

Breath of Fire III Fairy Village Guide

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Welcome

Welcome to my first attempt at writing a FAQ, my name is Dave, and I will try to give you some of my knowledge

So the first Frequently Asked Question is simple --- Why another FAQ

Simple answer--- the current ones focusing on the Fairy Village are incomplete.

I have seen a couple of other FAQs on the Breath of Fire 3 mini-game " Fairy Village " and they seemed lacking in detail.

Many would say things like " return later and receive a gift, the longer you wait, the better the item "

Or, " after some time an Explorer will return "

These answers annoyed me.... Since I already knew exactly how many battles it took before a certain gift was given, or exactly when an Explorer returned...

These numbers are from my own observations, after running hundreds of re-sets, and keeping track of exact battle counts, I am confident I have the correct numbers.

I have NOT hacked the system, or used a Game Shark or the like, simply time and writing.

I plan to include sections of

- specific Fairy names and starts
- number of outside battles needed for certain things to happen (Birth / new job / explore / copy / etc...)
- a quick start way to begin

First Thing to know ----- THIS IS CHEATING, no denying it.

Pure and simple, we are manipulating the game (Resetting often) to get what we want.

This is intended for people who have waaaayyyy too much time on their hands , and simply want to over power their characters and get some cool stuff early in the game.

If this is not for you, then thank you for looking, and good -bye

For the rest of you who want to know everything there is to know about the Fairy Village mini-game, WELCOME

The time it takes to complete this, or at least get it to the point you can return to the main game is not a set number...

It will depend on how Lucky you are in getting certain Fairies, and and Explore items

Actual Game Time (the in game clock) is usually two to four hours, but that does not include the re-setting

Real Time spent can be as quick as 30 Hours or as long as 50 hours --- not all at once, I usually play for 2 to 4 hours at a time, leave and come back, sometimes a few days later. I keep track of my total time though, just for reference .

OK... on with the info

Versions

Version 1.0 :

started 11-24-2017

completed 12-8-2017

Version 1.1 :

added version history, and Conclusion section

12-10-2017

Version 1.2 :

fixed some grammar mistakes, and spelling

11-18-2018

Version 1.3 :

added the RANKING of Fairies for wait bar, and rooms

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01-11-2019

Version 1.4 :

added the list of items for sale and price

02-03-2019

Version 1.5:

added test results for copy stats

09-06-2019

Version 1.55 :

new information for Culture status

The Basics

How to start :

- You can begin the side quest as soon as exiting the Mine at the start of the second half
- Anywhere in the World Map you see a ring of flowers, step there and press Square button
- The Village will look the same no matter where you enter from
- You exit back to the same place you entered from,--- sorry, no teleportation around the map

First, the Basics:

- Start with 3 Fairies
- Fairies are born every 10 battles
- Assign Fairies to jobs according to their stats
- Always keep about 1 / 4 (one quarter) of the Fairies Hunting for Food

The 4 colors stand for :

- Red is for Hunting and Exploring
- Green is for Clearing and Building
- Dark Blue is for acquiring new merchandise in shops
- Lite Blue is for Raising Culture / Learning new jobs / Copy

Jobs I do not use, so I didn't give longer explanations :

- Fortune
- Music
- Casino

When re-setting : hold start and select together for 3 seconds (soft reset) A hard reset is pressing the reset button on the game system

When you enter the Fairy Village, walk left then right up a little hill, and you will see a sign post ----This is your Message Board , always read it when entering the Village.

This will tell you what has happened in the Village since you last left.

- Birth -- name of new Fairy
- Death -- name of who died (should only be when Explore failed.)
- Culture rose
- New Job Created
- New Merchandise at shop
- Increased size of Village (after Clear)
- Made a New Room (after Build)
- Explore complete / Failed
- Copy complete

**** Everything that happens in the Village, is based on how many fights / battles you get into in the outside world.**

After the first time entering the Village and 3 Fairies are born, every **10** battles will have a new Fairy born. If you are gone for 20 battles, 2 will be born (but you should **NEVER** leave for that long...) That takes you the first 170 battles without killing any

Early in the game, you will need high RED stats for Hunting, this gives food to keep Fairies alive. As long as they are Lv 5 RED , one Fairy can feed them self plus 3 other Fairies

Once you get started, only keep Lv 5 RED; and only Lv 4 or 5 other stats ----- try to get combinations of 2 or 3 stats ----- If a Fairy top stat is Lv 3 or less Re-set

The Dark Blue stat is not needed until mid-game ----- for New Merchandise at shops.

your choice if you get a Lv 4 or 5 Fairy early if you want to keep it or Re-set to look for Red / Green / Lite Blue

The order events will happen :

- Raise Culture
- Start Clearing / Building
- Finish Culture
- Start Learning Jobs

- As soon as Gift available, put 1 Fairy for 77 battles --- Coupons
- Finish Building
- Finish Jobs
- Start Exploring -- Distant
- Kill any Green ONLY
- Put extra Fairies in Gift -- every 7 battles Fish Head
- Explore try to get Dragon Tear / Spirit Ring / Ivory Charm / Good Armor & Weapons
- Start Copy -- need 8 Dragon Tear
- Start Shops -- only 1 or 2 first time
- When shops get full inventory -- sell 4 Dragon Tear \$120,000 buy items --- switch Shops
- Finish shops -- only 3 I use (don't need either of the item shops, or the handyman speed shop)
- Keep copying
- Finish Explore
- Kill any Dark Blue ONLY
- Final Set Up

Final Set Up will be 5 Fairies Lv 5 Red Hunting and 15 Fairies Lv 5 or 4 Lite Blue for Copy

anyone can be Antiques / Gift / Inn / so just move around when needed

The Menu

The Fairy Village Menu

Every time you enter the village, talk to Cadis and she will ask you to tell her what to do, this then opens the Menu for the Village.

Basically, you are telling her where to put fairies for what jobs, who can Hunt, Clear, Open a Shop etc....

On your controller -- X button is acknowledge OK ----- Triangle button is Cancel or Go Back

The Look of the Menu

- Across the top will be a bar holding Fairies on " Stand By "
 - This is also where newly Born Fairies automatically go
- On the Right Side of the screen are 3 boxes Labeled :
 - Hunt
 - Clear
 - Build
- The Main section has 2 rows of 4 large black squares -- these represent the Rooms
 - Initially only the Top Row Far Left block will be active

The Fairies

Whenever you click on a Fairy, her stats will show up, and you can move her to a specific location to do something

The Color bars beneath her represent her stats, Each Color has 6 possible Levels, 0 - 5 depending on how far right the bar extends

If you want to think of it as percentages, then Level 1 is 20%, Level 2 is 40%, Level 3 is 60%, Level 4 is 80%, Level 5 is 100%

The Color of the stats relate to what Jobs they are good at :

- Red -- Hunting and Exploring
- Green -- Clearing and Building
- Dark Blue -- Merchants for Shops
- Lite Blue -- Scholar for learning, Culture and New Jobs ; and Copy items

Any Fairy whose best stat is Level 3 or less I consider JUNK, and do not use

There is a complete list of Fairies and their stats in another chapter, review that for more information on who you want to keep or not

Stand By

As the name implies, this is a staging area for unassigned fairies / newly born Fairies are placed here

When you want to use a Fairy, move cursor over it and click X, now you can decide where you want to put her

Hunt

Again, name says it all. This is an area for Fairies sent out to gather food

A Level 5 Red stat Fairy can feed herself and 3 others, so you want 1/4 of you village population in Hunting (Initially, put a lot here to grow Food stocks faster, then reduce to the 1/4) 99 food is MAX

Clear

Put Green stat Fairies here to clear the land and expand the size of the Village

The first clearing, is quick, then the second and third take longer with more Green stats needed.
< Doesn't matter how many Fairies are in Clear, add all their Green stat together for a total number >

Build

Same as Clear, except the Fairies will build New Rooms after the Village size is expanded

After a section is Cleared, move the Fairies to Build to construct the Rooms

< Same as Clear, add stat of all Fairies together >

Order is : Clear once -- Build Twice - Clear Once -- Build Twice - Clear Once -- Build Thrice (3 times)

See Chapter under Clear / Build for exact stat numbers and Battles needed to Clear and Build

The Rooms

Initially, there is only 1 room available -- The Hut where Cadis is floating next to.

As the Village is expanded, a house is built with an additional 7 Rooms < total of 8 >

As you look at the Menu, if a room is solid Black, it is not ready yet, If there is a picture frame in the top left of a room, it can be assigned

The Order of the rooms, based on their position in the Menu screen is confusing :

- Top Row Left -- Outside Hut
- Top Row 2nd from Left -- First Floor Right Room
- Top Row 3rd from Left -- First Floor Left Room
- Top Row 4th from Left (far Right) -- Second Floor Right Room
- Bottom Row Left -- Second Floor Left Room
- Bottom Row 2nd from Left -- Third Floor Center
- Bottom Row 3rd from Left -- Third Floor Right
- Bottom Row 4th from Left (far Right) -- Third Floor Left

To assign a room

Position cursor in the " Picture Frame " in the top left of the room and Press X on controller

A list of available Jobs (room types) will pop up, select what you want and press X again < some Jobs have a secondary choice >

It will ask you to confirm choice, then a " picture " of that job type will appear in top left of the Room

Room type and their picture icon --

- Scholar -- Book (same for both)
 - Job
 - Culture
- Merchant (both speed and ability are available for each, same picture)
 - Weapon -- Sword
 - Item -- Bag
 - Handyman -- 2 Bags
- Inn -- Inn
- Gift -- Present Box
- Fortune -- Crystal Ball
- Explore -- Hard Hat (same for all 3)
 - Day Trip
 - Nearby
 - Distant
- Antique -- One Jar
- Music -- Music Note
- Casino -- 1 Dice(or is it 1 Die)
- Copy -- 2 Jars

Fairies positions inside a room : (RANK will be explained later)

Up to 3 Fairies can be in each room

Depending on the Job, either all will do the same thing; or 1 will do the job and the others will tell you additional information

If only 1 fairy is in the room, she will be behind the table in the center the room icon will have her in bottom center

If 2 fairies are in the room, The higher rank will be in the center behind the table, and the other will be to the right the room icon will have both on the bottom row, the higher rank to the left

if 3 fairies are in the room, The highest rank will be in the center behind the table, the 2nd highest will be to the right, and the lowest rank will be to the left the room icon will have the highest rank in the top next, the 2nd highest will be in the bottom row left, and the lowest will be in the bottom row right (YES, I know 2nd and 3rd are backwards from the way they are in the room, but it's right)

EXCEPT ---- the first floor left room, is BACKWARDS, The 2nd highest is on the left, and lowest is on the right. They are still the same in the menu window, but not when talking to them in the room

(personally, I think this is the only correct one, and all the others are backwards, but anyways... this is the only room that is different)

NOW, the really weird RANKINGS

There is NO way of explaining how these rankings were decided. maybe it's the order they were programmed in, maybe it's a translation issue, maybe they were just drunk, I don't know. Most of the time it doesn't matter, but just in case here it is. (this took me a long time to understand; and finally figure out the ranking order, and the layout in the rooms... I hope it helps someone)

This is a list of the order of the ranking for when placed in a room, on the stand by bar, or in Hunting / Clearing / Building

Palce Serow Candy Jill Chao Pao Jaluc Dolia Verne Pooch Quin Coo Alto Soap Tenor Bass Pasta Chip Pan Kalen Delta Popo Green Pinky Silvy Spice Marin Alpha Wink Comet Lily Lemon Moon Chirp Apple Tulip Rose Mint Olive Pear Sloth Grape Melon Spitz Berry Wolke Frau Vogel Sonia Wald Rebe Yip Scat Pfau Dr K Apfel Mr Q Ein Zwei Drei


OK, so that's the order for the rankings ??? I still don't get it


Fence Posting and Upcoming Events


ALWAYS KEEP TRACK OF # OF BATTLES ----- ALWAYS no exceptions, and count carefully .


I like to use the old tried and true method of Fence Posting on a piece of paper


For those that may not know of this, a quick explanation :

You enter your first battle --- on a piece of paper you put a single line ---  = one

your next battle you put another line next to the first one ---  = two

your next battle adds a third line ----  = three

your next battle adds a fourth line ---  = four


Now the Fifth battle is where you get the name Fence Post , as you put a diagonal line through the first four ----  = five


Continue on :

 = 6

 = 7

 = 8

 = 9

 = 10

and so on ;

Every so often, up to you when, write the total number down, so you have a reference of where you are. (I do every 50 or so)

Keeping Track of Upcoming Events ---

using the same paper you are counting battles on, you will also keep track of when the next Events will happen.

Early on, every 10 battles will be a Birth, mark that down on the paper, 10, 20, 30, etc

mark down when next Culture will rise, or when new Job created, (it is easier to keep everything on the 5th battle early on)

always save before you enter Village; read the message board, re-set if needed.

Example :

Let's say you just finished battle 187 ; and you want to send a Fairy to Explore Distant (18 battles for return) add those two numbers together to get 205. This is when that Fairy will return. Look to see if you have anything scheduled to happen after battle 205, if not, then put the fairy in the room for Explore Distant and continue on

However, if there is something else happening after battle 205, but 206 is empty; go outside, get into 1 battle and re-enter the village, you are now on Battle 188, (you did mark it down) and the Fairy will return after battle 206. Put the Fairy in the room and continue.

You Never want 2 Major Events to happen after the same battle. You can not re-set to get both things .

- exception to this is GIFT, you DO want all Fairies working Gift to be done at same battle, so you can grab all items at same time (7 battles for Fish Head)

Also, events like Culture / New Jobs / New Merchandise / Clear and Build do not require a re-set, so you CAN have them happen together after a battle, It's the Birth, Kill, Explore , and Copy you want spread out.

It does get complicated when copying items near the end, when different items have different lengths to complete. Just remember to look ahead and count carefully .

I have some more examples later

Battles in the outside world

Battles in the Outside World

When you exit the Village, you will be standing on the Ring of Flowers, take 1 step and the " ! " icon will appear over your head signifying a battlefield is available. Press Square button to enter battlefield.

You will be standing in the center of a battlefield of grass / dirt ---- you may see an item bag laying on the ground, more on that later in this section

take 2 steps in any direction to start a battle

This is the biggest part of the mini-game ,

EVERYTHING that happens in the Fairy Village is determined by how many Battles you get into in the outside world.

I can not stress this point enough : COUNT YOU BATTLES CAREFULLY ---- PLAN AHEAD FOR EVENTS

the last thing you want is to have 2 major events happen in the Village at the same time.

If you enter the village and have a Birth and a Copy finish at the same time, you will NOT be able to get both successfully by Re-setting. (You might get lucky, but can not depend on luck all the time)

By planning ahead, you know every 10th battle a new Fairy will be born, so DO NOT have anything else scheduled to happen after that battle. Start a Copy 1 battle later, so it will end 1 battle later than the birth (or whatever you have planned to happen)

It is OK, for Culture to Rise / New Jobs to be created / New Merchandise inventory / Clear / Build / Gift to happen at same time---- anything that doesn't require a re-set to be needed

The computer only keeps track of the battles you ENTER, it doesn't care if you win, escape, the enemy escapes, or whatever else, ONLY entering the battle. (just don't have the entire party DIE)

This is a time saver, all you have to do is ESCAPE from the battle, and it is still counted. (This also helps those of you doing a Low Level Game) no experience for escaping.

Be warned, sometimes Escape fails the first or second time, but will ALWAYS succeed the third.

In the early part of the game, 5 will be your average # of battles in a row, a lot of things happen after 5 or 10 battles.

I find the easiest way of keeping track of # of battles it the old Tried and True method of Fence Posting on a piece of paper.

<< Look under that section for a more detailed explanation of Fence Post Counting >>

Other things about the Battlefield :

The Goo Titan (green slime) you can steal a Life Shard from it. Not always, (cast CHARM to increase chances) and usually takes 2 or 3 tries if you do.

Takes time, but the number of them you meet here, and the potential amount of HP bonus is substantial. Less time than COPY 15 Life Shards later ---- Not necessary, but wanted to put it in here for those of you who might want to. Wear Asbestos Armor or Fire Ring to absorb the Fire attack, free heal ---- Also the Vagabond you can steal a Moon Sword from, not needed, but some early Cash while waiting for Dragon Tears

Every time you enter a battlefield, there will be 1 item bag somewhere. Mostly in the center where you start, always in one of 6 locations. You can check all 6 locations while getting into only 5 battles with this walk around :

- From where you start, without moving look just North or South
- If not there, walk South to small bush
- Now walk East (actually South East) to 2 small bushes, * rarest of all places
- Go a few steps North between large tree and bush
- A few more steps East to 2 large trees
- North across dirt to between 2 large trees
- Finally West / South West past dirt, between 2 large trees above small bush

By the end of all that, you will enter 5th battle just before last item location, after battle grab item and exit battlefield ---- Once you do this walk around a few times, you will see where the items are, and get used to the path

Once you get the item, if you need a few more battles, just walk back and forth near an edge of the battlefield.

You don't want to be too far away from the edge after the last battle and get into another one before exiting

Items you will find :

Common -- Frog / Antidote / Vitamin

Sometimes -- Multi Vitamin / Firecracker / Icicle

Rare -- Protein / Power Food

If you are only in the Battlefield for 1 battle, look for the ones on the start screen, or walk due South, then Exit battlefield

If you REALLY want to abuse the system even more, after getting the item, exit the battlefield, move 1 space and re-enter it to get another item. This is for when you are doing 5 to 10 battles at a time.

Make sure you still keep track of # of battles, I get an average of 3 items for every 5 battles, up to 5 items if lucky to have the item near start. This plus stealing Life Shards from GooTitans will greatly increase your money, and power ups by the time you are finished,

Later, once you get the Handyman shop, you can buy a Bell Collar, and increase the rate of the random battles. Saves time walking around, but make sure you are not in there for ONLY 1 battle when wearing it. You can rarely make it out without getting into 2 battles while wearing the Bell Collar.

The Faries

The complete list of Faries

This is a list of the 60 different faries I have found. They always keep the same name and stats.

There are some that are great in several stats, some are high in only one or two stats, some are average in several stats, and some are simply JUNK (sorry Dr. K and Soap, you simply stink)

What the numbers mean

in order Red / Green / Dark Blue / Lite Blue < 0 to 5 power in each skill >

While some people might just add all stats together and say those are the best Faries (Alpha and Pfau do qualify in this respect) some low level Fairies are really good job specific (Green has stats of 1/0/0/5 and Lite Blue stat is needed for a lot of things)

It depends on what you need at any given time of the game what stats you want to focus on. Also depends on how many times you want to Re-set looking for a Lv 4 or 5 stat

Remember, any poor Fairies you keep early on , must be killed later. A few extra re-sets now will save you 12 battles later in the game. (plus resetting to get a new Birth after)

I will sort Alphabetically ; then list just the good ones you want to look for and end stage of game

*** NOTE

Something I noticed. The order the Fairies are in for the Wait bar, and in individual rooms is completely weird. It has no basis in their name or stats. My theory is this is the order they were programmed in, but whatever reason, it's confusing. I will listed these orders in the MENU section

Sorted alphabetically : my suggested usage

Alpha..... 5 / 3 / 5 / 5 ---- yes

Alto..... 3 / 2 / 0 / 0 ---- JUNK

Apfel..... 5 / 3 / 1 / 4 ---- yes

Apple..... 0 / 0 / 5 / 3 ---- Dark then kill

Bass..... 2 / 2 / 4 / 4 ---- yes

Berry..... 1 / 1 / 2 / 2 ---- JUNK

Candy.... 4 / 4 / 1 / 1 ---- Green then kill

Chao..... 4 / 2 / 1 / 3 ---- JUNK

Chip..... 0 / 5 / 2 / 4 ---- yes

Chirp..... 3 / 1 / 3 / 2 ---- JUNK

Comet.... 5 / 5 / 0 / 0 ---- yes

Coo..... 3 / 3 / 4 / 3 ---- Dark then kill

Delta..... 2 / 4 / 1 / 1 ---- Green then kill

Dolia1 / 0 / 3 / 0 ---- JUNK

Dr. K1 / 0 / 0 / 2 ---- JUNK

Drei2 / 4 / 5 / 0 ---- Green / Dark then kill

Ein0 / 5 / 0 / 5 ---- yes

Frau0 / 0 / 3 / 0 ---- JUNK

Grape2 / 3 / 4 / 5 ---- yes

Green1 / 0 / 0 / 5 ---- yes

Jill2 / 2 / 5 / 0 ---- Dark then kill

Jaluc2 / 3 / 4 / 3 ---- Dark then kill
Kalen3 / 1 / 3 / 4 ---- yes
Lemon ...1 / 3 / 0 / 4 ---- yes
Lily2 / 4 / 5 / 0 ---- Green / Dark then kill
Marin3 / 3 / 2 / 2 ---- JUNK
Melon5 / 4 / 3 / 2 ---- yes
Mint1 / 2 / 4 / 2 ---- Dark then kill
Moon5 / 4 / 0 / 4 ---- yes
Mr. Q2 / 4 / 2 / 4 ---- yes
Olive5 / 0 / 0 / 2 ---- yes
Palce3 / 2 / 2 / 3 ---- JUNK
Pan0 / 2 / 0 / 4 ---- yes
Pao5 / 4 / 0 / 0 ---- yes
Pasta4 / 5 / 4 / 0 ---- Green / Dark then kill
Pear3 / 3 / 3 / 3 ---- JUNK
Pfau5 / 3 / 5 / 5 ---- yes
Pinky5 / 1 / 2 / 2 ---- yes
Pooch0 / 5 / 2 / 4 ---- yes
Popo3 / 3 / 3 / 3 ---- JUNK
Quin4 / 5 / 4 / 5 ---- yes
Rebe4 / 0 / 0 / 3 ---- JUNK
Rose2 / 5 / 1 / 1 ---- Green then kill
Scat2 / 2 / 3 / 2 ---- JUNK
Serow0 / 1 / 2 / 5 ---- yes
Silvy2 / 3 / 4 / 2 ---- Dark then kill
Sloth1 / 0 / 4 / 5 ---- yes
Sonia3 / 1 / 2 / 4 ---- yes
Soap1 / 0 / 1 / 1 ---- JUNK
Spice0 / 4 / 0 / 0 ---- Green then kill
Spitz3 / 0 / 3 / 0 ---- JUNK
Tenor2 / 5 / 2 / 2 ---- Green then kill
Tulip5 / 2 / 3 / 3 ---- yers
Verne2 / 2 / 2 / 2 ---- JUNK
Vogel2 / 5 / 5 / 1 ---- Green / Dark then kill
Wald2 / 3 / 2 / 0 ---- JUNK
Wink2 / 4 / 2 / 2 ---- Green then kill
Wolke3 / 2 / 4 / 2 ---- Dark then kill
Yip5 / 2 / 2 / 5 ---- yes
Zwei3 / 3 / 0 / 5 ---- yes

At end of game, set up you want is :

5 Fairies with Level 5 Red for Hunting (There are 6 that have Lv 5 Red without a Lv 4 or 5 Lite Blue)

15 with Lite Blue Level 4 or 5 (There are only 10 Lite Blue Level 5 -- you should have them all)

Another 10 have Lite Blue Level 4 -- need 5 of those. Some cross over and have Level 5 Red and Level 4 or 5 Lite Blue I tend to use these as Blue unless I have enough already and need more Red

There are 26 for end game, You need 20. They are :

Alpha ----- Red or Blue

Apfel ----- Red or Blue

Bass -----Blue

Chip ----- Blue

Comet ----- Red

Ein ----- Blue

Grape ----- Blue

Green ----- Blue

Kalen ----- Blue

Lemon ----- Blue

Melon ----- Red

Moon ----- Red or Blue

Mr. Q ----- Blue

Olive ----- Red

Pan ----- Blue

Pao ----- Red

Pfau ----- Red or Blue

Pinky ----- Red

Pooch ----- Blue

Quin ----- Red or Blue

Serow ----- Blue

Sloth ----- Blue

Sonia ----- Blue

Tulip ----- Red

Yip ----- Red or Blue

Zwei ----- Blue

Birth of new Fairies

Birth of new Fairies

From the very beginning, as soon as you walk into the Village the first time, Fairies will be born every **10 Battles** in the outside world

The only exception to this is if you do not have enough food, or you reach the maximum of 20 Fairies.

After the 10th battle :

- exit battlefield
- Press START to enter camp
- Use book to Save game (only 3 spots available per memory card)
- Exit Camp / Enter Village
- Look at Message Board
- It will say Birth ---- and list a new Fairy name

- If it is someone you want to keep, congratulations you're done

If, however as will mostly be the case, it is a Fairy you do not want --- Re-set and enter the Village again

RE-set ----- RE-set ---- RE-set ---- until you get someone you want, ---- you will be doing this a lot, get used to it

There are only 60 different Fairies, and it does appear random which one you get. I have actually killed one Fairy by Explore, and the very next Battle had the same one Born (Re-incarnation ??) Other times, I'm looking for one or two specific Fairies, and it takes me 10 re-sets or more to get them ----- RANDOM SUCKS

It usually only takes one or two re-sets to get one you want to keep in the beginning, but later it can take a dozen or more re-sets (fewer to choose from that you want to keep)

If, however, you want to get the best Fairies early, plan on Re-setting a lot. There is actually no advantage trying to get Alpha / Pfau / Quin early on, many others work just fine to get started. You will want them all eventually, just no great rush to get them. But if you must, then go for it and good luck

Culture

Culture

Culture is the first thing you will want to learn, you need to bring it up to Level 7 max. You will need Fairies with Lv 4 or 5 Lite Blue stats

UPDATE :

I previously stated lower culture slowed down the learning time of everything else..... I WAS WRONG

****Culture Level affects how many JOBS you can learn, and how many items the Merchants have available for sale**

at Level 0; you can only learn the next 2 Jobs... then each Level of Culture allows 1 additional Job to be learned so Level 3 Culture allows 5 Jobs to be learned; and Level 7 Culture allows all 9 Jobs to be learned

The merchants only have 1 item available to start, and you can get 4 more at Level 0 Culture; then each Culture Level allows them to get 1 more item

Since the entire reason for the Faerie Village is to get COPY SHOP and abuse the hell out of it.... you still need to raise Culture to Level 7 since Copy is the last Job available.. and you want the last weapon the Merchants have for sale

In this table; total Lite Blue of all Fairies is across top (one , two , or 3 Fairies in room; add their Blue Level together)

Level of Culture is going down

is Number of battles to reach that Culture Level

| Total Lite Blue | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|-----------------|----|----|----|----|----|----|----|----|----|----|----|
| Lv 1 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 1 |
| Lv 2 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 |
| Lv 3 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 |
| Lv 4 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 |
| Lv 5 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 |
| Lv 6 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 |
| Lv 7 | 35 | 34 | 33 | 32 | 31 | 30 | 29 | 28 | 27 | 26 | 25 |

Example : if all fairies total 11 Lite Blue it will take 4 battles to get to Level 1 Culture; then 7 more battles to get to Level 2 Culture; then 10 more battles to get to Level 3 Culture etc....

I usually put 10 Lite Blue to start, only 5 battles go to Level 1, then increase to 13 blue for 5 battles go to Level 2, (if you don't have that much yet, use 8 blue for 10 battles) then 11 blue for 10 battles go to Level 3; then 14 blue for 10 battles go to Level 4; then 12 blue for 15 battles go to Level 5; then 15 blue for 15 battles go to Level 6; then 15 blue for 25 battles got o Level 7 --- finished

This takes 85 battles to finish; and keeps you on same battle as Birth for easy tracking. Remember to save before every 10th battle and get Birth; re-set as needed.

IF you want to finish faster, and you get 15 Lite Blue stats early (3 Fairies with 5 each) can finish in as quick as 71 battles. Any number of Lite Blue will work, just keep track of the number of battles

#WhoDrivesThe TARDIS submitted another path to Culture I find interesting; here is his path : < I changed his terms for amounts to same as what I use >

I start with the 3 Faeries getting one with Red and Lite Blue full (Lv 5) , and the other 2 one of each hopefully full or mostly (4 or 5) I put all 3 in Hunting and go out for 10 battles to get a new Faerie

I look for another Lite Blue or combo Red / Blue, put (14 total Lite Blue) in Culture; then go out for the 1 battle Re-enter the village and change culture to (9 total Lite Blue) with the rest for Hunting. takes 9 battles for next level

The next level is 11 Lite Blue for 10 battles 9 Lite Blue for 15 battles 12 Lite blue for 15 battles < can change this to 13 blue for 14 battles > sometimes don't get the right combo for 12, so go to 13 15 Lite Blue for 15 battles < can change this to 14 blue for 16 battles > this is just to keep on the same pace if changed above 15 Lite Blue for 25 battles --- FINISHED after 100 battles

Clear / Build

Clear and Build

GREEN skill needed, a lot of it. --- there are a few fairies with good Green stat, and nothing else, Chip / Pasta / Pooch / Rose / Tenor / Vogel are good candidates, sometimes worth it to use them, then kill later

It all depends on what fairies you get and keep; can always just re-set for 30 minutes trying to get Comet / Ein / Quin /

Also some of the others you already have might have Level 3 or 4 Green--- just make sure you keep enough Hunting so don't STARVE to death

This one is simple and straight forward,

- put fairies in Clear, they expand size of the Village
- move fairies to Build, they create new rooms.
- REPEAT

The order is : Clear once -- Build twice -- Clear once -- Build twice -- Clear once -- Build thrice (that's 3 times)

The amount of Green stat from ALL fairies working is added together.

Does not matter how many Fairies, you can have the entire village clearing, if they only add to 19 green ---- that's what you have. Even if you have just 3 fairies with 14 Green; that's OK to start, just takes longer. Remember to keep some in Hunting

1st Clear :

15 green = 5 battles / 14 green = 6 battles / etc... each 1 green less is 1 more battle 10 green = 10 battles

When finished, move Fairies to Build

Build 2 times:

15 green = 5 battles each build / 14 green = 6 battles / etc... each 1 green less is 1 more battle 10 green = 10 battles

When finished, move fairies to Clear

2nd Clear :

20 green = 20 battles / 19 green = 21 battles / etc.... again, each 1 green less, is 1 more battle ... 10 green = 30 battles

When finished, move fairies to Build

Build 2 times again :

15 green = 5 battles each build / 14 green = 6 battles / etc... each 1 green less is 1 more battle 10 green = 10 battles

When finished, move fairies to Clear

3rd Clear :

35 green = 25 battles / 34 green = 26 battles / etc... again same, each 1 green less, is 1 more battle ... 15 green = 45 battles

When finished, move fairies to Build

Build 3 times

15 green = 5 battles each build / 14 green = 6 battles / etc... each 1 green less is 1 more battle 10 green = 10 battles

Not too tough , kill off any Green only fairies when finished. Keep if have Lv 4 or 5 Dark Blue..You won't be using Green again.

New Job learning

New Jobs

Lite Blue skill needed, should have enough Fairies after finished Culture to use here.

This can be done at same time as Clear /Build depending on what Fairies you have

Put 2 or 3 Fairies together in same room, --- Make room Learning Jobs

All Lite Blue stats from Fairies in room are added together, for a total Lite Blue stat

15 Lite Blue = 5 battles learn a new job, 14 blue = 6 battles each 1 less blue is 1 more battle ... 10 blue = 10 battles

This one is really easy, with 15 Lite Blue, every 5 battles learn a new job. (Use the same 3 fairies you finished Culture with)

What is different this time is that you don't have to come back to the village exactly on the 5th battles, Jobs keep learning.

Example : with 15 blue, fight 10 battles and 2 jobs will be learned ; OR ... fight 7 battles, 1 job learned, but only 3 more for next job

Remember to save before entering Village after 10 battles, Birth Re-set as needed

Shops new merchandise

New Merchandise at Shops

Need Dark Blue skill (only time need Dark Blue)

Can start this while still learning jobs

There are 6 total Shops -- Item / Weapon / Handyman -- each of those has either Speed or Ability

Of those 6, only 3 need to use --- Both Weapon Shops , and Handyman - Ability

(Both Item shops & Handyman - Speed do not need. Nothing they sell is Unique or useful)

The Handyman Speed has mostly same items as Ability, and Item shops have nothing useful ; unless you are a player who uses Rings a lot; I don't

**For the Speed Shops -- anything 10 Dark Blue or more is 5 battles
For the Ability Shops -- anything 13 Dark Blue or more is 5 battles**

Once all items are available, so long as you don't change the room type, the inventory will stay.

You Do NOT need to leave a fairy in the store, just Don't change it. Later, any Fairy can be put in when ready to buy

Once you have everything you want, can either delete shop, or leave it if you want to buy something later

This is useful if you don't have enough money yet to buy everything, or if you want to use items and re-buy them later The Taser is cheap enough, buy 100 now, use them in battles, and buy more later in the game. The Soul Gem is better to buy than wasting time Copying, (Infinite lives; if you get killed, Soul gem revives you, then change equipment during fight and equip another)

Once finished Kill Fairies with Dark Blue only stat or combination Green / Dark Blue you won't use Dark Blue again

| Weapon - Speed | Normal Price | Price W/Coupons | | | Weapon - Ability | Normal Price | Price W/Coupons |
|--------------------------------------|--------------|----------------------|--|--|--------------------------------------|--------------|----------------------|
| //////////////////////////////////// | ////////// | //////////////////// | | | //////////////////////////////////// | ////////// | //////////////////// |
| Pointed Stick | 10 | 8 | | | Pointed Stick | 10 | 8 |
| Waistcloth | 210 | 168 | | | Waistcloth | 210 | 168 |
| Bronze Sword | 240 | 192 | | | Bronze Sword | 240 | 192 |
| Buckler | 1100 | 880 | | | Crepe Cape | 1300 | 1040 |
| Wind Cutter | 2200 | 1760 | | | Flame Talons | 3300 | 2640 |
| Crepe Cape | 1300 | 1040 | | | Amber B Plate | 6100 | 4880 |
| Flame Talons | 3300 | 2640 | | | Piercing Pike | 7400 | 5920 |
| Laurel | 1800 | 1440 | | | Katzbalger | 9200 | 7360 |
| Royal Dagger | 6200 | 4960 | | | Protectors | 11000 | 8800 |
| Spiked Gauntlets | 6800 | 5440 | | | Tiger's Cap | 5300 | 4240 |
| Ice Halberd | 12500 | 10000 | | | Ouroboros | 22000 | 17600 |

| Handyman - Speed | Normal Price | Price W/Coupons | | | Handyman - Ability | Normal Price | Price W/Coupons |
|--------------------------------------|--------------|----------------------|--|--|--------------------------------------|--------------|----------------------|
| //////////////////////////////////// | ////////// | //////////////////// | | | //////////////////////////////////// | ////////// | //////////////////// |
| Berries | 5 | 4 | | | Berries | 5 | 4 |
| Beef Jerky | 50 | 40 | | | Beef Jerky | 50 | 40 |
| Clothing | 50 | 40 | | | Tasre | 200 | 160 |
| Flame Chrysm | 500 | 400 | | | Tiger Claws | 3800 | 3040 |
| Napalm | 800 | 640 | | | Angling Rod | 2000 | 1600 |
| Bell Collar | 10000 | 8000 | | | Lion's Belt | 3000 | 2400 |
| Angling Rod | 2000 | 1600 | | | Bell Collar | 10000 | 8000 |
| Belladona | 200 | 160 | | | Soul Gem | 3000 | 2400 |
| Royal Dagger | 6200 | 4960 | | | Holy Mantle | 10000 | 8000 |
| Holy Mantle | 10000 | 8000 | | | Molotov | 10 | 8 |
| Soul Gem | 3000 | 2400 | | | Hidden Dagger | 7000 | 5600 |

| Items - Speed | Normal Price | Price W/Coupons | | | Items - Ability | Normal Price | Price W/Coupons |
|--------------------------------------|--------------|----------------------|--|--|--------------------------------------|--------------|----------------------|
| //////////////////////////////////// | ////////// | //////////////////// | | | //////////////////////////////////// | ////////// | //////////////////// |
| Green Apple | 5 | 4 | | | Green Apple | 5 | 4 |
| Vitamin | 50 | 40 | | | Vitamin | 50 | 40 |
| Panacea | 100 | 80 | | | Panacea | 100 | 80 |
| Multi Vitamin | 300 | 240 | | | Ammonia | 200 | 160 |
| Ammonia | 200 | 160 | | | High Boots | 3000 | 2400 |
| Talisman | 500 | 400 | | | Lion's Belt | 3000 | 2400 |
| Life Sandals | 500 | 400 | | | Napalm | 800 | 640 |

| | | | | | | | |
|--------------|------|------|--|--|--------------|------|------|
| High Boots | 3000 | 2400 | | | Dream Ring | 1000 | 800 |
| Titan Belt | 3000 | 2400 | | | Balance Ring | 1000 | 800 |
| Dream Ring | 1000 | 800 | | | Barrier Ring | 3000 | 2400 |
| Balance Ring | 1000 | 800 | | | Diamond Ring | 3000 | 2400 |

Inn

Inn

The Inn is simply that, an Inn to stay and rest / Save your game.

Any Fairy can run the Inn , costs 10 to rest

When Exploring, You will need to Save inside the Village , as well as the Save outside.----- More on that in the Explore section.

You can add a 2nd and 3rd Fairy to the shop, they will tell you useless information about how long you played, money collected, etc...

Gift

Gift

The Free Gift is sometime overlooked by people who don't know the exact numbers, they come back to the village after some time and get an item, maybe good, usually common. Meeh, whatever. They don;t realize it is all about the number of battles they fought outside.

Any Fairy can be in a Gift Shop, if you change a fairy, the counter re-starts, when you take the item the counter re-starts.

Put 1 Fairy in Gift as soon as available, count to the 77 battles

Early / Mid game when extra Fairies standing round, put in gift for 7 battles. --- when switch from Clear to Build have a few extras

Battles ----- Item received :

- 1- 2 Antidote
- 3 - 6 Vitamin
- 7 **FISH HEAD** ---- raise Magic by 1 point
- 8 - 10 Vitamin
- 11 - 15 ... Panacea
- 16 - 20 ... MultiVitamin
- 21 - 25 ... Firecracker ----- Fire damage all enemies
- 26 - 30 ... Icicle ---- Ice damage all enemies
- 31 - 40 ... Life Shard ---- raise max HP by 1 point
- 41 - 50 ... Magic Shard ---- raise max AP by 1 point
- 51 - 60 ... Power Food ---- raise Power by 1 point
- 61 - 70 ... Protein ---- raise Defense by 1 point
- 71 - 76 ... Swallow Eye ---- raise Agility by 1 point
- **77 COUPONS** ---- **Discount 20% shops**
- 78 - 80 ... Swallow Eye
- 81 - 90 ... Fish Head
- 91 - 200 . Wisdom Fruit ---- recover 100 AP
- 201 - 499 Shawman's Ring
- 500 + Spirit Ring ---- get from Explore quicker

OK, so as you can see -- after battle #7 and #77 get special items.

The Fish Head is a Power Up for your Magic Attack (Int) When you have extra Fairies sitting around (during Clear / Build) put them in a room or two for Gift, 7 Battles for Fish Head

The Coupons are used to get 20 % discounts at Shops

As soon as the Gift store becomes available, put 1 Fairy in it and count 77 Battles, you only need 1 set of Coupons

The Shawman's Ring you don't need if you get the Spirit Ring

The Spirit Ring you should be able to get from Exploring

- * IF, you simply can not get a Spirit Ring from Exploring, you can put 1 Fairy for 500 Battles , but ONLY if you have simply given up on Explore

Explore

Explore

There are 2 uses for Explore :

1. Kill off unwanted fairies --- Day trip
2. Find rare items --- Distant

To kill an unwanted Fairy, select the room , change it to Explore -- Day trip

- Place the Fairy you want to kill in the room

- Make sure no other Event happening in 12 battles and 13th battle if Birth follows
- Go outside and get into **12 Battles**
 - Don't **have to be 12 consecutive battles; other things can happen during that time**
- After the 12th Battle, SAVE outside the Village.
- Enter the Village and read the Message Board
- If it says the Fairy Died --- congratulations that's it
- If it says the fairy Finished Exploring --- **Re-set and enter Village again**
- Keep Re-setting until Fairy Dies
- **note --- if the Village already had 20 Fairies prior to killing, and it has been at least 10 battles since the last Birth.**

The very next Battle you do will have a new Birth. ----- So save and enter re-setting as needed to get a new fairy you want.

If you did not already have 20 OR it has been less than 10 battles since the last Birth,--- Birth will stay on schedule

Sending Fairies to Explore - Distant will reward with RARE items

-- This will be the only time you will SAVE INSIDE the village

- Select the fairy you want to send out ---- Level 5 Red stat
- Put it in the Room Explore - Distant
- Make sure no other Event will happen in 18 battles
- Go out side and get into 18 battles
- Save OUTSIDE
- Enter the Village
- Read Message Board
- If Explore FAILED, re-set and enter Village again
- If Finished Exploring, before talking to the Fairy, SAVE inside the Village
- Now talk to the Fairy that returned
- Sometimes even if returned alive, will not found any item, In this case, Re-set and use OUTSIDE save to enter village
- Looking for Specific rare items, if get something else, Reset and use SAVE inside Village

This is a bit hard for some people to grasp, so I will go over it again.

When you enter the Village the computer decided if the Fairy Died, or if it lived; and what Level item you might receive

When you Talk to the fairy, is when the actual Item is selected.

Even if the Fairy survived the Explore, it may not have found anything. (I call this Level 4)

There are 4 different Levels of items the fairy will have found.

Level 4 the fairy found NOTHING

Level 3 features only common items and junk

Level 2 has Good Items and Weapons, plus all items and junk from Level 3; just NOT the best items

Level 1 has the BEST items and weapons. Unfortunately, it still has same junk and items from Level 3, as well as the Good Items / Weapons from Level 2

Hard to tell the difference between Level 2 and Level 1, RARE items doesn't show up often
Sometimes takes 15 to 20 re-sets to get a RARE item

This is NOT an absolute complete list, I still find something different pop up once in a while

Common Items and JUNK : Beads, Clay Vase, Moldy Vase, Dirty Rags, Antidote, Vitamin etc.... basically anything you can buy in a normal shop, or Antiques that won't sell for much.

Good Items / Weapons :

Power Up items / Firecracker / Icicle / Moon Tear / MultiVitamin / Wisdom Fruit / Soul Gem / Ring Fire / Lacq Helm / Force Armor AP Shells / Ghostbuster / Magma Armor / Mind Shield / Demonsbane / Ladon Icon / Myra Icon / Old Painting / Hawk's Ring / Artemis Cap

Rare Items : Everything from Level 2 and 3 PLUS ---- Spirit Ring / Ivory Charm / Dragon Tear / Lithograph

Some personal opinions ---- not proven, but things I have noticed

It appears that if you do a HARD RESET, and use the save inside the Village, there is a greater chance of getting the Rare item after only a few more soft re-sets
Also the same thing, Hard Reset and use Outside save, more likely to get Level 1 items

I will sometime send out 3 Fairies in a row, (1 battle between each) and when they come back the first and second one I can take the Good Items / Weapons without worrying as much. and use the third for my re-set must have .

Then send them right back out when get item. Just make sure nothing else happening when due to return.

If you get frustrated, put down the controller, shut off the system, and go get a drink of water, wash your hands, take some deep cleaning breaths, and try again Basically calm down and take a break.

There is no magic formula to my method, just a lot of time and re-setting. Sometimes you will get a Dragon Tear with your first Fairy and only 1 or 2 re-sets, other times it might take a couple of days of playing,

Antiques

Antiques

This is a simple selling shop for the " Appears Valuable " items you find from Exploring

Any Fairy can be used for the shop, and Coupons DO NOT increase the amount you get.

The List :

- Dragon Tear ----- \$30,000
- Lithograph ----- \$15,000
- Laon Icon ----- \$ 8,000
- Myria Icon ----- \$ 8,000
- Old Painting ----- \$ 6,000

From there, the prices go down and it's not really worth your time

Some items from the regular game can also be sold for money Beads / Dirty Rags / Moldy Vase / Marbles but the value is so low, again not worth it

Copy

COPY

This is the main reason most people will go through the entire Fairy Village mini game, to abuse the Copy Item fairies

Using the Copy Fairies : (early to mid game, while other events still happening)

- Set a room to Copy
 - Put up to 3 Fairies in the room, must have Level 4 or 5 Lite Blue stat
 - Check list of item to see how long something takes, and what openings you have in upcoming battles
 - Talk to a Fairy, she will make a speech, then select the item you want her to Copy
 - Item you give will be unavailable to use until finished copying
 - Go outside enter the required # of battles for the item you gave her
 - Save outside
 - Enter Village and go see that Fairy.
 - 3 things might happen
1. Success -- you get your original item back plus a copy
 2. Push -- couldn't make a copy but you get original item back
 3. Fail -- Fairy messed up, and original item lost (you get a Rice Ball ????))
- If # 2 or 3 happens, re-set and enter village again ---- re-set / re-set / re-set
 - If success, talk to Fairy again, and give another item to start copying.
 - Spirit Ring and Ivory Charm need to only copy 2 of each, takes 24 battles; try to finish these as soon as possible

This is similar to Explore -- if you keep failing, use a Hard Reset

With careful planning ahead, you can finish getting shop merchandise, and have Explore Fairies Return and Copy a few items all at same time.

DRAGON TEAR should start copy as soon as you get your first one, only takes 16 battles, but you will need a lot, after get copy, Copy both, (1 battle apart of course) then copy all 4 of those.. -- This is your money maker, one of the Main reasons for abusing the Fairy Village \$\$\$\$

Later in the game, when ready to only Copy :

- Nothing should be scheduled to happen, everything done
- Set 5 rooms to copy, 3 Fairies in each

Depending on how many of each you have, I put the Level 4's together on ground floor, and Level 5's on another floor so I can keep track for rare item copy (you want your Level 5 Fairies to Copy the Hardest items)

- If you are going to copy different items, with different battle #'s, start with the quickest in first room left Fairy, (12 battle item)
- Skip 1 Fairy, and go to third, give item with 2 more battles needed, (14 battle item)
- Do same again, skip 1 Fairy, go to fifth, give item that needs another 2 more battles (16 battle item)
- Make sure writing down when these will finish
- Go through all Fairies, skipping one (18 item / 20 item / 22 item / 24 item)
- Go outside, get into 1 battle and re enter Village
- Now go to the second Fairy, and give item same battle # as first was
- (You already did 1 battle, so if odd Fairies are battles 11, 13, 15 etc.. the even Fairies will now be 12, 14, 16)
- If there is a battle # you don't have an item for, jump to next item, and make note that for 2 battles, nothing will finish copy,
- There are only a few items at the longest of 24 battles, and you only need to copy 2 of each of those, so finish early
- Copy a few each of the armors, most weapons are character specific so don't need too many copies of those.
- Save Copy time and use money to buy what you can from shops

Example : (I am starting with a 10 battle item, and every other Fairy I go up 2 battles, so 12 battle item to Fairy 3 , 14 battle item to Fairy 5 and so on)

First Fairy -- Skill Ink / Third -- Swallow Eye / Fifth -- Ivory Dice / Seventh -- Moon Tears / Ninth -- Soul Gem / Eleventh -- Larq Helm / Thirteenth -- Force Armor / Fifteenth -- Spirit Ring

..Go outside get into 1 battle, re-enter Village

Example : (again start with a 10 battle item to Fairy 2, then keep increasing as you go, 12 battle item to Fairy 4, 14 battle item to Fairy 6 and so on)

Second Fairy -- Skill Ink / Fourth -- Protein / Sixth -- Hourglass / Eighth -- Wisdom Fruit / Tenth -- Soul Gem / Twelve -- Ice Shield / Fourteenth -- Mind Shield

All Fairies have an item to copy, go out side and after 9 more battles, first Skill Ink is ready, Save outside , enter and talk to Fairy, if push or fail Re-set.

When succeeds give that Fairy another item, --- Exit and get into 1 battle, Save outside, Enter Village and talk to Fairy 2, same thing, if push or lose, re-set until succeed, give Fairy another item to start Copy

Looking ahead, after 1st Fairy a Copy will finish every battle up to 14 more, so give items that need 16 battles or more. So items that need 16, 18, 20, 22 battles can give, Then at end, will have to get into extra battles before starting again

OR -- this is a bit more advanced, and really requires keeping track of everything closely --

don't give anything, wait 1 more battle, then give a 14 battle item to First Fairy. * (BUT remember, 1 more battle will have another Copy finish, so now you will go back 1 Fairy to give next item to. Every time now, go back 1 Fairy to give item to start new copy)

After 2 or 3 times around all Fairies, stop giving items, wait until last one finished, then with nothing scheduled, OK to start multiple Copies same item

Copy multiple same item :

When you have most of what you need, and want to make multiple copies of just one item

Give first Fairy item, Exit Village, get 1 battle, Enter Village, give next Fairy same item, Exit Village, get 1 battle, Enter Village next Fairy ...etc.....

There are 15 fairies using Copy, :

if Item you want takes 14 or fewer battles, Skill Ink / Stat Booster / Ivory Dice / Hourglass :

Example Protein -- 12 Battles :

First 3 times, give 2 Fairies an item to copy at same time, after last Fairy will only be 12 battles, now Save, and Pray for a LOT OF LUCK that both Fairies made a copy.... you can keep re-setting trying to get both, or settle for 1 copy and 1 push

when finished, give both Fairies an item to start copy again,

Now repeat... exit get into 1 battle, Save, try to get both copies by re-setting until you do OR take 1 copy and 1 push, exit, get 1 battle, Save, enter etc..... when get to the fourth battle, only 1 fairy will be copying.

If it is a 14 Battle item, only FIRST time give 2 fairies item to copy

if item takes more than 15 battles, after 15th fairy has item, go fight extra battles until first item is ready

Example Soul Gem -- 18 battles

After you give last Fairy an item, go out side and instead of 1 battle, get into 3, Save and Enter Village, keep re-setting until get copy, then give Fairy another one to start copy again.

Now keep repeating.... 1 Battle, Save, Enter, Re-set until get item, give another item, go back out 1 Battle , Save etc....

Stat Boosters (12 battles) Ivory Dice & Hourglass (14 battles) Wisdom Fruit & Moon Tears (16 battles) Soul Gems (18 battles) are what you want to get the most of

Keep 4 Dragon Tear, if get low on money, copy all 4, sell only 4

Another Trick I use ---

If you are Copying just the 16 battle items (Dragon Tear / Wisdom Fruit / Moon Tears) you can move 1 of your Hunting Fairies to copy (assuming it has Lv 4 or 5 Lite Blue stat) This will give you 16 fairies copying, the number of battles you need, so don't have to do 1 extra battle after last fairy before starting again. The 4 remaining Fairies Hunting at Lv 5 Red will LOSE 8 FOOD EVERY 5 BATTLES ---- so 24 food lost for the 16 battles brings you down to 75 --- do this again and bring you down to 51 --- After 2 times through, move 2 fairies Lv 5 red back to Hunting (now will have 6 hunting) and Copy 14 battle items (Hourglass / Ivory Dice) Will gain 8 food every 5 battles. Do this 2 times through and be back to 97 food

Statistics : ----- MORE COMING SOON

I plan on running a lot more tests

UPDATED 9-6-2019 :

I ran a new test of 80 times re-setting copying a Moon Tears. Used 10 Level 5 and 5 Lv 4 Fairies. I did all 15 at one time, keeping track of how many I got each round. --- From 15 Fairies, I got back between 14 (3 times out of 80 loss of 1) and 25 (only 1 time out of 80... gain of 10) The average was 18.73 ... a net gain of only 3 and 3/4 ... ONLY A 25% INCREASE on average

Overall 30 to 45 % success averaging 35 % // 40 to 60 % push averaging 53% // 7 to 15 % fail averaging 11% the average success minus fail gives you the about 25% increase I saw in the above stats

on this small sample, there was almost no difference in the Lv 4 and 5 Success/Push/Fail stats.

Alpha Lv 5 -- 25 success / 44 push / 11 fail

Serow Lv 5 -- 32 success / 39 push / 9 fail

Quin Lv 5 -- 24 success / 49 push / 7 fail

Grape Lv 5 -- 36 success / 32 push / 12 fail

Green Lv 5 -- 31 success / 38 push / 11 fail

Yip Lv 5 -- 26 success / 48 push / 6 fail

Zwei Lv 5 -- 34 success / 40 push / 6 fail

Pfau Lv 5 -- 24 success / 45 push / 11 fail

Ein Lv 5 -- 26 success / 46 push / 8 fail

Sloth Lv 5 -- 25 success / 46 push / 9 fail

Mr.Q Lv 4 -- 30 success / 46 push / 4 fail (odd that a Lv 4 had lowest fail)

Apfel Lv 4 -- 31 success / 41 push / 8 fail

Kalin Lv 4 -- 28 success / 41 push / 11 fail

Bass Lv 4 -- 26 success / 44 push / 10 fail

Chip Lv 4 -- 31 success / 41 push / 8 fail

MORE COMING SOON

My next few tests will be on only 1 faerie at a time and re-setting 100 times for each

Battles for copy items

Here is a list of # of Battles, and what items copy in that time :

10 Battles :

Skill Ink (move magic between characters)

12 Battles :

Lithograph (money \$15,000 antique)

All status boosters (protein, swallow eye etc...)

Explore -- Day Trip (Fairy to Kill)

14 Battles :

Ivory Dice (doubles experience)

Hourglass (stops all actions except user 3 rounds)

16 Battles :

Dragon Tear (money \$30,000 antique)

Wisdom Fruit (100 AP to 1 character)

Moon Tears (fully heals party HP and status)

18 Battles :

Soul Gem (Revives character wearing it, then breaks)

Explore -- Distant (Fairy to get Rare item)

20 Battles :

Ring of Fire or Ice or Thunder (absorbs that Element)

Tiger Cap (17 raise power)

Larq Helm (21)

Spike Gauntlets (28 raise power)

Ice or Fire Shield (absorbs that element)

22 Battles :

Protectors (16 resist status)

Force Armor (65 defend psionics)

Mind Shield (34 raise Int)

24 Battles :

Spirit Ring (Lowers AP usage half -- sell \$25,000)

Ivory Charm (raise Def all attacks -- sell \$25,000)

A few notes :

Some items can be bought, if you have enough money you can save a lot of time and buy enough for everyone

Some items will be found later in game --- I only listed what is here now at first chance at Fairy Village

Jobs I don'y use, sorry no data

There are a few Jobs I simply never use, so I don't have any data on them

Fortune

Put 1 to 3 Fairies here, and they will say some weird things about the game, where you should be going, and what might happen

I never bother, so maybe there is something useful to come out of here, but I have never used it

Music

This is basically a sound test board.

put any fairy here and you can hear songs / music / background sounds etc....

Fun, but useless

Casino

Another shop I never bother with

There is a breakdown of the games and odds of getting things in the FAQ by Thundercleese " Faerie Village Guide "

If you are interested, you can guess cards Higher or Lower / or try to guess a 3-digit number

The money and items are nowhere as good as Explore and Copy.... so why bother

A Quick Start walkthrough

A walk through to get you started

Begin just after the second half of the game, as soon as Gar and Ryu exit the mine, SAVE one step below the Flower Ring

Step onto the Flower Ring and a " ? " will appear above your head. Press square button on the controller to enter Fairy Village

== This is ONLY an example to help people who have never done this before. The Fairies you get and keep will be different each time, and IF you want to get Culture out of the way earlier with more Lite Blue than by all means go for it. Just keep track of your battle #'s.

The First 3 --

The very first time you enter the Fairy Village, read the message board and it will show the Birth of 3 Fairies. Unfortunately, it will always be 3 the very first time, so you will have to choose what Fairies to keep carefully.

Of the 3, you should try to have one with RED LEVEL 5, and another one with LITE BLUE LEVEL 4 or 5, preferably 5 The third one is tricky. If you get lucky, get another Lite Blue 4 or 5, but anything NOT JUNK will do as long as you get those first 2 ; some one with any Red will be helpful

If you don't get what you want, and usually you won't the first couple of times, Re-set and enter the Village again, read the sign and see who is offered this time. Since all Fairies are available, you should get at least the 2 you need most within a few re-sets,

If you want to take the time and keep re-setting, you can go for all 3 good Fairies (Don't waste time trying to get the 3 Best fairies right away, not worth it)

Prep for The First Birth --

After settling on who you keep, go up to " Cadis " and she will explain about the Fairy Village. She will call you a Dummy, and scold you for leaving them alone, finally she will ask if you already know what to do, right ? Answer " wrong " and she will explain a little about Fairies and stats Answer " right " and she will open the menu for controlling Fairy Village (Look under section Fairy Menu to learn about stats how to assign Fairies)

- Put any Fairies that has Red stats in Hunting.
 - Any non-Red leave in stand by
- Exit Village to World Map

when I put something in NOTES, this is keeping track on paper of upcoming battles, you don't have to start yet, but it is good practice for people not used to it.

NOTES : 10 -- Birth

- Take one step down and the " ! " will appear above your head press square button to enter the battlefield
- Get into 10 battles, keep track carefully (escape to save time, and keep low levels)
 - Get the item somewhere on the Battlefield -- exit and re-enter to get a second or third if you can
 - Try to steal Life Shards from Goo Titans if you want to -- wear Asbestos Armor and or Fire Ring to absorb Fire attack
- After 10th battle, exit the Battlefield, and immediately press start to enter Camp
- SAVE

1st Birth --

- Exit camp / walk to Flower Ring / press square to enter Village
- Walk up to message board and see who was born
 - If it is a Fairy you want to keep, excellent, continue on (Level 5 RED or Level 4 or 5 LITE BLUE)
 - If NOT, re-set and enter the Village again,
 - REPEAT until you get Fairy you want,
- Go to Cadis and enter Menu :
 - Start Learning Culture
 - Make the only available room Scholar - Culture,
 - Put total Level 5 Lite Blue to work (1 Fairy or 2, as long as stats total 5)
 - All Red stats should be Hunting
 - Any one not being used, keep stand by
- Exit

NOTES : 20 -- Birth and Culture (you are already on 10 battles, so this is total 20 battles, NOT 20 more)

- Enter battlefield
- 10 more battles
 - Item and steal as needed
- Exit / Camp / SAVE

Next 2 Births --

- Enter Village and read message board
 - Keep / or Re-set until get who you want (one of next 2 Fairies want to start looking for a Green stat if you haven't gotten any yet)
 - Culture rise to Level 1
- Go to Cadis and enter Menu :
 - Increase Culture Lite Blue to total of 8
 - Any Red to Hunting
 - Any one else stand by

DO EVERYTHING ONE MORE TIME --

NOTES : 30 -- Birth and Culture

10 Battles / Exit / SAVE /

- Enter Village / read message board
 - Culture rise to Level 2
 - Keep / or Re-set until get who you want

With 6 Fairies --

Best possible case is to have 2 Fairies Level 5 RED, and 3 Fairies Level 5 Lite Blue and 1 some one else (Level 4 Lite Blue or Green acceptable)

Food should be somewhere between 70 and 90 by now, and you need to have at least 2 Fairies Hunting (both level 5 / or 1 Level 4 and 1 Level 5)

Culture should be to Level 2 -- add Lite Blue stat to total 11

NOTES : 40 -- Birth and Culture

Next 10 battles, Culture rise to Level 3, and Birth need to start getting a lot of Green

Increase Lite Blue to 14, Put 10 Green in CLEAR (you can remove a Fairy from Hunting for the next 10 battles if you don't have enough Green)

NOTES : 50 -- Birth Culture and Clear

Next 10 battles :

Culture rise to Level 4 Expand Village Size
Birth (try for more Green)

{ should be at 50 battles if started counting from the start }

Change Lite Blue for learning to 12 total (make note 15 battles for next level) Move Green from Clear to Build, -- increase to 15 total if you can (note only 5 battles if at 15 green, 10 battles if at 10)

This is where you really have to keep track of how many battles before something happens. Still every 10 battles for Birth, but depends on your Green stat when room is made

Your numbers for upcoming battles may not exactly match mine, depending on what stats your Fairies have

NOTES : 60 -- Room and Birth / 65 -- Room and Culture / 70 -- Birth

If Green only at 10 : { I am going to use these battle numbers later for continued examples }

then 10 battles make 1st room AND Birth (get a Level 5 Green Fairy) increase Green to 15 5 more battles for 2nd room AND Culture rise to Level 5

OR ---

If Green at 15 stat : < if using these numbers would be : 55 -- Room / 60 -- Room and Birth / 65 -- Culture / 70 -- Birth >

5 Battles to make room
Then 5 more battles to make 2nd room AND Birth -- move Green from Build back to Clear
Then 5 more battles to raise Culture to Level 5

Keep making notes as to when things are going to happen

Remember, ALWAYS SAVE before entering for a Birth, re-set as needed Keep Level 5 RED for Hunting 1/4 of population (3 Fairies when village population at 12 , 4 at 16, and 5 at 20) If notice Food level dropping, put a partial RED in there until get another Lv 5 RED

After 2nd room made, (65 battles) move Green Fairies from Build to Clear -- 20 stat = 20 battles (recommended) or 15 stat = 25 battles

After Culture raise to Level 5, (65 battles) increase to 15 stat and next one takes 15 battles

NOTES : 70 -- Birth / 80 -- Culture and Birth / 85 -- Expand village

After Culture raise to Level 6, (80 battles) 25 more battles until Level 7 (105 battles total)

After Village expanded, (85 battles) move Green Fairies to Build, at 15 stats only takes 5 battles for room (twice) so 90 battles and 95 battles

NOTES : 90 -- Birth and room / 95 -- Room / 100 -- Birth / 105 -- Culture / 110 -- Birth

After 2nd Room , (95 battles) move Green Fairies back to Clear --- 35 stat = 25 battles / 30 stat = 30 battles / 25 stat = 35 battles (I usually have 30 Green, sometimes more sometimes less) 125 battles

After Culture reaches Level 7, (105 battles) change room to Scholar Jobs -- Leave the 15 Lite Blue in there , every 5 battles (you DO NOT have to enter Village right on the 5th battle every time for new jobs. enter after 10 battles and 2 Jobs learned, enter after 15 battles, 3 Jobs.)

9 Jobs to learn, after 3rd Job (120 battles) Gift shop is available, Make a room and put 1 Fairy in it for 77 Battles get Coupons 197 battles (use a fairy that's not great in any area or Dark Blue only)

NOTES : 110 -- Birth and Jobs / 115 -- Jobs / 120 -- Birth and Jobs / 197 -- Gift coupons (also write further down where 197 will be) / 125 -- Jobs and Expand village

After Village expanded, move Green Fairies back to Build, (only need stat of 15 Green for 5 Battles 3 times) Put any extra Fairies in a room for Gift (7 battles Fish Head) depends on how many you need for Green, I usually have between 3 and 6 not being used

GIFT NOTES : 132 / 139 / 146 / 153 / 160 / 167 / 174 / 181 / 188 / 195 /

NOTES : 130 -- Birth and Jobs and Room / 135 -- Jobs and Room / 140 -- Birth and Jobs and Room / 145 -- Jobs / 150 -- Birth and Jobs

After Village at Max size (140 battles) total 8 rooms (7 inside, 1 hut outside) time to kill off Green only stats Make a room Explore - Nearby 12 battles, after Battle 152

After all Jobs learned (copy will be last 150 battles) ; start a Merchant Shop (or 2, depends on how much Dark Blue stat you have) Need Weapon - Speed (10 Dark Blue gets items every 5 battles) Weapon and Handyman - Ability (13 or more Dark Blue gets items every 5 battles) Every 5 battles 155 to 200 new Merchandise, MUST enter after 5th battle, or it will be 5 battles from whenever you do enter for next time.

I usually only have enough Dark Blue stats to start 1 shop now, then other 2 later, Unless you get a lot of Dark Blue Fairies decided to keep early on

Put extra Lite Blue fairies into Gift for now (keep all Gifts on same battle #) < wait until you get a Gift, then add fairies, or remove them for other Jobs / Kill > DO NOT get rid of Lite Blue Fairies

Some side information :

If you have 2 Fairies you want to kill, after placing first one in Explore, go get into 1 battle, come back in and put 2nd Fairy in room, you are now on battle 141, so kill after 153 and it is OK to have a death happen on same battle with Gift, just make sure get Death or Re-set, before getting Gifts

If you have a Fairy in Gift you want to kill, wait until she gives you the Gift, and place her in Explore -- OR put in Stand By until ready to put in Explore to kill

If you have gotten to this point later than I did, and you have Max 20 Fairies, no more will be born until some one dies. After a death, if it has been more than 10 battles since last Birth, Then the VERY NEXT battle will have a birth.

< 20th Fairy will be born on 170 battle, so if you are Killing a Fairy on battle 188, then battle 189 will have a birth >

GIFT NOTES : 153 / 160 / 167 / 174 / 181 / 188 / 195

NOTES : 152 -- Explore KILL / 153 -- Explore KILL / 155 -- Merchandise / 160 -- Birth and Merchandise / 197 -- Gift coupons

At this point, you should have 4 Fairies Level 5 RED in Hunting, Hopefully you have another 1 or 2 Red Level 5 to start Exploring Distant for RARE items.< make sure if sending 2 or 3 Fairies Exploring, stagger by 1 battle their return, and make sure no Death, or Birth scheduled then

I usually start my Explore after Killing my Green Fairies, and starting my Shops after battle 155 and 156 for me; so 173 and 174 will return (notice I don't send Explore out after battle 152 when first Fairy is killed, 18 battles would return on 170, and a Birth happens, similar for battle 153, first return would be ok at 171, but then next one is 190 another Birth, so I wait for 155 and 156)

There has been some discussion that adding a Dark Blue stat to the Level 5 Red will help with getting the better items, I have made many hundreds of tries, and not noticed any difference in the frequency of Rare items with or without Dark Blue skill, but if it makes you feel better, go ahead, can't hurt. (Read the section about Explore for some of my TIPS)

GIFT NOTES : 167 / 174 / 181 / 188 / 195 / 202

NOTES : 165 -- Merchandise / 170 -- Birth and Merchandise / 173 -- Explore return / 174 -- Explore return / 175 -- Merchandise / 197 -- Gift Coupons

Re-set a lot to get item from Explore, then leave that Fairy in room so will go right out again 173 = 191 , and 174 = 192, and by that time should be able to send a third fairy to Explore as well 175 = 193

I killed 2 Fairies earlier I didn't want, so my Births will continue until battle 190, no birth at 200 unless need to kill another.

GIFT NOTES : 174 / 181 / 188 / 195 / 202

NOTES : 180 -- Birth and Merchandise / 185 -- Merchandise / 190 -- Birth and Merchandise / 191 -- Explore return / 192 -- Explore return / 195 -- Merchandise / 197 -- GIFT - Coupons and other Gifts / 200 -- Merchandise

After battle 200, full item shop inventory, can leave shop empty of Fairies, just DO NOT change the room, when you have enough money, put any Fairy in there and buy what you need, then close the shop change to Copy (Equip someone with Coupons to get discount)

Start 2nd (and 3rd if you can) shops, new Merchandise every 5 battles from 205 to 250

Begin moving Fairies from Gift to Copy, Hopefully you have gotten a Dragon Tear, Ivory Charm, Lithograph, from Explore, and can begin Copying. Read my section under Copy to get the feel of how and when to space out Fairies for Copy, Includes a list of what items take how many battles to copy . **battles-for-copy-items**

Well, that's about as far as I'm going to go with this

From here on, finish getting merchandise for other shops, Copy Dragon Tears to sell in Antiques Keep Explore until get all rare items you want Use Money to buy items from shops -- delete shops when finished

Use COPY to the MAX, that is what this whole mini game has been about

And Lastly ---- enjoy

In conclusion

OK, so there you have it

This is a first for me, so I hope I have done a fair job, and not wasted any ones time.

If there are things I have missed, or skipped, forgotten to include, please let me know
If there are numbers you think I have incorrect, PLEASE DO LET ME KNOW,

that was the whole point of me doing this, I felt the numbers were not out there for everyone, or they were too vague.

After reviewing what I have written, I noticed the numbers I gave for statistics on Copy were WRONG.... don't know where they came from, but they are not the right numbers.

The true stats are as far as I can remember closer to 40% success, 55% push, and 5% FAIL.....

I'm looking for my notes but will update as I find the right numbers....

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