
Table of Contents

- =====
1. FAQ +
 2. Characters
 3. Basics
 - 3-A: Battle
 - 3-A-a: Speed
 - 3-A-b: Learning Skills From Enemies
 - 3-A-c: Magic Combos
 - 3-A-d: Item Magic
 - 3-A-e: Elements
 - 3-A-f: EXP
 - 3-A-g: Running Away
 - 3-B: Equipment
 - 3-C: World Map
 - 3-D: Compass
 - 3-E: Dual hero explanation
 - 3-F: Game Points
 4. Walkthrough +
 5. Maps
 6. Fishing
 - 6-A: Basics
 - 6-B: Hints
 - 6-C: Fishing Spots
 - 6-D: Fish
 - 6-E: Fish Finding
 - 6-F: Fishing Gear
 - 6-F-a: Rods
 - 6-F-b: Bait
 - 6-F-c: Fishing Level
 - 6-G: Manillo Shops
 - 6-H: Fish Uses as Items
 7. Fairy Village
 - 7-A: Feeding the Faeries
 - 7-B: Building Buildings
 - 7-C: Growing Food
 - 7-D: Jobs
 - 7-D-a: Faerie Shopping Lists
 - 7-D-b: Searching
 - 7-D-c: Troops
 - 7-D-d: Paintings
 - 7-D-e: Games
 - 7-D-f: Bonds
 8. Enemies
 - 8-A: Enemy List
 - 8-B: The Rider
 - 8-C: Trunked/Trean
 9. Masters
 10. Skills
 11. Magic and Combos +
 - 11-A: Combos with Elements
 - 11-A-a: Level 3 Combo Magic
 - 11-A-b: Level 4 Combo Magic
 - 11-A-c: Adding Elements to Melee Skills
 - 11-A-d: Character Combos
 - 11-A-e: Breath Attack Combos *

- 11-B: Magic Armor
- 11-C: Item Magic
- 11-D: Normal Combos
- 12. Dragon Forms
 - 12-A: Dragon Type Equals
 - 12-B: Dragon Forms/Abilities
 - 12-C: Dragon God Locations
 - 12-D: Dragon Evolutions
- 13. Miscellaneous +
- 14. Tips and Tricks
 - 14-A: Stealing
 - 14-B: Exp
 - 14-C: Weapons
- 15. Mini-Games
- 16. Theories

- =====
17. Version History +
18. Acknowledgments

* = Section is new
+ = Section has been updated

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1. FAQ

These are some of the most common questions that people ask me, so in order to save time I will put them here. In other words, please stop mailing me asking these questions.

- 1 How come some of my characters will do stuff even if I didn't tell them to?
- 2 How do I combine Elements?
- 3 Where and what is Shift?
- 4 How do I evolve dragons?
- 5 How do I get to Cray's mom on the Golden Plains?
- 6 Where is the Sea Dragon?
- 7 Where is the Abandoned Village?

More will be added as thy appear

WARNING: This may contain spoiler material

Q How come some of my characters will do stuff even if I didn't tell them to?

A Nina, Cray, Ershin, and Scias all have a "Proper Will" as the manual calls it. This will allow them to perform certain abilities during the main fighting round. They will not happen all the time, but each has its own trigger. The instruction manual says Ursula has Covering Fire, but that is only a typo(unless I'm missing something).

Nina - Cheering: When someone in the front row goes critical, she will sometimes cast a healing spell that heals for half of Vitalize, but only if she is in the back row.

Cray - Guard: If a character in the front row is critical, he may take the damage for them if they get targeted by an attack. It will not work if the attack is a vs. all, and he may still block if he is critical himself, even if it kills him. It only works if he is in the front row.

Scias - Rakhasa: When Scias goes critical(his HP turns yellow), this may happen. What it does is make his next attack a critical attack, like when he uses Shining Blade.

Ershin - Covering Fire: At the end of a round, Ershin may use this, which all it is, is she will make a normal attack

against an enemy(FAQ Authors note: I hate this one, she always attacks when I don't want her to).

Ursula - Revival: Her chance of reviving herself is a lot higher than the other characters, almost every other time she dies in battle she will come back to life.

Q How do I combine Elements?

A Magic goes in a circle. Wind
 / \
 Fire Water
 \< /
 Earth

Just use magic in a combo with the lines that connect them(i.e. Wind+Water)

Q Where and what is Shift?

A Shift is an ability you get at Shyde when the plot takes you there. Go to the sandflier bridge area and talk to the boy with a parrot(the same kid that teaches you various game mechanics). When his list comes up choose Shift, there should be a star next to it. Once the explanation is over you will have the ability. You can use it to travel instantly to any spot on the map that you've been over(you don't have to enter the area, just walk over it) after you get the skill(yes you will have to walk over every dot on the map again).

Q How do I evolve dragons?

A Read the dragon section, evolving has its own 15 minutes of fame.

Q How do I get to Cray's mom on the Golden Plains?

A When you enter the plains, go east(it should be the direction you start out in) until you come to a big rick/boulder. From there turn left about 45 degrees, or in simple terms, turn until the red needle is pointing to the upper-left in it's little box. Go that way and you should see a whitish line coming up from the plains, that is the smoke from her fire. Make for that and you should get to her place soon enough. DO NOT LEAVE THE GOLDEN PLAINS!!! You will see her camp with the smoke coming out of the ground while on the Golden Plains. If you leave the Plains so that the over-the-shoulder view is gone and you are back to the regular 3/4 view without going into the campfire, you left the plains. Don't do that.

Q Where is the Sea Dragon?

A The Sea Dragon is located between Lyp and Shikk, and you have to use Zig's boat to get to him. Go northeast out of Lyp(wait for a SW wind). When you pass the cove(it is on an island and has a lake with a big rock and a ship coming out of it), you should see lighter blue water with an L-shaped rock formation next to it. Search(use triangle) near the bottom of the L and you will wind up on an island. This is where the dragon is.

Q Where is the Abandoned Village?

A Northwest of Chek, you will be there at the end of Chapter 2.

=====
2. Characters

Each character has their own style in this game. In addition, each character is "tuned" into a certain element, which will affect the skills they are able to learn as the game progresses.

The rating system will be done as a comparison to the other characters, each stat gets 1-6, based on the other characters, with 1 being the highest. This doesn't mean that if they get a six, they stink in that area, it just

means that other characters are better in that area than they are.

Ryu:

Element: Fire (major), Wind/Earth (minor)

Attack: 2

Defense: 2

Magic: 4

Speed: 2

Skill learning: 3

Overall: 1

Ryu is generally an average character and has innate fire resistance. In his transformed states, he is the most powerful character in the game (he even out powers Fou-Lu at higher levels)

Nina:

Element: Wind

Attack: 6

Defense: 6

Magic: 1

Speed: 1

Skill learning: 2

Overall: 2

She has the lowest amount of HP, which can hurt in the later parts of the game, but she makes up for that with her magical abilities and speed. She has the highest amount of AP and Int out of anyone, and her strongest spell, Typhoon, will hit all enemies quite hard.

Cray:

Element: Earth

Attack: 1

Defense: 1

Magic: 6

Speed: 6

Skill learning: 5

Overall: 4

If you use Cray, you use him for one reason only. Power. His attack is almost as high as Ryu's transformed states and he can take a lot of hits before he goes down as he has the highest amount of HP of anyone else in the game.

Scias:

Element: Water

Attack: 3

Defense: 4

Magic: 4

Speed: 4

Skill learning: 6

Overall: 3

Except for his magical abilities, Scias is one of the best characters in the game. His attack is quite powerful, and if you manage to obtain the Render from the Manillo shops, he can have the highest attack power in the game!

Ursula:

Element: Fire

Attack: 4

Defense: 5

Magic: 3

Speed: 3

Skill learning: 1

Overall: 5

Ursula excels at all things, but she is not a master at any of them. Her weapons are the only ones that can have attack all on them, those will make her very useful, but they also have a very low accuracy, making her a mixed blessing. To maximize her, apprentice her to Bunyan when you can for his To-Hit% increase.

Ershin:

Element: All

Attack: 5

Defense: 2

Magic: 2

Speed: 5

Skill learning: 4

Overall: 6

Ershin is virtually useless for the first half of the game. After that, she will become almost as good as Nina at magic, since she learns all 4 level 3 magics, and her Breath attack makes her one of my favorite characters in the later parts of the game.

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3. Basics

Section TOC:

3-A: Battle

3-B: Equipment

3-C: World Map

3-D: Compass

3-E: Dual hero explanation

3-F: Game Points

3-A: Battle

Mini-TOC:

3-A-a: Speed

3-A-b: Learning Skills From Enemies

3-A-c: Magic Combos

3-A-d: Item Magic

3-A-e: Elements

3-A-f: EXP

3-A-g: Running Away

3-A-a: Speed

In this game, the person who is lined up first actually matters. The party will have a speed equal to or lower than that of the front member. For example, if Nina has an agility of 50, and Ryu has an agility of 30, and Ryu is first, then Nina will not go before him, but directly after him. If you are trying to do combo magic, then it is best to put the slowest person in first position.

3-A-b: Learning Skills from Enemies

If you played Breath of Fire 3, then you are familiar with the fact that you can learn certain skills from enemies. However, unlike Breath of Fire 3, you only have to defend(Guard on the battle menu). This way, you do not have to choose an enemy to learn from, you just have to be defending when the attack is performed. Another interesting feature is that you can learn some skills directly from Ryu! When he is transformed, he will have a list of different attacks, and some of those can be cast on otherparty members to have them learn them.

When you check the enemy with Square, it might show some skills in Red, Black, or Blue. Skills that appear in Blue you can learn. Skills that appear in Red, you cannot learn. Skills that appear black are either not skills or they have already been learned.

Also, when the enemy casts a spell/skill, if it appears Blue, then it is a skill you can learn by guarding. If it is Black, then it is not a learnable skill.

3-A-c: Magic Combos

To make a combo out of magic, you have to cast multiple spells in a row. To do this have the slowest person go first, then have the next slowest, and so on. All of the skills will go repetatively, and a combo bar will appear, showing how many targets have been hit, and what type of spell is being cast. It does not matter whether the spells are different types or not. Wild Shot will combo just as well as Burn. This opens the door to a large amount of possible combos, since the only requirements are that they are spells(both magic and skills are acceptable, as long as it is from the "Special" menu), and that the spells are cast consecutively.

3-A-d: Item Magic

Certain items can be used in battle to cast spells for no cost! These items do not require any AP to use, and do not ware out. They may only be used once per round, though, so having multiple people try to use the same item will not work unless you have more than one of it. The first items you will find like this are the King's Sword(protect), which Ryu starts out with, and the Royal Sword(Drain), which Fou-Lu starts out with. Later, more items will appear that can do other types of magic.

3-A-e: Elements

Weapons can have different elements on them, which can either make you deal more or less damage to an enemy depending on that enemies weakness. If an enemy has no reaction to that element, then damage will stay the same. If it has a weakness to that element, then you will deal massive damage to the enemy, about 2.5x. If an enemy is strong against the element, then they will take very little damage, about 1/4.

3-A-f: Exp

The amount of Exp you get is done by adding together the Exp that the monsters give. For example if one had 30 and another had 20, you would get 50. This Exp is then divided among the amount of characters you have evenly, so with 5 people on your team, each would get 10.

3-A-g: Running away

You can run away from a battle by pressing L1/R1 on the battle menu, then pressing down to select 'Escape', and then pressing X to attempt to run. You cannot run away from certain enemies or bosses.

When you run away from a battle, you do not gain any exp or gold, but you will be alive. There are several reasons for running away:

- The enemies are too powerful and you're going to die if you keep fighting.

- You don't want to fight an enemy to conserve HP/AP for a boss.

- The enemies are too easy and don't give enough EXP.

- You're trying to fight a specific monster.

- You're powering up the skill 'Coward's Way'.

- You're trying to advance in the story and don't want to fight.

If you kill a monster and then run away leaving other monsters, you will still gain the EXP/Zenny/Items from killing that monster.

3-B: Equipment

There are a couple of things that should be known about equipping items.

- You can only have 3 pieces of equipment on at one time.
- Helmets, Boots, and Shields are all considered Accessories, so you will need to decide whether you want the added bonus of an accessory, or the defensive bonus of armor. Most of the time though, accessories will work better than armor will.
- Weapons that have +1 or more hits are more powerful than weapons without. For example, having Ryu equipped with a Moon Sword(attack power 28) will have him deal around 350-400 damage. Having him equipped with a Scramasax (power 13,+1 hits) will have him deal 250-300, but with 2 strikes. So he is really dealing 500-600 damage! These two hits are considered separate attacks, so hitting with one does not guarantee hitting with the other, the same goes for critical attacks.

3-C: World Map

Moving around the world map is a little different from most games. Instead of walking on your own, you are given the choice of going to certain places by pressing that direction on the D-pad.

Along the way you may encounter ? areas. These areas are usually places that you can go to for random battles with enemies from the area you are in. They can also be used for finding secret areas, like fishing spots. If there is a secret place in them, then there will usually be a sign in them, telling you which way to go. Then when you exit back out onto the road, you will see a new path open up from where the ? area is. These places are also fairly easy to spot since the ? will appear in the same place every time you go between the two places.

Also if you press [Select] while on the map, you can go to a larger version of the world map where you can see the whole map, and all the places that are marked. Later in the game you will get an ability called Shift. This allows you to travel to any point on the map that you have walked over after you get it.

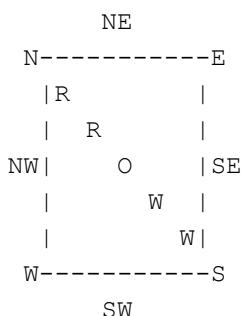
3-D: Compass

When you are walking around in a town, dungeon, or another type of area, then you will see a compass in the upper left corner of the screen. This is used to determine which direction you are going, and in this FAQ, I will give directions on which way to go using that compass.

The red needle will always point North, whether that's True North or Magnetic North, Capcom does not say, and it's not really that important. When you rotate the screen with the triggers(or whatever you have it set to), the needle will rotate, showing that the direction you will go if you head in any one way will have changed.

Halfway between North and South(the white needle) are the other two main compass directions. If you go to the right(assuming north is on the top), that is East. If you go left, that is West.

Also, halfway between the main points are other points. Halfway between North and East is Northeast. Halfway between North and West is Northwest. Halfway between South and East is Southeast. Halfway between South and West is Southwest. Below is a basic drawing of what the game compass looks like.



R - the Red line(north)
 W - the White line(south)
 N - North NE - Northeast E - East

Beginning.

The game starts with Nina and Cray in the nice little sandflier across the desert to find Elina, Which starts:

CHAPTER 1: AWAKENING

:1 Signs and Portents

::Crash

When you finally gain control just exit the screen.

::World Map

Choose to go to the Cliff. Along the way you'll stop at an ! area.

:: !

Watch a scene. Ryu will join your party now. Keep going to the cliff.

::Cliff

Go south down the slope and then east for the stairs. At the bottom of the stairs go west over the wooden bridge and under the two overhangs. After the second overhang, right before the bridge, there will be a path to the north, take that to get a bag with an Ammonia. Then go over the second wood bridge for a jumping explanation. After the scene, go north to find a cave. Go into the cave and watch another scene.

Switch to Fou-Lu

::Tomb

Watch the scene then go down the stairs to the next area. Go up the broken pillar to the north then across the other broken pillars to the south. At the intersection, go west and follow the lighted path for a scene. Go west to exit the area.

::World Map

Go to the only place available to you.

:: ? (forest)

When you are inside, go south. Just keep following the path and you will get a scene, and afterwards, a boss.

Boss: Kahm

HP: 17,000

Attacks:

::Flaming Fist - Fire elemental attack

::Mystic Fire - Fire elemental breath attack

- It uses fire attacks so watch out.

- Just use Frost Strike(Astral)against it and you shouldn't have any problem.

:Win

EXP: 16000

Zenny: 0

Items: Ambrosia

After the fight, there is a scene. When you have control again, go west, and then south at the intersection. Keep going south and at the next intersection, go west. In the next area, go forward for a scene.

:2 Associations

Switch to Ryu

:::Ryu now has control of the Aura Dragon transformation.

:::Cliff

When you regain control of the two, follow the path out.

:::World Map

Go to Sarai. At one of the bends in the road an ? will appear(always in the same place). Go in.

::: ?

The northern ledge has an Aurum on it. If you take the side exit to the south, it will open up a fishing spot(River Spot 1). You don't have any gear yet so ignore it for now. Go back to the World Map.

:::World Map

Go to Sarai.

:::Sarai

There will be a scene and you will be asked to make a choice. No matter what you say, you will part with Nina and be able to move around on your own. You can buy some fishing stuff from the item shop under the tarp all the way to the east. When you're ready, go to the north end of town where there are a couple of buildings and a monkey man standing outside one of the doors. Go inside the door he is near.

You can buy a lead ball from the frog-type man in the corner for 158z, or talk to the merchant from the crater where Nina found you. The person you want to talk to is the guy at the bar eating. Buy him some food to start your first mini-game.

:::"Food Share"::

The object is to get his happy gauge up by buying him food and drink. Just alternate between the 2 types of food and drink, buying him food then drink is the easiest way to go. Serving him the same type of thing a lot will make his happy gauge go up slower, so make sure you keep alternating.

He will give you an item based on how high the food and drink bars were before the happy gauge went all the way up.

2 Antidotes
1 Panacea

Once that's done there will be a brief scene. When you go out, Nina will be there. Talk to her and choose the first option. Now go over to the inn (it's south of the town entrance). The guy is standing near the water bottle just outside the inn. Choose to ask about Sandflier parts and you'll get the next mini-game.

:::"The Price is Right"::

You have to guess how much the guy wants. Depending on what he says, you might have to guess again. If you want to cheat, give him 123z. If you guess his exact amount, he will give you a Ginseng.

He'll tell you to go outside town and look for a merchant. Leave town.

:::World Map

Stop at the ? area you come across other than the path to the fishing spot. There will be a man in the oasis, talk to him for the password. Leave.

:::Sarai

When you enter town, if you didn't talk to Nina when you left the tavern,

there will be a scene. Head to the tavern again and talk to the barkeep. To get to the back room just go to where the stove is and through the little flip-thingy. The cupboard near the barkeep has 40z in it, so get that then go through the door. After the scene, check the cupboards for a Power Food, then leave town.

::World Map

Go to the newly opened place south of Sarai(Valley).

::Valley

In the Valley you will fight Mage Goos and can learn Burn from them. It might be better to have Ryu learn it so you can start doing combo magic. You can also learn Blind from the Scorpions.

Go east up the iron pipe next to you, further east there are 8 croc tears under a cloth. South from there, turn the handle to the right so you can get the chest containing 200z. Go back and turn the handle to the left twice so you can go through the path. Once you go back and past the rudder, go down east, then down the plank(you might need to rotate to see it), and then into the ship. Flip the switch up the stairs to lower the anchor then go up the ladder on the other side of the wall to get a Brass Helm for Ryu. Go back out and get on the anchor to go up. Go into the shed at the far end and talk to the old guy. He'll loan you a dog and shovel for 25z each, for the next mini-game.

::"Buried Treasure"::

Ya gotta dig for stuff, if you use the dog, he'll find items for ya, 2 at a time, otherwise, just go around digging. To find the items search:

- Where the barrel and the left part of the ship cross(if you make a line going down left from the barrel and down right from the ship fo ship parts.
- Up and to the left of the previous one one step for scraps.
- One step to the right off the plank is a Sage's Staff.
- If you go one step to the right from the tip of the ship you can get a Glass Shard.
- There's a Glass Shard up and to the left 3 steps from the entrance.
- If you stand at the tip of the ship, there is a Molotov down and to the right one step.

You can get infinite Iron Scraps here, from same place all the time.

When that's done leave the Valley.

::World Map

Go back to Sarai

::Sarai

Enter the tavern. There will be a scene, then a boss with just Nina.

Boss: Joh

HP: 1200

- You can learn Burn from him.
- Just keep using Sever on him, he'll die after you use is about 5 times.
- He may be a summoned spirit, but he is not undead so don't use heal on him.
- Using Blind helps if you have it on Nina.

Win:

EXP: 100

Zenny: 0

Items: Aurum

After the fight, there will be a scene.

::World Map

Go to where the fishing spot road is(or just head right) and enter the ! to watch a scene. Once you're back on the map, head to the newly formed line to Chamba.

::Chamba

Go inside the building with the machines on top near the town entrance for Life Sandals. Back outside, go north to a big house, then east up the nearby stairs. Walk on the mat to talk to the old man. Go down the stairs and into the big house, and talk to the person next to the fireplace. Either choose to wait or go out and re-enter. Watch the scene, then go in the building to the southeast. The manillo has a weapon for Ryu, which you should get, and the Cupboard near him has 2 Panacea in it. Talk to the people inside, then go back to the big house, where Nahb is waiting. There will be a scene, then Ershin will join you. Well... sorta... Anyway, go inside the hexed area.

NOTE: I recomend taking the Red Cape off Ershin, since that will increase her agility greatly.

::Hexed Chamba

Go south at the first intersection/roof, and take the southern path to the east for 3 healing herbs. Now take the west southern at the intersection and follow the path, going up the ladder at the church type place. Go east at the first intersection and follow that path for a chest with 300z and then go west for the next area.

Follow the path and watch the scene. You will now control Ershin. Go down the stairs and then switch to Ryu with [Select]. Go around the roof top and stand on the crate so Ershin can go through the other one. Switch to Ershin and go past the crate. At the intersection go west, then up the ladder and get the chest with a Molotov. Switch to Ryu and Nina, walk off the crate, then switch back to Ershin and stand on the crate so Ryu and Nina can now go over it. Switch to Ryu and Nina again, and once you're across go east at the first intersection and through the passage for a Waistcloth. Go back to the other area, then south to the valve. Switch back to Ershin, then go back to the intersection past the first crate and go north, then south, then west and you should see the other valve. Switch it and watch the scene.

The next area is pretty much straight-forward. Just keep going until you get to the next part. You now get to fight another boss, the Skulfish.

Boss fight: Skulfish

HP: 2500

- Nina's Heal spell can combine with Ryu's Flame Strike(Aura skill).
- It's undead, so healing spells hurt it.
- It uses Venom Breath a lot, which poisons people, so undoing the poison is a waste of time.

Win:

EXP: 429

Zenny: 291

Items: Antidote, Fish-Head

After the scene, go west up the ladder and then down the next ladder to get out. Watch the scene, then exit the area.

::World Map

Go back to the Crash.

::Crash

Watch the scene.

::Dreamland

Go up either the northeast or northwest staircase. If you go up and around the path there will be two doors to the north. The west one has an Aurum in

it. Keep going and up the stairs.

The next path is also straight-forward, keep going until you reach a three way room with a staircase and a curtain. Check the cupboards for an Aurum. Go through the curtain and watch the scene. When you go past the curtain, there will be another scene.

::World Map

Go back to where Chamba is and then head left to Kurok.

::Kurok

Follow the path to meet Rwolf, the first master. Apprentice to him if you want to and then continue. Take the northern west path for a deep diver in a chest. Next, take the southern west path, and keep going west at the intersection to get to the exit.

::World Map

Follow the new path to Dam.

::Dam

NOTE: Puspool enemies become hard and take more damage if you hit them with fire first, and also leaves more exp.

Watch the scene. The path is pretty straight-forward, just keep going down ladders to the next area.

Take the west path and follow it to the exit.

Go down the stairs and ladder and follow the wooden path to the flat with a canopy over it. Watch the scene then go back and talk to the guy with the tube around him, near where you jumped across the mud, and he'll give you the key. Head back up the ladder and stairs and follow the path back to the ladder where the sluice control room is. Flip the switch and watch the cinematic, and then head up the ladder back outside. Now go up the first ladder then head east and onto the sluice gate. Once across, go up the ladder nearby for a chest with a Short Sword. Go back down and west to where a ladder is to the south. Follow that path to the doorway.

Go to the next sluice control and hit the switch. Watch the scene for the next mini-game!

::"Spin It!"::

You have to spin the wheel and then start the machine, simple, right? What you have to do is make 360 degree rotations on the D-pad(using analog is a lot easier). You can turn either way, but what you generally want to do is turn slowly a couple times then speed up. The pitch will get higher, and after a while you'll see a ! over Cray's head, which is when you hit Circle to close the gate.

Head out the door to the south to get a chest with 2 Vitamin, then head back up the ladder and go back across the wooden bridge to where the Short Sword was. From there head right across the second Sluice gate. Once across head up the ladder nearby for 2 swallow eye. Now go back down the ladder and head east to a doorway.

Follow the path down to back outside.

Go down to the woodwork and down the ladder, then hit the blue switch to lower the wood-bridge. Now go back to the place with the overhang and you'll get a sequence. Now head back to the other side and press X on the mechanism and you'll get another sequence. When prompted, press X a couple times to get a scene after which you will be back outside on the world map.

::World Map

Go up and enter the ! area.

:: !

Pay 100z for a song about Dragons, or 10z for a song about Tadpoles. Either way you'll eventually have to hear the Dragon song, so go for that one. Afterwards, there will be a scene.

::World Map

Go to Kyria

::Kyria

There are traps all over the place so watch your step, unless you want to see Ryu get hit by all of them ;). Go across the bridge and go in the hole the chicken is circling. Get the chest with 400z and then put Cray in the lead to push the barrels out of the way. Go back across the bridge and talk to the "pet" for a fight with a Bee Troop. If you use only magic to kill it, it will drop a Bronze Shield. To get into the mayors house, fall into the hole behind the house and take the ladder up. There is a Fish-Head in the bookshelf next to the parrot. Talk to the parrot and answer the second option(no time), then the second option(no), then the third option(no), then the fourth option(not really). Now you can ask where the mayor is. If you need to rest go into the house next to the one with a blue top and talk to the lady in the kitchen. When you're done exploring, leave town.

::World Map

Go to the Woods.

::Woods

Just keep following the path, you can't do much else. Along the way there will be a tree with fruit in it, have Ershin bump it for some free Apples. You may want to get some as they restore 100 HP each. When you're done picking apples(or you have 99), keep going. There will be a guy blocking your way, so talk to him for a scene and an apple. Follow the sign east to the next area.

There are a couple of places where you can fall into the well, but they also get in your way. What you do is from the well there is a patch of flowers, with a little hill going up to the east. Follow that until you find the cage trap. Next to the trap there will be a hole to fall in, go in for a chest with 4 Healing Herbs.

Once you're outside the well, put an apple on the stump directly to the East of it and follow the footprints to an area with an Earth Ward on it.

For the next chest, go south from the well to where there is a bell trap, and a hill. Go up the hill and over to the treasure chest trap. If you want the chest stand under it, it contains a Pointed Stick(for Nina). Now go across the broken bridge and then down the small hill to the north. There is a small break in the trees to the east right after the tree that is sticking out from the rest. That path leads to a small area with a chest containing 8 apples. Go back to the trap and go south past the stump to a hole. Fall down for a Aura Ring. Out of the well again, go up the hill to the east to the trap and then down the hill going west, then through the area where the broken bridge is. Now head through to the next area.

NOTE: You can leave an apple and watch a scene to see where to go if you want to, but it will tell you to go to the same place.

In here keep going across the jumps all the way to the top. When you get there, go across the waterfall for a Wisdom Seed. Now finish going up to the next area, but heal all your characters first.

In the next area watch the scene, then fight the next boss.

Boss Maman:

HP: 3600

Attacks:

Body Press: Very powerful attack vs. one character, also stuns.

Rock Blast: Lvl 1 Earth magic against all.

- He's got quite a few HP, so cycle Nina between the front and back rows to get healing spells in.
- You should have Ryu transform and use Flame Strike on the boss, then cycle him to the back to regain AP.
- He's fairly strong against Earth Attacks so don't use those.
- You also might want to have Cray cast his assist spells on some of the party.

Win:

EXP: 1500

Zenny: 450

Items: Apple, Flame Punch

After the fight. watch the scene.

::World Map

Go to Kyria

::Kyria

There will be a scene.

Switch to Fou-Lu

Just a brief scene.

Switch to Ryu

:3 Missing Princess

On your way out, Cray falls in a trap so make your way out and then back over to the path and inside the mountain.

NOTE: Most enemies in here are weak to fire, so use Ershin equipped with her Flame Punch to make life easier.

This place is a maze, kinda. First follow the path and go across the water to the other rock area for a chest with a Water Bomb in it. Now go back and follow the water to the north, and keep going until you get to a place where you have to jump across the deep end, this will lead to the next area.

At the intersection go north for a chest with an Ammonia, then back down to the other pathway down to get to the next area.

Go along the path to the water, up the first stairs, and then up the stairs to the North, which lead to a jump. Get the chest with 500z and then go back to the stairs and go North where the rock sticking up is. Keep going up to where the next area is and go in the hole in the wall.

Just keep following this path until you get to the ladder, which leads to Synesta.

::Synesta

There is an inn in the center. To get to it, head west from the well to the arch-way then north, and the inn is the tall building with the stairs to the door.

If you leave town, a path will be made from Kyria to Synesta.

Make your way to the orphanage right next to the well, and talk to the Nun standing near the stairs. When you leave you'll see a scene. Talk to the nun, then the kid, who will be the next mini-game.

::"Tag"::

He'll run around the town and if he sees you he'll go off in the other direction. He does have a pattern though. He'll run around the outskirts of the town in the same circle. What you have to do is go in the opposite direction and when he sees you he'll turn around. Follow him to the walkway on the outside of town with a lot of turns, you can take the turns short and cut him off on one, since he always takes the turn close to the buildings.

Another way to catch him is to go to the archway north of the inn where the monkey guy with a stick is standing and wait for Chino to go by (he won't see you) and catch him when he does.

Once you catch him you'll go back to the orphanage, watch the scene. You now have to play hide and seek with the kids.

::"Hide and Seek"::

- Talk to the small kid playing with his toy near the collapsed wall in the orphanage to get number one.
- Go east, under the archway near the orphanage and well, for the second kid.
- The next kid is under the opening where the town entrance is.
- The next one is on the stairs next to the entrance that lead to the walkway.
- Next is the kid who is hiding down the stairs near the well, and behind the house with the guy in front of the door.
- The directions for the next kid are a little odd, so just go to the inn and the kid is up the stairs.
- Once you get her go back to the orphanage and talk to the sister. Chino has gone to the cellar, which is at the stairs where the guard is. Make your way over there and talk to the guard. He'll get thirsty, and when the water lady comes talk to her. He'll leave his post to go get some water. When he does this you can get by him to go down the stairs.

Most enemies down here are weak to fire, so keep using Ershin. The mice will use Snap, which you can learn.

Keep going down till you get to a hallway with doors. The first one has a door with an Ammonia in the northern cabinet. Go through the hole at the end of the passage. Down the stairs you will find a messed up bar. Go across the wrecked furniture, and check the cabinet behind the bar for a Protein. Exit from the bar and in the next place check the cabinet at the top of the stairs for 80z. Keep going and you'll come to a long stairwell. At the bottom you will see Chino inside of a cell. You need to get the vase out of the way first though. In the next cell there is a bag with raptor claws for Ershin, but keep the Flame Arm equipped for now. Go out the end and up the next set of stairs to another prison place. Go to the far end cell and step on the wooden part of the floor to go down to Chino. Talk to him and you'll go back to the orphanage. Now the mini-game is over :)

There will be a scene. Afterwards go to the house with the bodyguard and talk to him, you now fight him.

Boss: Kahn

HP: 3000

Attacks:

Focus: Increases Power

Shout: Stuns all enemies.

- You can learn Focus from him.

- He's relatively fast so plan ahead.

Win:

EXP: 1000

Zenny: 0

Items: Ginseng

There will be a scene afterwards, then you will have to go on a quest. Talk to the guy standing with his animal at the town entrance, and then leave town.

::World Map

A path will open to the Hide Out, choose to go there, but along the way go into the first ? you get.

:: ?

Watch the scene.

::Hideout

You'll wind up at the Hide Out, where you have to catch the thief, aka mini-game.

::"Get Him!"::

You can move the barrels to cut off his running away with Cray. Go to the east barrel first, and move it so that its just beyond the edge, then move the next closest barrel to right to it little and above, and the last one next to the first one to trap him. Now lead him over to the top and your trap, and you'll catch him.

After some dialogue, you will have control again. Go back into the Hideout and talk to Stoll again to get him as a master. Head back to Synesta and talk to Marlok. After more dialogue, you have to go to the Sandflier Wharf, so leave town.

::World Map

The path will open to Wharf. If you stop at the ? about half way to Wharf there will be a sign in there. Read it and exit via the North-East corner and you will get another fishing spot. Now go to Wharf.

::Wharf

Inside the Wharf, talk to the big guy with the white tank top on, and you'll get your first job. Yes, it's another mini-game.

::"Interior Design"::

You need to move all the jars to the sign in the North End, and the barrels to the South End sign. You also have to kill all the old stuff, and the faster you go, the better your reward.

The easiest way to do this is to break the cracked barrels near the sign, then have Cray push the good one on to the platform.

Break everything else in this area, then go back to where the entrance is, and around it to the other side.

Break all the barrels and push one jar on top of the jar platform.

Break everything else and you're done.

Remember that when you break an old barrel with Triangle or not running fast, a pair of roaches will attack you. If you break it by dashing into it from a distance, you will not fight. In the interest of saving time, it is better to break by bash.

If you want to get the most points, there is a pattern you can follow.

First go to the jar next to the exit and push it down. Now switch to

Ershin and break the old barrel next to the sign, then the one along the wall near the sign, and the one on the jar loading platform.

Now switch back to Cray, run around to the other side and push the barrel that is next to the jump spot on the crates forward to against the wall on the jar platform. Now push it over to the middle spot behind the sign for barrels.

Run over to the jar that you pushed down from the entrance and push it in front of the stairs. Run around the dark crate and push the jar over to

against the sandbags. Run around the crate again and push the jar so it is just before the crate with a jar on top. Now push it against the other crate that is there so it is directly south of the jump spot on the crate leading to the one with a jar. Push it against the wall and then to behind the jar sign.

Push the other jar near the sign next to that one, to the south of it on the platform. Now push the jar near the crates onto the platform, next to the sign and the other jar.

Once that is done, push the barrel(the only one left on the lower floor) against the crate with a jump spot and a plank on it(there should only be one of those). Now push it into the crate that has a jar on it, then against the crate leading to that one. Now push it forward until you can get around it and push it on the barrel platform. Make sure to leave the last back spot on the line with the other barrels open for the last barrel.

Now go up the stairs and around to the crates with jump spots on them(don't worry about the other barrel yet). Jump across and push the jar down the east side.

Go back around to the lower area, and on the way push the last barrel down and into position.

Push the jar so that its just beyond the crate leading to the one that had the jar. Run around the jar and go between the plank and jar(it can be done) to behind the jar. Push it out 1 space then run back around and push it until it hits a crate. From there just push it onto the platform with the others, and you're done!

You get 1800 for putting all the barrels back and extra depending on how quickly you went.

0:00-2:00 - 1500 pts.

2:00-3:00 - 1000 pts.

3:00-4:00 - 500 pts.

5:00+ - 0 pts.

::"Crane Man"::

Your next job is to load the sandflier. Moving left and right on the D-Pad swing the crane, moving up shortens it, and moving down lengthens it. Also hitting Circle without a crate makes the arm go down, and hitting Circle with one makes it lower the crate. Personally I find this easier using the normal D-pad instead of the analog stick.

Get the container next to Cray, and move it over to the spot on the ship out lined with a blue square, and drop it. You get more points if you drop it on the light blue square, so aim for that one. Also try to allow only 10-15 seconds for each barrel. You've got 3:00 so work fast! It's better to let the crane steady itself a little so you can see where it will land, then lower it down. You can get up to 2000 points for getting all of the crates, and more depending on the time remaining:

Every second is worth 100 points, and depending on the 10 second display it will be worth more. From 50 - 55 seconds, each second is worth 300 points.

After 55, they are worth 200.

:30 - :39 500

:40 - :49 1000

:50 - :54 2000

:55 - :60 3000

(I could be wrong about this)

After this is done, there will be a scene. You will get an item based on how well you did:

Straw

Spoon

Fork

You'll see some scenes and then...

Switch to Fou-Lu

Save if you want and go out. Leave the hut area to continue.

The path doesn't have any branches so go on. At the bottom there will be a scene, followed by a boss.

Boss: Khafu

HP: 20,000

Attacks:

Eldrichflame: Fire Breath attack

Firewind: Lvl 1 Fire + Wind Magic

- He uses Fire magic, but is weak to Water, so transform into Astral and use Frost Strike on him, or use Eraser for some massive damage.
- Once your HP gets low, just use Frost Strike, since Eraser won't deal equal to it.

Win:

EXP: 22000

Zenny:

Items: Fire Ward, Ambrosia.

There will be another scene.

Switch to Ryu

::Kyoin

Watch the scene, then head to the next area.

The inn is the place to the north with the yellow overhang, and it's free, so feel free to use it.

Go up the stairs to the "Causeway", which is really a teleporter. Inside the first room go in the opening west of the entrance.

Go up the stairs to get back outside.

Step on the big thing with a red roof to get to the next area

Go in the opening.

The first part of the path is straightforward so go through.

In the next area, go in the room on the south, right after the branch goes off to the north, and search the cabinet on the west wall for 3 Healing Herbs, then go back out.

Go up the stairs.

In the next part, the first door to the north has a Glass Domino, get it then go back and in the nearby southern door.

In here just go around and up the next set of stairs.

Now you will find yourself in a room with an elevator. Ignore it and leave through the east exit.

Step on the red lift to go up to a platform with the gateway. You get to watch a scene, then try to run through. Watch another scene and then fight a boss.

Boss: Ymechaf

HP: 6000

Attacks:

Whirlwind: Wind Attack vs. front row.

- Use combo magic against it.
- Combos with 3 or more hits will knock it off balance.
- When it is off balance it will take more damage.
- Don't forget about transformations with Ryu.
- Cycle people who have little AP left to the back row.

WIN:

EXP: 2000 Exp

Zenny: 0

Items: Aurum, Ice Punch

Watch the next sequence and when you have control again, get on the platform.

Inside the room you can either take the elevator down to the first floor or go down the stairs for items. This place is a mirror of the one on other side, except that the items are different. The third floor chest has 2 Ammonia, and the second floor cabinet has a Vitamin. Outside the path leads to the world map.

::World Map

Head over to Astana.

::Astana

In here, the Armor/Item Shops and Inn are up the stairs on the south of the barrier. Talk to the people to learn about the Aqueduct, then leave town.

::World Map

A new path will open to the Aqueduct. Go there.

::Aqueduct

Go up the wooden plank, and then the ladder. There is a chest with a Ginseng so get that and go up the next ladder. Go across and talk to the guy to go down. Go through and cut the rope with Ryu's sword. Go across the jump and up the ladder to the end of the path for a chest with 500z. Now go back down and across the jump, then to the other side of the pillar for a ladder, then go across and into the water. There will be a scene.

::Astana Base

The first door to the north has a Life Shard, other than that go up the stairs. By the way, notice how the music here kinda sounds like the music from Resident Evil? Keep going along. At the next intersection check the cabinets for a Magic Shard, then go through the curtain to the north. You'll see the same scene as before. Walk across behind the curtain slowly(just walk don't run) and go through the door for some scenes.

CHAPTER 2: THE ENDLESS

:4 The Broken Sword

::Ludia

Check the bag for an Aurum and go down the stairs. You'll meet Scias, who will join you when you exit through the door near him.

In the house next door there is a merchant down the stairs with some new weapons.

Head east into the castle and you'll get some scenes, leave, get more scenes, then leave town.

::World Map

If you go north from the first ? area, a ? spot will appear(the ones for random fights). Go in.

:: ?

Read the sign, then exit West for another fishing spot.

::World Map

Go to Shyde

::Shyde

Talk to someone under the first archway to trade the Lead Ball for a Bronze Ball. Leave town.

::World Map

Head down to Wynchwood.

::Wynchwood

There are a couple enemies here worth noting, the NutTroops will use Double Blow every other round(you can learn this). and the Wyd's will transform into Firewyds if you cast a fire spell on them(these have better Exp).

Follow the path. At the first intersection head west for a chest with 3 Healing Herbs in it, then continue along the south aiming path.

In the next area, you'll get a scene, and lose Nina(in a rather funny way, I might add). Keep going and you'll get more humorous scenes. You now have to find Nina.

First, go on the ledge to the south and follow it to a jump, which goes over to the place with the trees in the middle. Now go around the trees and take the next jump for a bag with a Magic Shard in it. Go back across the jumps, down the little hill, and follow the path, keeping south. Go across the jump and have Ershin hit the tree that is right there.

You get more scenes, followed by control of mini-Nina! Head up the small hill between the eggs and then head around to the south with a jump down. Walk towards the hole in the tree and watch. Now for an odd boss.

Boss: Sparrow

HP: 500

Attacks:

Feeding Time: AP is cut in half

Pinder: Nothing

- Use Cyclone once and you'll win.

- If you just defend, it will run away after a while.

Win:

EXP: 250

Zenny: 100

Items: Bird Drop(wha?), Wooden Rod/Bamboo Rod(if it ran away)

Head across the tree to a branch with vines hanging, and go down those vines. More hilarious scenes to follow(with Nina ending up in an interesting position ;)).

Head north, there is a dark green tree you can hit with Ershin for berries or get stung by a caterpillar(actually you can do this with just about every tree in here). Keep following the path and you'll leave the woods and be back on the World Map.

::World Map

Go to Worent

::Worent

Inside there is a Shop/Inn, the big house to the north with the guy waving his bat around. Head east through town to get to the Chief's house(recognize the big guy on top?), and go in.

Watch a scene. Before you leave, go in the door to the south. Down the stairs in the basement is a bag containing ManlyClothes in it. Leave the house and go down the stairs, and you'll have to fight Kahn, again.

Boss: Kahn

HP: 3500

Attacks:

Focus: Raises Power

Shout: Stun vs. all enemies

Tiger Fist: Attack vs. all enemies

- Transform into the Aura(what else?)
- His only good attack, Tigerfist, will only be used once. After that he won't have the AP to cast it.
- After that, he's a pushover

Win:

EXP: 2000

Zenny: 0

Items: Ginseng

Afterwards, there will be a couple scenes. Don't forget to rest at the Inn to get your HP/AP back. You can get Una as a master now, she's up the ladder inside the Chief's hut. Talk to the small lady behind the southern houses near that... thing floating around. You'll get a Whelk to ride. Leave town.

::World Map

Go to the Plains.

::Plains

You'll get a scene and then you will be on the plains, and on the whelk! Since Ryu will be the only one in your party, this is a good place to level. You'll fight mainly NutArchrs, which shouldn't be that much of a problem.

Head east, which is the direction you start off going. Eventually you'll run into a big rock.

From here rotate left until you are going northeast(the red needle should be pointing to the upper left), then start going forward again.

Sooner or later you'll see a white line going up from the field, head towards that, it's where you're going.

NOTE: If you go east until you leave the plains again, you will wind up at a shrine, there's nothing to do here yet though.

NOTE2: If you leave the plains without going into the camp(i.e. you wind up at a cliff or forest area), you went the wrong way.

Note3: If you're still having problems finding her, please refer to the Compass explanation in the Basics section and/or the FAQ, which has a slightly more detailed description of how to find her.

You'll see some scenes, then go into the tent, followed by more scenes. When you wake up go outside for more scenes. Talk to her again and choose the third option(the one about the sword). Exit and you'll automatically go back to the world map.

::World Map

Go back to the plains for a !.

::Plains

Watch the scene, then choose to leave the plains.

::World Map

Head back to Worent.

::Worent

Talk to the old guys in the big house again. Now leave again.

::World Map

Go back to the plains.

::Plains

Go east until you reach the big rock, then head south. You'll see a volcano with smoke coming out of it, that's where you're headed.

NOTE: For the next area, a lot of enemies use fire attacks and are weak to water. Put Ershin in the front ranks with the Ice Punch equipped.

Mt. Glom

Inside the volcano, head north to a jump that leads to a bag with a Fire Ward inside. Then go east through the small crack in the wall.

When you get to the next area there should be rocks in front of the entrance. There will be path to the east, leading up a hill to a north exit.

In this area, there will be platforms on the lava. These platforms will move when you get into a fight. Pick a fight near the entrance and after the platforms move go to the one to the east that should have come closer. Walk over it to get to a chest with 600z. Now go back on the platform and pick another fight to make the other platform come down, and the one you are on go toward it. Once you are on that one, pick another fight to raise the platform back up. Get the chest with 3 Vitamins and then go north one platform, pick a fight on this and you should be taken to a cave opening. In the cave is a chest with a Drill Punch. Head back out and make your way east across to go in the cave opening.

In here go across the bridges and then inside the house for a scene. Check the cabinet in here for an Aurum. Go down the ladder then out back into the cavern.

Go across the bridges to get a chest with 4 molotovs. Go back to under the house. Exit through the dark passage, then follow that to the world map.

::World Map

Head back to Wynchwood.

::Wynchwood

Go to the place where you met the fairies(after Nina was shrunk) and talk to the little glowing dots to meet a fairy. You'll be transported to the Land of Dreams, aka Fairy Village.

::Faerie Village

After a chat head into the open area and talk to the sleep bubbles. They will be bosses.

- None of these have anything to steal.
- They are all undead, so you can use healing spells(not items) to deal massive damage.
- To increase the chances of finding the item after battle, fight them in the order of oldest to youngest(go down the list from Chkom then go back to Bokta after the others are defeated).

Boss: Bokta - Behind the large tree at the far end of the field.

HP: 1300

- He gets a Lucky Strike a lot.

You get 300 Exp and 60z, and a Life Shard upon his defeat.

Boss: Chkom - Southwest corner of the field.

HP: 1800

- He casts Rock Blast occasionally.

- He uses sleep a lot.

You get 320 Exp, 50z, and a Magic Shard when you beat him.

Boss: Nmag0 - Northwest corner of the field.

HP: 1800

- He occasionally casts Sever.

- He does counter attacks frequently.

You get 340 Exp, 40z, and a Life Shard upon completion.

Boss: Kyo - Southeast corner of the field.

HP: 1300

- He is immune Magic.
- He casts status magic: Slow, Weaken, Blunt, etc.
- You get 360 Exp, 30z, and a Magic Shard when he gets whacked.

Boss: Udy - Northeast corner of the field.

HP: 1800

- He steals HP/AP.
- Healing spells have no effect on him.
- Has a high dodge rate.
- You get 380 Exp, 20z, and a Life Shard when he kicks the bucket.

After you kill all 5, daddy shows up.

Boss: Fantam

HP: 6000

Attacks:

Sever: Lvl 1 Wind Magic

Frost: Lvl 1 Water Magic

Ovum: Turns front row into eggs.

- His abilities change when he changes his size.
- Have Scias us Shining Blade until he runs out of AP, then transfer him to the back to recharge.
- The smaller he gets, the more damage he takes.

Win:

EXP: 5000

Zenny: 1800

Items: Magic Shard

After this fun you watch a scene, then you get the Fairy Drop, and go back to your world. Leave to the World Map.

::World Map

Head back to the old man's house in the volcano(it will be on the map).

::House

Give the smith the drop. You'll get a King's Sword, which is the same as the other one that Ryu broke. Leave the old man's house.

::World Map

Head back to Ludia.

::Ludia

Head to the castle for some scenes, then head back to the house you were in earlier, head up the stairs, choose to wait, and.....

Switch to Fou-Lu

Just a brief scene.

Switch to Ryu

It's night-time so get ready to make a raid on the jail! Leave the house and head to the Castle, the orange Manillo will sell items/weapons if you need to check your equip. When you're ready you have to fight guards before they can call for help. Nina's Cyclone will kill them with one hit, so don't worry about that. If you don't win in the first round, you will have to start from the beginning again, but the guards you've already knocked out will stay that way.

Talk to the guard guarding the north passageway, fight him and then go through.

Go east up the stairs and fight another guard. In the room behind him is a chest with an Artemis' Cap. Go back and then up the stairs to the northwest of the fallen guard.

Just keep going up and you'll wind up with Cray. Head back down the stairs and out of town.

:5 The Wind Dragon

::World Map

Go to Worent.

::Worent

With Cray in the lead, talk to people(you don't have to, it's just nice to see the different reactions people give to Cray). Head back to the hut with the old guys. Talk to them then leave town.

::World Map

Head over to Tarhn's place.

::Tarhn's Camp

Watch some scenes, then when you wake up, head out and talk to Tarhn, then leave.

::World Map

If you went to the shrine before, then go there on the map. If not, enter the Plains.

::Plains

Go east all the way past the big rock until you get to the other side, the shrine is there.

::Shrine

Go inside the Shrine and put the Jadestone on the alter(just press X on the alter then answer yes). After a scene a passageway will open up. Go in.

NOTE: If your characters run low on HP, the best way to heal is to find a fight with one or more Catpirls, kill all but one of them in one round, which is easy with Scias, Ryu, and Cray, then put Nina in first, have her heal the party member, then have whoever is left kill them. Nina should have more than 5 CP, so just keep using the 5 AP she gets per round to do the healing.

::Inside the Shrine

Go north at the first two intersections. At the third, go west for a chest containing 500z. Go back to the intersection and head east, east again, south, and follow that to the exit. In here there is a puzzle to solve. You have to turn the lasers by having Cray push the handle behind them.

::"Light Show"::

You lose HP every time you hit a laser, so watch out.

Go down the stairs near the entrance and push the Green laser so the beam is heading north.

Now run around and push the Yellow laser so it's pointing south.

Run back around the Green laser up the stairs and down the stairs to the south.

Run along the Red laser to the staircase for a chest with 4 Silver Tops.

Head back down and push the Red laser so it shoots south.

Go to the Yellow one and push that so it shoots east.
Push the Green one so it shoots east.
Now go back to the red one and push that one so it shoots north.
Now go in the room for a chest with a Light Bangle.
Go out and push the Red laser.

Go up and around to push the Green laser, then the Yellow one.

Run back past the Green laser and up the stairs, then go down the northern stairs. Go east to the hole in the wall, and from there go up the stairs. You'll be in a shack. You can talk to the man behind the rugs to trade the Bronze Ball for an Iron Ball. Head out and go behind the shack for 2 Ammonia and when you're ready, leave the shack and you'll be on the world map again.

::World Map

Go to Ahm Fen.

::Ahm Fen

There's only one way to go so follow the path. When you get to the lower part(walking in the water) head west first for a chest with a Baby Frog in it. Then head back and past where you came down to another plank that goes to a bridge, this leads to the next area.

You may notice the big snake here, don't worry, it won't attack you. Stepping on the broken parts of the bridge will make the snakes move, and you can use the snakes as bridges.

::"Snake Way"::

Go south at the first intersection and up on the plank and hit the broken part twice to move the snakes.

Go north from the broken part and walk along the snake to the next bridge.

Go along this one and then down the slope on it to get to a chest with a Scale Mail(You will trip the snakes along the way).

Now hit the broken part of that bridge 4 times. Walk across the snake and go down to the swamp level, then northeast to find a bridge back up.

Hit this spot 3 times, go across the snake and hit the next one 3 times, then down the bridge to get a chest with 3 Life Shard.

Now hit the crack one more time, go across the snake to the platform and walk across this one to the next area.

From here exit to the world map.

::World Map

If you go into the ? to the east, you can check the cabinet for a Vigor Seed. Go north on the map to a ! spot.

:: !

Watch the scenes and a Fairy will appear. Say yes(you don't have that much of a choice) and you will get the Fairy Village!

From now on you can go to the Fairy Village by camping and talking to the head fairy near the edge of the camp ring.

NOTE: Once you get 5 faeries, you can go back to the ? house near Ahm Fen and get the faerie there to be a master.

After you are done with the Faeries, go back to the world map.

::World Map

Go into Wyndia.

::Wyndia

Certain people will have different reactions to you if Nina is in the Lead. The Manillo will sell you some new fishing gear, if you've been keeping up

with fishing. In the big fancy house to the south, the butler in the dining room will buy silverware from you (remember the item Marlok gave you?) with Aurums. Also check the cabinet in the kitchen for 2 Swallow Eyes. Most of the houses in Wyndia have a cabinet with items, so make a search of the town for some good stuff! You'll run into Momo from Breath of Fire 3 if you go into the big Windmill. She's a master (go figure). When you're done having fun, go east to the big wall, up the stairs, and on the lift to get to the castle.

If you go in the near door, and follow the paths, you will get to a chest with a Ring of Wind.

Head back to the entrance and go north into the other castle entrance.

Talk to the guards with Nina in the lead and you will be permitted to go further.

Go down the stairs in the middle of the room, then head west outside. Go in the north door to get to the dungeon. Talk to the prisoner and you will be prompted to trade the Iron Ball, and you will get a Brass Ball.

Head back up to the room with the guards you talked to, and check the cabinets in the rooms on the south wall for a Wisdom Fruit and a Soul Gem.

Now go in the room on the north wall (there should be a guard there). There will be a couple of scenes, then leave Wyndia, and begin your journey east.

::World Map

Head to the Kasq Wds.

::Kasq Wds.

Inside go along the path and talk to the blue-gray Manillo walking around for another fishing spot when you leave. Now head north to the next area.

Go on the log directly next to the entrance and go across for a chest with 600z. Now go back to the other side and head north.

Go up the hill and then go over the wooden bridge. Over here there is a log mini-game, but it's not required. I'll cover it anyway :)

::"Log Rider"::

Just walk in the direction you want to go, there are only two ways to go, anyway.

Go on the first log to get to the next one going perpendicular to it and go on that one until you are next to the grassy area in the middle.

Get off and go across to another log, take that one to a landing with 2 Weather Vanes on it.

Now go back 2 logs and take that one the rest of the way to another log going perpendicular to it.

Ride that log to the ledge you can get off on, get off, and walk around to get the chest containing Long Boots.

Now get back on the log and ride to the corner ledge so you can get off on the shore and then get back on another log.

Ride this log all the way to the next one and then ride that one to the near-by shore.

If you're done having fun on the logs, go out thru the northern exit.

In here go west for a chest containing a Magic Shard then head back east.

Follow this path to the next fork and take the one leading northwest.

In the next area take the path heading north and go in the house. There will be a scene. Take the treasure chest for an Aurum and check the cabinet for 3 Flattops. Now leave the place, you'll automatically go to camp.

::Camp

There will be a chat, then Scias will leave.

::World Map

Head back to Wyndia.

::Wyndia

Go to the castle and talk to the king. After your chat leave the room and go out to the north. Go in the room with the windmill above it and head down the stairs.

Go along the passageway.

:Dungeon

In this place, Ryu will deal more damage with the King's Sword than with most others you have available at the time.

Keep going east until the path splits and you can't. Then go north in the darkened area for a chest containing a Soul Gem.

Now head back south and follow the fans.

In the next room watch the fan and wait for it to blow north, then run to the northeast for 3 Swallow Eyes. This may take a few tries. Once you have those wait for the fan to blow northeast and run north to the next area.

In here wait for the moving bridge to come over to you and then get on.

Get on the next one but wait for it to go to across from where you start so you can pick up a chest with a Balance Ring in it.

Wait for the bridge to come back then take it to the next one.

Take this one to the next cliff and go in the opening.

In the next area, you have to wait for the wind to stop moving so you can advance. Do so and work your way up, hiding behind stretches of rock that come out of the edges(just as long as something is in front of you) to prevent yourself from being sucked to the opposite end of where you want to be. Along the way, pick up the bag with 4 Healing Herbs in it.

Once you get through here, you will be in a chamber that has the Wind Flute in it. Get it and make your way back to the entrance.

Yep, all that just for the Flute. When you leave watch a scene then leave the castle and head for Pung'tap.

::World Map

Go to Pung'tap.

::Pung'tap

Watch the brief scene then head up the stairs and into the doorway.

The path in here is pretty straight, but after about 2 screens there will be a hall with 2 exits.

Take the south one and follow that all the way to a room with a chest containing a Homing Bomb.

Head back and take the other door to the north. In here go up the stairs, you'll end up back outside for another mini-game.

::"Leaping Heroes"::

You have to jump from platform to platform, moving with the wind. To jump, stand on the edge of a platform and press the D-pad off the ledge or X. This is actually quite simple.

Wait for the wind to die, then jump over to the southern platform.

Now, wait for the wind to come up and keep pressing left so you will be carried up to the platform above on the north with a chest containing 600z.

Jump down to the northern platform below, then wait for the wind and jump to the south platform across from the chest.

Go out and up the stairs, then in the opening at the top. Wait for the wind, then jump up.

In the next area, keep going up and you will wind up at a chest with a FightingRobe in it.

If you go up again, you will get to the end.

Jump up, but before you go through the exit, jump back down the way you came. You will be on a platform on the east wall.

Jump off this when the wind dies and you will go down to a platform with a chest containing 2 Power Foods.

Jump down again and then work your way backup to the very top again.

Now go through the opening, and head over to the gondola. You will watch a scene then you have a fight three grunts. You get 2600 Exp, 500z, and a Molotov/Eye Drops/Knockout Gas(nothing good). Scias will be in the next fight. He won't be on your team, but he will fight with you, and heal your characters with Multivitamins(when they get low on HP). Scias is also invulnerable for this fight.

After the fight you can get the same stuff as the last fight. You will get to watch a neat scene, followed by another scene. Scias will be back in your party now, with all the equipment he left with.

Head down the path and you will be back on the map.

:6 Mysteries

::World Map

Go to the only place available at the moment, Ice Peak.

::Ice Peak

Go along the path, but when you get to the slope going up, take the little way to the side of it for a bag containing a Vitamin. Go up, and at the top, head on the upper path to a cave with a chest containing an Icicle.

Go back to the lower path and go in the cave down there.

Follow this path all the way to the other side and back out into the open.

In the next area, put Cray in the lead and push the snowball. This could be considered a mini-game I guess.

::"Snow Plow"::

Push the first ball out of your way.

Now go down and push the next one into the ravine so you can cross it.

Across the ridge go north up the hill and push the snowball at the top(go all the way up) down to allow crossing to a chest with AsbestosArmr in it.

Go across the snowball and back up that hill and push the other ball down to the south and then down west to the gap.

Push the ball near the bottom up so it is next to the southern edge of the jump.

Now push it east and walk across it to get a chest containing 500z.

Head down the path and you're on the map again.

::World Map

Go to Chek.

::Chek

The inn has a bag with an Aurum in it, there is a shop with some new weapons, and east of it there will be a door with a kid next to it. Go in, there will be a scene, then you will get control again. Walk out the door and get a scene.

When you wake up there is a brief scene. Go up the stairs to where Ershin is. You'll get another scene, and end up inside the last place you'd expect to be.

::Dream World 1

Run along the path, taking the jumps. When you are back down, take the south fork to get a chest with a Water Ward in it.

Go back and take the northern route this time.

Follow that to the next area.

You can use the glowing crystal to move the big thing. Just keep moving it until you can get all the way up. Once up, talk to the green thing for a scene. After that, talk to a pillar and get ready for a fight. They also heal for 600 after every round.

Name	Strong	Uses
Umadap	Water	Wind
Yeleb	Wind	Fire
Agiel	Fire	Earth
Azeus	Earth	Water

- Each one has 1400 HP.

- Dont use attacks from their elements, that will heal them. Physical attacks like Double Blow and Shining Blade are the easiest way to win.

After the fight you get 10000 Exp, and 1 of each of the following:

Electrode	Earth Ward
Molotov	Fire Ward
Weather Vane	Wind Ward
Water Bomb	Water Ward

Now watch a scene. Go all the way back and to the real world. You have to go past the chest to get back, so if you missed it the first time, get it now. Back in the real world, there will be a scene and then its...

Switch to Fou-Lu

Just a brief scene then...

Switch to Ryu

When you can move go to the house where you found the old lady and watch the scenes that follow.

:7 Prophecy

Switch to Fou-Lu

You can actually control him again! Sort of... You'll wake up in Sonne Village, go to the town exit for a scene, then... You guessed it!

Switch to Ryu

There will be another scene...

Switch to Fou-Lu

Watch another scene that explains some stuff, then.....
Fooled you! You regain control of Fou-Lu. Leave town, walk west along the path for another scene, then head over to the 3 farmers gathered together and then follow the path near them to the woods.

At the first intersection go west for a fight.

Boss: Papan

HP: 13000

Attacks:

::Stone Pillar - Lvl 2 Earth magic

::Body Press - Attack + Stun

- It's not all that much to worry about. Just attack with Frost Strike and he'll go down in a few rounds.
- You can steal an apple from him.

WIN:

EXP: 10000

Zenny: 750

Items: Wisdom Fruit, Apple(if you didn't steal)

Now head back to the village for a scene, or go South to get to the world map. If you go in a ? area, there are some skills you can learn from enemies but watch out for Bilbao's, their Blitz takes a lot of HP off you. There is nothing you can do here anyway, so just head back to the village.

Switch to Ryu

Go back in where Ershin is and say yes when you're ready to go back in.

::Dream World 2

It will be slightly different from last time, but the concept is still the same.

Walk along, taking the side jump for 2 Knockout Gas'.

Keep following the path and at the next intersection, go north for a chest containing ManlyClothes.

Head back to the main path and continue on to the house/temple.

Watch a scene.

Leave when you're ready to.

::Chek

Watch the scene then leave town.

::World Map

Go to the newly opened ? .

:: ?

Watch a scene, then leave to get back on the map.

::World Map

Now head up to Sinchon.

::Sinchon

Go in the cave for another dungeon.

In the second area(the one after the stairs in), go across the north bridge and then northeast to the doorway.

In this area, go west all the way to the door to get back to the other room for a chest with 2 Swallow Eye in it.

Now go to the other path and follow along that one.

At the next branch take the lower path and press X on the eye at the north end of the room. This will start a 30 second timer, so run back and go to the upper path and jump along the pillars. The first chest has 3 Dragon Scales in it, then continue and jump to the platform with the doorway, then get on the western pillar and wait for it to go down. Go in the back room for a chest with 2 Magic Shards in it, and another one with a Soul Ring.

Go out the door on the other door, and jump down.

Hit the eye again and do the same thing you did last time, only don't go to the pillar, stay on the platform.

Go through the door, then go along until you are back outside, and you will get a scene.

Switch to Fou-Lu

After the scene you will have control, so head out and go find Mami. She's up the hill on the first intersection in the field, and you will get a scene. If you go back into town and talk to Mami, she will give you a Rice Ball. After you get that leave town.

::World Map

Go up to Mt. Yogy.

::Mt. Yogy

The boulder will... well... go away. Go up the path, at the first intersection go on the northeast path to get up to the top, then make your way into the volcano. I recommend stealing(have Ryu learn Pilfer so Fou-Lu can have it) the Magma Armor from the Lavoids, since the Fire protection will help out a lot in the area to come. Also if you got a Fire Ward from the last boss Fou-Lu fought, equip that as well.

Anyway, inside, go west to get to the next area.

Just follow along the path until you get to a scene, then a boss.

Boss: Marl, Klod, Bellwyd

HP:

::Marl - 16,000

::Klod - 1300

::Bellwyd - 1300

Attacks:

::Marl

- Summon Kin - calls assistants to help

::Klod

- Rock Blast - lvl 1 Earth magic

::Bellwyd

- Speed - Agl +50%

- Heal - lvl 1 Cure magic

- He will call assistants to help him, kill the one that heals him first.

- He will call new assistants when you kill both of them.

- If you have the Magma Armor equipped, then you will take very little damage from the Earth Elemental Attacks that he uses.

- You can steal Wisdom Fruit from him.

- Eraser is the best way to go.

- You can learn Focus from him.

WIN:

EXP: 30000

Zenny: 3200

Items: SuperVitamin and depending on the assistants you killed:

Wisdom Seed, Life Shard, Magic Shard, in varying numbers.

Go out. When you get to the bottom, there will be a scene.

Switch to Ryu

Watch and learn.

Switch to Fou-Lu

There is a scene, then head back to Mami's. After the next scene, walk to the town entrance, you will get another scene.

Head back into the house for yet another scene. Head to the oven and press X to go in, there will be more scenes.

Switch to Ryu

Watch the scene, you now have your first Breath Attack! It's also dragon

hunting time! Sort of...

Head back through the cave to the other side, when you leave you will get a scene, and gain control of Ershin. Head outside and watch another scene, followed by a fight. More scenes, more fights.

::World Map

Go back to Chek.

::Chek

Watch the scenes. Head out of the house for another scene, then leave town.

::World Map

Go north to the ? spot on the map.

At the first intersection head west, then north for a Soul Gem in a chest.

Go north and take the lower path to get a Wisdom Seed.

Now head back to the upper path and follow that to the exit.

::Camp

Watch the scenes, then head out of the tent for another scene.

You now get to fight a boss.

Boss: Ight

HP: N/A

- You can steal an Aurum from it.

- Just let yourself die. You get to watch a very good show.

WIN:

EXP: 3600

Zenny: 0

Items: Flame Sword

Watch the scenes that follow.

CHAPTER 3: STREAMS

:8 Awakenings

NOTE: You now have control of another dragon type.

Switch to Fou-Lu

Watch the scene and the man will give you an Ivory Bangle. In the woods, a monster will follow you(it likes you:)). Don't worry, it won't attack. Leave the woods to the south.

::World Map

Head to Sanctum.

::Sanctum

Watch the scene then go in the cave. Get the Crystal for another Dragon Type. Keep following the path to the exit. When you are back outside, go down the slope to the world map.

::World Map

Head to Soma.

::Soma

At the four-way intersection go northwest for a SuperVitamin, then head

south to the next area. Just follow the path for a scene.

Switch to Ryu

Watch the scene.

::World Map

Go back to Chek.

::Chek

Back in Chek, talk to Abbess and watch a scene. Ursula will now join the party, talk to Ershin, and she will come back.

NOTE: If Ryu uses the Kaiser Dragon form, it will be Berserked and you will not be able to control it.

::World Map

Go to Mt. Ryft.

:Mt. Ryft

Inside go west at the first intersection and jump across the rocks for a chest with a Rocket Punch in it. Go back over the rocks and head along the path going next to them and go south at the next intersection leading outside to a raft. Get on the raft for a mini-game.

::"The River Wild"::

You have to make it down the river in one(or more) piece, every time you hit something you lose a piece, when it gets completely destroyed ya gotta start over.

Know when it's smart to go for bags, don't go for it unless you know you won't hit a bank or if you just don't care about losing pieces :) Also you might want to consider breaking the raft before you get to the waterfall so you can pick up a chest with 3 Fish-heads in it.

This is more of a reaction game, so I can't really help you out here. Sorry :(.

You get a bonus based on how many pieces you have left of your raft.

NOTE: You can go back and play the raft mini-game as many times as you want.

::World Map

Head to Shyde.

::Shyde

If you go up the stairs and around the top, to an area with a bridge, you will find the boy who explains game mechanics. Ask him about shift and you will get the ability to teleport to places on the world map that you have walked over since getting the ability.

Go to the room underneath and talk to the blue man. Go back outside and watch a scene, then go back into the room and talk to the blue Manillo again.

Press X on the flier to get in.

::"Speed Racer"::

Left and Right turn it, Circle accelerates, X Brakes.

The dots on the track are mounds, which you can use as shortcuts if you go fast enough. When you jump from them, move the D-pad/Analog stick in circles and you will do tricks, just make sure you land with the bottom of the ship down.

It is also better to save time if you press X to brake before a turn. This will help you maintain control of the flier.

::Kyoin

Head up to the gateway and talk to the guard, then head back to the sandflier for a scene. Talk to the guy with the bag for another scene, then leave.

::World Map

There are a couple of things you can do first however.

- If you had anyone apprenticed to Rwolf, then you probably have enough combo hits to get the next skill.
- You can get the Mud Dragon's help by going to the ? just north of Dam where you met him the first time.
- For the Grass Dragon's help, head to the great Plains and talk to Tarhn. Then go onto the field and head east until you see a flying white dot, aka a bird. Chase after the bird and you will find a glowing dot, aka singing bird, now chase that one. It will lead you to the Dragon.
- If you head back to the Crash(your old sandflier), you can trade the Brass Ball for a Tin Ball.
- If you head to the house with a fairy in it, she will become a master if you have been keeping up with the Fairy Village side-game.
- If you have been trading the Balls, then you can go back to Synesta and get Marlok as a Master.
- After you get the power of one of the dragons, you can go back to Chek and get Abbess as a master.
- If you have those items in your inventory that say "Looks like it could be used to make armor", then head to the smith in Mt. Glom and he'll make armor out of up to three of them.

If you head to the Shikk region, you will have the mini-game again, then a scene. The guy will give you a Silver Top as thanks. Leave the area if you want, or go back on the sandflier mini game.

::World Map

- If you go from Shyde to Shikk or Shikk to Shyde, you can get the Sand Dragon's powers by taking the jump going south to an isolated area of the sandflier map.

Head to Mt. Giga once you get the dragon.

::Mt. Giga

Get on the Gondola and head down.

Get the bag for 800z, then go across the jump.

Head north at the fork, then head down.

Go up the hill and go on the landing, then jump down to the crystal for another dragon type.

Jump down then head up to the top of the slope to another gondola.

Take the upper path to get a bag containing a MultiVitamin, then go down the lower path.

At the bottom go east for a chest with a Weather Wand in it, then head back. Go up the slope next to the one you came down on to get to the path that leads on. This will bring you back to the world map.

::World Map

Head up to the Checkpoint.

::Chkpoint

Talk to the big guy with a purple cap and watch a scene, then you have to fight with just Cray. They are not hard at all, one attack usually kills them. You get 1400 Exp, 182z, a Void Sphere, and Dynamite when you win.

After a scene, push the cart facing the gate with no brakes in front of it until it hits the guards, then push the one near the rock to over where the first one was.

Now go back to where the chest and entrance are and push the cart near there over so it's between the chest and roof.

Go up the ladder near to the roof of the building and jump off the south to the chest with 3 Ginseng in it.

Now go back up the ladder and jump off the north ledge and then jump down and head out.

::World Map

Head along the path and go in a ? area that opens up half way there.

:: ?

Take the side exit to open up a ? spot on the map. Go in there and you will be able to get the Tree Dragon's help. Go back to the map.

::World Map

Go to Shikk.

::Shikk

The shop will have some new weapons, but they are pretty heavy.

If you go down the slope where the kid is running around the Manillo, then in the door near there, then down the stairs, you will find a man who will trade the Tin Ball for a Copper Ball. The cabinet upstairs has a Water Bomb in it as well.

Go down the stairs in the shop and talk to the sailors at the bar. Leave town.

::World Map

Head for Fane.

::Fane

Talk to the guy and he'll let you through. At the first intersection head down to the path covered in water. Go along that for a chest with 5 hangers then head back to the intersection and go west for a bag containing 2 Ammonia then head back to the intersection and go east.

At the next one go down the slope and in the cave.

Follow the path that goes west.

Take the southern cave hole for a Wetsuit, then take the northern one and get the blue ball on the floor.

Go back to the first area and throw the ball into the well type thing.

Now head out and go to the upper cave. Watch the scene, then go back to the world map.

::World Map

Go to Shikk.

::Shikk

Talk to the sailor again and watch the scene. Then you get a mini-game!

::"Balance is de Key"::

You have to knock the sailor off the mast. If you press X, you can jump. Jumping on his head stuns him. Then you press Square to build up speed and run into him.

Just jump on his head then run with Square into him to push him off. When you jump on his head, you'll bounce off to the other side of him, so jump from the side closer to the edge.

If Iggy hits you, you lose 50 points, if you fall off, you lose 100 points, so watch your step.

The easiest method to winning is to just stand on the edge of the mast and wait for him to charge at you. when he gets close enough to the edge, jump straight up and hopefully you'll land on his head and bounce onto the mast. Run into him to win.

If you go fast enough you will get a time bonus.

Talk to the guy again for a scene. After another scene you will fight with just Nina and Ursula. Don't be afraid to use AP, that's what it's there for. Watch another scene, then have another fight. Watch another scene, then talk to Zig for a scene. Talk to him again to set sail.

::The Boat, on the High Seas

Watch the scenes, then head down the stairs at the aft of the ship. Check the cabinet for a Warbler then make your way to the hold for a scene. Head back up topside for another scene, then a boss... Sort of...

Boss: Kahn

HP: 12000

Attacks:

Focus: Raises Power

Shout: Stun vs. all enemies.

Flex: Poison all combatants.

- You can steal Ginseng from him.

- You can learn Focus from him.

- His flex attack will poison people.

- He's just as easy as always.

WIN:

EXP: 12000

Zenny: 0

Items: ManlyClothes.

After the fight, watch the scene.

:9 Fools and Men

Head topside and talk to Zig. Watch the scene then talk to Iggy. Watch the scene that follows.

::Cove

Go into the ship. The will-o-whisp will turn red when the next step you take in that direction will fall out on you, so watch it closely. Take the eastern plank. On the next plank intersections go West, West, North, East, North, East, South, then East for a chest with 3 Burnt Plugs.

From the chest go North to the second of the two planks going East and go on it, then North, then West four intersections, then South, West, South, South, West, then North to a chest with a Ring of Fire.

Now head back the way you came(head South, then East, North, North, East, North, East), then head North, East, North to the platform with a ladder.

Head up the ladder, then past the steering wheel to back outside for a chest with 1500z.

Back inside go on the bridge east of the ladder. From here, go East, North, and West twice for a chest with 2 Panacea's in it.

Now head back east and go in the cave for a boss.

Boss: Glebe / Loam

Glebe

HP: 18,000

Attacks:

::SummonMinion - summons 2 minions either Loams or ????(chest).

::Snap - attack: lowers defense.
::Tempest - lvl 2 Water/Earth Magic.
::Resist - Invulnerable for 1 turn.

Loam

HP: 1000

Attacks:

::Frost - lvl 1 water magic.
::Vitalize - lvl 1 healing magic on all.
::Blitz

Chest:

HP: 200

Attacks:

::Silence - Mute vs. all
::Confuse - Confuse vs. all
::Escape - runs away

- Glebe will summon 2 Loams, when there are none around.
- You can learn Blitz from them.
- Ignore them, after they Blitz a couple times, they will not be a threat.
- You can steal Wisdom Fruit from the Glebe, and a Vitamin from the Loams.
- If you let it create a new Loam, you can steal another Vitamin.
- The above is an easy but time taxing way to get 99 Vitamin's.
- Every now and then he will summon a Treasure Chest instead of a Loam.
- You can steal Iron Scraps from these.

WIN:

EXP: 17000 (depending on how many Loams you killed it will change)

Zenny: 13032 (again, depends on how many extras you killed)

Items: Light Bangle, and a random assortment of: Aurum, Iron Scraps, Glass Shard, Bent Screw.

Watch the scene, then go back to the ship and go outside to where the chest with 1500z was. You can jump off the ship to the rocks for a shortcut back to the dingy. Talk to the sailor to head back to the ship.

::Ship

After the scene, head to the bunks and rest for another scene.
Head out and talk to Zig on the main deck (the front of the ship).
Watch the scene that follows, you will wind up in Lyp.

::Lyp

Jump across the boats to a Blue Manillo fishing. That's Gyosil, a master, but only if you have 3000+ pts. fishing.

NOTE: Once you get Gyosil as a master, you will be able to go back to Synesta and get Lyta as a master as well.

There are shops all around the first area if you go on the boats. The exit is north from the boats.

NOTE: You can talk to Zig again to take the boat out and get several items as well as the Sea Dragon's power. You will be in a mini-game.

::"Adventures on the High Seas"::

You move the ship with the directional buttons, however to make it go you have to either use the sails or oars. Oars will use more supplies, giving you less time at sea, but you can use them anytime. Using the sails uses less supplies, but you can't go against the wind, and the wind will sometimes die down, rendering you stuck. Press triangle to get off the ship and explore. A note on wind. The direction the gauge say is the opposite of the way it's blowing. Get it? That is the direction the wind is coming from, so if you want to head North, wait for a South wind to go that way. Or just use the oars, but that will use up supplies very quickly. The lighter colored arrow to the right of the wind arrow is the current arrow, which tells you which direction the current is going in, and the size says how fast. This

will speed you up if you go with it, or slow you down a little if you go against it.

- If you follow the coastline you will see buoys with red flags on them. One has 5 Water Bombs, another has 3 Water Wards.
- Going south through the rocky path will get you to a red flag with a Harmonic Ring in it.
- If you head east for a while to a red flag inside a U-shaped cove, there will be 3 bent screws
- If you head to the blue flag, up the screen, you will get a fishing spot.
- The red flag on the same island will have a ManlyClothes in it.
- The island with a small lake on the coast and a rock in the lake is the place where you were inside the wrecked ship(Cove).
- If you go to the place where the water is a lighter blue and you can see a lot of rocks around it, explore there with Triangle, you will get the Sea Dragon's help. You can find it easily by going northeast from Lyp to the cave of wrecked whips, and going northeast from there. Or go north out of Shikk(I think that's the direction... Up and left)
- As soon as you have cleared the peninsula Lyp is on, go Southeast(wait for a northwest wind). When you hit a rock, press X, you will be on an island with a chest containing a Divine Helm. The rock is the one with 3 others, making a straight line.
- If you talk to the sailor with purple lips(Kryrik) in Shikk, he will be a master if you can make a combo of 25+ hits.

When you are done sailing, go to the world map outside Lyp.

::World Map

Go in the ? area on the map.

:: ?

There is a furball here, talk to it and choose the second option(give it food), and keep giving it food until the option is "Still More" or "Thanks for the food", then stop giving it food. Apples work fine, and there is a limitless supply of them in the forest next to Kyria(forgot about it, didn't you?). Leave over the bridge to the south.

NOTE: I am not very good at speaking this language(more on that later), but I think what the furball is saying is "I don't feel good. I took the medicine but still don't feel good." Once you give it food for the first time, "Fish! That's Fish! Fish good(?)! That's amazing!" After you feed it enough, "Fish! That's Fish! I've had enough, fish was good!" That is very iffy, as I had to guess on a couple of the words, but the general idea is that it wanted food. You don't have to give it fish, normal food works as well, like Apples and Berries.

::World Map

Go to Jungle.

::Jungle

Take a walk on the boardwalk, and go east at the intersection.

When you get to the tree, go east to the plank going down to get a chest with a SuperVitamin in it, then head back.

Go up and across the tree to the other side.

Keep following the boardwalk to get to the next area.

Go on the bridge until you get to a crossroads, then head south for a chest with 2 Aurum's in it.

Go back and head north, skip the jump to the boardwalk. In the next area, you do the log rolling again.

Roll the first one into the next, then roll that one alongside the third in that area. Roll this one alongside one to the south, then roll that one alongside a log north of the one you're on.

Roll that one to another one and get off for a bag with Toxic Claws in it. Go back to the south log and roll that one alongside one to the south, then roll that one into the log which goes ashore. Leave and you're back on the map.

::World Map

Go to Pabpab.

::Pabpab

Watch the scene. If you fed the furball in the forest, you will be able to get in, otherwise, go do that now. (They say something like, "Enemy, bad! Go away!!" then the furball you fed says something like "These are friends. Not enemies!") Watch the scene then head to the room outside and across the bridge. You can read Beyd's notes on how to understand the furball language. I'll write them down here in case you're interested.

ain - during, a period
ishi - east
kairu - guide, teach
ko - here, this
michu - secret
nah - fish
ni - you, that
no - wrong, bad(I guess no means no:))
nosta - north
pabpab - us
paketo - but, still
poto - more, amazing
purechi - friend
pukapuka - slowly, relaxed (also has connotations of "What will be, will be")
rikuku - medicine ("Things work out in the end")
roi - rock, stone
sanami - south
santo - thanks
sonna - sorry
taan - time
tatoru - dance
temi - enemy, bad person
treja - treasure
ueashi - west

I don't know about you, but a couple of these are growing on me.

Pukapuka! Anyway, when you're done talk to the sick guy and then go back to the hut with Beyd. After the scene, leave Pabpab.

::World Map

Head to Lyp.

::Lyp

Talk to the old man up the ladder at the south end of the village for a scene. Talk to Zig when you're ready to head out, you will get control of the ship for the sailing mini-game again.

::"Sailing for the Cure"::

- A blueish red(maybe purple) flag out east is where you need to go to get Mozweed for the furball. It restores the status of one person, so you might want to get a few extra. Use Ryu's sword swipe(Triangle) to cut it. You can ut as many as you want. It's faster to head west out of Shikk to get here.

Head back to Pabpab with the Mozweed and head to where the sick furball is. Give him the Mozweed (press X on him), watch the scene then head back to the hut for another scene. Leave the hut for another scene, then go back to the world map.

::World Map

Go to the ? area.

:: ?

There will be a small scene. (She says something like "This is Saldine. You should go west from here!" then, "You're friends, Go west here!" followed by, "Thanks, for helping us. You're our friend. Things will all work out!")

Head west along the flats and at the fork keep going west to get a chest with 2 PoisonPowder's in it.

Now take the south path and go along that one.

Keep following the path west to the next screen.

Go on the beach and west past the hill to get to a chest with Moon Tears in it. Head back and go up the slope.

Go across the jump to the north and head down the slope before the next jump.

Go through the bushes (beware of the red ones, they're thorns) and get the Crystal for another dragon type.

Head up the slope and over the jump then north up another slope.

Go along there, then head back down to the watery area (you may need to rotate to see it). From here go west to the next screen.

There aren't any side-tracks here, so just go along the path to the next screen and a scene.

After another scene, head west to another area in a jungle setting.

Just walk along and go across the water to the next area. As soon as you go to where the path get wider, you will get another scene.

Switch to Fou-Lu

There will be a brief scene.

Switch to Ryu

There will be another set of scenes, then go to the path west and get another scene.

Head west to the next screen and go up the slopes to the next area.

Walk around here and don't forget the chest for 2 Crab's.

There is another chest in between the tree lines and under the leaves that has a Deluxe Rod in it, and you can now fish for food if you go west another screen.

::"Fishing"::

I'm not going to explain fishing here, that has it's own section.

When you think you have enough fish, head back to camp.

When you get back, you will get a scene.

Switch to Fou-Lu

Watch the scenes. Then head up and stand on the glowing green thing for another scene.

Switch to Ryu

Watch the scene then head to the fishing spot.

Switch to Fou-Lu

Head east into the castle.

If you go down the stairs and around the floor, the first door on the north wall will be a save/rest room. If you go forward, you will get a scene, then a boss.

Boss: Kahbo

HP: 19,000

Attacks:

::Flaming Fist - Physical Fire attack

::Mystic Fire - Fire breath attack

- You can steal a Wisdom Fruit from it.

- This guy hits hard with fire, so go for Tyrant of Behemoth.

- He goes before you do, so watch out.

- As a Behemoth, put the Fire Ward on and you will take very little damage.

WIN: 20000

Zenny: 0

Items: SuperVitamin

Next is Kamyu.

Boss: Kamyu

HP: 29,000

Attacks:

::Simoon - lvl 2 Fire + Wind Magic

::Eldrich Flame: Fire Breath attack

- You can steal a Wisdom Fruit from it.

- Serpent/Peist is your best bet. It's Waterspout Breath attack will deal around 1800-2000 per hit(with 6 hits, that's around 12k damage per round).

- He uses fire attacks, so keep the Fire Ward on.

- Use Wisdom fruit as needed.

- If your dragon HP gets low, you can use an Ambrosia.

- Watch out for Simoon, that deals around 1000 damage.

WIN:

EXP: 30000

Zenny: 0

Items: Ambrosia

NOTE: You can go rest in the save room if you choose to do so.

Now watch a scene and then press X on the statue to go to the next area. Go down and along the path. Go through the guards(you have to fight, they are very easy though).

Watch the scenes that follow, then fight again. You have to transform in order to beat them, so do that.

Watch out for the fire attacks. Astral will work fine here. Two Erasers should do the trick. You'll get 11600Exp for all your troubles. Continue on into the castle. Head forward for a scene.

:10 Levant

Switch to Ryu

Watch the scene, then head back to camp. Rest at the blue book, then watch a scene. Head over to where you found Ursula the first time and watch a scene. You'll be back on the map.

::World Map

- If you head north you will get another master. I won't say who it is, but

you'll laugh when you find out.
Head to Koshka when you're ready.

::Koshka

The shop has some really good items in it so check it out. Nothing else here, so leave.

::World Map

Go to Shan River.

::Shan River

Pull the switch to bring the lift over and get on for a mini-game.

::"Gondola Man"::

After you are on the first gondola, the instructions will come up. Simple, really. Just press X to move it. If you want to get off before you hit something, let go of X and get off with the D-pad/Analog stick.

From the first one, go over and keep going across to the next area. Go west over the jumps and south over the tree. Get the nearby bag for 1000z, and the chest southwest of the tree hidden under branches to get a chest with Titan's Boots in it, then go south again, then east to get back to the area with the gondolas. Get on the nearby gondola and go forward to hit the log, then ride that to the chest with an Earth Ward. Get on that gondola and ride it back to the entrance, then ride gondolas back to the tree and go around to the gondola again. Wait for the first log to go past then keep going. Hit the next one and ride the log. Now you can use it as a bridge to get to the chest with 2 Aurum's. Now go back to the tree and around... again... This time, dodge both and go all the way across on the gondola to the exit.

::World Map

Head into Chiqua.

::Chiqua

Talk to the blue Manillo at the south end of the dock to get another fishing spot.

Then go talk to the purple guy east of the entrance to town for a scene.

You have a choice of getting one of these three:

:Fish - You only need to get a total of three of these, and you can mix and match between them(i.e. 1 of each, 2 of 1, 1 of another, etc you get the idea).

MartianSquid - Can be found in all 3 of the Lake Spots.

Salmon - Can be found in River Spot 2(also in spot 3, but you can't get there yet).

Sea Bream - Can be found in Ocean Spot 1 and Saldine Spot.

:Relics - Ruins near Koshka

This one is the most complicated, but I suggest you do it anyway because it has another dragon type inside of it.

Go to Koshka.

Talk to the guy with red shirt and purple pants and pony tail to find out where ruins are.

On the World Map a new place will open up(En Jhou).

Head into the ruins. Follow the path and go up the stairs.

Put Ershin in the lead and break the discolored part of the east wall, you need to get a running start for it.

Head north up the stairs, then go down the stairs in that room to the next.

Jump south and then follow the branch up and go north to a room with 3

Wisdom Seed in it.

Leave and go into the room next door. Have Ryu cut the chords, but watch out, the purple one poisons everyone in your traveling party.

Head back to where you jumped across to get to the branch and jump across east.

Follow the path to go down the stairs, then another set to the south.

Go down the ladder, and then down the set of stairs to the west, but only that short set, so you can get to a ledge and jump down.

Take the next 2 southern jumps. Now jump across the little expanse and you should be on the ledge against the southern wall.

Head down the stairs to the west for a chest with 2 Magic Shards in it.

Now go back up the stairs and head east to another room.

Follow that path to get another Dragon Crystal.

Now go back and across the expanse, then head to the ledge and jump down.

Go back up the stairs to the ledge, go down west, then take one jump south, then go west again to get a chest with a WardingStaff in it.

Jump the rest of the way down and then head back to the beginning where you went up the stairs to the north(vs going across a jump to the east).

This time head east across the jump and go through the door. One of the chests has 3 Antidotes, the other has an Aurum in it. Once you've gotten them, leave the ruins.

:Pottery - Koshka

Talk to the store owner and ask him to make a jar. Come back after you waste a lot of time fighting, doing side stuff, working on masters, etc. But you need to kill a lot of time. A looooooooooooooot. I think around 5 hours of game time. He'll sell it for 500z when it's finished.

Once you have done one of these, he will tell you how to get to the capital and then, if you have it, offer to trade the Copper Ball for a Silver Ball. I don't recommend giving him the treasure from the ruins, that's the Flawed Gem Crystal.

The easiest way to do it is to ask for the pottery, waste some time then do the ruins, then go back and the pottery should be done by then. The cheapest way to do it would be to get the fish.

Anyway, after you give him something(if you have more than one you can choose which you want to give him by saying no to the ones you don't want to give him) leave town.

::World Map

Head down to River.

::River

Inside, Cray has to move the boxes in the river.

Go across and down the stairs.

Go across the jump and then push the crate.

Go over the crates to the other side.

Go up and around.

If you make your way to the other area, get the bag by going up the ladder then back down the other side.

Flip the switch on the nearby control panel to make the floodgate go up and walk across it.

Go back down the other side and press the control panel to make it go back down.

Now head east to across another small floodgate, and there is a guy who will talk about things with you. If you answer "Dragons", "Yes", "They all look different", "Like grass and rocks", then he will tell you how to get to the quarry. If you talk about traveling, say "Across the sea", "We've seen dragons", then answer the way you would have the first time.

Go east past him to the edge and take the jump out into the middle, then

push the crate.

Flip the small gate to lower the water, then again to close it.

Head across the box-bridge and then east and hit the switch to raise the big floodgate.

Head over to the other side of it and go to the next area.

Go across the jump and then back to the previous area to get the chest with an Armored Vest in it.

Go back over the jump to the floodgate. Everything will have reset and you can go down the nearby ladder to a chest with an Atomic Punch in it.

Go back up the ladder, over to the next area, across the jump, up and over the crate, and you'll be back on the world map.

::World Map

- If you go to the ? on the map that is down, then left, you can get the Rock Dragon's power.

Head to Pauk.

::Pauk

Go into the red tent and watch a scene. Talk to the woman again then leave town.

::World Map

A ? area will appear, go there for a mini-game.

:: ?

::"Chicken Run"::

You have to get the brown chicken into the pen. If you get other chickens, you get more points.

The chickens will run in the same direction you do, and if you run around to a side, they will change direction accordingly. If you go far enough away they will stop running and go back to a walking pace. You get 100 points for each chicken you get in the pen and 2000 points for Tak. If you leave them alone, the little chicks will always run in the direction of Tak. You can use this to lure them near the pen.

You also get a bonus depending on how many extra chickens you caught. There is no time bonus for this game.

Getting all of the chickens will give you a free and fairly easy 6900 game points.

Back in town, if you got more than just the brown chicken, the little girl standing by the chickens will give you an item.

Go back to the red tent and watch a scene.

Leave town again and you will see some new places open up on the map.

:11 The Path Ahead

::World Map

Go into the ? before the Tomb.

:: ?

You will be in the forest you were in as Fou-Lu at the beginning of the game. If you head to where he first met Yahm, you will see the hill Fou-Lu jumped up to escape. Go up this hill but watch out for damage from the thorns.

If you go to a path to the west, you can find the Wind Gem Crystal for another dragon type. There is a bag in a little break in the bushes to the north with a SuperVitamin in it. Also, in this area, you will fight a lot of GoldGang enemies. If you kill them using only magic, they drop 10000z. This

is a good place to get cash for buying stuff.

If you leave through the southern exit, you will get another fishing spot. After you've done all this, go back to the World Map.

::World Map

Go to the Tomb.

NOTE: Any items you got as Fou-Lu will now be gone.

::Tomb

Go back the way you came out as Fou-Lu. When you see a path that looks like a dead-end, go through it(it isn't a dead-end) for a bag containing a Wisdom Fruit. Once you get back to the Tomb area, go behind it to find a chest with an Ambrosia in it.

When you click on the stone guardian, you will get a scene, then a fight.

Boss: Won-qu

HP: 32,000

Attacks:

::Frost Breath - Water breath attack.

::Sanctuary - Cancels all support magic.

::Sleep - Sleep vs. front row.

- Having Blizzard Mails on your party is a good idea.

- You can steal Moon Tears from him.

- He casts Sanctuary occasionally so don't bother with Magic that doesn't deal damage directly.

- You can learn Sanctuary from him.

WIN:

EXP: 30000

Zenny: 0

Items: Cupid's Lyre

If you are running low on HP/AP, it might be a good idea to exit, rest, and come back. Whenever you're ready, head down into the Tomb.

Just keep going down stairs, it's all you can do.

When you get down to the bottom, keep going to get to a chest with a Vitamins in it.

Now go back and step on the platform to go down.

Go through the door and press the switch and continue on. Mini-game time!

::"Movers'R'Us"::

You have to move the blocks to form a path. X goes back, O goes forward.

Move the red block next to the east platform south one space.

Move the next closest red block one space north, then go to the side and move it one space east.

Move the red block furthest east 3 spaces south.

Move the blue block furthest west 2 spaces north. Go to the east side and move it 4 spaces east.

Move the other blue block you can move from that side 2 spaces west.

Go back to the other side and move the last blue block once space west.

Move the red blocks near the platform so that they form a line, you should only have to move the middle one one space north.

Move the red block furthest to the west east, so that it lines up with the hole in the path next to the other red blocks.

Now run around and move it north into position.

The first platform has a Bead on it, and the chest is an Electrifier. Head back to the previous room.

When you get back to the area with the platform, the bead will crumble, but open up a new passage.

Go down to that area, and then go up the ladder, then up to the next area.
Go north at the first intersection, then west at the next, watch the pillar go down then continue on past it. Go down the ladder to the next room for a mini-game.

::"Blocked Passages"::

You walk around on the block, but if you step on the red eye, you will lose some of your Max HP.

From where you start go east one step.

Then north 2, then west 2, then another 2 north.

Get off and get the bead. Get back on and go north one step, east one, north one, west one, south one, east one, north one, west one, south one. Rotate the screen. The red eye should be facing north. If not, repeat until it is.

Now just roll to the chest for 5000z.

To get back without getting hurt, line the block up so it is directly north of where the bead was.

Now go north one, then west one, then south until you can see that the red eye will be the next step.

Now go east one, north one, west one, then finish going south to get back to solid ground.

Head back to the lift room and a pillar will go down, breaking the bead.

Go up where the pillar was and make your way to the opening in the wall.

In here take the northwest path at the intersection to get a chest with 2 Napalm in it.

Go back and take the east path to another puzzle, but it is too simple to need any special explanation. Just go up the stairs and get on the block(you may have to wait for it), then take the stairs down to the floor level, then go back up with the next block. The exit is up there.

In the next room, watch the scene, then go across the bridge and read the sign for a boss.

Bosses: I, II

I HP: 10,000

II HP: 10,000

Attacks:

::Powder - Poison vs. front row.

::Punch - Strong physical attack.

::Kick - Physical attack vs front row.

::Fireblast - Lvl 2 fire damage to all

::Stasis - Combo Magic is stopped for three turns.

::Revolution - Brings front row down to 1HP, including dragon transformations - They are big dice.

- I is immune to physical attacks, II is immune to magical attacks.

- You don't have to steal from them, the items will drop after battle anyway.

WIN:

EXP: 50000

Zenny: 0

Items: Vitamins, Wisdom Fruit, HarmonicRing(2)

Watch the scene, then get the blue ball.

Head back to the first room with the pillars and watch the brief scene.

Get on the lift that you rode to get down the first time, choose "move ahead" for a scene.

Go across the jump and then north then west for the next area.

When the path turns east, there will be a cracked part of the south wall.

Have Ershin hit it to make a new path.

Go in and down the small hill after the stairs to get a bag with 4 Swallow Eye in it.

Go along the level path and through the door at the far end.

Go up the ladder and then down one level, then down the southern ledge on the west side for 5 Dynamite.

Now go back up and then go off the south jump to get a bag with 3 Wisdom Seed.

Go up the ladder again, then north to the next ladder which leads outside.

Go along this path into a shrine-like place, and get the chest with a Dragon Tear.

Head all the way back to the place with the lift, and head west to get back on the map.

::World Map

Go to the ? on the map south of Kwanso.

:: ?

Go along the path down, when you get to the first intersection, go east.

Go down the slope at the next one to get a bag with a Taser. At the next intersection go west and follow that to an exit.

::World Map

A path to Hut will open up, go there.

::Hut

You can talk to Bunyan in the next area to get him as a master if you have gotten all the other masters there are. The chest behind his house has 2 Protein in it. Anyway, when you want to, leave.

::World Map

Go back to the ? area.

:: ?

Make your way to the intersection where you turned off to get to Bunyan's.

Go down the path and get the chest with 1500z in it, then go down some more.

At the next intersection, go west to wind up at a bag with a Barrier Ring in it.

Go back east and continue downward along the snake-like path, this leads back to the map, but you will go automatically to camp.

::Camp

Watch the scene.

::World Map

Head south, there will be a ? that keeps popping up when you go past it.

:: ?

Inside is a sign that leads to a fishing spot.

::World Map

Go to Highway.

::Highway

Talk to the guy with no helmet on with Ursula in the lead.

Watch the scene then go back out.

::World Map

Head to Astana

::Astana

Go in the building at the far end of the town for a scene.

Go down the stairs for the next area.

Go down the stairs that go south and go along the passageway back outside. Keep going up, you will arrive at a mansion.

Go up the stairs and north around to the backside of it for 3 Croc Tears. There will be a path between the cliff and the stream, if you go on that and then up the ladder, you will get to a chest with 3 Swallow Eye inside of it.

Inside the mansion, there will be a scene and a fight(nothing to worry about), then another fight.

You can go back to where you were before and get any items you might have missed last time, or just continue the way you were going when you got caught.

Follow the path and head down the elevator. In the next place go south and at the first intersection go east to a sluice control, flip it and go back for a chest containing an Old Tire.

Head south from the sluice switch and where the stairs are, head west for a bag with 2 Rotten Meat in it.

Go down the stairs and around.

When you get to the bridge and next set of stairs, go under the bridge and pipework for a chest with a Ghostbuster(who ya gonna call? err.... sorry... couldn't resist).

Go back and up the stairs.

Go over the bridge and then west to get to a sluice control, hit it, then go over the sluice and continue to the next screen.

Watch the scene then go up the ladder(or whatever it is) and have Ryu swing at the red thing. Watch the scene, then head back the way you came, don't forget to hit the sluice control on your way past so you can go back under it to get out. Leave town.

::World Map

Go to Kwanso.

::Kwanso

Put Ursula in the lead and talk to a guard, then watch the scene that follows. Leave Kwanso.

::World Map

Go back into Astana.

::Astana

Make your way back to the mansion and watch the scene.

When you get back to the room with that weird thing, equip the Dragonslayer on Ryu and swing at the red thingy. Go past and up.

At the 3-way intersection go up the big white thing.

At the top get the Poison Ward in a chest then head around and up the stairs.

Watch the scene and go up the next set of stairs.

Before you go inside, head to the back of the house for a chest with a Diana'sDress in it.

Go inside and watch the scene, walk out for another scene.

CHAPTER IV: THAT WHICH PASSES

:12 Journey's End

Leave Astana for a scene.

::World Map

Head to Highway.

::Highway.

If you go east out of the Highway, a path to Sonne will open up.

::World Map

Go into Sonne.

::Sonne

The lady sitting next to a hill and a basket will trade you the ElectrumBall. Go into the forest and put Ershin in the lead. Bash the tree trunk and get a Ring of Clay. Leave town.

::World Map

Go to Mt. Yogy.

::Mt. Yogy

At the first intersection go northwest for a Wisdom Fruit. On the other paths you can use Ershin to bash the rocks to get items. The lower one has an Aurum and the higher one has a Magma Armor in it.

Inside Mt. Yogy, take the east path at the intersection for a Wisdom Fruit. Leave Mt. Yogy.

::World Map

Go into Sanctum.

::Sanctum

Go in the cave and then north at the fork for an Icicle. Now leave Sanctum to get onto the map again.

::World Map

Go to Chedo.

::Chedo

There are some good weapons for sale, so stock up if you want to. Go through the gate to the next area.

Go under the archway and up the stairs. Behind the roof is a bag carrying a Firecracker in it.

Go east over the jump and past the guard.

Follow this path around town and go in the door.

Go east and up the ladder.

Next go west to the exit on the other side, go out for a chest with a DamascusHelm.

Go back down the ladder and head west.

Outside, go up the stairs and in the door.

Where the stairs are, go out the doorway and get the chest containing 2000z.

Go back inside and down the stairs.

In the next area, follow the path down the stairs.

Once you're back outside, go through the archway to the next area.

Go east and when there is a break in the wreckage to the south, go there and look behind the smoking house for an Ivory Dice.

Go through the arch and head forward for a scene and a boss.

Boss: A-tur

HP: 43,000

Attacks:

::Frost Breath - Water breath attack.

::Magma Blast - level 2 Earth + Fire magic.

::Howling - Confusion vs. front row.

::Sanctuary - Cancels all support magic.

- You can steal Moon Tears from it.
- You can learn Sanctuary from it.
- It has a frost breath so equip Blizzard Mails/Water Wards.
- He counters all physical attacks.

WIN:

EXP: 50000

Zenny: 0

Items: Spirit Ring

Watch the scene and then you'll be on the map.

::World Map

Go back into Chedo.

::Chedo

Where the boss was, go north to behind the house for a bag containing a Taser.

::World Map

When you're ready, go to the castle.

::Castle

Inside go up the stairs. Before you go over the bridge, go north right after the door to a hidden pathway. Follow this under the bridge and over a jump to get to grandmothers house. Errr... a chest with a Healing Ring inside it.

Now go back and inside the castle.

Go east to the glowing green thing on the floor and watch the scene.

5F:

Go down the stairs and around to the save room. Put Ershin in the lead and bash the cupboard that has the key on top, then go to the stairs leading down and use the key to unlock them. Go down.

4F:

At the first intersection go east, then north, then in the nearby door.

There should be another door near the one you are in, go in that to get to a room with a bunch of bookshelves.

At the back of the eastern side of the middle row is an Ivory Dice.

Head back to the previous room and go west to get to another door.

Keep following this path(don't go down the stairs) and you'll wind up in a room with a bunch of cupboards. There are a Vitamins, a Hunting Cap, and 2 Icicles.

Go out the door on the other side of the one you came in to get to a chest with 5 Magic Shard.

Go back through the room with the cupboards to the room with the jump and go down the nearby stairs.

3F:

Go in the door to the south of the stairs, then down the stairs in that room to the exit to the west.

Go all the way west and up the small staircase to the doorway.

In the next room get the bag with an Earth Ward and go back east up the stairs and back to that big hallway with the chandeliers in it.

Go down the northern set of stairs to the doorway. Follow the path until you get to an intersection in a big room(along the way you will go down to the second floor).

2F:

Go north along the wall and in the nearby door, then down the stairs to get

a chest with a Fire Ward in it.

Now go back a room.

Go east, then north at the intersection to the wall(not the hole where you see a house), then east again to a room with bookshelves.

The third one to the east on the floor has a Water Ward in it, and search the ones up the stairs for a Taser and 2 MultiVitamin.

Head back to the big room and go west, then south down the stairs.

1F:

Go north to a well-lit room with bookcases and search the blue one for a Burglar Garb. Continue out the nearby door and follow this path to a pagoda type thing. Press X on the creature for a Boss.

Boss: Dragonne

HP: 31,000

Attacks:

- ::Ebonfire - Non elemental damage.
- ::Howling - Confusion vs. front row.
- ::Mjolnir - lvl 4 Wind + Water magic
- You can steal a Belladonna from it.
- After you damage it some, its healing will stop.
- You can learn Ebonfire from it.
- It's strong against the Earth element.

WIN:

EXP: 60000

Zenny: 3200

Items: Moon Tears

Press X on the blue thing floating to get the Blue Charm.

If you go up the northern stairs past the platform, then in the western door at the top, you can search the cupboards for 2 Protein and another for 2 Power Food.

The eastern door has a save/rest book, which I suggest using.

The northern door leads to a bedroom, with a chest next to the last bunk to the east containing Lgt. Clothing. The eastern door leads to a place you can't get to yet.

Go out and to the southern side, go in the door and then west along the ledge and go out the west door to get a chest with 5 Vitamins(that's Vitamins not Vitamin).

Go back through the door and head east to a kitchen.

The dark cupboard has 4 Belladonna's in it.

Go to where you fought the boss and east through the big door with lights around it.

Take the northern elevator to 5F.

5F:

There is a blue charm door next to the guard room.

The cabinet has a Defender in it, get it then go down the ladder.

4F:

Get the chest with a Dragon Helm in it, and down the next ladder.

3F:

Go down the jump to a bag with 3 Firecrackers in it. The door to get out uses the blue charm as well.

Go out and west to see a staircase to the south, go up that.

4F:

Make your way back to the place where you fought the boss(either run down all the stairs or go back to 5F and take the elevator) and go east through the big doorway with lights.

1F:

Get on the southern elevator and go to B2.

B2:

Exit that room and go south to another room with a chest containing 5 Ammonia. Head back to the elevator and go to B1.

B1:

Go down one set of stairs and walk along the wooden bridge to get to a room with 2 Aurum in the furnace.

Now, go back out and down the stairs to the landing with a switch, pull the switch, then go up one set and take the northern set of stairs.

Go across the bridge to the door. Inside if you chest the grey desk with a drawer out, you can get an Ascension.

Go out and across the bridge again. Go the rest of the way down the stairs, and go south at the barrier.

Go across the nearby bridge and down the stairs to the east.

B2:

Follow the path and in the next room go down the ladder.

Go north and through the doorways to get to the next ladder. Go through the doorway here to get to a chest with 3 Aurum inside. Now go up that ladder and up the next ladder to the south.

B1:

Go through the northern door.

Follow the path to a Shaman's Ring, then head back to the room with a ladder and through the southern door to hit the switch.

Go past the bridge and down the stairs.

B2:

Follow the path to a Yellow Charm.

Go down the ladder and through the nearby space, over the bridge to a chest with a Mist Armor in it.

Go back to the room where you hit the switch for the bridge.

B1:

Hit it again to lower it, then make your way back to the room before the elevator.

This should be the room with the switches and ladders, but also a Yellow sealed door. Now that you have the yellow charm, press X on the rope to get rid of it.

Keep following the path downward and you'll wind up in a big room.

B3:

Go west and follow along to the stairs.

Go west along this path into the room and get the Red Charm.

Go out the southern door and follow the path to the chest for 5 Life Shard.

Make your way back to the first floor.

1F:

Go into the save room, you can go east to a door and in the next room go down a flight of stairs. This will take you to a chest with a Dragon Blade in it. Also, if you go through the door south of the pagoda, and then down the stairs, there is a yellow charm door that leads to a chest containing Dragon Armor.

Go back to the elevator and ride it to B3.

B3:

Go through the rope with the Red Charm and get on the elevator.

B4:

At the bottom, the northern door has 3 SuperVitamins in a cabinet and a save/rest book.

The southern door has 3 Wisdom Fruit in the middle cupboard.

The stairs to the west lead to the next part of the level.

Go down and keep going down the stairs, which are the only path.

B5:

When the music changes, you should recognize where you are. Follow the same way Fou-Lu went and get the chest near the platform with an Ambrosia in it.

Watch the scene. When you have control, go up the stairs for another scene.

After that, go behind the throne and get on the block. Go forward for a scene. Then fight yourself. Well, you do.

Boss: Fou-Lu

HP: N/A

Attacks:

::Whiteout - Non elemental damage.

- You can steal a Dragon Tear from him.

- He has some really cool attacks, but nothing to worry about, this is more of a storyline battle. Just make sure you have enough HP to survive Whiteout.

When he casts Whiteout, it's over, you go to another scene. At the choices, answer "I don't know" for them. At the next choice, answer "You're wrong!" for a boss.

Boss: Tyrant

HP: 62,000

Attacks:

::Dark Wave - Tyrant Breath attack.

::Maleficiation - Blind and Poison on front row.

::Lvl 3 dragon magic - Pah Bing'ah, Patch Pah, Ahryu P'ung.

::Sanctuary - All support magic is nullified.

- You can steal Royal Armor from it.

- Throw everything you've got at this guy

- If you have a Cleaver, put that on Scias, it gives him more damage against dragons, which the Tyrant just so happens to be.

WIN:

EXP: 0

Zenny: 0

Items: Ambrosia

After another scene, you have to fight Astral in it's true form.

Boss: Astral

HP: 65,000

Attacks:

::Soul Rend - Bring front rows HP down to 1.

::Power Flux - Non-elemental damage to front row.

::Maleficiation - Blind and Poison on front row.

::Earthbreaker - Fire + Wind damage to front row.

::Catastophe - Water + Earth damage to front row, and poison.

::Lucky Strike - Physical attack.

::Sanctuary - All support magic is nullified.

- The first round is always Soul Rend.

- You can steal a Royal Sword from him.
- Watch out for Soul Rend, it takes the entire front row down to 1HP.
- Throw everything you've got at this guy.
- Using the Wyvern/Weyr transformation and then using Hwajeh, Inferno, Inferno as a combo will deal around 6000 damage per round.

After the fight you get some more scenes, and you can watch the credits... in Japanese... And listen to the music... in Japanese...

GAME OVER

Congratulations, you have beaten Breath of Fire 4!

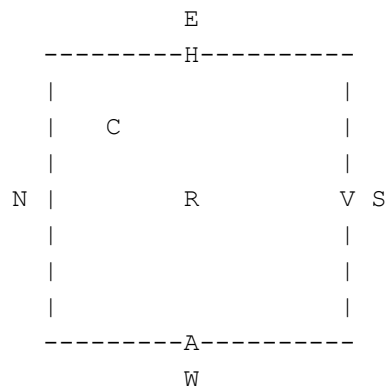
If you wait through the ending credits, you can get a clear game if you press X at the "End" screen, and also see what your game data was.

=====

5. Maps

These maps aren't exact, but they should give you a general idea of where everything is.

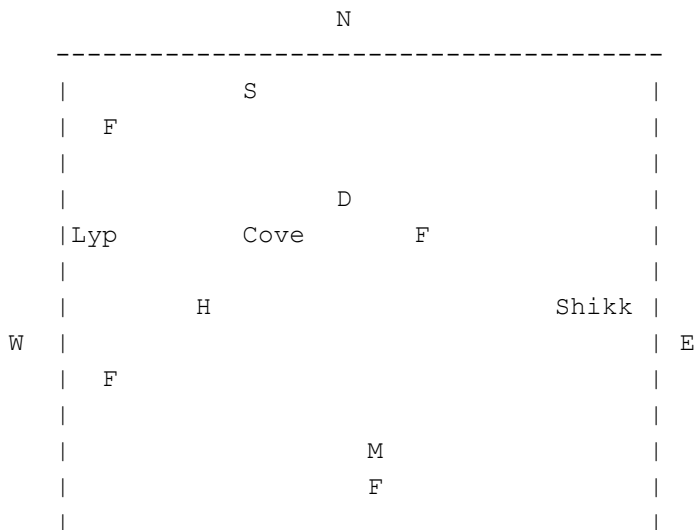
::Golden Plains



Legend:

- R - Big rock in the middle of the plains
- C - Tarhn's Camp
- H - Shrine
- V - Volcano
- A - Where you start when you enter the plains

::Great Sea



Legend:

- F - Red Flags (treasure spots)
- S - Fishing spot (Ocean Spot 2)
- D - Sea Dragon (hidden)
- M - Mozweed flag
- H - Divine Helmet (hidden)

 6. Fishing

Fishing in this game is a little different than it has been in the past games. I'll try to explain how it works though.

Section TOC:

- 6-A: Basics
- 6-B: Hints
- 6-C: Fishing Spots
- 6-D: Fish
- 6-E: Fish Finding
- 6-F: Fishing Gear
- 6-G: Manillo Shops
- 6-H: Fish Uses as Items

 6-A: Basics

When you enter the fishing place, the menu button will bring up the fishing menu. From here you can select your Rod and Bait, as well as see info on them about what type, range, etc. You can also run around in here, like other places.

First, choose your gear, when that is done, run around the ponds edge until you find a place you want to fish from. Different places will have different fish types/sizes. Don't worry if you don't see any fish though, they are under water and only the shallow ones will show up. When you see a place you want to fish from press X. It is better to place Ryu in a place near deeper water to increase the chance that you will get a bigger, better fish.

That will change the point of view a little, as well as bring up a dotted line going out from Ryu. That is the direction that you will cast your line.

Next, press X to bring up a gage that will show a green line which goes up. That is the amount of power you will be using to cast the line. Choose how far you want to cast. The longer the green line gets, the further out you will cast. The bigger fish are usually out further, so remember that when you're casting.

Once it is cast, you will see a new gage open up on the right. That shows how deep the pond is, and the arrow near it shows where the lure is. If you drag the lure along the bottom, you lose it, so be careful you don't do this accident. You will also see a yellow box appear in the middle of the power gage. That is the "equilibrium box", which is important when you want to catch a fish, but not right now. You will also see a distance marker next to the power gage, which shows how far out the lure is.

Move the lure around to attract attention. If you feel the controller rumble a little, that means that a fish has swam by it (in other words, there is a fish about to bite). Eventually, a fish will bite. When this happens, you will feel a rumble in the Analog controller (if you have one), and it's time for the fight to begin!

Remember the "Equilibrium box"? this is where it comes into play. You have to press X to reel the fish in, but if the Green line becomes Red, it

means you are pulling too hard, so let go of X. If it is blue, you are not pulling hard enough, so just hold down X and hope for the best :). Usually, unless you are not pulling, it will not go here. As long as the bar stays green, you will win in the end.

There is also a Red bar underneath your Green power bar. This is the amount of energy a fish has. The bigger this is, the more of a fight the fish will put up. This will basically tell you how long you are going to be sitting there. Once this bar goes down, the fish will usually stop putting up a fight, and you can reel it in the rest of the way with decent ease.

When reeling your fish in, if you are near rocks or some other type of hazardous terrain, the fish might try to hid behind them. You can help this by moving the D-pad left and right. Just make sure the power bar stays green or you'll lose the fish.

6-B: Hints

- If you're on a platform or rock ledge, you will be able to cast farther than your reels normal max casting range.
- To smooth out the reeling in process, reel the fish in using a zig-zag pattern, moving the fish left and right.
- When a fish is either "Thrashing About" or facing in the direction you don't want it to (away from you), rotate the D-Pad/Analog Stick to try and make it turn around. This can also stop the green bar from going orange/red. Also letting go of X will usually stop the fish from moving, just make sure to keep using the D-pad so the fish doesn't fall off the blue.
- If the green bar is slowly moving to the right and the fish is going away from you, let go of X and quickly press it again. This should get the bar back in the middle of the equilibrium box.
- For some reason, the fish have an aversion to hugging walls.
- Casting out as far as you can is not always the best idea in Lake and River spots. Listen to what the in game hints say for ideas on where to cast.
- Look for directions to fish spots in ? areas. They will appear as a sign somewhere in the area.
- Look for rocks and stuff when you cast out. Hiding behind rocks is a common practice for fish that don't want to be caught.
- Once you catch a fish, you can move it with the D-pad left/right. This is useful for avoiding obstacles.
- If you catch ground, Slowly pull the lure. Press X, and as soon as the power bar goes orange, let go.
- Remember to pay attention to the "Equilibrium box". The scenery is nice, but don't let it distract your fishing.
- Look at how much energy the fish has. The bigger the red bar, the bigger the fish. You can use this to judge if you really want it or not.
- If you wind up getting a fish you don't want you can let it go by just stop pressing X. You'll lose the fish, but not the lure. Make sure you don't catch the same one twice though :)
- When you see a crown next to the fishes name in the data screen, that means

you have caught the biggest fish of that kind, giving you the most amount of points for it.

- When you read the sign in the fish spots, the fish further down the list are usually harder to catch in that area than others. If a fish is in more than one spot, it may be a good idea to look for it in the spot where it is closer to the beginning of the list.
- This isn't anything that will affect your ability to catch fish, but if you press L2 or R2 after you press X to choose where you will cast (when the dotted line appears), you can view an enlarged version of your bait and even rotate it with the D-Pad. Press Triangle to get back to fishing.

6-C: Fishing Spots:

River Spot 1:

How to find - Take the side exit out of the ? area to the right of Sarai.

Target fish - Jellyfish, Sweetfish, Trout, RainbowTrout

Game tip - "The bigger fish are near the waterfall!"

River Spot 2:

How to find - Talk to the Manillo in the first area of the Kasq Woods.

Target fish - Jellyfish, Browntail, Trout, RainbowTrout, Salmon

Game Tip - "Try fishing near the marshy area!"

River Spot 3:

How to find - Go to the ? forest before Fou-Lu's Tomb. When you get to the place where he jumped up to escape, head up and in the next area, look for a southern exit.

Target Fish - Sweetfish, Browntail, Trout, RainbowTrout, Bullcat, Salmon, Sturgeon

Game Tip - "Try fishing around the rocks!"

Lake Spot 1:

How to find - Go into a ? area between Synesta and Wharf, read the sign then exit to the northeast.

Target fish - Jellyfish, Piranha, Bass, Blue Gill, MartianSquid

Game tip - "Try aiming for the places between the rocks and logs!"

Lake Spot 2:

How to find - Go in a ? area that appears on the map south of Lyp and take the eastern exit.

Target Fish - Piranha, Bass, Blue Gill, Black Bass, MartianSquid, Dorado

Game Tip - "Try fishing near the trees!"

Lake Spot 3:

How to find - Talk to the Manillo fishing on Chiqua south end of the docks.

Target Fish - Jellyfish, Black Bass, Angelfish, MartianSquid, Dorado, Barandy

Game Tip - "Try fishing near the marshy area!"

Ocean Spot 1:

How to find - Go in a ? area between a ? spot on the map and Shyde, then exit to the West.

Target Fish - Man-o'-War, Flying fish, Blowfish, Sea Bream

Game Tip - "Try fishing near the rocky areas!"

Ocean Spot 2:

How to find - Go in the blue flag area to the north while sailing the boat out of Lyp.

Target Fish - Man-o'-War, Sea Bass, Flatfish, Octopus, Bonito, Spearfish, Whale

Game Tip - "The king of the sea is said to be found here..."

Ocean Spot 3:

How to find - Go in a ? spot that pops up north of Highway. Exit West.

Target Fish - Flying fish, Sea Bass, Flatfish, Octopus, Bonito, Angler

Game Tip - "The really big fish are close to the bottom!"

Saldine Spot:

How to find - Keep going west through screens when you are on the island between the flats.

Target Fish - Blowfish, Moorfish, Sea Bream, Black Porgy

Game Tip - "Certain kinds of fish can only be found here"

Chamba Spot:

How to find - Go back to N.Chamba after you get the speeder, talk to the guy outside, then go to the edge of the roof to fight a boss. After, talk to the guy again, then go back in.

Target Fish - Jellyfish, Bullcat, Acheron

Game Tip - "Look in the mist..."

6-D: Fish

Bait key:

S = Spinner

R = Winder

T = Topper

M = Minnow

F = Frogger

W = Worm

Name	Lure	Location	Point	Crown	Pts.
01. Jellyfish	Any	River/Lake	Anywhere	30	80
02. Piranha	Any	Lake	Desert	40	150
03. Bass	T,M,F,W	Lake	Desert	60	200
04. Blue Gill	S,R,F,W	Lake	Anywhere	50	250
05. Sweetfish	Any	River	Desert	25	150
06. Browntail	T,M,R,S	River	Wyndia	70	250
07. Black Bass	T,M,F,W	Lake	N. Islands	70	300
08. Angelfish	Any	Lake	Zhinga Mts.	30	250
09. Trout	Any	River	Desert	40	200
10. RainbowTrout	T,M,R,S	River	Anywhere	70	350
11. Bullcat	T,M,F,W	River	Zhinga Mts.	80	380
12. MartianSquid	R,M,W	Lake	Anywhere	70	350
13. Dorado	T,M,F,W	Lake	N. Islands	?????	?????
14. Salmon	T,M,F,W	River	Wyndia	140	400
15. Barandy	F,W	Lake	Zhinga Mts.	?????	?????
16. Sturgeon	F,W	River	Zhinga Mts.	?????	?????
17. Man-o'War	Any	Ocean	Anywhere	30	80
18. Flying Fish	Any	Ocean	Ludia	35	150
19. Blowfish	W,F,R,S	Ocean	Ludia	50	200
20. Moorfish	Any	Ocean	Saldine	30	200
21. Sea Bass	Any	Ocean	Salt Sea	70	280
22. Flatfish	S,R,T,M	Ocean	Salt Sea	50	280
23. Sea Bream	T,M,F,W	Ocean	Saldine	70	300
24. Octopus	R,M,W	Ocean	Salt Sea	80	350

25. Bonito	T,M,W	Ocean	S. Levant	120	400
26. Black Porgy	T,M,F,W	Ocean	Saldine	?????	?????
27. Angler	T,M,F,W	Ocean	S. Levant	?????	?????
28. Spearfish	A,R,T,M	Ocean	Salt Sea	?????	?????
29. Whale	S,R,T,M	Ocean	Salt Sea	250	999
30. Acheron	Any	-----	Chamba	?????	?????

6-E: Fish Finding

Do you hate how you'll spend hours searching fo a type of fish, only to draw a blank on everything except the ones you don't want? Well, each fish has a spot where finding it is more common than any other place. I don't think you need help catching the easier fish, so this is here to help find the harder to find fish. For all of these fish, you have to let the lure drop to the bottom unless otherwise stated.

I think these are the only ones people have trouble catching, tho if enough people have problems with some others, I'll add those as well.

Just remember that no matter how good you are, you're still going to need a lot of patience for the fish you want to appear. In other words, don't expect to get a Sturgeon or Dorado on your first try. Or second, or third, or fourth, or... I think you get the idea.

Fish	Most common location
Dorado	The rock near the log to the NE in Lake Spot 2 25m out. Dorado can also be found quite regularly near Barandy, only not as deep under water(about half way down or so).
Barandy	Cast straight out from the dock in Lake Spot 3 about 30m.
Sturgeon	In River Spot 3 stand on the bridge and cast south to the rock about 8m out.
Octopus	In the same place you cast for whales, only the lure does not have to be all the way down to the bottom.
Black Porgy	In the Saldine Spot, there is an indent into the sea right to the south of the sign. Cast straight out from there about 30m or so.
Angler	From the rock peninsula, cast straight out. They are usually around the second Buoy from the right.
Spearfish	The rock south of the boat about 25m out in Ocean Spot 2.
Whale	Between the 2 rocks 33m out to the left in Ocean Spot 2.
Acheron	Between the two buildings to the southeast of the platform.

6-F: Fishing Gear

Mini-TOC:

6-F-a: Rods

6-F-b: Bait

6-F-c: Fishing Level

6-F-a: Rods

Type	Power lvl	Breaks	EQ Box	Handling	Control Over Fish	Range
Wooden Rod	1	Easy	Medium	Normal	Bad	17m
Deluxe Rod	2	Normal	Medium	Normal	Ok	20m
Bamboo Rod	2	Normal	Small	Hard	Bad	25m
Spanner	3	Normal	Medium	Easy	Good	25m
Angling Rod	MAX	Hard	Small	Easy	Good	33m
Master's Rod	MAX	Hard	Big	Normal	Ok	28m

Finding the rods:

Wooden: Sarai's item shop.

Deluxe: Saldine, in the area before the fishing spot, hidden behind trees.

Bamboo: You can buy it in the Faerie Village Items shop with 3 faeries selling or at the Wyndia Manillo Shop.

Spanner: Obtained from Gyosil with 6000 fishing points.

Angling: Buy it from the Lyp Manillo Shop.

Master's: Obtained from Gyosil with 9500 fishing points.

6-F-b: Bait

Name	Lvl	Type	Sink	Float

Baby Frog	1	Frogger	No	Always
Toad	2	Frogger	No	Always
Fat Frog	3	Frogger	Pull	Still

Straight	1	Worm	Still	Pull
Tail	2	Worm	Still	Pull
Crab	3	Worm	Still	Pull

Floater	1	Minnow	Still	Pull
Hanger	2	Minnow	Still	Pull
Deep Diver	3	Minnow	Pull	Still

Silver Top	1	Spinner	Pull	Still
Gold Top	2	Spinner	Pull	Still
Platinum Top	3	Spinner	Pull	Still

Popper	1	Topper	No	Always
Flattop	2	Topper	No	Always
Swisher	3	Topper	Pull	Still

Twister	1	Winder	Still	Pull
Warbler	2	Winder	Still	Pull
Dancer	3	Winder	Still	Pull

King Frog	U	-----	Still	Pull
Spoon*	U	-----	Still	Pull

*The Spoon says it will attract any type of fish, but in reality, it won't attract any fish at all unless you use a technique, then it attracts all the little fishies.

Finding the Bait:

- Baby Frog - Sarai Item Shop
- Toad - Wyndia Manillo Shop
- Fat Frog - Lyp Manillo Shop
- Straight - Sarai Item Shop
- Tail - Wyndia Manillo Shop
- Crab - Lyp Manillo Shop
- Floater - Synesta Item Shop
- Hanger - Wyndia Manillo Shop
- Deep Diver - Lyp Manillo Shop
- Silver Top - Puspool (find after battle)
- Gold Top - Wyndia Manillo Shop
- Platinum Top - Lyp Manillo Shop
- Popper - Ghost (steal)
- Flattop - Wyndia Manillo Shop

Swisher - Lyp Manillo Shop
 Twister - Toxic Fly (steal)
 Warbler - Wyndia Manillo Shop
 Dancer - Lyp Manillo Shop
 King Frog - Buy from Rei and Teepeo shop in abandoned village in Clear game
 Spoon - Faerie Village Item Shop

 6-F-c: Fishing Level

Points - Rank

 0 -200 - Beginner
 200 -500 - Beginner+
 500 -1000 - Beginner++
 1000-2000 - Rodman
 2000-4000 - Rodman+
 4000-5000 - Rodman++
 5000-7000 - Rodmaster
 7000-9000 - Rodmaster+
 9000-9500 - Rodmaster++
 9500-9999 - The Fish

 6-G: Manillo Shops

Type Fish Points

 Sarai:

Icicle	Flatfish(3)	8.4
Napalm	Sea Bream(3)	9
Taser	Octopus(3)	9.45
Ginseng	Bonito(1), Octopus(1), Sea Bream(1)	8.35
Dragon Scale	Bonito(1), Octopus(1), Flatfish(1)	6.75
Headband	Bonito(1), Sea Bream(1), Flatfish(1)	8
Moon Tears	Spearfish(1), Angler(1), Bonito(1)	11.15
Aurum	Sea Bass(3)	8.4

 Shyde:

Earth Claws	Sweetfish(5)	6.75
Ruby Scepter	Trout(5)	10
Broad Sword	RainbowTrout(2), Trout(2), Sweetfish(2)	13.7
Flail	Black Bass(3), Blue Gill(3), Piranha(6)	23.7
Firangi	Black Bass(3), MartianSquid(3), Bass(6)	23.7
Holy Mantle	RainbowTrout(3), BrownTail(6)	25.5
Bell Collar	RainbowTrout(3), BrownTail(6)	25.5
Aurum	Jellyfish(5)	4

 Wyndia:

Gold Top	Blowfish(1), Flying fish(2)	4.8
Warbler	Blowfish(1), Flying fish(2)	4.8
Flattop	Blowfish(2)	3.6
Hanger	Blowfish(2)	3.6
Toad	Flying fish(3)	4.5
Tail	Flying fish(3)	4.5
Bamboo Rod	Sea Bream(2)	6
Aurum	Man-o'-War(5)	4

 Chckpoint:

Barrier Ring	Salmon(1), RainbowTrout(2), Browntail(4)	20.6
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Light Bangle	MartianSquid(2), Blue Gill(2), Piranha(4)	16.6
Diamond Ring	Salmon(1), RainbowTrout(2), Browntail(4)	20.6
Astral Ward	Dorado(1), Black Bass(4), Bass(6)	25.2
Body Ward	Dorado(1), Black Bass(4), Bass(6)	25.2
Soul Ring	Sturgeon(1), Salmon(2), Bullcat(2)	21.9
Topaz Tear	Barandy(1), Dorado(2), MartianSquid(2)	19.8
Aurum	Bass(3)	5.4

Lyp:

Platinum Top	BrownTail(1), Trout(1), Sweetfish(1)	5.6
Dancer	Black Bass(1), Blue Gill(1), Piranha(1)	6.55
Swisher	BrownTail(1), Trout(1), Sweetfish(1)	5.6
Deep Diver	Black Bass(1), Blue Gill(1), Piranha(1)	6.55
Fat Frog	BrownTail(1), Trout(1), Sweetfish(1)	5.6
Crab	Black Bass(1), Blue Gill(1), Piranha(1)	6.55
Angling Rod	Salmon(2), Dorado(2), MartianSquid(2)	22.2
Aurum	Bass(3)	5.4

Chiqua:

Skull Staff	Jellyfish(10), Man-o'-War(10)	16
Chopsticks	MartianSquid(2), Octopus(2)	11.9
Repeater	Spearfish(1), Bonito(3)	14.3
Giant Club	Black Porgy(2), Sea Bream(6)	25.2
Power Glove	Black Porgy(2), Sea Bream(6)	25.2
Force Armor	Spearfish(1), Angler(1), Flatfish(5)	21.55
Holy Robe	Spearfish(1), Angler(1), Octopus(5)	23.8
Aurum	Sea Bass(3)	8.4

*Astana:

Ivory Dice	Angelfish(5), Moorfish(5)	22.5
Earthbreaker	Whale(1), Barandy(1), Dorado(3)	26.09
Culverin	Whale(1), Sturgeon(2), Barandy(2)	32.79
Life Armor	Whale(1), Sturgeon(1), Bullcat(3)	26.69
Star Dress	Whale(3), Acheron(8)	48.57
Healing Ring	Spearfish(1), Angler(1), Black Porgy(2)	14.75
Cupid's Lyre	Spearfish(1), Angler(1), Black Porgy(2)	14.75
Aurum	Angelfish(1), Moorfish(1)	4.5

(the Astana shop will only be available after chapter 3)

Whenever you make a purchase with fish, you will get a certain amount of points, when you get 20 points you get a card. These cards can be used towards the purchase of some rare items. The item list is the same at every shop.

Item	Cards

Magic Shard	3
Power Food	3
Swallow Eye	3
Fish-head	3
Coupons	25
Dragon Tear	50
Linked Pole	75
Render	99

6-H: Fish uses as items

Jellyfish	Restores	50HP	Single
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Man-o'-War	Restores	50HP	Single
Flying Fish	Restores	100HP	Single
Piranha	Restores	150HP	Single
Sea Bass	Restores	400HP	Single
Bass	Restores	500HP	Single
Dorado	Restores	800HP	All
Black Bass	Restores	1200HP	Single
Spearfish	Restores	1500HP	All
Bonito	Restore all	HP	Single
Barandy	Restore all	HP/status	Single
Whale	Restore all	HP/status	All

Moorfish	Revive at 1HP,	can fail	Single
Angelfish	Revive at half	HP	Single
Sturgeon	Revive at 1/4	HP, can fail	All

Sweetfish	Restores	5AP	Single
Trout	Restores	10AP	Single
Sea Bream	Restores	30AP	Single
Salmon	Restores	30AP	All
Black Porgy	Restores	100AP	Single

Blowfish	Cures	Poison	Single
Flatfish	Restores	Status	Single

MartianSquid	Nullify all	assist magic	All
Browntail	Raises	Def in battle	Single
RainbowTrout	Raises	Pwr in battle	Single
Blue Gill	Water damage	to enemy (L)	Single
Bullcat	Earth+Fire	damage (M)	All
Angler	Water+Earth	damage (H)	All
Octopus	Blind	enemy	All
Acheron	Poison	combatants	All

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7. Fairy Village

During chapter 2 a fairy will ask you to help them out. This will allow you to have your own village, the fairy village. You will have to tell the faeries what to do in order to make the village bigger and get more faeries in it.

- Section TOC:
- 7-A: Feeding the Faeries
 - 7-B: Building Buildings
 - 7-C: Growing Food
 - 7-D: Jobs

7-A: Feeding the Faeries

- Always try to have 1/3 of your faeries hunting. With this many, you can ignore them for a while(or forget as I usually do) and not worry about them dying. If you want to have less faeries hunting you can, but you will have to participate in the hunting minigames that appear on the world map as ? spots(just like when you go into one to find a fishing spot or have random enemies). In these places you have to kill the animals by doing one of 3 things. Using Ryu's sword swipe, Using Ursula's gun shot, or using Ershins bash. With Ershin you can just run into them to score a hit on them, you don't have to get next to them and press triangle. The animals will drop either a Loins, Flank, Roast, or Ribs depending on how strong they are and

how much time it takes to kill them. The Bearcows will drop Loins if you can kill them quickly. Lambs will drop a Roast. The dear with 2 feet and antlers will drop Flanks. The purple bird-like ones will drop Flanks.

- There is an easy way to get the good meat from the animals. If you notice that when you change terrain the landscape changes, but the locations of barriers will stay the same(basically, they're all the same with different scenery). If you go to the northeast corner of the map, you will notice that if you follow the wall, you will get to a corner with a plant next to it. This is a trap since the plant can not be walked around and there is only one entrance to it. Guide an animal into this place and then have Ryu kill the animal in here and you will not have to worry about the meat going bad or running away. This is any easy way to get the best quality meat you can without going around chasing the animal. If there is no plant there to stop the animal, you can use Cray to push a rock next to a corner to create a similar effect.

7-B: Building buildings

The faeries will clear land and build rooms, but only if you tell them what to do! To clear land put faeries in the box with the hammer and saw drawn on the inside. As always, more faeries = faster clearing. Leave for a while and when you get back, you should see some dirt patches lying around. Talk to the head faerie and choose to look at the land. You can now see an overview of all the land you have and you can select which ones you want to build on by moving around with the D-Pad and selecting with X. After an amount of time, the building will be completed. Now you can select a job for the Faeries to do and put some in to do that job.

Remember that certain jobs will go up in levels faster if you put them next to each other. Item shops will get new items faster when they are next to other item shops.

7-C: Growing Food

After your village grows a bit, a tree will appear that is a darker green than all the others. You can use this tree to grow different types of items, usually either Berries or Apples. To have the tree grow, you need at least one faerie on the green box next to the building box(on the jobs screen). After that you can choose up to 3 different types of fertilizer to plant on the tree. They are:

Scorched Rice
Bird Drop
Rotten Meat

You can plant other items as well as those, but I haven't been able to get any results other than the Apples and Berries no matter what I try.

7-D: Jobs

There area total of 10 jobs you can get for your village. They will appear as you get more faeries to join the village. The jobs are:

Items - Item shop, will get some very useful items such as Wisdom Seeds.
Arms - Weapons Shop, will sell Shaman's Rings eventually.
Inn - You can use it as a free inn to get back lost Max HP. The second faerie will tell you some game stats, the 3rd will tell you some other interesting stats.
Search - Send faeries out to look for items.
Troops - Once you get Faerie Magic from a master, you can use this to enhance that magic.
Music - They will play the various songs from the game.

- Art - You can see some of the Capcom art made for the game.
- Aurum - Will buy and sell Aurum, you can use this like the stock exchange to make money over a period of time. Not really useful, but you can use it to get Aurum if your supply is low.
- Games - You can play various minigames with the faeries.
- Bonds - You can buy insurance to help you stay alive if you die in battle.

Mini-TOC:

- 7-D-a: Faerie Shopping Lists
- 7-D-b: Searching
- 7-D-c: Troops
- 7-D-d: Paintings
- 7-D-e: Games
- 7-D-f: Bonds

7-D-a: Faerie Shopping Lists

::Items

The item shop will sell different items, and if you have 3 faeries selling items, then the third will sell items from another list.

First two faeries:		Third faerie:	
Name	Price	Name	Price
-----		-----	
Healing Herb	20	Bird Drop	2
Antidote	12	Rotten Meat	2
Panacea	100	Scorched Rice	4
Ammonia	250	Knockout Gas	100
Bamboo Rod*	250	FlashGrenade	100
Vitamin	100	PoisonPowder	100
Wisdom Seed	800	Mouth Gag	100
MultiVitamin	500	Spoon	120
Vitamins	1000		

*The Bamboo Rod appears on faeries that are lazy.

::Armory

The armory will sell Weapons, Armor, and Accessories, and the third, like the item shop, will have a different list.

First two faeries:		Third faerie:	
Name	Price	Name	Price
-----		-----	
Bamboo Stick	130	PointedStick	10
Glass Domino	220	Short Skirt	3200
Speed Boots	4500	Hawk's Ring	6000
Wisdom Ring	5000	Artemis' Cap	6000
Sage's Frock	7000	HiddenDagger	4900
Winged Boots	7000	Hunting Cap	8000
Titan's Boots	6000	HarmonicRing	25000
Ice Blade	4200	Shaman's Ring	40000

7-D-b: Searching

Faeries will go out searching for items to give to you. This job uses the Endurance(Red) bar, so faeries that have a big red bar are the best to use. There is also a chance that the faerie will die from the expedition. Higher difficulty levels will increase this chance.

7-D-c: Troops

Faeries in here will increase the amount of damage the faerie attacks do in battle. The more faeries you have and the higher the level of the shop will make the faerie attacks (you learn them from Njomo) do a lot of damage. The shops gain one level (up to 99) each time you use Faerie magic, so if you use Faerie magic 5 times before you visit the faeries again, the shop will gain 5 levels.

FaerieBreath: Heals and restores status.

FaerieAttack: The more faeries you have, the higher the damage. Vs. All

FaerieCharge: You need 6 or more faeries for this to work.

War Shout: You need faeries on Troops and a Music shop for this to work.

7-D-d: Paintings

They will show you pictures of game art drawn by Capcom.

1. Ryu on a tree stump
2. Nina
3. The Sand Dragon
4. Cray with the Worens
5. The Mud Dragon
6. Ershin and the Hex clearing gang
7. The Wind Dragon
8. Scias in front of the Tower of Wind
9. Ryu and his Sword
10. A bird
11. Townsfolk
12. Scias
13. The Armor boss (from end of Chapter 2)
14. A Beast
15. Townsfolk and Nina (?)
16. The Myrmidon/Knight Dragon
17. A woman with a horse
18. Manillo
19. A Whale
20. The kid who was the host body for Deis
21. Same kid as above
22. The Dragons in a group Photo (no Wind Dragon)
23. One of the bosses you fight

7-D-e: Games

The Games Shop will play different games with you depending on the level of the shop and the number of Faeries you have.

::Kecak - First Faerie

The idea is to press the buttons according to what the faeries play, or when the button circle on the bottom is halfway over the red line. If you do it at the exact same time the faeries do, you get a flower, which is more points at the end. You can get a prize based on how well you do.

The second faerie will allow you to rename the faeries/party.

::Rock-Paper-Scissors - Third Faerie

You play using cards instead. You pick a card, the faerie picks a card, then she turns hers over and you find out who won. If you win, you keep your card and they lose one and vice versa. If it's a draw, you both lose a card. When all of someone's cards are gone, the game is over. If you win, you get a point for each card you had at the end.

There are a total of 4 of each card, so try and judge what the faerie will play, and look to see what you have. In normal, you both get 2 of each, but in random, who gets what is messed up, you might get all 4 of one and none of another.

7-D-f: Bonds

This shop sells insurance that you can buy which will bring all party members back from the dead if they are killed in Battle, but it will steal 8% of your zenny. It will only last about 3 hours though, so you will have to keep renewing it. You can also add a premium to the insurance, but these will also subtract from your zenny. An easy way to take advantage of the shop is to keep your total zenny low by buying expensive items(armor/weapons) so you won't lose as much when you die. You can stockpile on expensive items and then sell them later when you need money.

The Bonds shop will gain levels the more your characters die. oi.

The premiums are:

- Lev. 1 - Health - Recover and have a Vitamin used on you. Lose extra 1% of zenny.
- Lev. 2 - Retreat - Recover and automatically run from battle. Lose extra 2% of zenny.
- Lev. 5 - AP - Recover with all AP restored. Lose extra 3% of zenny.
- Lev. 8 - Dragon - Recover with Dragons restored. Lose extra 3% of zenny.

The way insurance works is once all of your characters are dead(all 6) an option will appear to use the Insurance, you will also have the option of using the premiums that you currently or previously have had. If you select to use the insurance, it will restart the battle with all your characters restored, but everyone except the last person standing will have their max hp lowered.

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8. Enemies

Section Index

- 8-A: Enemy List
- 8-B: The Rider
- 8-C: Trunked/Trean

8-A: Enemy List

Item 1 can be stolen during battle, item 2 will only drop after battle, and then, it will not be a very high % chance. Enemies are listed in the order that Ryu will encounter them(from soonest to latest).

Name	Type	Exp	z	Item 1	Item 2	Skill
Eye Goo	Beast	8	6	Croc Tear	Healing Herb	Rest
Mage Goo	Beast	12	11	Healing Herb	Wisdom Seed	Burn
Scorpion	Insect	20	10	Eye Drops	Vitamin	Blind
Zombie	Demon	17	20	Bandana	Glass Domino	Feint, Feign Swing
Gasser	Demon	18	13	Antidote	Healing Herb	Chlorine
Ghost	Demon	20	50	Popper	Knockout Gas	-----
Cap	Beast	7	8	Berries	Healing Herb	Distracted
Red Cap	Beast	42	25	Waistcloth	Glass Domino	Command
Bandit	Humanoid	60	80	Moon Sword	Healing Herb	-----
Flue Goo	Beast	40	16	Healing Herb	Vitamin	-----
Fungoid	Plant	45	25	Healing Herb	Panacea	Command
Tadpole	Beast	55	35	Baby Frog	Toad	Snooze
Puspool	Beast	60	50	Aurum	Silver Top	-----
Army Bat	Beast	30	20	Berries	Nothing	-----

Cadaver	Demon	65	32	Chain Cap	Rotten Meat	-----
Mouse	Beast	55	25	Ribs	Fish-Head	Snap
Roach	Insect	70	30	Croc Tear	Healing Herb	-----
Rat	Beast	250	200	Berries	Toothpick	Chlorine
Gonghead	Beast	75	50	Healing Herb	Dragon Scale	-----
Armor	Machine	80	55	Raptor Claws	Cuirass	-----
GooCount	Beast	50	30	Apple	Ginseng	-----
ToxicFly	Fly	45	15	Twister	Antidote	Chlorine
NutTroop	Humanoid	170	60	Scramasax	Berries	Double Blow
NutArchr	Humanoid	180	50	Face Guard	Berries	-----
Wyd	Plant	140	65	Berries	Pointed Stick	-----
Firewyd	Plant	280	65	ScorchedRice	Fire Seed	-----
Nut Mage	Humanoid	200	70	Molotov	Berries	-----
Drake	Humanoid	220	210	Moon Sword	Fire Seed	Burn
Soldier	Humanoid	500	300	BronzeShield	Steel Bplate	-----
Troop	Humanoid	200	100	Healing Herb	Glass Domino	-----
Catrpilr	Insect	90	50	Berries	Panacea	Feint
Cracker	Beast	240	75	Berries	Swallow Eye	Mind Flay
Patrol	Humanoid	220	80	Steel BPlate	Roast	-----
Bilboa	Beast	230	80	Roast	Ginseng	Last Resort
BeeTroop1	Insect	120	100	Healing Herb	Nothing	Wild Swing
BeeTroop2	Insect	120	100	Healing Herb	BronzeShield	Wild Swing
ZombieDr	Demon	260	90	FightingRobe	Panacea	Feint
GntRoach	Insect	290	120	Healing Herb	Vitamin	Douse
BloodBat	Beast	180	80	Straw	Life Shard	-----
Blue Cap	Beast	190	40	Bird Drop	Water Bomb	-----
Icebeak	Beast	320	160	Water Bomb	Icicle	-----
Bilbul	Beast	280	60	Roast	Protein	-----
Gulper	Demon	250	105	Nothing	Magic Shard	-----
Spectre	Demon	300	30	Headband	Magic Shard	-----
Crawler	Insect	260	60	Tail	Nothing	Air Raid
Fiend	Demon	300	350	Belladonna	Diamond Ring	-----
Bot1	Machine	330	0	MultiGun	Aurum	-----
Bot2	Machine	*1	0	Bent Screw	Aurum	-----
Protobot	Machine	400	0	Multigun	Aurum	Sacrifice*2
Pikeman	Humanoid	125	30	Healing Herb	Nothing	-----
Archer	Humanoid	130	30	Healing Herb	Nothing	-----
Yaen	Humanoid	360	160	PoisonPowder	Antidote	Chlorine, Rest
Mud Pup	Beast	180	65	Knockout Gas	Fat Frog	Snooze
BlueBall	Demon	380	60	Water Seed	Croc Tear	-----
Trunked	Plant	5000	1000	Berries	Ivory Dice	-----
Trean	Plant	8000	1000	Berries	Nunchaku	-----
Saruga	Humanoid	500	280	Speed Boots	Target Seed	Muffle, Blitz
Legion*3	Demon	500	120	Vitamin	Protein	-----
Bad Coil	Beast	310	80	Vitamin	Ginseng	Command
MaskCrab	Insect	450	160	Demon's Helm	Eye Drops	Blind
Rollob	Humanoid	400	200	Icicle	Taser	-----
Bollor	Humanoid	330	150	Weather Vane	Weather Wand	-----
Krabby1	Insect	500	800	Knockout Gas	Fork	Knock Out
Krabby2	Insect	750	0	Knockout Gas	Nothing	-----
Istalk	Demon	430	230	Wisdom Seed	Wisdom Fruit	Transfer
Sepoy	Humanoid	650	280	Demon's Helm	HiddenDagger	Focus
Mask	Machine	780	250	Hard Seed	Buckler	Counter
Mirror	Machine	600	350	Sage Seed	Buckler	-----
Smasher	Beast	400	200	Swallow Eye	Raptor Claws	-----
Tar Baby	Beast	650	120	Aurum	Old Tire	Douse, Molasses
Fire Ant1	Insect	840	430	Fire Seed	Buckler	Flame Strike
Fire Ant2	Insect	840	430	Fire Seed	Nothing	Risky Blow
Fragrans	Plant	350	700	Knockout Gas	Ivory Dice	-----
Rafrasia	Plant	700	120	Vitamin	Panacea	-----

Mandraga	Plant	450	300	Mouth Gag	Jabbergrass	-----
LizardMn	Humanoid	1000	420	Buckler	Firangi	Wind Strike
Sporeon	Plant	600	230	Antidote	Panacea	-----
Generatr	Beast	700	800	Aurum	Taser	-----
Ibomb	Demon	1100	300	Vitamin	Napalm	Air Raid
Pupeter	Fly	1000	200	Panacea	Dark Draught	Muffle, Feint, Knockout
Decoy	Fly	880	150	Mouth Gag	Dancer	-----
Snapfly	Fly	1300	800	Firecracker	Flamethrower	Flame Strike
Bolt Trp	Humanoid	850	180	Bent Screw	FeatherSword	Knock Out
BoltArch	Humanoid	850	250	Bent Screw	Lgt.Clothing	Double Blow, Mind Flay, Multistrike
Stingfly	Fly	1040	800	Nothing	Flamethrower	Target
Zaurus	Beast	2000	350	Vitamin	MultiVitamin	-----
Egg Gang	Demon	1100	350	Wisdom Seed	Protein	-----
GoldGang	Demon	800	10000	Light Bangle	Divine Helm	-----
DeathBot	Machine	1800	350	Aurum	Repeater	SpiritBlast
Guardian	Machine	1600	450	Iron Scraps	Repeater	-----
Berserkr	Machine	1000	200	Aurum	Bent Screw	-----
Chopam*4	Machine	4000	5000	Mass Driver	Chopam Plate	-----
MorphGoo*5	Beast	1000	300	Elixer	Elixer +	-----
Rider	Humanoid	10000	10000	King's Armor	Cursed Sword	Cleave
BoltMage	Humanoid	900	230	Bent Screw	Wisdom Ring	-----
Warlok	Demon	2800	650	Skull Staff	PhantomDress	-----
BttlSuit1	Machine	1800	280	Stunner	Gideon'sGarb	Focus, Wild Swing
BttlSuit2	Machine	1800	280	Stunner	Nothing	Wild Swing
Gonger	Beast	1100	130	Phoenix Seed	Life Shard	Timed Blow
Gold Fly	Fly	400	1200	Strike Seed	Antidote	-----
SaltClaw	Demon	2200	350	Belladonna	Power Glove	Reversal
Bilbao	Beast	2800	230	Loins	Protein	Blitz
Shadow	Humanoid	1500	400	Dodge Seed	HiddenDagger	Disembowel, Target
Morph	Plant	680	600	*6	ScorchedRice	-----
Cairn	Beast	2000	800	Electrode	MultiVitamin	-----
Lavoid*7	Beast	2200	600	Magma Armor	FireCracker	-----
BlackGoo	Beast	3200	550	Dark Draught	Belladonna	Ebonfire, Timed Blow
Cyclops1	Humanoid	3500	200	StrengthSeed	Giant Club	Risky Blow
Cyclops2	Humanoid	2800	200	StrengthSeed	Nothing	-----
Scavengr	Beast	2500	220	Vitamin	MultiVitamin	-----
Lampkin	Plant	1400	300	Vigor Seed	Wisdom Seed	Palliate*8
StarGazr	Humanoid	2200	800	Wisdom Seed	Shaman'sRing	Concentrate
Kolpum	Humanoid	2000	450	Elixer +	Slicer	*9
Chingol	Humanoid	2300	380	Toothpick	Holy Mantle	Shadowwalk
Shade	Demon	450	20	Power Food	Protein	SwordBreaker, Snap, Molasses
Horseman	Demon	3500	400	Cleaver	Mist Armor	Triple Blow
Karon	Demon	3000	800	Skull Staff	Star Dress	Multistrike, Curse
Orochi	Demon	2500	380	MultiVitamin	Ivory Bangle	-----
Baby Goo	Beast	1700	300	Apple	PointedStick	Burn
Gecko	Humanoid	3800	20	Dragon Scale	Ascension	Triple Blow, Cleave
Skullen	Demon	2800	250	Target Seed	Wisdom Seed	-----
Warder	Humanoid	3000	400	Angel's Vest	Spirit Ring	-----
Quisit	Demon	1200	90	Straw	Balance Ring	-----
Beihl	Demon	3000	380	Ouroboros	Magic Shard	-----
FireWing	Beast	1800	150	Icicle	Bell Collar	-----

Titan1	Humanoid	9000	1000	StrengthSeed	Earthbreaker	-----
Titan2	Humanoid	4500	1000	StrengthSeed	Nothing	SpiritBlast

*1 When Bot is transformed with a combo, it will double the amount of EXP it has.

*2 To get Protobots to use Sacrifice, do an element combo on them to make them transform. After 3 rounds, they will use it.

*3 - When you attack Legions with melee attacks they get stronger and leave more Exp.

*4 The Chopam fights for 4 rounds. During the first 2 it is invulnerable and it will run away on the fourth.

*5 - MorphGoo's will use magic from the element of their color, and are weak to the opposite. They will also teach a skill for each:

Blue	- Water	weak: Fire	learn: Icicle
Red	- Fire	weak: Water	learn: Burn, Flame Pillar
Green	- Wind	weak: Earth	learn: Eddy
Black	- Earth	weak: Wind	learn: Plateau

Also, they will change colors at the beginning of rounds, and also when they get hit with magic they are weak to.

*6 - Morphs will have different items depending on what type of magic you use on them, and yes, Burn will work: Fire: Burnt Plug

Wind: Dirty Filter

Water: Rusty Pipe

Earth: Old Tire

Also, once you steal from them, you can cast another type of magic on them and steal again. You can keep doing this as long as their HP stays up.

*7 - If you use Fire attacks on Lavoids, they will give you more Exp, and get more powerful, and they will get a large amount of HP regeneration, so you should not do this until you are fairly strong.

*8 - To get the Lampkin to use Palliate, first use Remedy on them to cure their status, then use a Croc Tear on them when they ask for water and they will use it the next round.

*9 - The skill you can learn from Kolpums changes with what it's sword is attributed with(what type of magic it gets hit with).

None	- Double Blow
Fire	- Flame Strike
Water	- Frost Strike
Earth	- Searing Sand
Wind	- Wind Strike
Holy	- Holy Strike

8-B: The Rider

The Rider is a very difficult/fun enemy to fight. It has very powerful attacks, yet it is fun to fight since it's an actual challenge to beat. You can find it inside Mukto, through the secret passage(refer to the walkthrough if you don't know where that is), in the room with the Dragon Tear in it.

This strategy is just to give you an idea of what to do the first time you face him, after that you can mix and match your own strategies to kill the guy.

Name: Rider

Monster Type: Humanoid

HP: 40,000

Skills:

::Cleave: Non-Elemental vs Front Row(learnable)

::Primus: Breath Attack

::Disaster: lvl 3 Water + Earth magic

::Ragnarok: lvl 3 Earth + Fire magic
EXP: 10000
Zenny: 10000
Steal: King's Armor
Win : Cursed Sword

The Rider recovers 20,000 HP after every round

Fighting the Rider for the first time can be a bit intimidating, since you don't really have a clue what you're up against. Don't worry, he's not that bad if you know what you are doing and stay calm.

Recommended Party: Ryu, Scias, Cray

Recommended Levels: 40+

Recommended Equip:

Ryu:

Weapon: Royal Sword(steal from Astral)

Armor : Royal Armor(steal from Tyrant)

Misc : Medallion(buy from Rey/Teepo shop in abandoned village)/Dragon Tear

Skills:

- Kaiser(the controllable version)
- Shadowwalk(Bunyan, see masters for more info on getting it)
- Snooze

Scias:

Weapon: Render(99 cards from Manillo shop)

Armor : Mist Armor(bought in Chedo)

Misc : Medallion/Shaman's Ring(S.Ring can be bought in faerie village)

Skills:

- Shining Blade(start with it, no worries)
- War Shout(Njomo, see masters for more info on getting it)
- Rest(learned from several different enemies)

Cray:

Weapon: Flail(Manillo in Shyde)

Armor : Mist Armor(bought in Chedo)

Misc : Medallion/Shaman's Ring

Skills:

- Shield
- Super Combo(Una, see masters for more info on getting it)
- Coward' Way(Stoll, see masters for more info on getting it)

All other party members should have a medallion on for the added bonus of having six people with them.

Round 1: Ready?

Ryu : Put on Dragon Tear and use Snooze

Scias: Equip Shaman's Ring and use War Shout, it should combo with Snooze

Cray : Equip Shaman's Ring and use Shield, hopefully it will combo with Scias

Hopefully no one will be killed by the Rider, if they are, revive them and repeat the process. If Cray is too slow to combo with Scias then switch his position with Scias so he will go first and Scias will combine with him.

Round 2: Set?

Ryu : Meditate into Kaiser

Scias: War Shout

Cray : Shield

With the Def bonuses you have now, you shouldn't have to worry about being killed by the Rider. If you lose too many HP, use the next round to heal with Nina.

NOTE: Only use one Round 3. If you do not need to heal, don't bother with 3(b), and vice-versa

Round 3(a): Go!

- Make sure everyone has a Medallion equipped for the +18 Str/Def bonus.

Ryu : Shadowwalk

Scias: Shining Blade

Cray : Super Combo/Coward's Way*

If you've been running away a lot, chances are Coward's Way will be able to deal more damage than Super Combo.

Round 3(b): Did we forget something?

Nina : Vigor

Scias: War Shout

Cray : Shield

You can do that in reverse order to give Ryu(Kaiser) a little bit of an extra Str/Def bonus when Nina's Vigor hits him.

Rounds 4+: Kill Kill Kill!!!

Basically all you need to do is repeat Round 3 from now on and you should be able to kill it in a few rounds.

If you aren't dealing 20,001+ damage per round tho, you will need to run away and gain a few more levels before you try again.

If Ryu runs out of AP, you might have to use Snooze for a couple rounds to gain back enough AP to use Shadowwalk, it won't be worth it to go for all your AP back to use Kaiser.

8-C: Trunked/Trean

Trunked/Trean are good enemies to fight for working on high hitting combos, but if you're like me, you want to kill everything at least once. They never attack you except for a counter attack when you use a normal attack on them. The only hard part about them is that they have a lot of HP and will restore half of it after each round.

Killing them both is pretty simple, just raise everyone's power to the max and then have Ursula use Triple Blow with the Culverin equipped, Ryu, Scias, or Cray use Tiger Fist with a 2 hit weapon equipped and have Nina finish it off with a Faerie Attack(hopefully it will be the big bomb that hits all of them 3 times, also make sure your troops level is as high as it can be for more damage). Hopefully that will either kill them or lower them enough so they can be killed in the next round.

One thing to look out for is that after every round they will not only get back half of their max hp, they will also lose some of the exp they give, making them worth less to kill. Once the amount of exp they leave reaches 0, they will run away.

9. Masters

Rwolf:

Location - Kurok

Joining Req. - None

Will - Haste: Characters are faster in battle.

Level Bonus:

AP +1

Pwr -1

Wis +1

Rwolf will give you more skills based on how many hits you can get in a combo at one time.

5 hits - Eddy

10 hits - Plateau

15 hits - Magic Ball

20 hits - Flame Pillar

Stole the Thief(Stoll):

Location - Hideout next to Synesta.

Joining Req. - Give him all the money you have.

Will - Filch: Steal items when you attack, but only if you don't already have the item.

Level Bonus:

Agl +1

Stole will give you abilities based on how many different items are in your inventory.

80 - Steal

120 - Coward's Way

Una:

Location - Upstairs in the Chief's hut in Worent.

Joining Req. - You have to beat up Kahn in Worent and apologize to her.

Will - Wild: Higher damage, but lower chance to hit.

Level Bonus:

HP +12

AP -2

Pwr +2

Def +1

Wis -1

Una will give you abilities based on how much damage you can do in a single combo chain.

1500 - Pilfer

3000 - Super Combo

10000 - Blitz

Njomo:

Location - ? spot found by going north from Ahm Fen, will be slightly before the curve in the road.

Joining Req. - Active participation in the Faerie side-game.

Will - Pique: All counter attacks will hit with critical damage.

Level Bonus:

HP -8

AP +1

Agl +2

Njomo will give you abilities based on how many faeries are in the faerie village.

8 Faeries - FaerieAttack

12 Faeries - FaerieBreath

16 Faeries - War Shout

20 Faeries - FaerieCharge

Momo:

Location - The building with a windmill on it, and a ramp to get to it in Wyndia, she's on the second floor.

Joining Req. - None (that I know of)

Will - Drowse: characters in the back row of a fight will fall asleep and recover 10% of their HP/AP

Level Bonus:

HP +8

Momo will give you abilities based on how many hours you've been playing.

25 - Spray

30 - Clip

40 - Oracle

50 - Egghead

Abness:

Location - Chek, the same place she always is.

Joining Req. - Meet with the dragons

Will - Reck: You have a higher % chance of learning skills from enemies

Level Bonus:

AP +2

Pwr -2

Def -2

Wis +4

Abness teaches you skills based on how many different types of monsters you have fought.

70 - Concentrate

85 - Sanctuary

100 - Celerity

Marlok:

Location - His house in Synesta.

Joining Req. - Have the Tin Ball

Will - Greed: Will increase the amount of z you earn after battle, only one person has to be on him for this to take effect.

Level Bonus:

HP +16

AP +3

Pwr -1

Def -1

Agl -1

Def -1

Marlok will give you skills based on the trade items you have collected.

Copper Ball - Charm

ElectrumBall - Monopolize

PlatinumBall - Roulette

Kryrik:

Location - On the ship docked at Shikk.

Joining Req. - Be able to do a combo of 25 or more hits.

Will - Finale: There is a chance whoever is apprenticed to him will

do an extra attack to finish off the enemy when it gets to critical.

Level Bonus:

HP +25
AP -2
Pwr +3
Def +2
Agl -2
Wis -2

Kryrik will give you abilities based on how many hits you can do in a combo.

30 - Megaphone
40 - SpiritBlast
50 - Cleave
70 - Disembowel

Gyosil:

Location - The docks on Lyp, at the south end of town.
Joining Req. - Have 3000 or more fishing points.
Will - Ward: An item may not be used up when you use it in battle.

Level Bonus:

HP -8
AP +2

Gyosil will give you items based on how many fishing points you have.

4000 - Ring of Ice
6000 - Spanner
9500 - Master's Rod

Lyta:

Location - The orphanage in Synesta.
Joining Req. - Have Gyosil as a master.
Will - Guard: The apprenticed character may take the hits for another person if they are critical.

Lyta gives you skills based on Ryu's current level.

20 - Supplication
25 - Holy Strike
30 - Resist
35 - Benediction

Kahn:

Location - ? area on the map after the flats scenario in chapter 3 north of where you come out from the flats.
Joining Req. - None
Will - Valor: There is a chance you will revive yourself when you get KO'd

Level Bonus:

HP +20
AP -4
Pwr +3
Agl +1
Wis -3

Kahn will teach you abilities based on how many encounters you have had with enemies.

300 - Focus
400 - Shout

500 - Tiger Fist
600 - Flex

Bunyan:

Location - His hut. You can get there by taking the side exit on the cliff(? spot on map) just south of Kwanso.

Joining Req. - Have all other masters.

Will - Vision: You will have a 100% chance To-hit. It's not exactly 100%, you can still miss against enemies with a high dodging rate like the Nuts and Bolts.

Level Bonus:

HP -16

AP -3

Pwr +1

Def +1

Agl +1

Wis +1

Bunyan will give you abilities based on how much damage you've done in one attack.

3000 - Backhand

5000 - Counter

8000 - Shadowwalk

12000 - Final Hope

Kryrik is the best master. His bonuses for HP and Def are the only way to get those quickly. The other stats, AP, Pwr, Agl, Wis can all be bought from Manillo for 3 cards each. Getting cards is quite easy, all you have to do is fish in River Spot 3 for a while and catch RainbowTrout and Browntail. These trade for a Holy Mantle or Bell Collar, which are 25 points each, meaning you will get 1 card for every purchase of one, and an additional 1 every 4 that you purchases.

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10. Skills

Apart from regular magic, there are many skills you can learn from enemies and from masters. To learn the skill from an enemy simply guard during battle and wait for someone to use the skill you want to learn. Certain skills that Ryu has as a dragon may be learned as well. To learn skills from masters, you need to fulfill the requirements that master wants.

Skill Name	AP	Learn From
Wild Swing	0	Beetroop, Battlsuit
Risky Blow	0	Fire Ant, Cyclops
Shadowwalk	12	Bunyan, Ryu(Knight)
Disembowel	0	Kryrik, Shadow
Super Combo	12	Una
Magic Ball	5	Rwolf
Blitz	0	Una, Ryu(Mammoth), Bilbao, Saruga, Loam(boss)
Swordbreaker	2	Shade
Megaphone	4	Kryrik
Snap	2	Ryu(Mutant), Mouse, Shade, Rat Pack
Molasses	2	Tar Baby, Shade
Chlorine	2	Gasser, Rat, ToxicFly, Yaen
Knock Out	2	Crabby, Bolt Trp

Feint	2	Zombie, Catrpilr, ZombiDr, Pupeter
Blind	2	Scorpien, MaskCrab
Muffle	2	Saruga, Pupeter
Air Raid	4	Crawler, Ibomb
Feign Swing	0	Zombie
Distracted	0	Cap
Bad Back	0	Wizard
Focus	0	Kahn(Boss), Marl(Boss), Sepoy, Batlsuit
Concentrate	0	Abness, StarGazr, Fou-Lu - Diviner, Evoker
Resist	3	Lyta
Counter	1	Ryu(Behemoth), Bunyan, Mask
Supplication	0	Lyta
Last Resort	0	Bilboa, Stingfly
Celerity	0	Abness
Final Hope	0	Bunyan
Shout	0	Kahn
Sanctuary	8	Won-qu, A-Tur, Tyrant, Astral
Command	0	Red Cap, Fungoid, Bad Coil
Rest	0	Eye Goo, Yaen
Snooze	0	Tadpole, Mad Pup
Palliate	20	Lampkin
Transfer	20	Istalk
Benediction	45	Lyta
Steal	0	Stoll
Pilfer	0	Una
Monopolize	0	Marlok
Charm	0	Marlok
Double Blow	3	NutTroop, BoltArch, Kolpum
Multistrike	5	BoltArch, Karon
Triple Blow	8	Horseman, Gecko
Oracle	2	Momo
Spray	2	Momo
Clip	2	Momo
SpiritBlast	0	Ryu(Myrmidon), Kryrik, Deathbot, Titan
Cleave	3	Ryu(Knight), Kryrik, Gecko
Flame Strike	2	Ryu(Astral, Wyvern), Kolpum, Fire Ant, Snapfly
Wind Strike	2	Ryu(Myrmidon), Kolpum, LizardMn
Frost Strike	2	Kolpum
Searing Sand	2	Ryu(Behemoth), Kolpum
Holy Strike	2	Lyta, Kolpum
Backhand	0	Bunyan
Timed Blow	13	Gonger, Black Goo
Coward's Way	2	Stoll
Reversal	0	SaltClaw
Egghead	0	Momo
Douse	1	GntRoach, Tar Baby
Curse	13	Ryu(Punk), Angler, Poppy
Sacrifice	13	Istalk, Ibomb, Protobot
FaerieBreath	20	Njomo
War Shout	20	Njomo
FaerieAttack	20	Njomo
FaerieCharge	20	Njomo
Ebonfire	9	Black Goo
Roulette	0	Marlok
Mind Flay	2	Cracker, BoltArch
Burn	1	Rwolf, Mage Goo, Drake, Baby Goo, MorphGoo
Eddy	2	MorphGoo
Icicle	4	MorphGoo
Plateau	5	Rwolf, MorphGoo
Target	1	Stingfly, Shadow, Fou-Lu - EliteTrp

Tiger Fist 6 Kahn
Flex 0 Kahn
Flame Pillar 8 Rwolf, MorphGoo

11. Magic and Combos

Section TOC

11-A: Combos with Elements
11-B: Magic Armor
11-C: Item Magic
11-D: Normal Combos

11-A: Combos with Elements

Certain Magic, when combined, will create new types of magic. To get these the spells must be cast consecutively in a Combo. Below is a list of the spell combinations to make these new spells with the least amount of AP cost.

Mini-TOC

11-A-a: Level 3 Combo Magic
11-A-b: Level 4 Combo Magic
11-A-c: Adding Elements to Melee Skills
11-A-d: Character Combos
11-A-e: Breath Attack Combos

11-A-a: Level 3 Combo Magic

Rock Blast	+ Burn	= Eruption
Quake	+ Fireblast	= Magma Blast
Quake	+ Inferno	= Ragnarok
Burn	+ Sever	= Firewind
Burn	+ Cyclone	= Simoon
Burn	+ Typhoon	= Gigaflare
Sever	+ Frost	= Jolt
Sever	+ Ice Blast	= Lightning
Sever	+ Blizzard	= Thunderstorm
Frost	+ Rock Blast	= Storm
Frost	+ Stone Pillar	= Tempest
Frost	+ Quake	= Disaster

11-A-b: Level 4 Combo Magic

To get level 4 combo magic, you have to combine a level 3 combo with level 3 dragon magic. There is no way to make Mjollnir, as it would require Pa Bing'ah, which Ryu can not get.

Ragnarok	+ Hwajeh	= Supernova (Confuse)
Gigaflare	+ Ahryu P'ung	= Earthbreaker (Stun)
Disaster	+ Patoh Pah	= Catastrophe (Poison)

There is an alternate (and better) way to get level 4 combos.

Quake	+ Quake	+ Hwajeh	= Supernova
Inferno	+ Inferno	+ Ahryu P'ung	= Earthbreaker
Blizzard	+ Blizzard	+ Patoh Pah	= Catastrophe

*Level 3 magic does not have to be used for the first attack, but it is easier to combo with.

Why is this mode better? Simple. With the first 2 elements going in a row, you will get a 2-hit for that element, then when Ryu does the level 3 dragon magic, the level 4 combo will have 2 hits as well.

11-A-c: Combos with Magic and Melee Skills

Another combo that is not shown but actually happens is if you use an elemental spell like Flare or Cyclone, if you put a Melee skill after that such as Wild Swing, Super Combo, or Tiger Fist, then the Melee skill will be the same element. So if you combo Inferno with Tiger Fist, then the Tiger Fist will be Fire elemental.

11-A-d: Character Combos

Most characters have special skills, that trigger when you combine certain elements with a melee skill. To use them, have 2 other characters use elemental skills, then have the final character use a melee skill. If you notice, there is a pattern, it's the same circle magic that's always followed in this game.

Nina:

Fire + Wind = Phoenix

Scias:

Wind + Water = Ice Sword

Cray:

Water + Earth = Mudslide

Ursula:

Earth + Fire = Reflect

11-A-e: Breath Attack Combos

When you put Breath attacks in Combos, as well as Super Combo, it will not make the attacks do secondary damage like when you normally do combos with magic of the same type, instead it will increase the number of attacks that are performed with the Breath attack. With Super Combo, the time limit that you have to press buttons for more hits increases.

11-B: Magic Armor from the Smith

If you go back to the Smith in Mt. Glom, then he will make you some armor out of the materials you may have been gathering. The armor can only be equipped by Ershin, and it usually has special attributes not found on regular armor. This is also the only way(except for one enemy) to get new armor for Ershin.

Elements:

Old Tire - Earth

Burnt Plug - Fire

Dirty Filter - Wind

Rusty Pipe - Water

Other Items:

Bent Screw - Light

Glass Shard - Medium
Iron Scraps - Heavy

You do not have to use these in any specific order, just as long as all the items are combined.

Element	+ Same Element	+ Same Element	= Armor that absorbs that element
Element	+ Same Element	+ Other Item	= Armor that resists that element
Element	+ Combo Element	+ Other Item	= Armor that will counter*
Bent Screw	+ Bent Screw	+ Element	= Light Armor
Bent Screw	+ Bent Screw	+ Bent Screw	= Lightning
Iron Scraps	+ Iron Scraps	+ Element	= Heavy Armor
Iron Scraps	+ Iron Scraps	+ Iron Scraps	= Mithril Rig
Iron Scraps	+ Burnt Plug	+ Glass Shard	= Defender
Glass Shard	+ Glass Shard	+ Glass Shard	= Psychometer
Glass Shard	+ Bent Screw	+ Old Tire	= Quicksilver
Dirty Filter	+ Old Tire	+ Rusty Pipe	= Stout Mail

*These items will counter attack with the level 1 combo magic of the combined elements:

Booster	- Firewind
Gravedigger	- Eruption
Maelstrom	- Storm
Panzer	- Jolt

Combo elements follow the same circle of magic as if you were using magic.

11-C: Item Magic

There are several items in the game that can be used in battle to cast magic. These items cost no AP and have the same effect of normal magic, only they can not be used in combos. The strength of the magical item depends on the users Wisdom, in other words, if both Cray and Nina use the same item, Nina's will be more powerful.

Weapon	Skill
BlessedStaff	Heal
Dragon Blade	Might
Earthbreaker	Stone Pillar
Flamethrower	Fireblast
King's Sword	Protect
Ouroboros	Raise Dead
PiercingEdge	Weaken
Render	Frost
Royal Sword	Drain
Wand of Air	Sever

Armor	Skill
Force Armor	Barrier
Lgt.Clothing	Speed
King's Armor	Focus

11-D: Combos Without Combining Elements

While making a combo with elements can be nice and quite visually entertaining, it is not always the most effective way to make a combo in terms of damage or number of hits. You can combo just about any type of

magic to give yourself more hits, just make more than one person cast magic in a row and on the same turn. Basically, if you're using Nina, Ursula, and Ryu, in that order, Nina and Ursula can combo, Ursula and Ryu can combo, and Nina, Ursula, and Ryu can combo. Below are some examples of some of the more damaging/high hitting combos.

Combo	# of hits(assuming nothing misses)
Snooze, Rest, Vitalize	- 36/37*1
Snooze/Rest, Vitalize, Vitalize	- 44/45*1
Celerity, Vitalize, Vitalize	- 70
Megaphone, Tiger Fist, Triple Blow	- 126*2
Tiger Fist, FaerieAttack, Triple Blow	- 126*2

*1 These 2 will have an extra hit if you are not immune to sleep.

*2 To get this many hits, Apprentice everyone to Bunyan and put Tiger Fist on Ryu, Scias, or Cray with a +1 Hits weapon equipped, and have Triple Blow on Ursula with a Vs. All weapon.

12. Dragon Forms

Ryu and Fou-Lu both have the ability to transform into powerful dragons. While in these forms, they lose AP at the end of every round. They also have access to spells that normally they do not. Some of these skills can be learned by other team members if Ryu casts it on them. Also while in dragon form, they can cast the normal skill magic that they have learned from a master or from an enemy. Both will have the same number of transformations, though the skills they have will be different. Also Ryu has access to Fire dragon abilities, while Fou-Lu has access to Water dragon abilities.

Restoring Dragon HP can be done one of 2 ways, with an Ambrosia, or resting at an inn(camping does not work. Casting healing spells or using items on them that are not dragon specific will not work. Also, the Kaiser/Tyrant forms have an auto-restore system which restores HP while you move(like having a Cupid's Lyre/Ivory Charm equipped).

Section TOC:

- 12-A: Dragon Type Equals
- 12-B: Dragon Forms/Abilities
- 12-C: Dragon God Locations
- 12-D: Dragon Evolutions

12-A: Dragon type equals

Basically, this is the list you'll see when you select 'Meditate' for Ryu/Fou-Lu in the battle menu.

Ryu	Fou-Lu
Aura	Astral
Kaiser	Tyrant
Wyvern	Serpent *
Myrmidon	-----
Behemoth	Behemoth
Mutant	-----

* - With Ryu you pick up the Fire Gem crystal to get Wyvern, Fou-Lu has to pick up the Water Gem crystal to get Serpent. They are the same level of transformation, you just have to get them separately.

 12-B: Dragon forms/abilities

Skill	AP	Type	Element	Special
-------	----	------	---------	---------

1st Form:

How to get - Fou-Lu gets it after the first time he uses it as a part of the story and Ryu can access it after Fou-Fu's first scenario.

HP*1.5

AP cost to transform - 17% of Max AP

AP cost to remain - 25% of cost

Ryu - Aura:

DragonBreath*	0	Breath	----	-----
Flame Strike	2	Melee	Fire	-----
Hwa (Fire)	1	Magic (1)	Fire	-----
Rejuvenate	9	Healing (2)	Holy	-----
Barrier	4	Assist	-----	Mag. Def. up
Revert Form	0	Change	-----	Go back to human

Fou-Lu - Astral:

Eraser	0	Breath	-----	-----
Frost Strike	2	Melee	Water	-----
Wild Swing	0	Melee	-----	-----
Bing (Water)	1	Magic (1)	Water	-----
Death	13	Magic	Death	Instant Death
Revert Form	0	Change	-----	Go back to human

*This ability is not available until after Chapter 2.

2nd Form

How to get - Gotten at the end of Chapter 2 automatically.

HP*3

AP cost to transform - 45% of Max AP

AP cost to remain - 25% of cost

Ryu - Kaiser*

KaiserBreath	0	Breath	-----	-----
Aura Smash	3	Melee	Holy	Ignore Def.
Hwajeh	3	Magic (3)	Fire	-----
Ahryu P'ung	3	Magic (3)	Wind	-----
Patoh Pah	3	Magic (3)	Earth	-----
Resurrect	30	Magic	Holy	Bring back to life
Sanctuary	8	Magic	-----	Nullify Assist Magic
Revert Form	0	Change	-----	Go back to human

*Ryu's Kaiser is Berserked, it will always either perform a normal attack or use KaiserBreath. To unberserk it, get the help of all the dragons: Rock, Wind, Sand, Grass, Mud, Tree, and Sea.

Fou-Lu - Tyrant

Dark Wave	0	Breath	-----	-----
Aura Smash	3	Melee	Holy	Ignore Def.

Pa Bing'ah	3	Magic	(3)	Water	-----
Ahryu P'ung	3	Magic	(3)	Wind	-----
Patoh Pah	3	Magic	(3)	Earth	-----
Death	13	Magic		Death	Instant Death
Sanctuary	8	Magic		-----	Nullify Assist Magic
Revert Form	0	Change		-----	Go back to human

3rd Form

How to get - Fou-Lu picks up the Ice Gem inside Sanctum. Ryu can get the Fire Gem on Mt. Giga in Chapter 3.

HP*1.8

Evolved HP*2

AP cost to transform - 30% of Max AP

AP cost to remain - 25% of cost

Ryu - Wyvern -> Weyr

Gigaflame	0	Breath		Fire	-----
Flame Strike	2	Melee		Fire	-----
Hwa	1	Magic	(1)	Fire	-----
Jeh	2	Magic	(2)	Fire	-----
Hwajeh*	3	Magic	(3)	Fire	-----
Might	3	Magic		-----	Attk Up
Protect	2	Magic		-----	Def Up
Revert Form	0	Change		-----	Go back to human

Fou-Lu - Serpent -> Peist

Waterspout	0	Breath		Water	-----
Frost Strike	2	Melee		Water	-----
Bing	1	Magic	(1)	Water	-----
Bing'ah*	2	Magic	(2)	Water	-----
Snap	2	Melee		-----	Def Down
Revert Form	0	Change		-----	Go back to human

*This ability only shows up when you evolve the dragon form.

4th Form

How to get - You can get it when Ryu gains access to the forest Fou-Lu went to at the beginning of the game.

HP*1.5

Evolved HP*1.8

AP cost to transform - 30% of Max AP

AP cost to remain - 25% of cost

Ryu - Myrmidon -> Knight

MetaStrike	0	Breath		Wind	Ignores Def
Wind Strike	2	Melee		Wind	-----
P'ung	1	Magic	(1)	Wind	-----
Nah P'ung	2	Magic	(2)	Wind	-----
Ahryu P'ung**	3	Magic	(3)	Wind	-----
SpiritBlast*	0	Melee		-----	Ignores Def
Cleave**	3	Melee		-----	Ignores Def
Shadowwalk**	12	Melee		-----	-----
Revert Form	0	Change		-----	Go back to human

Fou-Lu - You get this after your final scenario with Fou-Lu.

*This ability is only available as the Myrmidon.

**These abilities only show up when you evolve the dragon form.

5th Form

How to get - The ? south of Pabpab. It will be in the story as where you have to cross the flats.

HP*2.2

EvolvedHP*3.5

AP cost to transform - 30% of AP max

AP cost to remain - 25% of cost

Ryu/Fou-Lu - Behemoth -> Mammoth

MeteorStrike	0	Breath	Earth	-----	
Searing Sand	2	Melee	Earth	-----	
Patoh	1	Magic (1)	Earth	-----	
Chi Patoh	2	Magic (2)	Earth	-----	
Patoh Pah*	3	Magic (3)	Earth	-----	
Counter	1	Magic	-----		Auto-counter for 1 turn
Blitz*	0	Melee	-----		Lose 25% HP
Revert Form	0	Change	-----		Go back to human

*These abilities only show up when you evolve the Dragon form.

6th Form

How to get - It's the treasure of the ruins near Koshka. Talk to the man with a pony tail walking around town to find out where they are.

HP*.5

AP cost to transform - 20% of AP max

AP cost to remain - 25% of cost

Ryu - Mutant -> Punk

Stardop*	0	Breath	-----		Lowers enemy status
Snap	2	Melee	-----		Lowers Def
Chlorine	2	Melee	-----		Poisons target
Sleep	3	Magic	-----		Sleep vs. All
Silence	3	Magic	-----		Mute vs. All
Howling**	0	Magic	-----		Confuse vs. All
Curse**	13	Magic	-----		Halves enemy HP

Fou-Lu - You get this form after the final scenario with Fou-Lu.

*The Stardrop breath gains power with the amount of game points you have.

**These abilities only show up after you evolve the dragon form.

7th Form

<SPOILER ALERT>

How to get - Join with Fou-Lu at the end of the game instead of fighting him, and you'll fight the last battle as this.

HP - 9999

AP - 999

Fou-Lu/Ryu hybrid - Infini

Dark Wave	0	Breath	-----	-----	
Soul Rend	13	Magic	-----		Bring all enemies HP to 1
Hwa	1	Magic (1)	Fire	-----	
Jeh	2	Magic (2)	Fire	-----	
Hwajeh	3	Magic (3)	Fire	-----	

P'ung	1	Magic	(1)	Wind	-----
Nah P'ung	2	Magic	(2)	Wind	-----
Ahryu P'ung	3	Magic	(3)	Wind	-----
Bing	1	Magic	(1)	Water	-----
Bing'ah	2	Magic	(2)	Water	-----
Pa Bing'ah	3	Magic	(3)	Water	-----
Patoh	1	Magic	(1)	Earth	-----
Chi Patoh	2	Magic	(2)	Earth	-----
Patoh Pah	3	Magic	(3)	Earth	-----

12-C: Dragon Gods locations'

Wind Dragon - P'ung Ryong

Location - You get it automatically

Ability - Rainstorm: The higher an enemies HP, the more damage it deals.

Sand Dragon - Sa Ryong

Location - On the sandflier course from Shyde to Shikk, there will be an isolated section of land near the bottom of the map, us a mound to jump over to it and go into the oasis.

Ability - Onslaught: Wind elemental, also has chance of confusing enemy.

Grass Dragon - Cho Ryong

Location - On the Golden Plains, wait for a bird to go in front of you, then keep following the bird to a glowing dot. This dot will lead you to the dragon.

Ability - Healing Wind: Heals entire party for about 3000, and removes any bad status ailments.

Tree Dragon - Su Ryong

Location - Go in a ? area that pops up halfway between Checkpoint and Shikk, take the exit going east to open up the path to him.

Ability - Holy Circle: Front row becomes invulnerable for 1 turn.

Rock Dragon - The Nameless One

Location - Talk to the man in the floodgates section of the River(south of Chiqua). He will open the pathway to it.

Ability - Fulguration: Takes off 1/8 of enemies current HP.

Sea Dragon - Hae Ryong

Location - See the FAQ or Maps sections.

Ability - Flood Tide: Wind + Water elements, can also stun enemies.

Mud Dragon - Ni Ryong

Location - He's in the same place that he was in the beginning of the game, the ? spot on the map north of Dam.

Ability - Mud Flow: Water and Earth elemental.

12-D: Evolving Dragons

Getting evolutions for dragons is quite easy. You simply acquire the amount of game points needed and transform into the dragon you want to evolve.

- 1st - 10,000
- 2nd - 20,000
- 3rd - 35,000
- 4th - 50,000

Please refer to section 15 on Mini Games for information on how to get the points required for each transformation.

You can evolve any of the dragons you find along the way.

Wyvern -> Weyr (Ryu only)
Behemoth -> Mammoth
Myrmidon -> Knight (Ryu only)
Mutant -> Punk (Ryu only)
Serpent -> Peist (Fou-Lu only)

There is also a way to evolve the Mutant/Punk breath attack, Stardrop, using game points as well

1 - start
2 -
3 -
4 - 50,000
5 -
6 - 62,000
7 - 75,000

Some levels don't have point reqs for the simple fact that I forgot to write them down, oops. Also, I'm not sure whether there is a level 7 breath attack as a friend of mine has used a gameshark to get 99,999 game points but did not have a level 7 attack. It could just be a glitch in using a gameshark, so if anyone has gotten 75,000+ game points without using a gameshark, please let me know whether you got a level 7 breath or not.

Both Ryu and Fou-Lu can evolve dragons, and if one of them evolves a certain dragon, the other will also receive that evolution. In other words, if Fou-Lu evolves the Behemoth into the Mammoth, Ryu's will as well. The Serpent/Peist evolution will also automatically evolve the Wyvern into the Weyr and vice versa.

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13. Miscellaneous

None of this stuff was big enough to get its own section and wasn't part of another section either, so it wound up here.

Semi-TOC
Trade Ball Locations
N. Chamba Fishing Spot Boss
Wyndian Butler
Rei and Teepo Shop
Mini-Games
Sarai Valley Digging
Last Boss Stealing

Trade Ball Locations:

- Frog man in the Sarai tavern
- Man under first archway in Shyde
- Man in the Shrine on Golden Plains
- Prisoner in Wyndia castle
- Man in Crash (where the broken sandflier is)
- Man in Shikk
- Man in Chiqua (that wanted the pottery/fish/relic)
- Lady in Sonne
- A kid in the abandoned village has it

- The kid next to Lyta in the orphanage(Synesta)

You can do these in any order you want to, there is no specific order you have to trade balls in.

To get the N. Chamba fishing spot, go back there after you get a new sandflier. Talk to the man sitting outside and then go up the ladder and explore inside. You will have to fight a boss.

Boss: Angler

HP: 19000

Attacks:

::Feint - physical attack that confuses

::Chlorine - physical attack that poisons

::Curse - Halves all enemies HP

- You can steal a Deep Diver from him.

- You can learn Feint, Chlorine, and Curse from it.

Win:

EXP: 12000

Zenny: 1420

Items: Fish-head

After you defeat the boss, go back outside and talk to the man again. You will now be able to use it as a fishing spot.

The butler in Wyndia will buy eating utensils from you and pay in Aurum.

Item	Aurum
------	-------

Toothpick	1
Chopsticks	2
Straw	4
Spoon	8
Fork	16

You can only sell him 1 of each though, giving you 31 Aurum from him if you sell him everything. That is still probably more than enough for you though.

Rei and Teepo from Breath of Fire 3 will open up a shop in the Abandoned Village during the Clear Game. You can buy the best fishing lure here, the King Frog, for only 800z, which is cheap at the end of the game.

Also, if you talk to Teepo(the short guy with purple hair), he will give you a Rusted Sword. If you kill 1000 enemies with it, it will power up to a Slayer, which is a very good weapon for Scias/Ryu. You may use attack all abilities like Tiger fist to get 1000 kills faster.

Once you get the Rusted Sword to become a Slayer, you can talk to Teepo again to get another Rusted Sword and repeat the process as many times as you want to(or you get 99 of them).

Once you beat certain mini-games, you can play them again to get extra bonus points. They all have the same rules as before, but they give you less game points than when you played them as a part of the story.

The ones that I know of so far are the:

:Wharf - crate loading game

:West of Pauk - The chicken herding game(you will herd pigs now)

:Mt. Ryft - The rafting game

:The sandflier courses are a good way to rack up on points, but you can only

get 4000 for each of the six courses. This is 24000 points though, which is a lot. To get a good score, go off as many jumps as you can and rotate the controller a lot. When you get into a turn, it's always good to brake right before you turn(X), this will save time and help you keep control. As a bonus, if you can finish the courses in 30 seconds or less, you will get 6000 points.

You can go back to the Valley south of Sarai and talk to the old man to do the digging game again. You won't get any game points, but you can use it to get free(well, 50z) items. You can even get Stat boosting items from here.

If you forgot to steal, or couldn't steal from the last boss, you can go back in a clear game and keep trying. Actually, you can keep fighting him and stealing as many times as you want.

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14. Tips and Tricks

This is just a bunch of random stuff I've put together that isn't big enough so that they'd get their own section, but of a bit more importance than the Misc. section.

- 14-A: Stealing
- 14-B: Exp
- 14-C: Weapons

14-A: Stealing:

Anyone who has tried to steal know that it takes a really long time to do and requires a lot of patience. However, the rewards can be quite good. To make stealing a little bit easier, there are a couple things you can do.

1. Have the more sly characters do the stealing.

I'm not sure if this is an actual factor in stealing, but Ursula and Scias tend to be better at stealing than Nina and Ryu.

2. Use a "Treasure" magic combo.

Treasure magic consists of Steal, Pilfer, Charm, and Monopolize. Usually when magic is combo'd it makes the spells more powerful and potent. Since treasure magic doesn't actually deal damage, using it in a combo will raise the % chance for you to steal an item. I'm not sure by how much, but I have noticed a difference. This trick will also work with Charm to have an increased chance of an item dropping after the fight.

14-B: Exp:

The max exp you can get in a battle is 196,605 from the Bots in Sinchon. The max exp you can get per enemy is 65,535 from either the Bots in Sinchon, the Lavoids on Mt. Yogy, or the Orochi in the Castle Basement.

Eye Goos in the beginning of the game will give you 1.5 times the amount of exp they normally do if you hit them with the skill Blind.

Puspools(found around Dam/Kyria) will double their exp when you hit them with Fire elemental attacks. It will also make them easier to hit. This

trick will only up their Exp once.

Go to Mt. Yogy(north of Sonne), and fight the Lavoids there. If you use fire on them, you will get more Exp from them, and you can keep going up until you get 65,535 exp from each. Each hit from fire increases their exp by 1/2 of what it was before.

In Sinchon the Bot enemies will transform if you hit them with an elemental combo(Firewind, etc), and that will double their Exp. They will transform back after 2 turns(the turn before they will have a text box with "zee...zee zee...po...zee..." at the start of the round), so hit them with another combo and they will transform again and double their new amount of Exp. Eventually they will get to the max Exp of 65,535 each. Just make sure you heal them so they don't die from the combos.

On B3 of the Imperial Castle, the Orochi will power up with every physical attack that hits them without killing them. Only normal attacks will work, abilities like Backhand(to make sure they don't die) and Shadowwalk will not work. Every time you hit them their exp will go up by 1/5 of what it was previously. Watch out though, they will still continue to grow in power even after their EXP reaches 65535 with each physical attack they're hit with.

14-C: Weapons:

The Render sword you can buy from the Manillo Shops for 99 coupons can be the most powerful weapon in the game. It's attack power is $50 + (\text{the number of encounters you've had})/20$. In simpler terms, lets say you've fought 3360 enemies, then the Render will have a power of $50 + (3360/20)$, or 218. It will not show this bonus in the equip screen, but it will be there. If you're worried about fighting enemies that absorb Water(the Render is a Water elemental attack) put another elemental changing skill, like Flame Strike, on Scias and you will no longer deal water damage.

The Slayer sword you can get in the clear game. Go to the Abandoned Village northwest of Chek. Talk to the little purple guy in there(Teepo) and he will give you a Rusted Sword. Kill 1000 enemies with this weapon and it will transform into the Slayer. The fastest and easiest way to transform it is to give Ryu/Scias Tiger Fist(from Khan) and apprentice them to Bunyan. In the desert area near Dam, you will fight no less than 2 enemies, and quite a few times you will fight a group of 6 Caps/Red Caps. You will get your 1000 enemies killed faster going against weak enemies like Caps.

Once you get your Slayer, there are a few things you might want to know about it. It will steal 10% of the damage it deals and add that to it's holder's HP. There is also a small chance it will hit an ally in the process, which can be fatal. To avoid hitting allies, use a skill like Shadowwalk/Shining Blade, or even just Wild Swing.

The Cursed Sword you get from the Rider in Mukto. It has a power of 90, and at the end of every round, it will drain 6% of Ryu's current HP(only Ryu can equip it). While this may sound bad, the Cursed Sword can actually be stronger than the Royal Sword. How?

Simple, the Cursed Sword takes the % of Ryu's current HP over his Max HP and slams that into it's attack power. Confused? In simpler terms it is a math problem. Say Ryu has a max of 1000 HP, but at the time he only has 867. Divide 867 by 1000($867/1000$) to find out what % 867 is of 1000. In this case 867 is 87.6% of 1000. Now multiply .867 by your attack power with the sword equipped(say you have a base of 210, with the sword on you'll have 300), in this case that would be 260.1. Now add that into your attack power to find

out what your attack power really is. With this case it's 560.1.

Nice? It gets better. The attack bonus can go over the game's normal 999 limit for weapons(basically if you have 999 base power, it won't matter whether you have the Broken Sword or Dragon Blade equipped, they'll deal the same damage), meaning that if you have your max HP and 999 power, you really have an attack power of 1998!

The Royal Sword has a hidden Holy Element added to it, so enemies weak to Holy(Undead, a couple others)... well, we all know what happens when you mix Holy with undead...

The Slicer also has a hidden ability in it, it will ignore an enemies defense, meaning it will deal as much damage against a Cap as it will against the last boss.

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15. Mini-Games

Once you beat certain mini-games as a part of the story, you can go back play them again for extra game points used to evolve Dragons. They all still have the same rules, only after the first time through, they don't give as many game points.

Crane Game

Location: Wharf - North of Synesta

Max Game Points: 700

Difficulty: Moderate

Time: 3 min at max

- Talk to the big guy in the T-Shirt to start the game.
- Moving left and right on the D-Pad swing the crane, moving up shortens it, and moving down lengthens it.
- Hitting Circle without a crate makes the arm go down, and hitting Circle with one makes it lower the crate.
- Get the container next to Cray, and move it over to the spot on the ship out lined with a blue square, and drop it.
- You get more points if you drop it on the light blue square, so aim for that one.
- Also try to allow only 10-15 seconds for each barrel.
- You've got 3:00 so work fast! It's better to let the crane steady itself a little so you can see where it will land, then lower it down.

River Rafting Game

Location: Mt. Ryft - North of Shyde

Max Game Points: 400

Difficulty: Easy -> Moderate

Time: 30 seconds

- You have to make it down the river in one(or more) piece, every time you hit something you lose a piece, when it gets completely destroyed ya gotta start over.
- Try to keep the raft near the middle of the river, the bags bounce back and forth between the river banks and you can usually get them close to the center.
- Know when it's smart to go for bags, don't go for it unless you know you won't hit a bank or if you just don't care about losing pieces :)
- Each bag is worth 20 points and the big bag is worth 100.
- You get 20 bonus points for every piece of the raft you have left after the game is over.

- There is no time bonus.

Pig Catching Game

Location: "?" area - West of Pauk

Max Game Points: 690

Difficulty: Easy

Time: 1-5 min depending on how many extra pigs you want.

- The mini-game ends when you capture the mother pig(the brown one). If you get other piggy's, you get more points.
- The pigs will always run away from you, and if you run around to a side, they will change direction accordingly.
- If you go far enough away they will stop running and go back to a walking pace.
- If you leave them alone, the little pigs will always run in the direction of the mother(brown) pig. You can use this to lure them near the pen.
- You get 10 points for each pig you get in the pen and 200 points for mommy.
- You also get a bonus depending on how many extra pigs you caught.
- There is no time bonus.

16. Breath of Fire Saga theories and stuff like that.

This section will delve into the depths of the Breath of Fire storylines and will provide factual proof that the stories are connected in one way or another. Err... Ignore that. It's here because there are a lot of coincidences in the 4 Breath of Fire games other than repeating names, and people have noticed them.

NOTE: THESE CONTAIN MAJOR SPOILERS FOR THE BREATH OF FIRE GAMES

The contents of this section are not copyrighted to myself, Billy Lee. They are copyrighted to the individual authors that have written them. Any questions/comments relating to the theories contained within this guide should be directed to the authors themselves, not me(unless you have a question/comment about mine, then it should come to me).

Is Breath of Fire 3 a prequel to Breath of Fire 4?

By Billy Lee(FAQ Author)

This has really been bugging me. There are many things that make me think that it is. For starters, there is no Myria in this game. She was the Goddess in Breath of Fire 3 that tried to control the world. At the end of the game she was killed, which would explain why she was not in this game. Also, in Breath of Fire 3, the World was two halves, east and west, that were separated by a giant ocean and Myria said that if she did not keep the desert back with the ocean, then it would cover the earth. Well, in Breath of Fire 4, the world is covered in Mud, and much of the world is desert. How do we make Mud? Water and Sand, and what could make more mud than a desert that ran into an ocean. And if you notice, Wyndia is on the eastern continent like it always is.

Another hint that the two stories are connected is through the appearance of some of the non saga-orientated characters(i.e. Mogu, Gary, Bunyan) such as Rei(renamed Rey, but it's the same person/tiger) and Teepo. These two open up a shop and sell things in the clear game of BoF4. Could this just be an easter egg from Capcom? It probably is, but the fact that the two are there suggests some sort of connection.

There is also the occurrence of Momo as a master in BoF4. She herself says that she was working in her laboratory when there was an explosion and she was knocked out, and the next thing she remembered was being in a different place, like a parallel dimension or something.

Then there is how the dragons are brought from one world to the world of Breath of Fire 4. It is explained that the dragons were brought to be gods in this world from another one. Deis and Ryu were not brought correctly and thus, Ryu was split in two and Deis wound up in a talking and walking garbage can. Maybe there exists some type of Dimensional Rift in BoF3's Dragnier that connects it to BoF4's Chek, the two certainly look enough alike for that to be possible.

Another similarity in the two is how many of the skills from 3 are in 4, even some of the same enemies. This is not very major, but I still think it is worth mentioning.

This isn't really all that major, but the design on the Breath of Fire 3 cd is similar to the design of the Breath of Fire 4 cd, only in 3 Ryu is on the cover and in 4, Fou-Lu is on the cover.

This is only what I can remember, there may be more connections that I've not found yet or can't remember at this time.

Chinese dragons in a Japanese game?

By: Billy Lee (FAQ Author)

It recently came to my attention that Ryong is the Chinese word for Dragon. This made me wonder, "Why would Capcom use the Chinese word for dragon?" I thought that maybe it was just because they didn't want to use the Japanese word (Ryu) because that was already in use.

All of the seven dragon gods have Chinese names. P'ung Ryong, Sa Ryong, Ni Ryong, Cho Ryong, Su Ryong, Hae Ryong, and the Nameless One (rock dragon). There is also the fact that Mami calls Fou-Lu Ryong because she doesn't know his real name. I wonder what brought Capcom about to do this? All I can do is guess, which I don't want to do for fear of offending someone.

Breath of Fire series connections

By: James Huval (jameshuval10@hotmail.com)

BLee Note: Text is in original form updated with new info from the author spelling corrections at the request of the author.

* This is my own belief as far as the BoF's being connected. It started with BoF. They had the Light dragons and the Dark dragons. The forces were meant to destroy each other. Eventually, the Dark Dragons are destroyed and the Obelisk was raised by Zog's (former dark dragon leader) right hand man Jade. Jade was destroyed by Ryu and friends and went forward and found Tyr (Myria) the goddess. Using the power of Agni (translation error: Infini) they banished Myria. Thought to have destroyed Myria, the dragons put away their power. Note: Bleu (now known as Deis) helped their group banish this god. Note: The map is VERY similar to BoF4's map.

BoF2 came. BoF2 had Ryu again. Behind his home town there was a mountain with shut doors. Ryu's mother came from it to observe the world because an evil was growing. Ryu's mother really came from an underground town which I believe were the ancestor's of Drogan the Home Town of BoF's Ryu. They sealed their selves away to protect the world from a seed of Hatred placed by Myria before she died. This seed grew into a being's form who named itself Deathevn which was actually supposed to be Death Evan. Evan was the name this evil used in the world above to corrupt everyone using a false

religion under the god of St. Evans or shortly known as St. Eve. Ryu and his party destroyed this monstrosity as well. Note: Deis was an accessible character in this game but not a required character. Different endings occurred, but I believe that Ryu took the place where his mother slept and Deis helped Ryu and his party to destroy Death Evan with the power of Ryu's Afini (Translation mix: Infini). Note: The Map looked similar but flipped so that it looked some what like BoF's map. Note: There were Trees of Wisdom spread across the world.

BoF3 came. This world was completely different in the idea that the world map was not really easy to see and understand. I believe that there was more than what the eye could see and that there was a different way to access the Desert of death than by going straight through the ocean. I believe that there was a chain of islands not included in BoF3 for us to see which would explain the worldly difference and on the other side was connected by nothing but land past the checkpoint where you couldn't go. Looking at it, I believe that the desert of Death was created by Death Evan's death so that the world rot where above his death area above where he died. In the beginning of the game there was a large Dragon Skeleton in mining area. This was at a mountain in a pretty desolate area closely resembling a desert but not really. Myria used this desert to her advantage to control human beings by making it spread as far as taking over half the world. Myria was afraid of the Dragons so of course she had Guardians fight them. After all, she can't have Humans knowing that she was trying to control them. Most of the Dragon race was destroyed but a few of them surrendered themselves and hid a strong Dragon elder underground where the goddess could not locate him. In the meantime, Ryu was found by Gary and Mogu (no relation to the first two as far as I can tell other than little gifts of Capcom). Ryu busted out and it rolls down hill from there. Ryu and friends fight the goddess along with Peco, the seed of Yadagrassgil, the Tree of Wisdom, who was spread across the world making it more probable to be a world that came from BoF2. Myria was defeated and her power was sucked. Her sister Deis came to stand by her and be destroyed with her so that the humans could live on their own. Ryu and the Gang decided to search the desert for more answers. Peco planted himself in the ground. End game. Note: There was a gene called Infini which was obtained by the eldest Dragon. This eldest dragon was probly the old man from BoF2 who helped Ryu in that game undergo his trials to obtain Afini (infini).

UPDATE: Hey, I realized something after getting some mail that I forgot to add in the BoF3 part of the theory I made was the big wall painting before you go to see the dragon elder. The wall painting showed an exact portrayal of the 1st BoF characters fighting the goddess Tyr(Myria) which DOES prove that BoF3 and BoF are directly related.

BoF4 came. This is where things become a little crazy. Before Myria's technological placed became exploded into bits, Deis was incorrectly summoned to this Parrallel dimension *in the desert into Chamba into a piece of armour* Ryu and friends had little time to explore before Ryu was summoned to their parrallel dimension incorrectly so that his other side was split. I also believe that there was some MAJOR problems with the summoning so that only half of Ryu was summoned to their world in the beginning so that there was Fou Lou. I believe that Fu Lou was summoned as soon as Ryu exploded out of his Chrism Ore explaining why of all the dragons he was summoned. Another summon went and Ryu was summoned From the Desert of Death to ANOTHER desert. Coincidence? Ryu was around the same age now as he was in BoF3. When this half of Ryu was summoned, Fou Lou reawakened from his slumber to await him and become whole again and have all goddesses banished from the world to allow humans to live on their own.

This would explain the idea that this was the same Ryu from BoF3 because he eventually does the same thing they were set out to do in BoF3. Momo was also messed up during this and that was how she came about. It is a Parallel world so Windia had to be around as well. Also the Worren tribe was probably the same race that Katt was in BoF2. And to complete the matters. there was a Tree of Wisdom in the north above the desert. This was the parallel Peco plantation in effect explaining the forest and the only part of the world where clean water was associated inside the land. Outside the circled land was clean water. The parallel worlds would also explain the Fearie village.

The Breath of Fire Storyline

By: Aerilon

BLee Note: This text is unchanged from the original email I received except for the formatting so that it fits in the 80 char format.

I believe I have figured out the storyline for the Breath of Fire games. Contrary to my earlier belief that it began with #1, so far in the storyline, as far as I can figure, #4 is the 'first' game in the timeline. Note, please, that I have thus far been unable to get ahold of #2 to fit it into this timeline.

In Breath of Fire 4 the dragons were gods. They were originally summoned from other worlds, as you know, in one of the endings, the 'true' ending, Ryu ended this. Lord Yuna however claimed he could still create gods. From what I can figure, he created Myria, or Tyr, the Goddess. The Dragons themselves were not destroyed, they were no longer gods. Their forms changed. In #3, Myria, created by Yuna, had all but wiped out the Dragons, knowing they posed a threat to her. However, two dragons were not wiped out. Teepo and the Ryu of that time. yes, I know Teepo and Rei appeared in 4, but that was more an easter egg than anything else from what I can figure. From what I can figure, this was early in their lives that they appeared in #4. It was before #3. I recall that, in Breath of Fire 4, Deis had been summoned to the world. This is what convinced me that this was the first, actually. As in #3, Deis had been sealed for many years. Obviously by Myria or her servants.

In Breath of Fire 2, I do not know what happened, unfortunately. I want to get my hands on that game.

However, I can tell that between the time that the events of #3 and #1 occurred, the dragons had split into two clans. The Light and Dark dragons. No, Fou-Lu wasn't a Dark dragon though he may have seemed to be. Teepo however was a Dark dragon. The Dark dragons became as such by becoming the servants of Myria. I am unsure of how they split, unfortunately. In Breath of Fire 1, there was a legend about Tyr, or Myria. Obviously, the legend referred to #3, when a previous Ryu had defeated her with the aid of his friends. Or, it could have been #2, since I have no idea what happened in that one... oh well, i'm sure you get the point by now.

BoF4 Storyline Theory... (BIG SPOILERS!)

By: Darkstorm

BLee Note: The text has not been changed at all, only the formatting so it will fit properly.

As the title says.. lots of spoilers (for BoF4 and BoF3), and lots of speculation - most backed up by points in the game, some just out of my head. It's very long. Be warned. :)

First oddity: Deis didn't recognize Ryuu or his nature (despite meeting and aiding at least *four* other dragon clan warriors (BoF1, 2, 3, and the backstory for BoF1). Nor was she her usual snakey self.

The Dragon Clan have never been gods before; take a look at Jono to see what a 600-year-old member of the Dragon Clan looks like, as opposed to the 600-year-old Fou-Lu.

At the end of the game, Ryuu "casts out" the gods. While the people of the world say 'The gods are dead! The dragons have left us!', Nina says they were simply changed into mortals, their power sealed away.

Fou-Lu and Ershin both say at various points in the game that the aura of the Endless affects the very world around them, drawing out hidden power.

Yuna is left alive at the end, ready, willing, and able to create more Endless to "replace" the ones that were lost.

When I first saw the ending, I was angry - I went through all that to kill the dragons? Then I realized what happened. I added up the points I just made, and came up with the following:

This wasn't the death of the dragons; what I just witnessed was the birth of the Dragon Clan. Mortals with the power of gods sealed inside them. This is how Deis *got* to the world, not a story that takes place after her 'death' in BoF3. This is the World Covered By Sand Myria spoke of in BoF3 - a world where the oceans were so kludged with mud that nothing can travel on them.

The rest is speculation for the most part on where the series will go from here, to connect it to Breath of Fire 1, but some of it is based on events in BoF4.

The Worens and Ludia went to war. The Worens lost, and Ludia probably didn't fare too well, either. In the other games, the Worens are scattered, their homeland lost, and Ludia is nowhere to be seen. The Worens mostly hid, an endangered species, though somehow they never died out entirely. (In BoF1 there are no Worens, in BoF2 there are two, in BoF3 there is one - in the *entire world*, as far as your party knows).

Meanwhile, little old Yuna has been busy. And Old he probably was, by the time he finished his greatest creation of all: A huge malformed 'goddess', to take the place of the gods Ryuu had cast out. The presence of this being in the world led to the until-now powerless Dragon Clan discovering their inner abilities.

I suspect, though I can't be certain, that Yuna will also be responsible for creating the half-snake body that Deis wears later on; this *would* make the two of them 'sisters' in a sense, since they had the same 'father'.

With the Dragons' power restored, this would certainly lead to the quest described in the backstory to BoF1: Myria (Yuna's creation), taking a less-threatening form, offered wishes to the Dragon Clan in order to set them against each other, splitting them into ones who take Ryuu's path (the Light Dragons) and the ones who follow the selfish ways of Fou-Lu (the Dark Dragons). This lasted until one of the Light Dragons, and seven companions (including the Goddess Deis, weakened by being bound to a physical form, but still powerful nonetheless), sealed Myria away into another dimension with the Seven Goddess keys. At this point, the dragons, Light and Dark alike, started slowly losing their powers as the aura of the Endless left the world.

By the time Breath of Fire rolls around, most of them are powerless again, save for a few who worship the Goddess directly, and have some access to her power - notably, Emperor Zog, who rebuilt the Fou Empire in his own name.

From here, of course, the games are chronological, leading to the death of Myria in BoF3. I suspect and hope that BoF5 will confirm the above, and be the game in which you control that Light Dragon in his quest to seal Myria away.

And.. what about Ryuu? The "original" (BoF4) Ryuu, that is. Well, I have no proof of this at all, but I like to think that when he died, his spirit was still able to contact the physical world, causing the other dragons to worship him as a god, though one with no actual physical influence on the course of events.

And he became known as Ladon, the Dragon Lord.

Feel free to disagree, but at least try to be creative when you do (i.e., don't just say 'I think you're wrong!' with no discussion to back it up) :) Oh, and I don't think that Rei and Teepo "prove" anything about this game's connection to the others (any more than Bo and Karn's cameo in BoF2 proves it takes place in the same time period as BoF); they seem more like an inside joke for people who played BoF3, and have about as much connection to the story as Chun Li's cameos in BoF1 and 3. Momo, of course, simply got blown back in time (possibly before meeting Ryuu and Nina in 3, but that's another paradox altogether).

17. Version History

Version 4.25: Spelling mistakes and minor glitches in writing, updated info on the Cursed Sword in Weapon Tidbits part of Tips and Tricks (you're gonna like this one), more in the FAQ section. Added Game Points explanation to the basics section. Moved the version history for previous versions to the end of the FAQ. Updated disclaimer. Updated BoF series theory by James Huval. Added a hidden item to the walkthrough in the Woods near Kyria. Did some cleaning in the enemy list section.

Version 4.20: More in fishing section. Bit more in faerie village section. Various correction/changes. Added more to the compass explanation. 3 new sections: Maps, Tips and Tricks, Mini-Games. Added game theories by Darkstorm and Aerilon. I added section table of contents to some of the bigger sections for easier reference, also changed the main TOC to reflect all of those changes (it's rather long now, but should be easier to find what you want), you can now just copy and paste from the TOC into the find utility and go right to that part of the FAQ. Added the rest of the Steal/Drop items for enemies. Made a strategy for the Rider, Trunked, and Trean enemies.

Version 4.15: Made character evaluations. Added a theory to the theories section. The fishing section is almost done, all I have to do is find the rest of the crown sized fish and find common grounds for the rest of the hard to find fishies. Finished the walkthrough re-write. Fixed a mistake in the masters section and completed the reqs for getting the skills from them. that section is pretty much complete. A bit more on enemy drop/steal items. Worked on the Ershin armor part of the magic section.

Version 4.10: Revised and re-wrote the walkthrough, it should be easier to read and follow. I also got rid of all possible story spoilers in the Walkthrough, if you find one, let me know. Added more of the treasures you can get along the way and included when you can get the masters. Added to

FAQ and fishing/master/faerie/dragon sections. Started a new section. Also added to the skills list, I have all the skills down, but I might be missing a few of their sources. Added tips on getting exp in the misc. section.

Version 4.05: Added a lot to the masters/fishing sections. Started work on stuff you can do during the Clear Game. Started FAQ. Fixed some spelling mistakes. Put in what you can steal from the last boss. Included list of all Dragon Gods and their locations in dragon section. Removed the menu explanation from the basics section. Work on Faerie Village section. Removed some stuff from the walkthrough that might be considered spoiling info. Removed item list, you don't need an FAQ to tell you what the items do. Started misc. info/secrets section.

Version 4: Walkthrough finished, lists expanded, added a brief explanation of the Dual hero system to the basics section. Put info on where the gems are for transformations.

Version 2.9: Chapter 2 Walkthrough finished. All lists expanded. Masters List Started. Added a compass orientation to the Basics section.

Version 1.5: Walkthrough through finish of part 5. Enemy/Item/Equipment/Fishing lists are expanded. Began work on Magic section, joining magic list started. Explained config screen in Basics section. Revised the mini game strategies for Wharf.

Version 1: Chapter 1 walkthrough up to after Synesta. Fishing FAQ started. Lists started. Basic info. Dragon forms FAQ started.

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18. Acknowledgments

I know of the following sites that have this FAQ/Walkthrough:

GameFAQs - www.gamefaqs.com
Video Game Strategies - www.vgstrategies.about.com
Psxcodez - www.psxcodez.com
Psx Extreme - www.psxextreme.com
RPGamer - www.rpgamer.com
Absolute Playstation - www.absolute-playstation.com
Happy Puppy - www.happypuppy.com
Esper Online - www.esperonline.com

The most recent version is always available at GameFAQs

If you see this Walkthrough at any sites other than the ones I have listed, please let me know. Also, if you're displaying the FAQ on your site and you are not listed here, please let me know.

Special Thanks to the following individuals for their Saga Theories:

Aerilon
Darkstorm
James Huval

Thanks to the following individuals/groups for their contributions:

Mike - My best friend... Awwwwwww...
Capcom - Making such an excellent game
Independant Grouse - pointing out about the N.Chamba fishing spot.
Tamagol3 - Info on some of the fish crown sizes.
Josh - Fishing data, Enemy Skill data, Ershin armor data.
Darkstorm - Dragon God names.
DrkDivineDragoon - enemy item info
Diego Ajardo Jimenez - Masters stuff
MrChips4 - Info on how to get the Earth Ward in the woods next to Kyria.
Everyone on the GameFAQs Breath of Fire IV Board for helping me figure out a lot of stuff and letting me know in a fairly polite way :) when I'm wrong about something.
Anyone else I might've forgotten.

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