighting. After they leave, the father (Emitai) chants a spell and turns the children into

golems so they will have a chance in the battle, then you are brought into the arena to face them in battle. This battle is a no magic allowed, three versus three battle, so Nina and your other party member (most likely Momo) will be with you. During this battle, if you defeat Emitai (the father), the two golems will attack only each other until only one is left. After winning this second battle, Emitai (the father) drags himself forward a short distance, then collapses. You have won the battle, but at what price? Back in the dressing room Sunder appears and tells your main character that he must face Garr, the defending champion in the final battle. As Sunder is leaving, he laughs about the opponents you just defeated in battle. Nina can then no longer hold back her tears, as she feels terrible about what you were just forced to do by Sunder and Balio. The scene then fades. Next you are shown Sunder informing Balio of the defeat of your last opponents. Balio finds this just as amusing as Sunder did. They both then have a good laugh over the fate they think will befall you after you face Garr in the final battle. The scene then cuts back to show your characters in the dressing room. Once you regain control of your party, leave the dressing room and make your way to the next combat arena area (enter the door behind the guard just to the right of the weapons/items merchants). Enter your final dressing room (first door in the hall behind the guard), and speak to the woman in the bunny uniform again. You will only be asked if you are ready to fight the last battle. After answering yes, the scene cuts to show Balio and Sunder talking to Garr in his dressing room. They warn him of your ability to turn into a dragon. Once they are finished speaking to him, you are called into the final combat arena to face Garr. Even though you try your best, Garr proves too much for you, and you cannot defeat him. With a mighty blow, Garr wins the battle and remains the arena's reigning champion. After the fight, Garr comes to your dressing room to see how you are. Upon finding out that you are ok, he leaves. When you regain control of your characters, make your way back to Balio and Sunder's office (front right section of the arena complex). Once there, you will find Garr holding Balio and Sunder at bay, to allow you time to release your other party member (most likely Peco) from the cage in the corner. After a quick word of thanks to Garr, your party races out the office door. Garr follows shortly behind. After a few brief words from Garr outside Balio and Sunder's office, during which you learn that your main character is part of an ancient race called the Brood, and that you should seek out Angel Tower to the East, he leaves. At this point you are given the option of choosing your current party members. After selecting your party, leave the arena complex and the bazaar town of Genmel, and proceed towards Wyndia Castle by way of Maekyss Gorge (the area where the bridge and small wooden house are, just to the Northwest of Genmel on the world map).

Chapter Eighteen

Garr To The Rescue

Once you reach Maekyss Gorge, enter the area to find that Balio and Sunder have blockaded the bridge leading to Wyndia with their hired mercenaries, a nasty looking gang of cutthroats. As you turn to retreat, you find that you are surrounded. You are now forced to fight the first three of the mercenaries. After defeating them, Balio and Sunder step forward. Just as they do, Garr appears on the bridge behind you. He has taken care of the mercenaries that were blocking your retreat. Balio and Sunder are worried by the fact that Garr has come to your aid. At this point Garr joins your party and you are given the option of re-choosing the members of your current battle party (your main character and Garr must stay in the battle party). After choosing the third member of your battle party, Balio and Sunder merge together into one, forming a giant

creature called Stallion. They(or it) then begin their attack on your party. After defeating Stallion, the subject of Teepo and Rei is brought up, which starts your main character crying. After a discussion between your current party members, it is decided that they will head for Wyndia Castle.

Chapter Nineteen

A Few Useful Items

Before heading towards Wyndia, walk down the rear path(where your characters were talking after they defeated Stallion) and make your way to the house beneath the Maekyss Gorge bridge. On the right side of the house, you will find the "Frost" dragon gene. After finding the Frost dragon gene, leave the Maekyss Gorge area, and make your way slightly West(back towards Genmel) to the "?" area on the opposite side of the mountain from the road. Enter the "?" area with Peco in your party, and have him use his special action(bash) on the tree that has a bird sitting atop it, in front of the tent. Once Peco bashes the tree, the bird flies off, dropping an item called the "Flower Jewel". The flower jewel will be needed to acquire the services of another Master later in the game. After receiving the flower jewel, leave the "?" area(the tent only contains three mercenary types, like those who were with Balio and Sunder at Maekyss Gorge). Once back on the world map, make your way back to Wyndia Castle.

Chapter Twenty

Back Home

Once there, make sure Nina is in your current party, then enter Wyndia Castle. Walk to the upper balcony and have Nina speak to the guard at the front door of the castle. The guard is very surprised to see Nina, and quickly allows you entrance to the castle. After a feast with the King of Wyndia, the scene cuts to show Nina alone in her bedroom. Suddenly, a loud screech is heard from another room, followed by a crashing noise. At this point you control only Nina(apparently someone's father thinks they were a little too young to be gallivanting all around the countryside with her friends, and made her stay put at home where she belongs). Walk downstairs and enter the dining room to the left. There you will find a waitress standing next to a broken plate. Upon talking to her, you find out that something startled her and that's why she dropped the plate. At this point, Honey(Momo's little robot friend) runs out from under the table and dashes away. Nina notices Honey run towards the left, so make your way up the stairs to the left. Here you will find the Queen in her bed, and two servants attending to her. After talking to the Queen(your mother), return downstairs and make your way to the lower levels of the castle. In the wine cellar(below the kitchen), you will find a mouse(hidden by the rows of wine barrels, rotate the screen to find him), and upon talking to him, he will give you some cheese. After getting the cheese from the mouse, look behind the top of the center row of wine barrels(again, rotate the screen) and you will find Honey hiding among them. Talk to Honey, and she will run off again, this time to your(Nina's) bedroom's balcony upstairs. Return to your bedroom and make your way to the balcony by going through the rear door. Once on the outer balcony, Honey grabs Nina and jumps off of the balcony. As they are falling, an energy field appears around them, and lowers them slowly towards the ground. Just before they touch down, Honey drops out of the safety of the energy field, and lands rather badly on the ground below. As Nina goes to help Honey, she realises that she will need Momo's help. The scene then cuts to show your other party members who have set up camp just outside Wyndia Castle. Momo is wondering where Honey has run off to. As she is about to go and look for

her, Nina appears in the camp and explains what happened to Honey. Momo tells her to bring her into the tent so that she can see what she can do. After a short while, Nina comes out of the tent and speaks to you and Garr about going to the Eastern lands. The scene then fades.

Chapter Twenty One

Another Of The Masters Revealed

When you appear on the world map (Nina is now back with your party), return to Bunyan's house in Cedar Woods. You will find Bunyan out in front of the house splitting firewood. Talk to him and he will offer you his services as a Master. After aligning with Bunyan (if necessary), return to the world map.

Chapter Twenty Two

Close Call

Once back on the world map, continue to the Northeast, to Eastern Wyndia, and enter the checkpoint (area at the start of the bridge you can see leading across the water to the East). Once inside, Garr convinces the guards to let your party cross the bridge. As Nina is walking past the guards, one of them recognises her. Garr helps talk your way out of this as well. Once you are past the guards, and on the bridge, Garr tells you that he thinks Nina may be the key to your main character's powers, and then walks on ahead. You try to catch up to him, but Nina steps in your way, and tells you that she wants to learn how to fight, so that you won't have any need for your powers. The scene then fades.

Chapter Twenty Three

Good Things Come To Those Who Fish

When you are returned to the world map, you will be across the bridge, and in the Rhapala Region. Once in Rhapala region, make your way South to the "?" area on the beach. Enter it and speak to the fisherman that is at the far end of the beach (choose yes to his question). He is Giotto, another of the Masters that you have been meeting in your travels. If your fishing rank is Rod Master or above, he will offer his services to you as a Master. After aligning with Giotto (if necessary), return to the world map and proceed to the wooden house "?" area to the Northwest (on the hill, between the bay and the ocean). Enter the house "?" area and walk down the stairs behind the house to the beach below. On the beach you will find the "Thunder" dragon gene. After receiving the Thunder dragon gene, return to the world map.

Chapter Twenty Four

Rumble In Rhapala

Once back on the world map, make your way slightly Southeast to the port town of Rhapala (four blue buildings at the start of the pier). Enter Rhapala and proceed towards the rear of the first section of it (Rhapala is composed of two sections, the first, which has shops and the inn, and the second where the shipyard and bridge to the lighthouse are). Towards the rear of the first section you will find the inn. Enter the inn and walk downstairs to the bar/restaurant that is on the floor below. Once in the bar, talk to the man in the red vest (Sinkar) at the table next to the flight of stairs towards the upper left. After talking to Sinkar, leave the inn and proceed to the stone bridge behind it (at the very rear left of the first section of Rhapala), leading Northwest. This stone bridge leads to the second section of the port town of Rhapala, the

shipyard. Walk across the stone bridge and proceed to the Northern end of the shipyard, towards the ocean bay. Here you will find a body builder type sailor showing off for a woman by terrorising a smaller man. Talk to the woman(Shadis), and the body builder(Zig) will accost the smaller man(Beyd) by knocking him over. Zig then turns to Shadis and laughs. Before leaving, Zig flexes his muscles at Beyd in an attempt to scare him further. After Zig leaves, you are introduced to Beyd. Beyd speaks to Shadis and then she too leaves. After Shadis leaves, you can talk to Beyd to gain information on various topics such as, Shadis, Zig or the guild/lighthouse. After speaking with Beyd, return to the stone bridge that leads to the first section of Rhapala, and you will find Shadis. Speak to her again(if you speak to her twice, she will give you information on various topics as Beyd did), then return to the bar beneath the inn, and speak to Sinkar, the man in the red vest again. Sinkar tells you of a place called Mt. Zublo(speaking to him a second time will allow you to receive information as you did from Beyd and Shadis). After speaking to him, leave the port town of Rhapala and you will enter an automatic camp scene where your characters discuss what to do about the guild, Shadis, Zig and Beyd. After the camp scene(your characters automatically rest, and you are given Momo and Nina in your current party), return to the port town of Rhapala, and speak to Beyd(he's where he was before, at the rear dock in the shipyard). Nina tells him that he should let his true feelings be known, and propose to Shadis. After you finish talking to him, he returns to the rear dock to try to stop Zig from accosting Shadis. Follow Beyd to the rear dock and you will see him on the ground, apparently shoved aside by Zig, who is professing his feelings to a very annoyed Shadis. Speak to Beyd, and tell him that you will help him get strong enough to attempt to fix the lighthouse. He agrees and gives you the 1,000z to buy him the equipment that he'll need to train in. After receiving the money, talk to Beyd again and choose the second choice(the first choice allows you to exit the conversation). This will bring up two more selections, choose to tell him you are ready(the first choice allows you to exit the conversation again) and you will be brought to the town square(later that night) to help Beyd train. You are then asked to equip Beyd(note, if you hit the "Triangle" button(button may differ depending on your controller configuration) to cancel out of the equipping screen, then exit the training by talking to Beyd and choosing the second choice, "nothing to equip". He will then give you another 1,000z to buy equipment with) with a sword and a breastplate. After equipping Beyd, talk to him and you will be presented with six choices:

1. Not yet(exit training)
2. How do we do this(instructions)
3. Let's go!(begin training)
4. Change Beyd's equipment
5. Member change(change current party members)
6. Quit training(exit)

The object here is to train Beyd well enough so that he can survive a fight against Zig the body builder. To do this, attack him, but don't kill him(keep healing him with one or more characters) for twenty turns. After each training session is completed, you will be awarded raised statistics for Beyd in these categories:

Damage inflicted on Beyd while he's defending = Defense up

Damage inflicted on Beyd = HP up

Damage inflicted on your party by Beyd = Power up

After each training session, you are sent back to the world map and must return to the port town of Rhapala and talk to Beyd again if you wish to continue training him. Upon talking to Beyd after training him at least once, you will get three selections to choose from instead of two. The first two are still, "Exit the conversation", and "Train Beyd". The

third, "To the lighthouse", however starts the fight between Beyd and Zig. After training Beyd to the desired level (you can train him any number of times), talk to him at the rear dock and choose the bottom selection to start the fight between him and Zig. During the fight against Zig, you may interfere, but only when Zig is waving at Shadis (this happens after Zig has delivered a massive attack on Beyd and he feels overly confident) and not paying attention. Any other interference will cause the fight to end prematurely. You can use magic or herbs to heal or defend Beyd. Be careful to choose a character to interfere with that will perform his/her turn before Beyd, as once Beyd hits Zig, Zig's attention will return to the fight. After Beyd defeats Zig, you will be sent back to the world map. Return to the rear dock and speak to Beyd, who will give you a pass for the guild (Guild Badge), which will allow you to gain access to the lighthouse area, and two chests containing a sword for your main character (note, the better the sword you equipped Beyd with during his training, the better the sword you will receive), and a piece of armor. After getting the items from the chests, and the badge from Beyd, show the badge to the guard on the wooden bridge at the Northwest end of the shipyard/wharf. Upon finding out that you have the badge, he will step aside (after a word of warning about the monsters that you should be cautious of) and let you cross the bridge.

Chapter Twenty Five Fixing The Lighthouse

After crossing the bridge, make your way around the stairs, ladders and buildings, until you come to the large door on the section of building at the upper Northeast. Enter the door and you'll see a sign that will give you information on the boiler and valves that are in the basement, and run throughout this building. After looking at the sign, look around the inside of this building and you will find steel chests that contain Flame Chrysm. After finding these items, proceed to the boiler room on the lowest level, and put a Flame Chrysm in the incinerator (brown panel on the boiler, inspect it and choose to toss a Flame Chrysm in). Next, walk to the blue lever that is in upper corner of the room with the boiler/incinerator. This is the main valve. Pull the lever once to cause a monitor to appear. The monitor shows an EKG type chart with a blip running across it in a wave pattern. The object here is to pull the lever a second time while the blip that is running across the chart is somewhat steady, and towards the center (note, if you run out of Flame Chrysm, and need more than you could find, the weapons merchant in Rhapala sells them at a cost of 500z a piece. Also, the screen indicators brighten for a moment when you should pull the lever, so watch for that). If done successfully, the main valve will open (you will know you did it correctly, as the duct that runs along the floor of the lower section of the room will light up with orange lights) and energy will start travelling towards the roof. Your next task is to flip the levers in the rest of this building so that the energy completes its circuit to the roof (the ducts will light up with orange lights as the one in the boiler room did, when they have energy flowing through them). To do this, flip each of the two levers in the remaining part of the building once. Once you have the energy flowing properly, make your way towards the roof. As soon as you pass the point where the stairs that lead back outside are, a creature appears and stops you from reaching the stairs that lead to the roof. Approach the creature and speak to it, then attempt to make your way up the stairs that lead to the roof. As you are about to climb the stairs, a huge living eye bounces down them and lands on the raised arms of the creature you spoke to previously. The giant eye (Gazer) then attacks your party. After defeating the Gazer, proceed to the roof. Upon

reaching the roof, you will find the "Eldritch" dragon gene. After receiving the Eldritch dragon gene, flip the final lever that is also on the roof. Flipping the lever will cause the lighthouse bulb to be turned back on, so that the boat may return to Rhapala. A faerie then flies up and breaks the lever in an attempt to shut off the bulb. Due to this, it can't be shut off at all. After doing this, the faerie gives you the Faerie Tiara, an object that when used, will allow you to travel into the Faerie Realm through the rings of flowers scattered throughout the world map(to use the Faerie Tiara, stand over a flower circle on the world map and enter it like it was a location, you will then be asked if you would like to use the Faerie Tiara to enter). The faerie then flies off. Once the faerie leaves, leave the roof and make your way back to the world map.

Chapter Twenty Six Dolphins Aren't Smart

Once on the world map, go to the ring of flowers "?" area just outside of the port town of Rhapala and attempt to enter it. You will be asked if you would like to use the Faerie Tiara to enter the Faerie Realm. After answering yes, you are brought to the Faerie Village. Walk up the path and enter the small shack, you will meet three of the faeries that live here(note, no matter which characters you have in your party, Momo and Nina will automatically take their place at this point). The faeries tell you of a terrible monster that has been troubling them, and ask if you can help them in dealing with it. You tell them that you will try your best to help them with their problem(note, there is a small cocoon in the corner of the shack, near the window). After regaining control of your characters, leave the shack and make your way down the path to the left that leads to the beach. Once you are on the beach, walk to the water's edge, and look out towards the sea. You will then be asked if you would like to wait and see if the monster shows up. After answering yes, your characters wait out the day at the beach. As night begins to fall, you notice something moving around in the water just offshore. As your characters arm themselves, a large fin rises from the water and heads towards the small beach. As the fin reaches the beach, your characters are surprised to see a dolphin emerge from the water. They are all slightly confused, is this the terrible monster? After a slight discussion, Momo and Nina leave to tell the faeries about the dolphin, leaving your main character alone with it. As soon as you are alone with the dolphin, it spits water at you, soaking you to the bone. You are then asked if you would like to see the water splashing scene again, this time without the embellished dialog. After answering the question, Momo and Nina return to the beach with the three faeries. As the faeries approach the dolphin and let their guard down, the dolphin lunges forward out of the water, a huge horn spouting from it's head. The faeries quickly fly off. Now that you can see more of the dolphin, you can tell it's not the cute and friendly creature you thought it was. Now that the dolphin has shown it's true self, it begins an attack on your party. After defeating the dolphin, return to the shack and one of the faeries will give your main character a kiss that knocks him flat on his back. After this, the cocoon in the corner hatches and another faerie emerges. At this point, leave the Faerie Village(through the ring of flowers) and return to the world map.

Chapter Twenty Seven A New Master

After leaving the Faerie village, return to Eastern Wyndia and make your way towards the Coffee Shop area. Instead of going into the Coffee

Shop area, enter the "?" area down the path in the trees just to the Northwest of it(the Coffee Shop). Make sure Peco is in your party when you enter the "?" area. Once inside the "?" area, have your main character cut down the three bushes that are blocking the path leading to the small pond in the center. Once the bushes are cut down, have Peco run(get a running start) into the rock at the end of the path so that it is sent flying into the pond. The rock hitting the water causes a faerie to rise from the pond. The faerie is Meryleep, and she asks that you give her the Flower Jewel(note, the Flower Jewel is the item you received when Peco bashed the tree with the bird sitting atop it in the tent "?" area near Maekyss Gorge) in exchange for her offering her services to you as a Master. You may also want to have Peco bash the rocks on the ground in this area, as you may find items underneath them. After retrieving all the items from this area, and aligning with Meryleep(if necessary), return to the world map.

Chapter Twenty Eight Papers For The Road

Once back on the world map, return to the port town of Rhapala and talk to Beyd(he is at the rear dock with Shadis). Beyd tells you to go speak to Sinkar at the bar beneath the inn. Upon talking to Sinkar, he asks if you are going to resume your travels. He tells you that in order to proceed through Mt. Zublo, you will need a special pass. Having this pass is the only way that the guards at Mt. Zublo will let you enter the mountain, and in order to travel past it, you must pass through the caves within. With this, Sinkar gives you the pass you will need. After receiving the pass from Sinkar, leave the port town of Rhapala and return to the world map.

Chapter Twenty Nine The Crazy Old Hermit

On the world map, proceed to the temple in front of the volcano to the East. This is Mt. Zublo, the gateway to the Urkan Region. Enter the Mt. Zublo area, then make your way up the temple steps and follow the walkway that leads upwards to the right. The guard at the base of the walkway will let you through now that you have the pass that Sinkar gave you. Upon reaching the top of the walkway of steps(to the right, the left walkway is blocked by flowing magma), you will find the cave entrance to Mt. Zublo. Enter the cave and make your way through the various passages inside(note, the steam coming from the small holes in the ground, and the patches of hot magma can hurt you). Inside a chest in the second section of the caves, you will find a ring of fire protection(gain HP when hit with fire attacks if equipped). In the third section of the caves, you will find the "Miracle" dragon gene(towards the upper right corner). After receiving the Miracle dragon gene, proceed to the Southeastern section of the cave section you are in(third). Upon trying to cross the last path through the magma, a drooling, hunchbacked old man walking with a cane appears and blocks your passage. After a few brief words with him, he summons two giant magma leeches from the pools of lava on either side of the path. Your characters then draw their weapons, and the battle to exit Mt. Zublo begins. After defeating the old man and magma leeches, exit the third section of the caves within Mt. Zublo through the doorway at the end of the path ahead of you(where the old man was). Once through the doorway, walk down the hill(note, there is a Life Shard in a chest hidden by the wall at the bottom of the hill, rotate the screen to find

it) and exit Mt. Zublo.

Chapter Thirty

Urkan Tapa

Upon exiting Mt. Zublo, you will be returned to the world map. You will now be in the Urkan Region. Make sure Garr is in your current party, then walk down the path leading Northeast and enter Urkan Tapa (block shaped city with ladders on the outside of it). Once inside Urkan Tapa, enter the doorway in the dwelling to the right (the Hall of Prayer). There you will see three people kneeling in prayer, and a robed priest on the level above them delivering a sermon. The priest's name is Hondara, and if you meet his requirements, he will offer you his services as a Master. Hondara requires that a member of your party (doesn't have to be a current party member) know the skill of "Backhand", which is the third skill learned from Durandal, the Master that lives in the shack within the outer walls of Wyndia Castle. If a member of your party has previously learned this skill, Hondara will ask if you'd like to align a current party member with him. After aligning with Hondara (if necessary), climb the ladder behind him to the roof above. Continue upwards by way of the next ladder, and you will find a large rock blocking the entrance to the top level. Use Garr to push the rock aside, and enter the doorway that it was blocking. Once inside, a scene will play out where your characters meet Sudama, the Urkan Tapa village elder. Sudama recognises Garr, and tells him of his next role as a guardian. After hearing this, leave Urkan Tapa and you will encounter another automatic camp scene, this one involving Garr discussing his responsibilities to the people of Urkan Tapa, and of things to come, with your main character... Until Nina calls them both to bed that is.

Chapter Thirty One

The True Role Of The Guardians

When you appear on the world map the next morning, proceed to Angel Tower (semi pyramid shaped temple) just East of Urkan Tapa. Upon entering the tower area with Garr in your party, the two guards will let you enter the tower grounds (proceed past them). Make your way up the stairs and across the upper ledges of the tower. Use the drop spots (the edges of each ledge can be jumped off of) to reach the stairs on the right side of the tower. At the foot of the stairs leading up the right side of the tower, are a set of stairs leading down a hole to a lower chamber. Walk down these stairs and you will find a nude woman (Deis) sealed within a pyramid shaped dome of energy. After seeing Deis, return to the tower above, and proceed up the stairs on the side of it. At the top of this right hand set of stairs, you will find the entrance to the tower itself. Enter the tower and proceed down the stairs that you will find inside. At the bottom of the first set of stairs inside the tower, if you go left you will come to a dead end. At this dead end you will see a section of the rear wall that looks different from the rest. If you have Momo in your current party, use her special action (bazooka) to blast the wall and reveal a hidden doorway (note, if you do not have Momo in your current party, you can either return to the world map and camp so you can get her, or you can come back to Angel Tower later in the game) that leads to a room with two chests. After finding the two chests in the hidden area, make your way down through the tower until you reach the long hallway with the single stone block at the end of it. Use Garr to push the stone block back down the hallway to the left (where you came from), and then push it into the first gap in the upper wall that you come to (not the one with the door you entered the hallway from). After pushing the stone block into the gap in the wall, return to the level above and enter the

area where the upper ledge in the hallway is (door at the end of the hall in the level above). You will find that you can now walk across the top of the stone block you just pushed into the gap, and reach a chest at the rear containing a helmet. After receiving the helmet, return to the hallway below (where you pushed the stone block) and enter the doorway at the right end of it. In the next room, proceed down the stairs (note, there is a room to the left, before going down the stairs, that has a chest containing a Soul Gem in it) and have Garr push the three stone blocks so that you can climb the steps in the center of the room, and cross over the tops of them (the blocks) to reach the stairs leading down in the far right corner (to do this, push the single stone block at the right side of the room to the left, then downwards against the ledge with the steps leading down. Next, push the two left most blocks upward so they form a bridge from the first set of steps to the ledge to the right of them). After pushing the blocks, and descending the stairs to the next level, Nina (or whoever your third party member is) is asked to wait above, as only Garr and your main character are needed at this point. After Nina (or whoever your third party member is) goes back upstairs, walk to the left and read the stone plaques in front of the North, East, South and West sides of the pyramid shaped monument. The plaques list the names of the guardians who have come before Garr. Upon reading the plaque at the Western side of the monument, you read Garr's name. Garr then tells you that the number below each name is the amount of dragons each of the guardians had slain in the great war. At this point, energy begins to rise from the now visible bones of dragons scattered about the lower floor of this chamber. Garr begins to speak to you, but a dragon spirit then materialises in front of him and stops him. The spirit then vanishes just as suddenly as it had appeared. Garr then tells you some disturbing truths about the guardians and their role in the protection of Urkan Tapa. With this, Garr then draws his weapon. After telling you to prepare for battle, Garr attacks you. After defeating Garr, the dragon spirit returns and causes you to change into a Kaiser dragon before Garr. You then vanish, and a rockfall begins, causing Garr to seek refuge. The scene then fades.

Chapter Thirty Two

You Can Never Go Home

Your character is shown wandering in the darkness, being confronted by visions of the dragon spirit from the monument, and of Teepo (only much older than when you last saw him), both of which are trying to make you come to grips with your true destiny, one that lies in the blood of the dragons which flows through your veins. After the visions, your character changes into a dragon whelp and returns to the Dauna Mine, from where he was originally found. Garr is there with him, and despite attempts to evade him, Garr overcomes you, and knocks you out. You then return to human form, but something is different, time has passed, and you are now older. Garr wakes you and leaves a bag of clothing (you were naked when you returned to human form) for you to wear. After putting the clothes on (happens during a scene fade), leave the dark section of the mine you are in, and meet up with Garr in the next section. After talking with Garr, make your way to the lift at the Southwestern corner of the level (B3) you are on. Inspect the control panel next to the lift to be given these selections:

- Ride to level B1 (this leads to an items merchant)
- Ride to level B2 (this leads to the exit from the mine)
- Exit

Upon choosing which level you'd like to ride to first, you and Garr get into the lift and are brought to a level above. As you are leaving level B3, a supernatural entity flickers briefly near the lift controls. Upon

reaching level B2 (presumably after going to level B1 and finding the items merchant if necessary), you will find a room just to the right of the lift control panel where you can rest and save your progress. After resting and saving (if necessary), make your way to the room at the end of the small hallway at the Northeast corner of the main room (where the mine cart tracks are) on level B2. In this room you will find a steel lock box with an item in it, but take notice of the wall next to it. Where the wall has a broken section, with an "X" shaped pieces of wood on it, there is a hidden door. To open this door (there is a steel box inside that contains coupons), you will need to use Momo's special action (bazooka), so keep this room in mind when you eventually meet back up with Momo later in the game. After taking note of the broken section of the wall, return to the main room and you will notice a mine cart filled with TNT, and various levers scattered throughout the room. These levers control the mine cart track turnoffs. You will also notice an enormous rock blocking a doorway at the far right side of the room. The object of this room is to flip the levers so that the mine cart tracks lead towards the rock blocking the doorway at the far right (note, to get to the steel lock box on the ledge near the rock, flip the first two track turnoff levers, then have Garr push the TNT filled mine cart. It will roll down the tracks and stop in the gap between the bottom ledge and the ledge with the steel lock box. You can then walk up the bottom ledge and cross over the top of the mine cart to reach the steel lock box, which contains a more powerful sword for your main character. After getting the sword, use Garr to push the mine cart back to it's starting position, then finish positioning the levers correctly). Once the tracks are aligned so that the mine cart can be pushed towards the large rock, use Garr to send it on it's way (note, you'll have to align the last section of the track after the mine cart is pushed towards the rock, as it stops just before the final section of track). Once the mine cart hits the rock, the TNT inside detonates, and the rock is destroyed. At this point, the supernatural entity you saw briefly on level B1 appears on the ledge just behind Garr. As the entity calls out to Garr, it shows it's true self, that of a Dragon Zombie. It tries to sway your main character into killing Garr by telling you what the guardians have done, but you will hear none of it. The battle against the Dragon Zombie then begins. After inflicting a certain amount of damage on the Dragon Zombie, it changes into another of the dragon genes, which rolls off the ledge and lands at your main character's feet. You then take possession of the "Shadow" dragon gene. After receiving the Shadow dragon gene, another spirit, this one of a winged woman, appears in a burst of bright light. With a point of her hand towards your main character, she too turns into another of the dragon genes. You then take possession of the "Fusion" dragon gene. After receiving the Fusion dragon gene, proceed through the doorway that was previously blocked by the large rock (note, you may want to save your progress at this point). Once through the doorway, proceed down the tunnel towards the South (the ladder at the Eastern end goes nowhere) and enter the door on the platform at the end of it. Continue through the tunnels until you come to a gap in the ground that you cannot cross. At this point, enter the room just to the side, and flip the lever that you will find inside three times. This will raise a platform that will allow you to cross the gap. After crossing the gap, exit the tunnel by the doorway just beyond.

Chapter Thirty Three Destiny Calls

Once outside the mine tunnels, one of the mine workers recognises Garr. Garr tells him of what happened in the mine. As Garr is talking to the mine worker, your main character starts to feel drained, and collapses to his knees. The mine worker suggests going to see the foreman

about your pay, in one of the houses below. At this point, walk to the house on the left and enter it. Garr will speak to the foreman, then both of your characters will leave the house. Next, leave the mining area, and you will encounter another automatic camp scene, in which your main character awakens from a terrible nightmare involving his past. As you come out of the tent, and talk to Garr who is sitting by the fire, he tells you that the two of you must make your way down through the mountains and head back towards Angel Tower. The scene then fades.

Chapter Thirty Four

Why Is He Here?

Upon returning to the world map, walk down the road and enter the "?" area where there is a house next to the mine tracks(just East of the Dauna Mine). Once inside the "?" area, walk up the hill and enter the house. Inside you will find a purple haired man dressed in rags near the chimney. This man is Emitai(one of the contestants you defeated in the Gemel Arena long ago). Talk to Emitai and he will ask you for 10,000z. If you give him the 10,000z, he will offer his services as a Master to you and your party. After aligning with Emitai(if necessary), leave the "?" area and return to the world map.

Chapter Thirty Five

Syn City

Proceed Southwest through Dauna Hills, and you will come to what looks like a wooden platform surrounding a small mountain on three sides. The small mountain is in the center of a group of larger mountains. This is Syn City, enter it and purchase all the items/equipment that your characters need(if necessary). There is a bum sitting against one of the merchant's stands that will give you information on a variety of topics for a small fee(note, he asks for 20z each time you wish to speak to him. Choose the top choice to give it to him when asked). After purchasing what you need from the merchants in Syn City, return to the world map.

Chapter Thirty Six

Who Ever Heard Of A Weretiger?

Once back on the world map, walk towards the Northeast, but before crossing the bridge, head to the South and walk down the path next to the fence that leads into the forest area. This is the Ogre Road. Enter the forest area, and make your way towards the exit to Ogre Road at the Southern end of it. About halfway through the woods, you will find three fernlike plants(Horseradish) growing in a swampy area. Cut them down using your main character's special action(sword swipe) and you will receive them as items in your inventory(note, these will be important later, as you will need them to progress in the game). After cutting down, and receiving the Horseradish plants, continue on your journey down the Ogre Road(note, there are chests containing useful items in the woods as well). Just beyond the area where you found the Horseradish plants, your characters come face to face with a monster. The monster is a were-tiger, and without provocation, it attacks your party. After inflicting a certain amount of damage on the were-tiger, it runs off into the woods. Once this happens, make your way out of the woods by way of the exit to Ogre Road to the South.

Chapter Thirty Seven

Up The Hill Backwards

Once back out on the world map(now in Yraall Region), continue down

the road to the Southeast. You will soon come to another mountain range(Mt. Levett). Enter Mt. Levett, and make your way through it(note, there are chests with useful items in them that you can find here as well). At the top of the first hill, there is a hole to the right(you can't see it until you walk on the spot where it is located). After making your way through Mt. Levett, and exiting to the East, you will return to the world map.

Chapter Thirty Eight Detour

After crossing Mt. Levett, return to Yraall Road(you can't go any further than this point). Enter Yraall Road, and you will find that the road to Wyndia has been blocked. Talk to the Knight at the roadblock, and you will learn that the King has put up the roadblock in order to stop a food smuggler. After learning this, proceed North towards McNeil Town.

Chapter Thirty Nine McNeil In Hot Water

After proceeding North from Yraall Road, you will be returned to the world map. Proceed to McNeil Town, where once you enter it, Garr suggests that the two of you get some rest. Go to the McNeil Town inn, where you will find the innkeeper standing outside the front door. Talk to her and you will be brought inside. The innkeeper tells you that the were-tiger that you saw on Ogre Road has been seen in Cedar Woods. You are then given a free night's room and board. After resting, leave the inn and you will notice that all the townspeople of McNeil are being questioned about McNeil himself(the man), by the Wyndia guards. Leave McNeil Town and return to the tree house in Cedar Woods where you lived briefly with Rei and Teepo.

Chapter Forty Reunited

Once you reach the area where the tree house is, you see a brief flashback involving what happened to Rei just after the battle against Balio and Sunder. After the flashback, start to walk up the path to the tree house. Your main character will ask Garr to wait below while he goes to the tree house. A growling is heard. As you walk towards the tree house, the growling grows louder. As you reach the turn in the path that leads behind the tree house, you see Rei. Rei talks to you of your meeting on Ogre Road, and of some unfinished business at Syn City in Dauna Hills. Shortly after, Rei leaps from the tree house with a mighty roar and disappears into the forest. Leave the tree house yourself, and return down the path to where Garr is waiting. Speak to Garr, then return to the world map.

Chapter Forty One Catching Up

Next, make your way to the farm(wheat field) below McNeil Town and enter it. From the wheat field, follow the road to the East and make your way to McNeil House. Once you enter the McNeil House area, you will see McNeil himself, bound, and being led away by a group of Wyndia guardsmen. The guards are under the command of none other than Nina, who tells them to take McNeil to the dungeons at Wyndia Castle. After giving the guards their orders, Nina notices you. She comes over to say hello. Nina has aged, just as you have, and is shocked by how you look. After

the guards leave with McNeil, Nina, Garr and your main character spend some time in the pasture next to McNeil House catching up on what has happened since last they met. After talking to Nina about Syn City in Dauna Hills, she rejoins your party. As you leave the pasture to return towards McNeil House, a shadowy figure leaps unnoticed from a nearby tree. A familiar growl is heard as well. At this point, return to the world map.

Chapter Forty Two Going Back To Syn City

From the world map, return to Yraall Road and have Nina speak to the guards that are at the roadblock preventing you from heading towards Wyndia. After speaking to them, exit Yraall Road by the Western turnoff road, and return with Nina to Syn City in Dauna Hills(note, you will need to re-cross Mt. Levett in Yraall Region).

Chapter Forty Three Has Rei Gone Berserk?

Once you enter Syn City with Nina, you behold a terrible sight. There is blood everywhere. People are lying hurt, in shock, or dead all around the market. Make your way through the market, past the now lowered gate, and proceed to the room at the opposite end of it(the entrance to the room looks like a snarling cat's mouth). Once you enter the room, talk to the bleeding man against the rear wall. He will tell you that the person who did this went towards the house at the checkpoint to the North(on the world map, to the North of Syn City, and West of the Dauna Mine, house with large gate next to it). Could Rei have done this terrible deed? After talking to the wounded man, and getting the item(Old Painting) from the chest, leave the room. Nina voices her suspicions of Rei once you are in the hall outside the room. After hearing Nina out, make your way out of Syn City.

Chapter Forty Four Everything Is Not As It Seems

From Syn City, walk to the Northwest and enter the area where the checkpoint is(house next to the giant wall) to try and find the person who is responsible for what happened at Syn City. As soon as you enter the area, the were-tiger jumps from the hill to your side. Soon after, the were-tiger changes into Rei, and he then confronts a large man wearing a red cape(Mikba). As Mikba tries to walk away from Rei, a knife is thrown by his shoulder, hitting the large gate by the house. Mikba turns to face Rei, who is enraged at him. After a few brief words, Rei slashes him in the chest with one of his knives. Rei then notices you, and talks to you of his new strength. As Rei is talking to your party, Mikba mutates into a large creature wielding an axe. Mikba then strikes Rei, who falls to the ground. At this point, your party rushes to aid Rei in his battle against Mikba. You are then given the option of re-choosing the members of your current battle party(note, you cannot remove Rei, or your main character, as they must take part in this battle). After choosing your battle party, you will be asked to re-choose your battle formation. After selecting these two things, you are returned to the battle to face Mikba. After defeating Mikba, he reverts back to human form and dies. Rei then regains consciousness(if you did not revive him during the battle with Mikba. Note, if you do revive Rei during the battle, he will revert to his were-tiger form) and fills in your party with the details of him becoming a were-tiger. At this point, Rei

officially rejoins your party(you are again asked to select current party members). Once Rei has rejoined your party, enter the house that you just fought Mikba in front of. Use Rei to pick the lock on the locked door inside to gain access to a room with a chest containing a new fishing rod(note, the boxes in this room contain items as well). After receiving the fishing rod and the items from the boxes, leave the room and return to the world map.

Chapter Forty Five Going Back To Plant

Once back on the world map, make your way to Eygnock Road, in front of Wyndia Castle. After entering Eygnock Road, Nina, Garr and your main character discuss what to do next. It is decided that they must travel to Plant, so once you regain control of your characters, make your way to the scientific community.

Chapter Forty Six Momo Returns

Upon entering Plant, make your way to the area where you first saw Peco(where the large steel building is). After stepping off the final conveyor belt, and reaching the area with the steel building, you see Honey stop her activities and run over to Momo, who is welding a valve on the chrysm reactor to the left. As Honey tells Momo that she has visitors, Momo turns to see who it is. Unfortunately Momo doesn't recognize you, and returns to her welding. Honey then tells Momo who you are. With a startled look, Momo yells your name. It's been a long time, and you look so different. With that, Momo goes with you to the sleeping quarters of the Plant hotel to catch up with you and Nina on what's been going on. Nina asks Momo to rejoin your party, to help with the current situation in Plant, and after calling Honey over, she accepts(Momo is now officially a member of your party again, from this point on). Leave the hotel, and as you walk outside, Momo tells you that Peco has been spending his time with Yggdrasil, the Tree of Wisdom. After learning this, leave Plant and return to the world map.

Chapter Forty Seven At One With Nature

Enter the "?" area where Yggdrasil, the Tree of Wisdom is(next to Plant), and you will see Peco, animals all around him, talking to the tree Master. Momo walks forward and talks to Peco about rejoining the party to help out with something in Plant. Peco agrees, and after he becomes a member of your party, you are given the option of re-choosing your current party members(note, put Peco and Momo in your current party, as you will need them in Plant shortly). After Peco rejoins your party, return to the scientific community of Plant.

Chapter Forty Eight Breaking Glass

After returning to Plant with Peco and Momo in your party, proceed towards the two greenhouses in the upper left section. You will notice that the greenhouses are filled with a strange green gas(chrysm gas). Your objective here, is to find a way to release the gas from the two greenhouses. In order to release the gas from the greenhouses, make your way to the ledges above them, where you will find several small rocks. Using Peco's special action(bash), position a rock on each of the two "X" marks written in the sand at the edge of each overlooking ledge(there

is one above each greenhouse). Once the rocks have been properly placed, still using Peco, get a running start and run into each of the rocks that you placed on an "X"(note, the further away that you start running from the rocks, the further the rocks will travel when hit. Also, turning Peco will not stop the momentum he has built up). If you've gotten a good enough running start (and placed the rocks properly), when Peco bashes the rocks (happens automatically upon impact, no need to hit the special action button) they will be sent flying off the ledges and smash through the large window on the top of each of the greenhouses. Once each greenhouse is broken open, and the chrysm gas escapes, a terrible rumbling occurs and your attention is drawn to the steel building nearby. The smoke coming from the two smokestacks in the steel building, suddenly turns to the same type of chrysm gas that you just released from the two greenhouses. Upon regaining control of your characters, proceed to the steel building where the gas is now coming from the smokestacks and enter it. Once inside, have Momo use her special action (bazooka) to shoot the furnace against the back wall. Doing this will reveal a room with a ladder leading to a new area.

Chapter Forty Nine

The Roots Of Plant

After your characters descend into the facility beneath Plant, you will notice that certain locked doors have the numbers one thru four stencilled on them. To unlock and open these doors, you will need to have Momo access the correct computer terminals for each door in the computer control room (to the right of the ladder you entered the facility from). In order for Momo to access the computer terminals, you must have previously discovered the particular computer's password (note, upon entering the computer control room, the computer that you currently need to access, will be turned on with a red number showing on the screen. Once the correct password has been entered, the number will turn from red to green, and the next computer you need to access will light up). The passwords can be found in the various rooms of the facility (note, the password to computer number one does not need to be found, as when you access it with Momo, she guesses the password correctly). After opening the number one marked doors (note, when a numbered door is unlocked, all doors marked with the same number will unlock as well, unless another computer is nearby. Also, make note of the fact that there is a rest and save room behind the computer control room. To rest, inspect one of the beds, and you will be asked if you would like to rest. After resting (you will be asked whether or not you would like to save your progress in the game), make your way to the room past the second number one marked door (there is a computer with a number two on it's screen here as well). Once in this room, proceed down the stairs at the lower right corner of it. They will lead to a radiation filled room that you can enter, but only for brief periods of time (you will be brought back to the top of the stairs after about fifteen seconds). In this radiation filled room, you will find another plant bud sample, similar to Peco, in one of the garden terrariums (top right of room). Inspect the plant bud to learn the password for the computer to open the number two marked doors. After inspecting the plant bud and learning the password for the computer terminal that controls the locks on the number two marked doors, return to the computer control room (note, you cannot use the number two marked computer in the room above the radiation filled room until you access the one marked number two in the computer control room first) and have Momo access the number two marked computer terminal. After Momo inputs the password (this happens automatically upon inspecting the computer terminal), the main number two marked door opens, and the terminal in the room above the radiation filled room becomes usable. Make your way back to the computer terminal

in the room above the radiation filled room, and have Momo access the terminal. Once she does, the door next to it will open. Enter the room and you will find a steel box containing a piece of armor. After receiving the armor, leave the room and proceed through the number two marked door that Momo opened by accessing the computer terminal in the computer control room. Once through the door, you will see another door marked with a number two directly to your right. Proceed through this door as well. This second door leads to a small thin blocked off area of a room where all you can reach is a blue lever. Pull the lever to turn the power on to the console terminals in the large part of the room you are in (on the opposite side of the duct you are behind). After pulling the lever, return to the previous room and descend the stairs in the left corner of the upper balcony that you are on (near the number three marked computer terminal). Once down the stairs, you will be able to climb onto the gray ducts that run above the lower rooms. Follow the ducts upwards and you will find a memo on top of the machinery that the ducts lead to. Read the memo (the memo says, "repair notes: Unit 3 out of order, adjust pressure counter by +10), then return to where you first climbed onto the ducts (above the radiation filled room). Once back, enter the doorway behind the crane, and you will find a room with more ducts that you can climb onto, and a conveyor belt leading to an upper area. If you walk around behind the ducts, you will find another memo on the ground in the corner. Read the memo, and you will learn the password for the number three marked computer terminal in the computer control room. After reading the memo, climb onto the ducts that you are standing behind, and follow them upwards to the right. At the end of this series of ducts, you will find the "Force" dragon gene. After receiving the Force dragon gene, return to the room where you found the last memo (the one that contained the password). Once back, ride the conveyor belt to the upper area to the right, and exit through the door that is there. In the next room, you will find a chest containing a more powerful weapon for Momo, and also another conveyor belt. After receiving the weapon, ride the conveyor belt back to the main hallway of the facility. Once back in the main hallway (the hall where you originally entered the facility), return to the computer control room and have Momo access the number three marked computer terminal. Once Momo accesses the terminal, the number three marked door in the large room off the main hallway will open. Proceed through the number three marked door that you just opened, and you will enter the larger portion of the room where you turned on the power to the console terminals by way of flipping a lever earlier. After inspecting the three lower chrysm pressure terminals (objects with green lit screens), walk to the door at the rear of the room. Just as you approach it, there is a loud rumbling and the door opens, gas then leaks into the room you are in. Enter the now open door, and you will witness many larvae climbing through a vent in the floor, and forming together into a giant slug like creature. Once formed, the creature attacks your party. After defeating the creature, return to the previous room (where the terminals are) and make your way up the stairs to the left. At the top of the stairs, you will find a yellow book, two more console terminals, and a chest containing a Wisdom Ring (Intelligence up). After receiving the ring, read the yellow book (it tells you to align the terminals from lowest to highest to find the next password. Note, don't forget to add ten to the third terminal's readout, as the memo you found earlier told you to) and inspect the two new terminals. After doing this, return to the computer control room and have Momo access the number four marked computer terminal. She will be given the following password choices (note, there are two screens worth of selections):

First screen:

1-2-3-4-5

1-2-3-5-4

1-2-4-3-5
1-3-2-4-5
2-1-3-4-5
Other(go to next screen)

Second screen:

2-1-3-5-4
2-1-4-5-3
1-3-2-5-4
3-1-2-4-5
3-1-2-5-4
Other(go back to previous screen)

The correct password is 1-3-2-5-4, which is on the second selection screen. After choosing the correct password, the door marked with the number four will unlock and open(note, the door is after the halls behind the rest and save room). Proceed through the now unlocked door marked with the number four, and you will come to a balcony overlooking the room with the chrysm pressure terminals. Proceed across the duct in this room, and descend the ladder on the other side(to the right). Once down the ladder, you will see Palet again. He flips a lever, and starts the large generator behind him running. After a moment it stops. Your characters then confront him about his activities. He seems nervous as he tries to explain himself. At the end of his explanation(he is trying to reanimate his dead mother), he takes out a beaker, and drinks the chemicals from it. Soon afterwards, he is mutated into a giant mushroom type creature, with an enormous two colored brain(Shroom). You must then fight the creature. After defeating the creature that Palet became, your task will be to stop the generator. To do this, inspect the blue lever and choose to cut the switch. After stopping the generator, leave the facility by way of the ladder under the steel building(same way you entered it), and return to Plant. From Plant, return to the world map, and you will encounter another automatic camp scene, in which Momo decides to journey East with your party.

Chapter Fifty A Dysfunctional Family

After the camp scene, return to Wyndia Castle. Nina, Rei and your main character will enter the castle grounds(no matter who you have in your current party). Nina asks Rei to accompany her into the castle, and also that your main character wait outside at the camp. With that, your main character heads back to the world map, and you take control of Nina and Rei. Proceed to the fountain at the right, and speak to the tall teenager standing in the front. These are the same four children that you had to find when Nina and your main character escaped from Wyndia Castle long ago:

Bais, tall boy(leader)
Lang, fat boy
Wynn, tall girl
Lee, short girl(sitting)

Bais will ask you if you are up for a game of hide and seek. After answering yes, he tells you that the four of them(teenagers) will hide in various locations throughout the lands(could be anywhere), and that if you find any of them, they will make it worth your while. After he explains the challenge to you, you are asked if you need anymore hints. After telling him that you don't need anymore hints, the four teenagers leave to hide. If you find any of them, they will return to the fountain in the lower level of the Wyndia Castle grounds(where you are now). After they are found, if you talk to them at the fountain, they will offer you their

services as Masters(note, you must finish the present Wyndia Castle scenario first, they will not become Masters until afterwards. You also have to have found all four of them in order to use any of them as a Master). The four teenagers can be found in the following locations(note, you will have to wait until after you leave Wyndia Castle to begin searching for three of the four of them):

Bais: Level B3 of the Dauna Mine

Lang: In the Royal Tomb beneath Wyndia Castle

Wynn: Behind a hut in Junk Town

Lee: Behind(waterside) wall leading to the bridge that connects Eastern Wyndia to the Rhapala Region

Once the four teenagers have hidden, proceed to the main entrance to Wyndia Castle(the door on the upper balcony). Once there, have Nina speak to the guard in front of the door and you will be brought inside. After speaking with the King about what happened in Plant, proceed upstairs and talk to the Queen with Nina. After speaking with the Queen, who tells you that she doesn't want you to go away anymore, proceed downstairs to the floor above the kitchen(note, if you go to Nina's bedroom and have Rei attempt to open her bureau, Nina gets embarrassed and stops him, as there are ladies private things inside :). Once downstairs, Nina suggests going to the kitchen. At this point, Honey comes down the stairs, and Nina decides to carry her for safekeeping. At this point walk up the stairs, and you will be sent to the dining area, where Rei is given a passport, and the King and Queen are sitting down to dinner. After a long argument between Nina and her parents, Nina and Rei run off. They are stopped from escaping by way of the main door, so they run back downstairs, Honey leading the way. Rei wonders that if they can't make it to the balcony, how will they get out of the castle. Honey then runs down to the kitchen. Follow Honey to the kitchen level. In the kitchen, one of the chefs tells you that Honey went downstairs to the wine cellar, so follow Honey's lead and continue downstairs. Once in the wine cellar, you see Honey jump down the ladder in the corner to the level below. Continue following Honey. Once down the ladder, you see Honey trying desperately to smash open a locked door. As Nina distracts the nearby guard, Rei picks the lock on the door Honey is trying to open. Rei and Honey then run inside the room. Inside the room is a teleportation device, and Honey knows the navigation code needed to start it working. After Honey enters the navigation code needed to start the portal drive(teleporter), it activates, and Honey hurries into the transport field and escapes. Rei then goes back out the door to get Nina, who is about to be swarmed by the Queen and her guards. After a final attempt at making her mother understand why she needs to continue the journey with your characters, Nina and Rei run into the unlocked room and escape by way of the teleporter.

Chapter Fifty One

A Quick Getaway

Rei and Nina appear on another teleport pad, in a room where Honey is waiting for them. Upon climbing up the ladder in the rear, you find that this teleport room(where they came out) is directly beneath Durandal's shack between the outer walls of Wyndia Castle.

Chapter Fifty Two

Beats Walking

Once you have escaped Wyndia Castle by way of the teleporter, you can return to Wyndia Castle at any time by way of certain teleport pads. The teleport pad in the basement of Wyndia Castle is "Relay Point B", and all the teleports that are linked to it are now operational. If you return to the teleport pad in the basement of Wyndia Castle, you can change the

destination that you will appear in once you teleport from Relay Point B, by resetting the controls on the portal drive(teleport) control panel(the panel that Honey put the navigation code into) next to the teleporter.

Your choices(listed when you access the control panel) are:

- Dauna Hills Region(basement of Emitai's house)
- Yraall Region(house next to Mt. Levett)
- Wyndia(basement of Durandal's shack)
- Relay Point A(unavailable until later in the game)
- Quit

Chapter Fifty Three

Back With Her Friends

Upon leaving Durandal's shack and returning to the world map, you are sent to another automatic camp scene where Rei and Nina fill your other party members in on what happened inside Wyndia Castle.

Chapter Fifty Four

Back Through The Eastern Checkpoint

After the camp scene, you are given the opportunity to re-choose your current party members. After doing this, enter the checkpoint where the bridge is that runs from Eastern Wyndia to the Rhapala Region. Once inside, approach the guards at the entrance gate to the bridge. Talk to them and they will let you cross the bridge(note, Lee is hiding behind the gate to the left).

Chapter Fifty Five

Look Ma, No Hands

After crossing the bridge and entering the Rhapala Region, enter the port town of Rhapala. Once in the port town, seek out Shadis at one of the rear docks and speak to her. It seems that her and Beyd have had a child since you have last seen them. As you are there, you witness Beyd and Shadis' child take it's first steps.

Chapter Fifty Six

Sudama The Old Guy

After speaking with Shadis, make your way to Urkan Tapa(note, you must cross the temple at Mt. Zublo in order to reach it. You don't have to go through Mt. Zublo itself, as the lava flow has stopped, allowing you to cross at the top of the left hand path of steps) and bring Garr in to speak with Sudama(the village elder). After Garr speaks with Sudama, leave Urkan Tapa and proceed to Angel Tower to the Southeast.

Chapter Fifty Seven

Garr's Quest Begins

Once you arrive at Angel Tower(make sure you still have Garr in your party), have Garr lead your party up the front stairs(note, the guards will only allow you to pass if Garr is leading the party). At the top of the tower, Garr, one of the last of the guardians, prays to the gods. The sky grows dark, and Garr is told that in order to speak to god, he must first resurrect Deis(the girl sealed beneath the energy pyramid in the chamber below the tower). The way to do this can be found by journeying to see another of the guardians, guardian Gaist. In a flash, everything returns to normal. Garr knows what must be done, he must resurrect Deis, and to do so, he must seek out guardian Gaist. After Garr is finished telling your party members of what they now face, leave Angel Tower and

return to the world map.

Chapter Fifty Eight Information From Sudama

Once back on the world map, enter Urkan Tapa and have Garr speak with Sudama again. Sudama gives you information about Gaist. After learning about guardian Gaist, leave Urkan Tapa and return to the world map.

Chapter Fifty Nine High Tide

On the world map, make your way Southwest, and follow the path that runs along the shore of the Southern sea. After a bit of walking(the path leads back into the Rhapala Region), you will come to an area known as the Tidal Caves(note, you can go no further down the path once you reach the Tidal Caves). The Tidal Caves are a series of caves that are affected by the high and low tides of the sea. Enter the Tidal Caves and walk past the fisherman who is sitting on the ground next to a cave entrance, eating his lunch. As soon as you pass the fisherman, the ground begins to rumble. This rumbling is the tide going out. Make your way through the caves(note, whenever you hear this rumbling, it is the tide going in or out. Depending on the tide, there will be chests in various sections of the caves that you will be able to reach). When the tide is in, you will be able to use rafts to explore different sections of the caves that you would otherwise not be able to reach. To gain access to the raft, use your main character's special action(sword swipe) to cut the rope and lower the section of the dock that leads to it(the raft). In order to proceed through the caves, the tide must be out, as you will need to enter the lower caves, and these caves are below sea level when the tide is in. Once you have successfully made your way through the caves, and have exited back onto the shore, you will find the "Gross" dragon gene. After receiving the Gross dragon gene, leave the Tidal Caves, and return to the world map.

Chapter Sixty A Fitting End For A Guardian

Once back on the world map, continue South, and at the end of the path you will find the village of Cliff. With Garr in your current party, enter the village of Cliff and make your way into the cave at the Western end of the second tier. Upon entering this cave, you will meet Gaist. After Garr discusses reviving Deis with him, Gaist asks to have a word with your main character. At this point, Garr and your other party member leave the cave so that Gaist will be able to speak to you privately. Once Gaist has spoken to you, leave his cave and speak to Garr, who is standing on the path just outside. Garr tells you that you have been chosen to battle Gaist. You are then asked if you will accept this challenge. After answering yes, return to Gaist's cave and speak with him. He will ask you if you are ready to challenge him. After answering yes, Gaist tells you to step into the center of the two flames at the exit hallway to his cave. Once you step between the two flames(note, you must be directly in the center of them), they emit energy which surrounds Gaist. Your battle against Gaist then begins(note, Gaist turns into a demon that is aligned with fire. The two flames on either side of your character will heal Gaist during the battle. Destroy the flames first to stop this from happening). After defeating Gaist, with his dying breath, he tells you what you need to know about Deis(that with his death the seal at Angel Tower can now be broken). Your other two party members then enter the cave. Garr goes to his fellow guardian's

side, and before your eyes, Gaist turns to ash. Inspect the ashes to receive Gaist's spear, the Beast Spear. The Beast Spear is extremely powerful, but the power comes at a price, as the user loses a small amount of HP every battle turn that the Beast Spear is equipped (note, only Garr can use the Beast Spear). At this point, make your way out of Cliff and return to the world map.

Chapter Sixty One

Deis Revived

Once back on the world map, with Garr still in your party, return to Angel Tower. Once there, make your way to the chamber beneath the tower (stairs leading down at the right side of the tower). As soon as you enter the lower chamber, the seal that Deis is encased under will be lifted, and Deis will be revived. Upon her revival, Deis calls for Garr to step closer. Once he does, Deis unleashes her anger at the guardians on him in the form of a severe beating. For five hundred years Deis has remained sealed in this crypt beneath the tower, and now she is free. With this, she gives Garr another good whack. Deis then tells your main character (in the form of a flashback) what Garr, Gaist, and the other guardians did to the others of your species (the Brood). After informing you of this, Deis tells you that she will now travel to Mt. Zublo, and if you need her, she will be in the temple at the base of it (the Cave of Ages). With that said, she vanishes.

Chapter Sixty Two

The Power Within

At this point, make your way to the temple at Mt. Zublo. Once there, enter the temple (Cave of Ages) by the doorway where the guards are. Inside you will find a wall at the end of a short walkway. Inspect the wall with your main character, and the wall will emit energy. Your main character then dematerialises and is sucked into the chamber beyond the wall. Once your main character materialises in the inner chamber, Deis, in her true form, walks out of the shadows and steps onto a platform in the center of the room. She then addresses your character. You are told that in the human form you saw her in originally, she wasn't able to use her powers to their full extent. At this point, choose the bottom choice (note, by choosing the bottom choice, you will have the opportunity to acquire Deis' services as a Master later in the game). Garr then materialises next to you. Deis then creates a symbol out of energy, and with it, she draws a hidden power (Prana, the Eye of God) that was buried deep within you to the surface. This power will point you in the direction of the guardian's god. After releasing this new power in you, Deis speaks a few brief words to you and Garr. You are then sent back to the temple's inner walkway (Note, if had any character other than Nina as your third party member, Nina will now be waiting in the inner walkway instead of your third party member). At this point, make your way out of the Cave of Ages at Mt. Zublo, and return to the world map.

Chapter Sixty Three

Junk Town

After leaving the Cave of Ages at Mt. Zublo, make your way back to the Urkan Region. Once in the Urkan Region, proceed to Junk Town. Junk Town is the town located to the North of Urkan Tapa on the world map. It is surrounded on three sides by piles of rubble. Enter Junk Town and proceed to its lower level. Talk to Beyd and the sailors who are standing at the lower gate, talking to the guard. Beyd and the sailors have come to get their boat back. The guard directs Beyd and his crew to

the docks, which are through this lower exit and to the West. After getting this information from the guard, Beyd and company leave Junk Town through the lower exit (note, Wynn, one of the teenagers from the Wyndia Castle grounds, is hiding behind one of the lower huts here in Junk Town. Find her before you leave Junk Town, and she will return to the Wyndia Castle grounds and await your return so she can offer you her services as a Master) and proceed to the docks to the West.

Chapter Sixty Four

Row, Row, Row Your Boat

Enter the docks area with Momo in your current party, and make your way to the boat docked at the Southern end. Beyd and his men are there talking to a mechanic. It seems the boat's engine is damaged, and the boat is not in any shape to travel. At this point, Beyd notices your party and you step forward to speak with him. Once you regain control of your characters, have Momo talk to Beyd. Momo suggests taking over as the ship's engineer, and goes to take a look at what the problem may be. Once in the ship's engine room, Momo gives the ship's engine a quick glance, then jumps up on top of it to get a better look. Shortly after this, Momo calls you over. She has figured out what's wrong, and has drawn a small diagram of the parts that she will need to do the necessary repairs. After you receive the diagram, the mechanic suggests asking the guildsmen where the best places to find the necessary parts are. After finding this out, leave the boat (Momo stays behind to work on the engine), and speak to the man on the dock (this happens automatically). After speaking with the man on the dock (he tells you to go back to Junk Town and speak to the guildmaster), leave the dock area and return to the world map.

Chapter Sixty Five

A Private Beach

Once back on the world map, you will be prompted to pick another party member to replace Momo. After choosing your third party member, return to Junk Town and enter the top left hut on the lower level (to the right of where you found Wynn). Once inside the hut, speak to the man standing at the table wearing a headband. The man will give you permission to enter Steel Beach (where you need to go to find the parts for the boat). Once you have his permission to enter Steel Beach, leave Junk Town by the lower exit and return to the world map.

Chapter Sixty Six

Which Gene?

Once on the world map, walk West from Junk Town, and you will see a cave. This cave is the entrance to Steel Beach. Instead of entering the cave, continue down the path to the Southwest that runs along the peninsula. At the end of the peninsula, you will come to a "?" area where there is a wooden house. Enter the wooden house "?" area and look inside the house that is there. Behind the sheet hanging at the back of the room inside the house, you will find the "???" dragon gene. After receiving the ??? dragon gene, leave the house, and "?" area, and return to the world map.

Chapter Sixty Seven

A Day At The Beach

Return to the cave at the beginning of the peninsula, and enter it with Garr in your current party. Once in the cave, proceed past the guard, towards the lit doorway. The guard, seeing that you have the

guildmaster's permission, lets you pass. You then enter Steel Beach. Once inside, walk down the beach to the Northeastern corner. There you will find the "Mutant" dragon gene. After receiving the Mutant dragon gene, have Garr speak to the foreman(the large bull wearing the hat, standing at the side of the wench). The foreman suggests a rope pulling competition between himself and Garr. To do the rope pulling competition, when the monkey raises the white flag, it's the foreman's turn. When he raises the red flag, it's Garr's turn. Rapidly press the "X" button only when it's Garr's turn. Do not press the button while it is the foreman's turn, or you will be disqualified. You must also keep within two meters of your competitor, or the competition will end. Just before the competition is to begin, you will be asked if you are ready(note, if you answer wait, you will be given the option of seeing the instructions for the competition again). After answering to begin, the competition starts. During the course of the competition, you will pull in a giant Angler fish creature. The Angler crawls onto the beach and attacks your party. After defeating the fish, parts for the boat appear on the beach area, and the guard will now let you enter the freighter to the left. There are also parts for the boat within the freighter. You will find these parts, necessary for repairing the boat, in the following locations(note, you will need to raise and lower the lifts in the bottom of the freighter to find all the parts hidden inside):

Part A: in the water in front of the wench

Part H: on the beach against the cliff, behind the wench

Part B: hidden in a junk pile on the beach

Part F: on the beach on the side of the man welding the freighter

Part G: against the cliff in front of the freighter

Part C: in the top right corner of the base of the freighter

Part D: at the foot of the center lift in the freighter

Part A: on the crate at the bottom right corner of the base of the freighter

Part H: behind the girder in front of the center lift in the freighter

Part G: at the foot of the left-most lift in the freighter

Part C: on the side of the crate at the bottom left of the freighter

Part E: on the side of the top left-most crate in the freighter

Part C: on a crate towards the top left of the base of the freighter.

You need to raise the lift high to reach this part

Part F: on one of the top left crates at the base of the freighter.

You need to have the lift at it's low point to reach this part

Part B: on the upper walkway in the freighter, near the locked door

Part D: inside the freighter, near the entrance

There is also a chest hidden on the side of the top left-most crate at the base of the freighter. Once you have found all the parts needed to repair the boat, leave Steel Beach and return to the dock area.

Chapter Sixty Eight Fighting The Current

Once back at the dock, make your way to the engine room of the boat. When you enter the engine room, speak to Momo(walk towards her) and she will ask you to give her the parts needed to repair the boat. You will then be presented with a list of all the parts you found at Steel Beach. Press "Triangle" to exit the repair screen, press "Square" to check the diagram that Momo gave you, and press "X" to give the desired part to Momo. The parts you need to give Momo are as follows:

Part A = 2

Part C = 3

Part D = 2

Part F = 1

Part H = 2

After giving Momo all the parts necessary for repairing the boat, Beyd and your main character head up to the ship's bridge. Once on the bridge, Momo calls up from the engine room that she has fixed the engine. Shortly afterwards, the boat sets sail. Beyd tells the sailor at the wheel to set a course for the port town of Rhapala. Once you regain control of your main character, leave the bridge and talk to your fellow party members. After talking to Nina, you see a large ship(the Black Ship) floating out in the Middle Sea. Shortly after this, your boat pulls into the port town of Rhapala, where Beyd and his crew disembark. At this point, Zig steps forward and offers his services as ship's captain. He then heads for the bridge of the boat. Once you regain control of your characters, board the boat and proceed to the bridge. Once there, talk to Zig and he will ask if you'd like to set sail from the port town of Rhapala. After choosing yes, the boat begins to travel into the Middle Sea. At this point, talk to Zig, and tell him you wish to go to the outer sea. He will ask you to talk over your decision with your fellow party members. After speaking with your fellow teammates, return to the bridge and speak to Zig. He then asks if you'd like to take over the controls of the boat. The boat's controls are(at default controller setting):

Directional Pad: left, right, forward, reverse

Circle(hold): speed burst, lasts until green status bar is depleted

Start: re-enter the boat

Once you take control of the boat, attempt to sail out of the Middle Sea and into the Outer Sea(blue section of water). Once you sail out to the Outer Sea, you find that the waters are far too rough to sail upon without knowing the correct direction in which to sail. Zig suggests sailing to the fishing community of Parch, to see if someone there knows how to find the legendary mariner, as he may be the key to travelling these treacherous waters.

Chapter Sixty Nine

The Fishing Community Of Parch

At this time, retake control of the boat and sail to the fishing community of Parch(small dock with two wooden houses, located across the inlet, slightly Northwest of the port town of Rhapala). Once you've docked at Parch, make your way into the village and enter the house at the Northeastern corner. There you will find the village mayor sitting on the floor. His wife and adviser(robed man) are in the house as well. Speak to the mayor and he will tell you that in return for telling the story of the legendary mariner, he would like for you to bring him something. The people in Maekyss Gorge will know how to get what he wants(note, if you speak to the adviser(robed man), he will tell you that the mayor is from Central Wyndia. Once you hear the mayor talk of the Maekyss River, leave Parch and return to the mainland.

Chapter Seventy

Shisu Not Sushi

Once back on the mainland, return to Maekyss Gorge with Peco in your current party. Enter the house beneath the bridge in Maekyss Gorge, and speak to the people that are there. Upon speaking to the woman in the pink skirt, you are given a listing of the ingredients for making a food called Shisu. They are:

Mackerel

Vinegar

Shaly Seeds

Horseradish

She then gives you a list of topics which include the locations where the various ingredients can be found:

Mackerel: found in the fishing spot in front of Maekyss Gorge(note, this fishing spot appears in Maekyss Gorge at this time)
Shaly Seeds: found in the tree behind the house in Maekyss Gorge(note, have Peco bash the tree to knock the seeds out of it)
Vinegar: found in the well at the Coffee Shop(note, have Garr pull a pail of water out of the well)
Horseradish: found on Ogre Road(note, have your main character cut the plants down with his sword swipe)
Shisu: general information
Thanks: exit the menu

After receiving the information on making the Shisu, leave the house and have Peco bash the tree behind it in order to gather the Shaly Seeds(note, Peco can hurt himself by bashing into things, but he will not drop below one HP). After receiving the Shaly Seeds(you need at least eight), leave the Maekyss Gorge area and gather the other items you need for the Shisu. After getting at least four Horseradish plants, and a Mackerel, make your way to the Coffee Shop to collect the vinegar. Enter the Coffee Shop area with Garr in your party, and have him talk to the small robed person standing in front of the well. Upon talking to the robed person, Garr will be given the opportunity to try and raise a bucket of water from the well. The controls for getting the water from the well are as follows(at default setting):

"Triangle": press this button repeatedly to lower the rope and bucket
Directional Pad: wiggle this to scoop water into the bucket(make sure the water filling sound stops or the bucket is not full, thus you won't be able to raise it)
"X": press this button repeatedly to raise the bucket, you must press it the same number of times you pressed the triangle button to lower the bucket.

After hearing out the robed person, you will be asked if you would like to give it a try. After successfully drawing water from the well, the robed person gives you four units of vinegar(note, each successful try will get you four more units of vinegar from the robed person). After receiving the vinegar, leave the Coffee Shop area and return to the world map.

Chapter Seventy One

My Compliments To The Chef

After returning to the world map, return towards Wyndia Castle, as there is another Master that you may be able to acquire at this time. Once near Wyndia Castle, enter Durandal's shack and use the teleporter in the basement to return to the basement of Wyndia Castle. From the basement of the castle, make your way to the kitchen. Once in the kitchen, talk to Hachio the cook(Hachio is the fat cat chef with the meat cleaver standing next to the stairs to the next level). In return for Hachio to come to your aid as a Master, he asks that you give him four items that he needs for a dish he's making. They are:

Beef Jerky: HP 100 item, the type you stole from Bunyan's house
Swallow Eye: Agility up item
Angler: Can be caught off the shore near Angel Tower
Martian Squid: Can be caught in the fishing spot just outside Wyndia Castle

Once you give him these four items, he will offer his services to you as a Master. After aligning with Hachio(if necessary), make your way out of the castle by way of the teleporter. If you haven't found the four teenagers yet, now would be a good time to do so, as you are able to enter the castle grounds at this time as well. Once all four teenagers have been found, they will each offer their services to you as a Master. Once you have finished in Wyndia, return to the world map and make your way back to

the house under the bridge in Maekysss Gorge.

Chapter Seventy Two

The Recipe

Once there, talk to the woman in the pink skirt again. Upon exiting her information menu, she will ask if you know the correct amounts of each item to use in the Shisu. After asking her to tell you, she gives you the following amounts:

- 10 ounce Mackerel
- 8 Shaly Seeds
- 2 Units of vinegar
- 4 Horseradish plants

After learning the correct amounts of each ingredient to use in the Shisu, leave Maekysss Gorge and return via the boat to the fishing community of Parch.

Chapter Seventy Three

Now We're Cookin'

Upon returning to Parch, proceed to the mayor's house and speak to his adviser(robed man). He will then ask you to prepare the Shisu for the mayor. You are then sent to the following menu in order to prepare the dish:

	Knead Shisu	End
Shisu(ingredients)	Amount	
Mackerel	x??	
Shaly Seeds	x??	
Vinegar	x??	
Horseradish	x??	

To make the Shisu, select the amount of each item you would like to add(1 Mackerel, 8 Shaly Seeds, 2 Vinegar, 4 Horseradish), then choose the "Knead Shisu" box at the top of the menu. Once the Shisu has been kneaded, choose the "End" box, and you will be returned to the game.

Once out of the menu, the mayor gets up and walks over to the table. You present him with the Shisu you have made for him, and he eats it with tear filled eyes. After the mayor eats the Shisu (if you made it properly), he will honour your request of telling you of the legendary mariner, and offers you help in navigating the rough sea that lies beyond the coast of Parch by presenting you with some sea charts to the Craggs. These charts show the way through the rough sea to reach Kukuys' cabin in the sea. After receiving the charts, speak with the adviser and he will give you a Wisdom Fruit. After this, return to your boat and sail out of the Middle Sea into the rough waters(out of the inlet).

Chapter Seventy Four

The Craggs

Once you leave the inlet, sail to the "?" area between the two small islands on the edge of the Middle Sea. Enter this "?" area (the Craggs) and you will find that the waters there are now calm enough to sail upon. At this point, the chart that the mayor of Parch gave you will appear at the lower right corner of the screen. A timer will also appear. You will now have thirty seconds to guide the boat to your desired destination. There are four locations in this mapped section of the sea (the Craggs) that will be of interest to you. They are:

- Kukuys' cabin, to the Northwest
- A chest containing a Heavy dagger, to the East
- A chest containing Blizzard Mail armor, to the North
- A chest containing an Ice shield, to the Southwest

You can make as many attempts at reaching each, or all of the destinations as you'd like, just re-enter the "?" area at the edge of the inlet to try again. You do not need to reach all the destinations in one attempt. After reaching all three chests(if necessary), sail to Kukuys' cabin on the dock to the Northwest(by way of the "?" area). Once you dock at Kukuys' cabin, you will meet Kukuys(doesn't his bird sound like Nelson from the Simpsons, Ha Ha :). Nina, Momo and your main character follow Kukuys into his cabin to talk to him. Kukuys tells you of the Blackship that you saw in the Middle Sea earlier. At this point, the scene cuts to show your characters back onboard the boat, sailing alongside the Blackship. Momo takes a shot at the Blackship with her bazooka, but all it does is trigger the Blackship's defenses to fire back at them. Luckily they miss the smaller boat, and hit only the water nearby. The explosion in the water rocks your ship violently. Upon regaining control of your characters, talk to Momo, who is on the ship's deck, then return to the ship's bridge and talk to Zig. Take over control of the boat from Zig(happens automatically after talking to your teammates, especially Momo) and you will see the Blackship entering the Middle Sea(inlet). Your objective at this time, is to stop the Blackship and somehow get aboard it. To do this, simply ram it at full speed(press and hold the Circle button) in the rear. After the collision, make your way to your boat's engine room and revive Momo, as she was knocked unconscious upon the impact. Momo will then recall something Kukuys spoke of. After a discussion with your other party members aboard the small boat, you will be asked to choose a boarding party to bring onto the Blackship to assess the situation. Make sure to bring Momo, as she will be needed once you reach the bridge of the Blackship. After choosing your boarding party, make your way onto the Blackship from the deck of your boat.

Chapter Seventy Five Big Black Ship

Once aboard the Blackship, make your way into the ship and proceed to the lower decks. You will come to a room at the end of a hall where you will have to ride a platform across numerous conveyor belts, in order to reach the doorway at the opposite end, or the holes leading to the rooms below. To use the platform on the conveyor belts, access the computer to the right, and you will be given a choice of six programs(cycles to run the platform in), P1 - P6. Choose program 2, and then walk onto the platform. You will then be brought to the opposite end of the room. Once there, proceed through the doorway that is there and you will enter a hallway with an access terminal at the end of it. Inspect the access terminal and you will find the I.D. Card. After receiving the I.D. Card(it appears in your Vital Items category in your inventory), return to the previous room and make your way back to the platform control computer. Choose program 4, then ride the platform to a lower room where you will find a steel box containing a Skill Ink. After receiving the Skill Ink, return to the platform control computer and choose program 3. Program 3 will cause the platform to take you(after you step on it) to a lower room that leads to the room where you will find the main power switch for the crane(the crane is in one of the rooms above, near where you entered the Blackship). Turn on the main switch so that the crane will have power flowing to it, then make your way back upstairs to the crane room itself. Once in the crane room, use the crane to create a bridge across the gap in the room, from three crates. To use the crane, inspect the console panel that is just in front of it. You will then be given three choices:

- Operate without guide(use the crane)
- Operate with guide(instructions on using the crane)
- Quit(leave crane menu)

To use the crane, choose "Operate without guide", then press and hold the "X" button to start the crane traveling Northeast. Release the "X" button to stop the crane from traveling in the Northeastern direction. Press and hold the "X" button a second time to start the crane traveling in a Northwestern direction. As before, release the "X" button when it reaches the desired spot. Press the "X" button a third time to have the crane lower and attempt to grab anything that is underneath it. Once a crate has been successfully picked up, it will automatically be placed in the correct location in the center of the room(note, use the red cross indicator as a guide, align it with the center of each crate. Also, since there are four crates, yet you only need three to complete the bridge, whichever crate you grab last will be dropped onto the platform you are on, and break open revealing a chest. The chests contain the following, rear crate between the steel containers, Protectors. Crate closest to the crane, Ascension. Crate at the center right, Light Bangle. Crate at the far right, Wisdom Fruit). Once all three crates are properly placed, proceed across the makeshift bridge and exit the crane room by the door to the South(note, the side door leads toward the steel box that is on one of the rear containers in the crane room). Once out of the crane room, flip the blue lever that is next to the door to raise a steel beam that will allow you to travel from this section of the Blackship, back towards where your boat is. After raising the steel beam, make your way up the stairs and make your way through the ship until you reach the elevator. Use the I.D. Card to access the elevator(inspect the access terminal next to the elevator) and you will be allowed the use of it(you will automatically ride the elevator up to the next floor). After stepping out of the elevator, continue up the stairs at the side of the room, and you will reach the ship's bridge. Once on the bridge, have Momo inspect the main controls, at which point she will tell you to go and check the "Boost counter" in the ship's monitor room(the location will be shown in a cut scene, the monitor room is in the hallway where the personal quarters are). She needs to know when it reaches one hundred. After Momo finishes talking, she asks if you are ready. After telling her that you are ready, make your way down to the monitor room(minus Momo, as she stays on the bridge) to check the boost counter. The object here, is to talk to Momo on the Blackship's bridge when the counter reaches one hundred, so that she'll know when the counter reaches that point(100). Once you reach the monitor room, inspect the boost counter and it will start counting upwards, making a beeping noise at each number. Start walking back to the bridge when the counter is around seventy five, and count the number of beeps to keep track of the number the boost counter is at. This way, you can talk to Momo at the appropriate time. After successfully telling Momo when the boost counter reaches one hundred, the Blackship's engines will start. Momo then calls your other party members on the smaller boat, to come to the bridge of the Blackship. Once everyone is gathered on the bridge of the Blackship, the hidden force in your main character that was revealed by Deis, emerges and guides the Blackship on it's journey across the Outer Sea(many cut scenes of the characters passing the time are shown).

Chapter Seventy Six

All Hands On Deck

While on your journey across the sea, something unexpected happens on the upper deck. Sirens wail and red warning lights flash. At this point, you must make your way to the ship's bridge. Once on the bridge, Momo tells you that something is approaching the rear section of the upper deck. You will then be asked to choose a battle party to take with you to investigate what is happening. After choosing your party, make your way to the previously locked door on the personal quarters level(note, there is

now a camp menu book available to you in the conference room on the personal quarters level. It contains all but the "Rest" option. You can rest in the beds in the next room). Once there, proceed through the now unlocked door(thanks to Momo), and make your way to the ship's upper deck. Once there, proceed to the rear of the ship, and two creatures will rise from the water and approach you. Once this happens, walk your party members backwards until the creatures(they are following you) are in line with the side mounted defense gun. Once there, the creatures will attack you, but the defense gun will randomly fire at them to aid you in this battle. After defeating the creatures, climb back down the ladder to the lower deck and the scene will fade. When the next scene rises, the Blackship, having completed it's journey across the sea, will be docked in Kombinat. All of your characters will be outside talking, after which you will be asked to choose members for your current party.

Chapter Seventy Seven Brave New World

Upon arriving in Kombinat, and having chosen your current party, look for the robot hidden behind the side of the weapons/items building(he's on the right side). Upon talking to him, he will emit a series of sounds, then ask you to choose one of six selections. The object here is to choose the selection that contains a correct portion of the pattern of sounds the robot emitted previously. The correct choice is selection number three, which when chosen, will prompt the robot to give you a Homing Bomb(a weapon for Momo). After exploring Kombinat, and buying all the equipment you need(if necessary), leave the town by the stairs to the Northwest, and you will be presented with another automatic camp scene. In this scene, Rei, Nina and Momo talk to visions of themselves about their true reasons for coming on the journey.

Chapter Seventy Eight The Yggdrasil Network

After the camp scene, you will emerge on the world map in this new area(Lost Shore) you have sailed to. Put Peco in your current party, then make your way to the tree "?" area to the Northwest. Enter the tree "?" area, and have Peco speak to the large gray tree at the end of the path inside. It seems that Yggdrasil, the Tree of Wisdom is part of a network. After Peco talks to the Tree of Wisdom, use your main character to pick up the "Trance" dragon gene that is at the right side of the tree. After receiving the Trance dragon gene, leave the area and return to the world map.

Chapter Seventy Nine The Abandoned Airfield

Once back on the world map, proceed to the Steel Grave(abandoned airplane hangar) just Southeast of where you are. With Momo in your party, enter the Steel Grave area and make your way to the roof of the hangars to the North(note, there are chests in this area that contain UV Glasses and Speed Boots). Once there, find the open hatch and climb down the ladder into the hangar itself. Once inside the hangar, have Momo shoot the wall to the left of the bank of terminals. A hidden doorway will be revealed that leads to the control room. In the control room you will find a chest containing a new fishing pole(Spanner). After receiving the fishing pole, leave the hangar and continue through the Steel Grave area to the exit at the North in order to return to the world map.

Chapter Eighty

We Need More Power

Upon returning to the world map, after exiting the Steel Gave area from the North, you will be able to travel through the Steel Grave area by way of the world map (you don't have to enter it and walk through). Now that you've proceeded past the Steel Grave, with Momo still in your party, proceed to the Colony temple (dwelling shaped like Angel Tower) to the North. Once you enter the Colony temple area, your party will notice a large antenna dish at the top of the temple (note, if you do not have Momo in your current party at this time, your members will suggest that you go and get her). Walk up the main stairs and enter the room below the antenna dish. Here you will find a teleporter that is not currently functioning. Your characters realize that if they can get the teleporter working, they would have a much easier time returning to Wyndia. Open the bag on the teleport pad to receive a key that you will need to return it (the teleporter) to functional status (note, the key appears in your Vital Items category once you pick it up). After receiving the key, leave the teleporter room and jump down the drop spot to the left of the stairs. Once down the drop spot, you will be able to reach the "Failure" dragon gene which is on a ledge to the left. After receiving the Failure dragon gene (note, there is a Deep Diver fishing lure inside a satchel in a room below), walk down the stairs nearby, and you will find a locked door. To get to the room beyond this locked door, make your way around the outer ledges, until you reach the area at the top right side of the temple. Here you will find a drop spot above a blue glass skylight. Jump down the drop spot, and your characters will crash through the glass skylight and land in the generator room for the teleporter. Have Momo inspect the terminal with the lever on it, and you will be asked if you would like to place the key you found on the teleport pad in the terminal. After Momo places the key into the terminal, she will find out that you now need to align the laser reflectors that direct power to the conductors properly (note, you need to do this before throwing the lever). Once the switch is thrown, a beam will be projected from the machine at the right. You want to align the reflectors (inspect them and they will rotate slightly) so that the beam can reach the conductors at the rear of the room. To align the reflectors properly, turn the reflector closest to the beam projector once, then turn the reflector to the left of the lever three times. After aligning the reflectors properly, throw the lever, and the beam will travel to the conductors, thereby powering the teleporter in the room at the top of the temple (beneath the antenna dish). After starting the conductors, use the teleporter to get to Relay Point A.

Chapter Eighty One

Familiar Ground

Once you arrive at Relay Point A, check the control panel for the teleporter. By doing so, you will find out that the antenna that controls the outgoing transports from this relay point is currently down (note, from this point on, you can reach Relay Point A from the teleporter in the basement of the Wyndia Castle if you set the controls for that destination). Leave the teleporter room, and you will see Honey appear and run off down a hallway. Follow Honey (she went down the hall to the right, not straight ahead) and you will find that you are actually back in the Urkan Region, inside the freighter at Steel Beach. It seems the Relay Point was what was on the opposite side of the previously locked door (note, the door was locked if you approached it from the Steel Beach side when you were searching for the parts to repair the boat. Also, Zig is at the boat dock below Junk Town with your smaller boat if you want to

see him/it. After finding out that you are at Steel Beach, you will be asked to choose which party members you would like to take with you into the Relay Point, so that you can attempt to repair the antenna.

Chapter Eighty Two

White Noise

Once you've chosen your current party, return inside the Relay Point, and start to make your way through it to the antenna on the roof. On your way to the roof, you will come to an area with four switches and four girders, each labeled with a corresponding color circle, dark red, red, blue and light blue. The object here is to raise all four of the girders in order to reach the stairway (the dark red labeled girder and the stairs are out of your current line of vision) that will lead you towards the roof. To raise or lower the girders, flip the switches in a specific order. Some switches cause some girders to raise, while others lower, or vice versa. If you choose incorrectly, inspect the large rectangular stone in front of the dark red switch. It will ask if you'd like to know about the switches, then if you would like to reset the switches/girders to their original positions. The switches raise and lower the girders in the following fashion:

Blue switch:

Blue girder: Up	Red girder: Down
Light Blue girder: Nothing	Dark Red girder: Up

Light Blue switch:

Blue girder: Nothing	Red girder: Up
Light Blue girder: Up	Dark Red: Down

Red switch:

Blue girder: Down	Red girder: Up
Light Blue girder: Nothing	Dark Red girder: Down

Dark Red switch:

Blue girder: Nothing	Red girder: Nothing
Light Blue girder: Nothing	Dark Red girder: Up

From these patterns you can see that you need to flip the switches in this order:

Blue
Light Blue
Dark Red

Flipping the switches in this order will raise all four girders, and allow you to cross the first three girders, then pass under the fourth to reach the stairs beyond. After proceeding up the stairs past the girders, you will come to a locked door beside a large open pit. There are three floating platforms hovering in the air over the pit. To open the door, you must ride one of the platforms to the island in the center of the pit, and trigger the door's unlocking mechanism. The platforms will travel in a straight line across the pit in whichever direction you walk onto them from. To make it to the center, line all three platforms up against one side, then ride the one closest to the center straight across the pit. Walk back around the pit, and ride a second platform around the edges of the pit, until it hits the one you just rode across (you will be automatically sent onto the first platform and it will bring you back to the side of the pit). From here, you can go back to the second platform you rode around the edges, and ride it across the pit to the island in the center and unlock the door (note, you must move forward slightly once on the center island to trigger the unlocking mechanism). Take the platform

back across the pit and proceed through the now unlocked door. A short walk later, you should arrive on the roof. Inspect the antenna's controls and you will be prompted to align the antenna properly (first by asking if you would like instructions for aligning the antenna. Then by asking if you would like to try aligning the antenna dish itself). To do this, use the D-pad to turn the antenna, and press the "X" button when the antenna is in the position you want it to stay in. The object here, is to place the antenna at an angle where it isn't receiving any static interference (crackling), just straight signal. The correct direction to face the antenna is between North and Northwest (you will know by a small cut scene when you've accomplished this task correctly). Once you have properly positioned the antenna, make your way back down to the teleporter and inspect its control panel. You can now use Relay Point A (this teleporter) to reach:

- Colony
- Dragnier
- Container Yard
- Relay Point B
- Quit

Just choose which location you'd like to go to, and step onto the teleporter.

Chapter Eighty Three

A Quick Side Trip

Your next destination should be to go to Dragnier, but first make a quick trip to Container Yard. Once in Container Yard, you will find the "Radiance" dragon gene in a corner of the room you appear in. Retrieve the Radiance dragon gene, then use the teleporter to return to Relay Point A. Once back at Relay Point A, reprogram the control panel for the teleporter to take you to Dragnier and step back onto it.

Chapter Eighty Four

The Brood

Upon arriving in Dragnier, leave the teleporter room, and you will be brought by an old man to see the village leader. During a feast with the village leader, you are told that all the people of this village are of the Brood (the race of dragons that your main character is part of), and that they gave up their powers long ago and fled here, so as not to be discovered by the guardians. After learning this, you will have a vision, and awake separated from your other party members. Upon leaving the dining area (tent the feast took place in), Rei appears, and joins back up with you. Rei suggests meeting up with Garr (note: you can save your game at the small gray dragon statue in one of the tents on the upper section of the village). Go and talk to Garr, he is standing at the top of the temple at the rear of the village. After a brief discussion with Garr, the old man approaches and tells you that the village elder wishes to meet with you. You may now enter the temple through the well in the center of the village. Before doing this, leave Dragnier and set up camp. Once you have set up camp, change party members so that Nina is in your current party instead of Rei. Bring Garr and Nina back into Dragnier and climb down the ladder into the well. There you will find another ladder across the bottom of the well that leads to a stairway. Walk up the stairway to enter the temple. At the top of the stairs you will see a very familiar sight. There is a wall in the entry hall with a mural painted on it (note, it is the mural that you see when you first turn on the game, during the intro). Proceed past the hall with the mural, until you come to a room where the village elder is seated on the floor. Talk

to the elder(Jono), and the prophecy of the mural will be explained. Jono will also tell you of someone called "Myria". After the elder has spoken, and you have regained control of your characters, approach the elder with Garr. Garr will then speak to the elder about his role as a guardian, and of what is to come. After Garr is finished speaking to Jono, have Nina speak with him(Jono). He will tell Nina more about Myria, and then ask her a question. After choosing the top choice as an answer to his question, Nina gives him a kiss. After you regain control of your party, talk to Jono once more with your main character(note, choose the top choice when you approach the steps in front of him, and you will walk towards Jono and speak to him). After giving you more information about Myria, Jono decides to test you, by turning into an Elder Dragon, and attacking your party(note, you cannot use your dragon transformation abilities in this test battle). After defeating the dragon that he had become, talk to Jono once more with your main character. He(Jono) will tell you that you have been deemed worthy of receiving the "Infinity" dragon gene. He then disappears, leaving in his place, the final dragon gene, the Infinity dragon gene. After taking the gene, leave the temple, and the old man will meet you by the top of the well. After seeing that you have the Infinity dragon gene, he tells you that the man with the camel standing near the gate to the village will be your guide, and get you to the Desert of Death to the North. After talking to the old man, speak to the woman in the tent where you had the feast. She will tell you of a passage through the factory to the Northwest of Dragnier. At any point after receiving the Infinity dragon gene, have your main character inspect the dragon shaped carving at the top of the temple(above the teleport room) and it will come to life. This is Ladon, the Dragon God, and it will then offer you it's services as a Master. After aligning with Ladon, the Dragon God(if necessary), speak to the man(Horis) with the camel standing by the gate to the village. Choose "Let's go" when he asks you a question, and he will travel with your party as an unplayable character(if you camp, you will see him and his camel sitting beside the fire) to his home in the desert beyond the giant wall to the Northwest. After Horis joins you, make your way out of Dragnier, and proceed to the factory that is to the Northwest. Make sure to have Momo and Peco in your party, as they will be needed in the factory.

Chapter Eighty Five

Scrambled Eggs

Once at the factory, make your way down the dirt paths(there are treasure chests at some of the dead ends) to the open door at the bottom that leads into the factory. Once inside the factory itself, make your way to the rear of the lower level. There is a wall there that Momo can shoot out with her bazooka to reveal a hidden room. There is a treasure chest containing a spear for Garr in the hidden room. After receiving the spear from the chest in the hidden room, find the stairway that leads up into the factory around the center of the lower level. After climbing the stairway, do not flip the switch that you see next to the door, as once thrown, a wall of lasers is activated to the left of it. Instead, proceed through the door and make your way past the maze of switches and electric floor panels(trigger specific switches to deactivate corresponding floor panels), until you reach an area where there is a robot and a control panel(the control panel is atop a raised area with a blue tiled floor). Flip the switch to the right of the raised area(with anyone other than your main character) to gain access to the stairs that lead to the control panel. The robot in the area beyond the control panel is a remote controlled robot. To use him, choose "Activate" when accessing the control panel(the top choice is instructions, while the bottom is quit). To control him, move your character around on the blue tiled floor of the

platform where the control panel is. The robot will move accordingly(as if your character was a computer's mouse, and the robot was the onscreen pointer). Use the robot to flip the switches, thereby deactivating the electric currents that are running along the floor in the area he is in. To flip a switch, hit the action button while the robot is facing it. To gain extra walking space, have the robot get stuck on the opposite sides of the small square pillars, while you put some distance between yourself and the robot. Once the three switches have been triggered, and the electric floor panels where the robot is have all been shut off, you will be able to access the higher area above where the robot was. Walk around to the higher area, and enter the door that is there(there is a chest to the right, open it before entering the door). You will come to a long set of stairs, at the top of which is a locked door. A lock control panel is on the wall, slightly to the left of the locked door. This panel controls the lock on the door. To open this door, you must either, shoot the lock control panel with Momo's bazooka, or equip the Rockbreaker weapon on Peco, and then use his slam on the lock control panel. The Rockbreaker weapon can be found in one of the chests in the lower level of the factory. After breaking the lock control panel, the door automatically opens, allowing you to exit back onto the world map, but in a desert area on the other side of the giant wall.

Chapter Eighty Six The Desert Of Death

Once you have made your way past the factory, and are in the desert, you will come to Horis' home(tee pee area, walk slightly North while on the world map, and you will automatically be brought there). A scene showing Nina, Rei and your main character talking to Horis will then take place. After this, talk to Horis and he will tell you the way to wander the desert in order to get to the Oasis town. There are also several useful items in various locations throughout the desert. The way to these places(the Oasis town and the items) involve using the stars as your guides. Horis says that his camel creature(Rakda) will travel with you, in case you get lost along the way(to return, camp and talk to the Rakda. Choose the top choice to both his questions and you will be returned to Horis'). Horis will also tell you that you may get dehydrated from walking in the desert, and that it is better to walk at night, and camp during the day, as during the day the heat will cause you to need more water. He tells you to make sure to bring plenty of water with you(inspect the jar next to Horis' tee pee, it contains water. Choose to receive sixteen units worth of water. Use the water when the sun rises as you are walking across the desert to prevent HP loss). To leave Horis' home area, walk to the edge of the screen and choose to go into the desert(the second choice returns you to the world map so you can go back towards the factory if you need to). To find a piece of armor, you must walk towards the North star(left hand red star) that you face when you leave Horis' home area. Upon walking towards it, you will notice that the positioning of the blue stars to the left, both the single(Evening) and three diagonally lined stars, is changing. The blue stars are coming closer together due to the angle of your journey across the desert. When the single blue star(Evening) is lined up directly above the first of the three diagonally lined blue stars(the rightmost one, most likely the only one visible over the horizon at this point), turn and walk towards them, keeping the Evening star aligned over the right-most of the three diagonal stars as you travel. You will eventually encounter a random battle screen, where, instead of/in addition to, a satchel containing an item as your reward, there will be a large armor breastplate(Life Armor, graphically it looks like a breastplate sitting in the sand). Once you find the Life Armor, return to Horis'. At Horis', refill your Water Jug,

then head back out into the desert. Once in the desert, turn directly to the East(four turns to the right) and walk straight ahead(traveling East). During the seventh night of your journey, you will encounter another random battle, where instead of/in addition to, an item satchel, there will be a skeleton in the center of the battle screen lying in the sand. Inspect the skeleton to receive a pair of Speed Boots. After finding the Speed Boots, use the Rakda to return to Horis'. Once back, restock your water supply, then head back out into the desert to start your trek to the Oasis town. To reach the Oasis town, walk towards the False North star(lower red star, to the right) once you leave Horis', and are in the desert. Whenever you get into a battle, or use the camp, redirect yourself so you are facing the False North star(right hand red star, if necessary) and continue walking towards it. At around the fourth night, you will notice red lights appear just above the horizon. These lights are from Oasis Town, and during the daylight hours, you will be able to see the town in the distance. Continue walking towards the False North star(right hand red star), until you notice the lights from Oasis Town fade away(what did you expect from an oasis). At this point, turn towards the True North star(left hand red star, two turns to the left) and walk towards it. You will notice the stars are starting to align in a certain manner, due to the directions that you have been walking. The two red stars(True North and False North) are now at even heights in the sky, and the three blue diagonally lined stars are slightly lower, near the center of them. This star alignment was a key to reaching the Oasis town(note, an easier way to reach the Oasis town, is to walk in a straight line, starting from between the two red stars, True North and False North. Remember to realign yourself properly after each battle or camping session. This will take you in a direct route to the Oasis town). Upon nearing this star alignment, you will then encounter another random battle, but this one will be different. A giant creature will rise from under a mountain of sand and attack your party. This is Manmo, the boss creature of the desert. After defeating him, you will then go into an automatic camp scene, in which, Nina is terribly ill and needs you to do an unspeakable act in order to save her. She needs Rakda meat in order to return to normal health. To get the meat, go outside the tent and use your main character's special action(sword swipe) while you are behind the Rakda. After a terrible cry, inspect the carcass to receive the meat, then bring it into the tent and it will automatically be given to Nina. After this scene ends, you will arrive at the Oasis town.

Chapter Eighty Seven

Oasis Town

After arriving at the Oasis town, and enjoying a feast(does dinner look familiar?) and some rest and recreation for your party members, you find out that Nina is going to be alright. You then regain control of your characters(note, the girl Rei was talking to on the dock in front of the inn will replenish your supply of water to sixteen units, in case you need it). Your next step is to take the path up the hill out of the Oasis town. This will bring you back to the world map(rather than leave the Oasis town through the gate to the South that leads back out into the desert. Note, if you leave Oasis town through the gate, and return to the desert, there is a weapon for Peco that you can find. To reach the weapon, once you leave Oasis town, walk to the West, which is four turns to the right. On your seventh night of your journey to the West, you will encounter a random battle, where instead of/in addition to an item satchel, there will be a large red chest. Open the chest to receive the Death Claws, which are a powerful weapon for Peco. After receiving the Death Claws, use the Rakda to return to Oasis town so that you may proceed on with the game).

Chapter Eighty Eight

Last Chance

Once on the world map, make sure Garr is in your party, then make your way Northeast to Container Yard(the "?" area with the small square building and crates near it). Enter Container Yard and walk into the building at the Northern end. You will see that this is the Container Yard that the teleporter at Relay Point A brought you to earlier(where you found the Radiance dragon gene). Have Garr push the crate that is blocking the ladders, and it will break apart against the wall, allowing your party access to the teleporter above(now you don't need to walk back across the desert to return to familiar territory). After gaining access to the teleporter at Container Yard, return outside to the world map, and enter the city(Caer Khan) to the Northwest.

Chapter Eighty Nine

No Turning Back

Once inside the Caer Khan, you will find two shops that you can use, a weapon/armor shop, and an item shop. Both shops are staffed by robots. After buying the necessary items and weapons that you need, enter the security building at the Northeast corner of the first section of the city(walk down the main road and turn right at the red circular marker. The building you are looking for is on the left at the end of the turn off road). Inside the building, you will find a honey type robot lying on the floor. Continue through the building until you come to the room containing a checkered floor section, between four posts(there is a chest in the center of the checkered section of the floor). Walk around the outside of the four posts, to the stairs at the left leading down. Once down the stairs, enter the door to the security room. Inside this room is a switch, in the "On" position, the security system is in "Normal mode"(default, what it is on now), while in the "Off" position, the security system will go into "Test mode". Turn the switch to the off position, so the security system will go into test mode. Doing this will shut out the lights in the building. Return to the checkered floor area above and you will notice that there are infra-red beams coming from the tops of the four posts surrounding the checkered area of the floor. These beams are the building's security system(hitting any of them causes HP loss, and your character to be knocked backwards). Now that you can see the beams, open the chest and take the item that is inside it(Moon Tears). After taking the item, walk up the set of stairs to the right and make your way past the next set of infra-red beams, then exit the building by the door at the rear. Once back outside, enter the door to the North and you will be in the station control room. Access the main terminal in the rear of the room(blue screen), and answer yes(Yes/Ok) to the two questions that you are asked. Doing so will bring the station back online, and unlock a door inside another building in the city. After using the terminal, go back outside the station control room and jump down off the ledge you are on, to the ledge below(there is a drop point in front of the door where you came out of the security building). Next, enter the building at the rear of this section of the city(the only building you can enter at the lower part of this section). Once inside, access the terminal you will see, to open the closed gate(you unlocked this gate in the station control room) at the top of the stairs to the left. After the gate opens, walk up the stairs and proceed through the door at the other end of the upper level. Once you pass through the door, you will hear a loudspeaker call attention to the lift that goes to Station Myria. Your characters then realize that this must be the Myria that Jono, the elder in Dragnier spoke of. Proceed up the stairs next to you, and walk onto the lift that is there. As soon

as you are on the lift, an attention alarm will sound, followed by your party being raised high into the sky to a floating station, Station Myria.

Chapter Ninety

Wow, That's A Lot Of Chapters

After walking off the lift and arriving at Station Myria, try the door just down the platform. You will be told that it is locked, and that you must enter by going through the work area. Proceed down the stairs to the right, and make your way to the stairs leading up, a few rooms further ahead. Walk up the stairs and flip the blue switch that is in the room at the top of them. This will turn the energy on for the elevator(the control panel for the elevator is in the room below, down the stairs that you just came up). Go to the elevator and inspect the control panel(note, there are two items hidden on this level, a Life Shard, which is outside the rear door, and a weapon(Gas Shells) outside the lower door). You will be given three choices:

Arrival Platform(up, leads to a chest containing a Wisdom Fruit)

Maintenance Deck(down)

Quit

After getting the item from the chest in the level above(by using the elevator), use the elevator to go to the Maintenance Deck on the lower level. On the lower level, walk down the platform to the elevator at the other end. Take this second elevator back to the work area(only place it goes). Once there, enter the door to the left and walk through the room it leads to. You will come to a hallway with two locked doors that need level's A and B clearance card keys to be opened. Walk to the left section of the hall, and you will find an unlocked door that leads to the worker's locker room and sleeping quarters. In the sleeping quarters you can rest your party by inspecting the beds, and use the save book to save your game, change party members and such. After using the sleeping quarters, walk up the stairs in the right section of the outer hallway. Once up the stairs, inspect both terminals(they look like keypads) to unlock both the automatic lock on the door by the lift you used to reach Station Myria, and the laser locks in the area to the left of where you are now(answer yes to the question you are asked at each terminal to shut off/unlock them. Note, the door that is by the lift, is on the other side of the glass partitions in the area where the laser locks were). After using the terminals, return down the stairs to the hallway, and make your way up the stairs at the left end of it(near the sleeping quarters). Walk through the room at the top of the stairs, and you will enter the area where the laser locks were. There are green and yellow tiled paths on the floor of this area. Follow the yellow tile path up the stairs and through the next few rooms(note, the rooms with the white cross signs on the wall, towards the end of both the yellow and green paths, will heal all characters to maximum HP/AP levels as soon as you walk into them. Also, to the side of the conveyor belts, is a chest containing 10,000z), until you reach the large room at the end with three doors on the level you are on, and some lower sections that you can see to the left. Enter the door at the very end of the yellow path and your characters will see a giant creature contained in a cell filled with sleeping gas. Use the terminal to stop the flow of sleeping gas to the cell. Once the gas clears, you will see that there is a card key in the cell with the creature. You must now go and retrieve it. Exit the room and enter the first door in the larger outside room. You will see a terminal just across from the door, and some stairs leading to an electrified section of floor(shock area, you will be asked if you'd like to enter it when you approach the doorway) in the rear. To make a path through the electrified section of floor, use the single terminal in this room, and the two terminals(shock

panel monitors) in the room to the left, to cut the flow of electricity to various sections of the floor. Upon using them, you will get a three part schematic of the of the shock area's floor(each terminal corresponds to one of the parts of the schematic), blue dashes represent a negative charge, while red crosses represent a positive charge. The object here is to think of each section of the schematic as if it were overlain on top of the others, and that a positive charge on top of a negative charge will cancel each other out. So you want to "cancel out" a path through the electrified floor. If you number the schematics one, two and three, from left to right, the way to line them up so you'll have an "S" shaped path through the shock area is as follows(note, press the Accept button when the schematics are positioned to your liking to see an overhead view of the shock area):

On schematic one: Put the single red cross in the top row in the top right corner.

On schematic two: Put the single red cross in the bottom row in the bottom left corner.

On schematic three: Put the single blue dash in the top row in the top right corner.

After positioning the schematics correctly, proceed safely across the shock area and walk onto the lift(square tile with circular pattern on it) on the other side of it. The lift will take you down to the level below(that you could see from the large open room), and from there you can make your way around to a second lift that will take you back up to the level above(use terminal). Once you arrive on the upper level again, enter the doorway to the left and you will be inside the cell with the giant creature that you saw earlier. With a loud screech from the creature, the glass walls shatter, and the creature attacks your party. After defeating the creature, pick up the level B card key from the floor in front of you, then walk onto the lift that the creature had been sitting on(Note, if Rei is not in your current party, return to the sleeping quarters and get him before stepping onto the lift). The lift brings you to the lower level, where you will come to a locked gate(note, before the locked gate, you will find a steel box containing a weapon for Momo called the HE Shells. This weapon will be important later), beyond which is a room with several chests(they contain two shields and a helmet). Use Rei to pick the lock and open the gate. After receiving the items from the chests, return to the hallway where the sleeping quarters are, and use the level B card key on the access terminal on the wall next to the locked level B door. Choose to run an ID check on the card key, and the door will unlock and open. Enter the level B room and talk to the Honey model robots that are gathered inside. Talk to the one standing by itself to get more information(note, there is a chest containing a weapon in the room also). After talking to the Honey robots, return to the outer hallway and walk up the left set of stairs again(make sure Rei and Momo are in your party at this point) and make your way to the area with the green and yellow paths. This time, follow the green path to it's end. At the end of the green path(you will pass another healing room just before the end of the path) you will find a doorway blocked by a wall of plants. Use Momo's He Shells to destroy the plants that are blocking the door, then enter the atrium beyond it. Make your way across the atrium and use Rei to unlock the door with the deadbolt on it on the other side. After entering the door that Rei just unlocked, walk around the glass cage in the center of the room, while being careful not to step on the thorns that are hanging out of the cage, or you will be poisoned. Exit the room by the door on the other side of the glass cage and continue through the atrium until you reach it's Northwest corner. Here you will find two possible ways to go, through a door straight ahead, or up the stairs to the right. Proceed through the door at the Northwest corner first(you must walk up the grassy knoll to reach it). In the room that follows is a chest that

contains a Dragon spear. After receiving the spear, return to the atrium and proceed up the stairs to the right then enter the doorway at the end of the walkway above. Through the doorway is a dark hallway, at the end of which is an elevator that goes to a place called Eden. After taking the elevator to Eden, your characters arrive in a bright grassy field. There are trees all over, and the sound of birds chirping fills the air. A small brook also runs across the Western section of this new area. Upon crossing the bridge to reach the other side of the brook, your characters startle a bird that was sitting in the grass, just on the other side. The bird flies a short distance to a person(who is facing away from your party) who is playing with several other birds. At this point all the birds fly away, leaving your party to meet this new person. The person recognizes your main character, and upon the person turning around, Rei asks... Teepo? It is in fact your long lost friend. After filling each other in on what has happened(in a series of flashbacks. It seems that Teepo is also part of the Dragon clan, the Brood, that your main character is from, and has the same dragon transformation abilities as you. However, after becoming separated from Rei and your main character during the initial battle between Balio and Sunder, Teepo was found by Myria. Myria convinced Teepo that the dragons were evil, and as such, Teepo agreed to stay here in Eden and abandon his powers) since you last saw each other, Teepo points at you, and all of your party, including Teepo, vanish. You reappear alone, in the center of four stones, a blue light shining down on you in an otherwise dark area. Teepo enters the light and points to the Northwest. Another blue lit area then appears, and Teepo exits. Upon walking towards the second blue light, you notice that there is a line of blue lights that travel into the distance. As you walk towards the third light, you hear Nina. Upon reaching the third light, visions of Nina appear and speak to you. In the fourth light there is a dragon statue(it will not let you save your game). After inspecting the statue, walk into the fifth circle of blue light. As you try to enter the sixth light, you will hit a repeating loop, and be sent back to the circle of light where Nina was. After encountering this loop, continue to the circle of light where the dragon statue was, and inspect it again. After re-inspecting the dragon statue, walk back towards the first circle of blue light(where Teepo was). Upon trying to return to the first circle of light, you will be teleported to another blue lit area where there is a vision of Rei. There is also another dragon statue here(note, in these next areas where your main character is alone, walking will restore your HP level). After Rei vanishes, inspect the dragon statue to be restored to full HP/AP levels. It will then ask you if you'd like to save your game. After using the statue, walk towards the lights to the upper left until you reach another dragon statue. On either side of this statue are raised terminals. Use the terminals to light the areas on either side of the circle of light that you are presently in. Both newly lit areas contain a chest. If you walk towards the left light, you will fall into a hole(note, there is a hole to the right as well) that leads to another dragon statue. Inspect the dragon statue to light the area to the left of where you now are(choose the top choice when prompted). This newly lit area contains a chest. Open the chest to receive the Shaman Ring. After receiving the Shaman Ring, walk back to the right, past the dragon statue, to the next circle of light. Here you will find a cylinder of rising energy. Step into it to be teleported back to a circle of blue light that is just to the South of where you saw the vision of Rei(where the dragon statue heal/save spot is). After returning to the upper level with the Shaman Ring, walk back to the dragon statue between the two raised terminals. Read the inscription on the dragon statue and then remain motionless in front of it for a few moments(10-15 seconds). While you are standing still in front of the statue, another light will appear in the dark area behind the statue. Once this new area lights up, you can begin moving your

character again. Begin walking into the newly lit area and you will encounter a vision of Momo and Honey. After they disappear, walk into the newly lit area. From this new area you can reach the chests that were on the opposite sides of the holes you fell into earlier. After opening the chests and receiving the items from them, walk to the circle of light at the rear that contains another cylinder of energy. Walk into the cylinder of energy to be brought to a new area consisting of a maze of ledges. Within this maze of ledges are many colored teleport markers (snowflake shaped) on the ground. There are two of each color, and as you walk onto one, you will appear on the second of the same color in another section of the maze. There are a white and a yellow marker in the first section of the maze, and purple, green, red, pink and blue markers, which can only be reached after using either the white or yellow teleport markers. The object of the maze is to reach the blue teleport marker, as it has another cylinder of energy on it that will take you to the next area. To reach the blue marker, walk onto the yellow marker first, then after seeing a vision of Garr (between the yellow and purple markers), follow the markers by going through them in this order, purple, green and after seeing a vision of Peco, finally blue. After going through the blue teleport marker, you will arrive at the base of a set of stairs. A vision of yourself blocks your path. After talking to the vision, it mentions Myria and you fall to the ground. As the vision offers you a hand in getting to your feet, you stand and walk through it, causing it to disappear. Walk towards the stairs and a vision of Teepo will appear at the top of them. He talks to you of the dragon blood flowing through your veins, and how grand it would be if you joined him here in Eden, serving Myria. After the discussion ends, Teepo calls forth a skeleton riding a two-headed wolf beast (Arwan) to challenge you. After defeating the Arwan, you fall back down to Eden, where the true Teepo confronts you. In a flash of light, Teepo transforms into an immense Dragon Lord, at which point you are able to choose two party members to join you in the forthcoming battle. After choosing your party members and your battle formation, you then face Teepo in his Dragon Lord form. After inflicting a certain amount of damage on Teepo's Dragon Lord form, he will revert back to his human form. The two characters that were in your party before Teepo made everyone vanish, are there as well. As your characters speak to Teepo, he changes form once again, this time to that of a purple dragon whelp. Upon the dragon's death (from wounds inflicted during the battle with your party), it vanishes, leaving the level A card key in its place. At this point you regain control of your characters. Walk to the card key and pick it up. After receiving the card key, return via the lift to the lower levels of Station Myria, and use the level A card key on the access terminal for the level A door, in the hallway where the sleeping quarters are. After the door is unlocked and opened, enter the level A room and open the chest that is inside to receive a Light Bangle. After receiving the item, make your way back up the left-hand set of stairs in the outer hallway (next to the sleeping quarters) and return to the area above where the green and yellow tiled paths begin. Once there, walk through the gates where the laser locks were, and proceed to the locked door (level A access required) at the bottom left. Use the level A card key in the access terminal next to the door to unlock and open it. After opening the door, proceed through it and follow the hall (there are numerous dead ends) that it leads to, to the bottom, where you will find a door with a light over it. Enter the door and you will be inside a maze of doors and rooms, three levels high. A red light over a door means that you haven't entered it yet, while a green light means that you have. Make your way through this maze, in which you will fight many versions of past enemies and bosses (called samples), to a room towards the rear left. This room contains a save book which will let you save your progress, change characters, and look at your Skill and Master lists. The room also contains a ladder that leads down. Before going down the ladder, rest in the room behind this one (you will find beds in it) to regain

any HP/AP you may have used getting here.

When you are ready, proceed down the ladder in the room with the save book. Once you reach the bottom of the ladder, you will find yourself in a dark hallway. Honey will emerge and run down the hallway ahead of you, proceed after her. When you reach the bend in the hall, you will witness Honey project a beam at the gate in front of her that is blocking the hallway. The beam deactivates the lock on the gate, causing it to lower, thus allowing your party to travel deeper into the hallway. Before you can continue however, a holographic screen appears just beyond the gate, and calls for your attention (note, if you are not allowed to pass this screen, return to the level B clearance room and speak with the Honey type robots). After the screen fades away, proceed down the hall and enter the door at the end of it.

You will step onto a lift that carries your party far below, to the very bottom levels of Station Myria. Upon stepping out of the lift, the hallway in front of you lights up like a runway, a vision of a red haired woman standing towards the end of it. Talk to the vision to learn that Myria awaits you below. Proceed past the vision and leave the hallway and enter the next area. You will find more visions of the same red haired woman here. Walk down the walkway that leads around the outer rim of this new area and you will trigger another holographic view screen, this one showing the Urkan Region. Continue around the side of the area and you will encounter more visions and view screens. Follow the lit walkway that is to the left after the vision that shows you Junk Town, and make your way into the room at the end of it. Speak to the vision in this room for more information, including information about chrysm, and a viewing of the Dauna Mine, then return to the previous area and continue following the lit walkway towards the center of the area. Just before the center, you will find a lift that will bring you to the center platform, step onto it. Once you reach the center platform, your entire party (all six members) assembles, a winged woman then appears and speaks to them. This woman is Myria herself. While talking to Myria, you are shown different locations throughout the world map, and learn that Myria is responsible for everything that goes on. It seems that the dragon clan (the Brood, the species that Teepo and your main character belong to) had gotten too powerful, so she (Myria) made people everywhere believe that they were the cause of all evil. You also find out that Garr is actually a guardian of Myria, and under her orders, he and the other guardians destroyed nearly all of the Brood).

Although the dragons could have defended themselves, they knew that in doing so, the powers that they would need to call upon, could very well destroy the world. Due to this terrible fact, they willingly let themselves be slaughtered.

However, they never gave up hope, as it was prophesied that a chosen member of the dragon clan (Brood) would survive, and someday confront Myria herself. At this point Myria tells you that the humans are next in line for extinction, as they are abusing the world. She claims that technology is hazardous, and cites destructive weapons as an example. Teepo is then mentioned, at which point Rei draws his weapons, and declares that he isn't buying any of Myria's story. Nina adds that if the dragons were truly evil, then how does she explain your main character. Nina believes in you, and knows you are not evil. This enrages Myria, which causes her to use her powers to dematerialize Rei, then Momo, Nina, and finally Garr, claiming that she is returning them to where they belong, with all memories of the journey erased. Shortly after this, Peco, spared by the powers of

Yggdrasil, the Tree of Wisdom, runs to your character.

Through Peco, Yggdrasil, the Tree of Wisdom tells Myria that she is all wrong, and that she must learn about human values before she commits such dire acts. With this, Yggdrasil blocks Myria from vanquishing your party members, and returns them to your side. After Yggdrasil is finished lecturing her, Myria lands and kneels on the floor. At this point you regain control of your main character. Speak to each of your party members, then approach Myria.

Myria will ask your character a question (be careful not to use the accept button to advance the text quickly here, as you may skip over your choice).

You have to make a choice... Forsake the powers of the dragon clan, and take Teepo's place in Eden (give up his power). Or, believe in yourself, and challenge Myria herself (choose his own path). If you choose the top choice you will get the game's bad ending, which entails your main character spending the rest of his life sitting in Eden, so choose the bottom choice.

Your character will then draw his sword and swing it at Myria. At this point you will be asked to choose your battle party and formation. After doing this, you will do battle with Myria, who has transformed herself into the Goddess of Destruction. After defeating Myria (note, she has roughly 20,000HP in this form), you return to the center platform in the bottom level of Station Myria where you first met Myria herself.

Garr, Nina and your character are talking about what just happened, when suddenly, you hear a loud crash. At this point, Garr, who was a guardian of Myria's, turns into a stone statue, due to her defeat.

Myria is then shown in human form on the platform where you fought her.

Deis (who was her sister) then appears in front of her and attempts to hold her at bay while you make your escape. Nina and your character are then shown attempting to leave the lower levels of the station. Deis is then shown again confronting Myria. The scene cuts to show your character and Nina being ushered quickly to the ladder in the dark hallway at the top of the lift by Honey, Momo and Rei. All around them the station is shaking. Deis is then shown perishing at her sister Myria's side. Your characters, minus Garr, then escape the station just as it explodes and crumbles to the ground behind them. Your character's sword is then shown half buried in the desert sand. The scene then cuts to show him walking across the sand. Nina joins him, and together they walk to the edge of a nearby cliff, where Rei and Momo are waiting for them. After the credits roll, a small shot of Peco almost totally buried in the sand is shown.

The tip of his head (all that is above ground level) starts to shake, and a plant sprouts.

Life begins again.....

THE END

After this screen fades, you are then asked if you would like to save a "Breath of Fire 3 Clear Game" file, Yes/No. Upon loading a clear game save file, your party will appear in front of Ladon, the Dragon God, at Dragnier. I have tried and you can't verse Myria again.

Special Thanks goes to:

Thanks to CAPCOM, this is the first turn based RPG I've enjoyed since playing Final Fantasy IX.

Thanks to Mark and the boys, for the CDs I listened to while typing.

Thanks to Toby, for not bothering me too much while I was updating this walkthrough :)

Thanks to Cel, for keeping Toby occupied while I was updating this walkthrough, thus enabling me get the job done :)

If you want to use my walkthrough for any reason apart from domestic use please contact me.

This walkthrough was written by Ryan Rigby, rigby_ryan@hotmail.com.

Feel free to E-mail me with any questions you may have on the game, and I'll do my best to try and help you out :)

Thanks for reading :)

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