

Grandia FAQ & Walkthrough

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Grandia FAQ & Walkthrough (For PSX)
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1. Characters

This section inform of each characters stats, magic, moves, etc...

JUSTIN

Description: A kid who lives in Parm, your main character.
He is eager to follow on his father's footsteps and become a great adventurer.
He is the type to rush into things without thinking and that can be troublesome.
Will be the most powerful character in your party for the entire game.

Starting Equipment:

Weapon: Wooden Pole
Shield: Cutting Board
Armor: Adventure Clothes
Helmet: Goggles
Shoes: Sneakers
Jewelry: Hero's Badge

Starting Skills: Magic=NONE Sword=1 Club=1 Axe=1

Quick Victory quote: "What a cinch!"

Victory quote: "All right! We won!"

Close Victory quote: "That was close!"

Run Away quote: "We're in trouble! Retreat!"

Boss Victory: "All right! Big win for us!"

"YEAH! We won, guys!"

Magic quote: "See my power!"

"Here goes! Ah!"

+++++++MOVES+++++++

V-SLASH (good at the begining)

SP Needed: 14

Skills needed: Sword=1

Description: Attack 1 enemy with a V-shaped slash.

Quotes: "V slash!"

Graphical representation: Gets near the enemy, jumps in the air and slashes vertically followed by an horizontal slash.

W-BREAK (good at the begining)

SP Needed: 20

Skills needed: Sword=6 Club=4

Description: Attack 1 enemy with critical V-slash.

Quotes: "Slice 'n carve!"

Graphical representation: Gets near the enemy and hits with 2 quick V-shaped slashes.

SHOCKWAVE (good for most part of the game)

SP Needed: 30

Skills needed: Club=7 Axe=5

Description: Range attack with shock waves

Quotes: "Here goes!"

Graphical representation: Jumps and spins , sending an energy wave at the target. The wave sends a shockwave upon impact.

MIDAIR CUT (good for the hole game)

SP Needed: 32

Skills needed: Club=10 Axe=12

Description: Critical spinning attack on 1 enemy

Quotes: "Ah! Slice in two!"

Graphical representation: Charges up his weapon and hurls himself at the enemy while spinning like a wheel.

LOTUS CUT (good for the hole game)

SP Needed: 32

Skills needed: Sword=12 Fire=8

Description: Cuts 1 enemy with a sword of fire

Quotes: "Burn, baby! Burn!"

Graphical representation: Gets near the target, jumps and spins like a wheel. Slams his weapon on the enemy when going back down, sending a flame at the target.

ICE SLASH (good for the hole game)

SP Needed: 36

Skills needed: Axe=16 Wind=10 Water=10

Description: Cuts 1 enemy with a sword of ice

Quotes: "Freeze!"

Graphical representation: Jumps in the air, spins like a wheel and smashes his weapon on the target, unleashing ice energy in the blow.

THOR CUT (not to good but will help im some bosses)

SP Needed: 40

Skills needed: Sword=23 Fire=17 Wind=17

Description: Cuts 1 enemy with a lightning sword

Quotes: "Thunder blast!"

Graphical representation: Charges his weapon, jumps in the air and spins like a wheel. Brings down his weapon over the enemy and lightning strikes the target.

IMMORTAL AURA (kick ass for the hole game because make you immortal)

SP Needed: 45

Skills needed: Sword=20 Club=25 Axe=22

Description: Temporarily defends all attacks

Quotes: "Ahh!"

Graphical representation: Energy focuses on Justin and renders him invincible.

DRAGON CUT (good until you get H&E cut)

SP Needed: 45

Skills needed: Sword=16 Earth=7 Fire=6

Description: Gadwin magic sword cuts all enemies

Quotes: "Gadwin's secret move! Dragon king slice!"

Graphical representation: Lifts his weapon high in the air and stabs it in the ground, opening the ground and sending massive amounts of energy at all enemies.

HEAVEN&EARTH CUT (the most kick ass ability in the game)

SP Needed: 90

Skills needed: Sword=32 Club=29 Axe=30

Description: Justin's best move - all enemies

Quotes: "Prepare yourself! This is it!Haaa"

Graphical representation: Lifts his weapon high in the air and charges it with energy. Stabs his weapon in the ground, sending waves of highly damaging energy.

+++++MAGIC+++++

BURN!

Skills needed: Fire=1

MP Needed: 1

Magic Level: 1

Description: Range attack with a ring of fire

Quotes: "Burn out!"

Graphical representation: A ring of fire bursts from under the target and also burns nearby enemies.

ZAP!

Skills needed: Fire=5 Wind=4

MP Needed: 11

Magic Level: 1

Description: Range attack with ball lightning

Quotes: "Burn to a crisp!"

Graphical representation: Lightning strikes the target and creates a ball of swirling lightning around it, hurting nearby enemies.

HOWL

Skills needed: Wind=1

MP Needed: 2

Magic Level: 1

Description: Range attack with sharp wind blades

Quotes: "Blast!"

DISC 2: "Blow, storm! Blow!"

Graphical representation: A small tornado forms on the target and damages the surrounding enemies.

CRACKLE

Skills needed: Wind=3 Water=2

MP Needed: 2

Magic Level: 1

Description: Attack 1 enemy with icicle knives

Quotes: "Ah! Chill out!"

DISC 2: "Feel the power of ice!"

Graphical representation: Ice shards slowly bursts from under the target.

FREEZE!

Skills needed: Wind=6 Water=5

MP Needed: 3

Magic Level: 1

Description: Freeze action of all enemies

Quotes: "Ah! Chill out!"

DISC 2: "Feel the power of ice!"

Graphical representation: An icy wind blows snowflakes across the battlefield, freezing all enemies.

HEAL

Skills needed: Water=1

MP Needed: 1

Magic Level: 1

Description: Restores HP of 1 friend a little

Quotes: "There! There!"

Graphical representation: Heals a character in a blue light.

SNOOZE

Skills needed: Water=3

MP Needed: 2

Magic Level: 1

Description: Bubbles put all enemies to sleep

Quotes: "Take that!"

Graphical representation: Bubbles flow from the caster and surrounds the enemies, sending them to sleep.

CURE

Skills needed: Water=3 Earth=2

MP Needed: 1

Magic Level: 1

Description: Green power cures poison of 1 friend

Quotes: "Ah!"

Graphical representation: A green glow cures the poison of the target.

DIGGIN'

Skills needed: Earth=1

MP Needed: 1

Magic Level: 1

Description: Ups defense of entire party w/earth

Quotes: "Ah!"

Graphical representation: A transparent crystal forms in the screen, increasing the party's defense.

BOOM!

Skills needed: Earth=7 Fire=6

MP Needed: 7

Magic Level: 1

Description: Range attack with explosions

Quotes: "Ayah! Fry away!"

DISC 2: "Giant blast!"

Graphical representation: A sparkle flashes on the target and a spheric explosion expands from it, hurting nearby enemies.

BURNFLAME

MP Needed: 4

Skills needed: Fire=4

Magic Level: 2

Description: Range attack with a pillar of fire

Quotes: "Burn out!"

Graphical representation: A great pillar of fire bursts from under the target and sends fire shockwaves around, damaging the nearby enemies.

BURNSTRIKE

MP Needed: 5

Skills needed: Fire=18

Magic Level: 2

Description: Attack 1 enemy with 4 red-hot flames

Quotes: "Burn out!"

Graphical representation: A red halo surrounded by flames appears around the caster, 4 fireballs start from the caster and hit the target.

ZAP ALL

MP Needed: 13

Skills needed: Fire=10 Wind=9

Magic Level: 2

Description: Attack all enemies with lightning

Quotes: "Burn to a crisp!"

Graphical representation: Lightning swirls around the caster and goes up in the skies. Lightning bolts strike around the battlefield, hurting all enemies.

HOWLSLASH

MP Needed: 6

Skills needed: Wind=6

Magic Level: 2

Description: Attacks all enemies with strong wind

Quotes: "Blast!"

DISC 2: "Blow, storm! Blow!"

Graphical representation: A huge tornado appears in the middle of the battlefield and sends 8 rays of blue light around itself.

COLD

MP Needed: 3

Skills needed: Wind=10 Water=8

Magic Level: 2

Description: Reduces wit of 1 enemy by chilling

Quotes: "Ah! Chill out!"

DISC 2: "Feel the power of ice!"

Graphical representation: Blue circles center on the target and an ice cube forms around it, freezing it.

CRACKLING

MP Needed: 14

Skills needed: Wind=10 Water=12

Magic Level: 2

Description: Attack all enemies with diamond dust

Quotes: "Ah! Chill out!"

DISC 2: "Feel the power of ice!"

Graphical representation: Ice energy concentrates on the caster and ice shards appear all around him, hurting all enemies.

ALHEAL

MP Needed: 4

Skills needed: Water=5

Magic Level: 2

Description: Restores HP to party a little

Quotes: "There! There!"

Graphical representation: All allies version of Heal.

HEALER

MP Needed: 3

Skills needed: Water=8

Magic Level: 2

Description: Restores HP to 1 friend a lot

Quotes: "There! There!"

Graphical representation: Blue energy goes from the caster to the target, healing it.

TREMOR

Skills needed: Earth=3

MP Needed: 3

Magic Level: 2

Description: Range attack using earth energy

Quotes: "Feel the earth's fury!"

DISC 2: "Hear the earth roar!"

Graphical representation: Beams of fire bursts from the ground around the target, leaving a hexagonal mark. The mark quickly disappears.

BOOM-POW!

Skills needed: Earth=10 Fire=10

MP Needed: 10

Magic Level: 2

Description: Attack all enemies with magma

Quotes: "Ayah! Fry away!"

DISC 2: "Giant blast!"

Graphical representation: A pool of magma erupts on the battlefield and burns all enemies before vanishing.

BURNFLARE

Skills needed: Fire=9

MP Needed: 7

Magic Level: 3

Description: Attack all enemies with fireballs

Quotes: "Burn out!"

Graphical representation: Fire energy concentrates on the caster and several fireballs are launched in the ground of the battlefield, hurting all enemies.

FIREBURNER

Skills needed: Fire=25

MP Needed: 8

Magic Level: 3

Description: Burn 1 enemy up with fire

Quotes: "Burn out!"

Graphical representation: The ground opens under the target and lets out a stream of fire. The crack closes when the fire vanishes.

DRAGONZAP

Skills needed: Fire=21 Wind=19

MP Needed: 20

Magic Level: 3

Description: Attack all enemies with dragon zap

Quotes: "Burn to a crisp!"

Graphical representation: Multiple lightning streams electrocute the enemies and an electrical explosion bursts from the caster, sending several electric shockwaves.

GADZAP

Skills needed: Fire=19 Wind=15

MP Needed: 13

Magic Level: 3

Description: Attack 1 enemy with holy lightning

Quotes: "Burn to a crisp!"

Graphical representation: Bolts of lightning strike the target and several bolts come from all all-round to strike it. Unleashes multiple electrical shockwaves.

HOWLNADO

Skills needed: Wind=23

MP Needed: 8

Magic Level: 3

Description: Tornado attacks all enemies & party

Quotes: "Blast!"

DISC 2: "Blow, storm! Blow!"

Graphical representation: Wind blows across the battlefield, lifting everyone, except the caster, in the air. The wind stops and everyone is dropped down.

RESURRECT

Skills needed: Water=16

MP Needed: 6

Magic Level: 3

Description: Revives 1 fallen party member

Quotes: "There! There!"

Graphical representation: Blue sparkles centers on the target and surrounds it in a healing blue halo that revives him.

ALHEALER+

Skills needed: Water=20

MP Needed: 12

Magic Level: 3

Description: Restores HP to party a whole lot

Quotes: "There! There!"

Graphical representation: Blue energy emanates from the caster to the sky and bathes the party in healing blue light.

HALVAH

Skills needed: Water=19 Earth=16

MP Needed: 5

Magic Level: 3

Description: Fully restores status of 1 friend

Quotes: "Ah!"

Graphical representation: A green potion appears over the target and drops a single drop of liquid on it. The liquid purifies the target in an inversed green tornado.

QUAKE

Skills needed: Earth=19

MP Needed: 12

Magic Level: 3

Description: Powerful quake attacks all enemies

Quotes: "Feel the earth's fury!"

DISC 2: "Hear the earth roar!"

Graphical representation: Several fireballs goes outward from the caster and penetrates the ground. The screen shakes and light seeps out of the ground.

BA-BOOM!

Skills needed: Earth=20 Fire=18

MP Needed: 18

Magic Level: 3

Description: Attack all enemies with explosions

Quotes: "Ayah! Fry away!"

DISC 2: "Giant blast!"

Graphical representation: Multiple red-hot rocks comes out of the ground and a fiery explosion erupts in the battlefield.

SUE

Description: Lives right next to Justin's house. Been Justin's friend a long time ago. She thinks she's not a kid anymore and usually do all to prevent Justin from rushing into things.... She must still remember that she's not an adult yet.... She always has Puffy on her head. It looks like a ribbon and says "Puff Puff!" all the time. She is rather weak and each hit she receive makes her stagger for a little while..

Starting Equipment:

Weapon: Toy Bow And Arrows

Shield: Woolen Mittens

Armor: Sunday Best

Helmet: Ribbon

Shoes: Dress Shoes

Jewelry: Mama's Amulet

Starting Skills: Magic=NONE Club=1 Bow=1

Quick Victory quote: "Pretty easy, right Puffy?"

Victory quote: "Hip-hip hurray!"

Close Victory quote: "Whew! You ok?"

Run Away quote: "Bye-bye! See ya!"

Boss Victory: "Big win, Puffy!"

Magic quote: "Gonna get you now!"

"Lookie here!"

"Come on everyone! Let's go!"

+++++++MOVES+++++++

PUFFY KICK (can be helpful at the very begning)

SP Needed: 8

Skills needed: Bow=1

Description: Attack 1 enemy by throwing Puffy.

Quotes: "Don't do it!"

Graphical representation: Spins Puffy around and throws it at the enemy.

It hits several times before soming back to Sue.

"RAH-RAH!" CHEER (can save your live belive-me)

SP Needed: 18

Skills needed: Club=1 Bow=7

Description: Restores some HP to party by cheering.

Quotes: "Come on... Puffy! Rah-rah! Rah-rah! Let's go! We gotta win!"

Graphical representation: Puffy and Sue gets 2 fluffy balls out eahc and do a cheerleader dance. Heals the party in a blue light.

ROUND WHACKER (shockwave is beter but can save your life)

SP Needed: 30

Skills needed: Club=7

Description: Range attack with shockwave.

Quotes: "Here goes.... cabum!!"

Graphical representation: Jumps in the air and spins like a wheel, sending an energy wave at the target. The wave explodes in a shockwave upon impact, hurting the surrounding enemies.

FIRE AWAY (good and very fun)

SP Needed: 28

Skills needed: Bow=10

Description: Fire missile weapons at all enemies

Quotes: "Here goes!"

Graphical representation: Spins around while firing her bow like crazy.
The arrows hits all enemies.

YAWN (good for the boses)

SP Needed: 5

Skills needed: Club=10 Water=3

Description: Put arange of enemies to sleep

Quotes: "Here go!"

Graphical representation: Sue grabs Puffy and him spit a puff of yellow smoke at the target.

The smoke disperse upon impact, affecting surrounding enemies.

PUFFY FIRE (hard to get because it's sue but when you get...)

SP Needed: 36

Skills needed: Bow=12 Fire=2

Description: Range attack by breathing fire

Quotes: "Go for it!"

Graphical representation: Sue grabs Puffy and makes it spit a fireball at the target.
The fireball unleashes a shockwave upon impact.

"FIGHT!" CHEER (very good cause raise atack power)

SP Needed: 16

Skills needed: Club=8 Earth=2 Fire=3

Description: Up attack power of party by cheering

Quotes: "Come on everyone! Fight, fight! Cha-cha-cha! Fight, fight! Cha-cha-cha!

Let's go, Let's go! Fight, Fight! HAAAA!

Graphical representation: Sue and Puffy gets out 2 puff balls each and do a cheerleader dance.

+++++MAGIC+++++

BURN!

MP Needed: 1

Skills needed: Fire=1

Magic Level: 1

Description: Range attack with a ring of fire

Quotes: "Yeow! It's hot!"

Graphical representation: A ring of fire bursts from under the target and also burns nearby enemies.

ZAP!

Skills needed: Fire=5 Wind=4

MP Needed: 11

Magic Level: 1

Description: Range attack with ball lightning

Quotes: "Here's a lot of electricity!"

Graphical representation: Lightning strikes the target and creates a ball of swirling lightning around it, hurting nearby enemies.

HOWL

Skills needed: Wind=1

MP Needed: 2

Magic Level: 1

Description: Range attack with sharp wind blades

Quotes: "It's a tornado!"

Graphical representation: A small tornado forms on the target and damages the surrounding enemies.

CRACKLE

Skills needed: Wind=3 Water=2

MP Needed: 2

Magic Level: 1

Description: Attack 1 enemy with icicle knives

Quotes: "Frozen sticks! Freeze!"

Graphical representation: Ice shards slowly bursts from under the target.

HEAL

Skills needed: Water=1

MP Needed: 1

Magic Level: 1

Description: Restores HP of 1 friend a little

Quotes: "Come! Get up!"

Graphical representation: Heals a character in a blue light.

SNOOZE

Skills needed: Water=3

MP Needed: 2

Magic Level: 1

Description: Bubbles put all enemies to sleep

Quotes: "Come on everyone! Let's go!"

Graphical representation: Bubbles flow from the caster and surrounds the enemies, sending them to sleep.

CURE

Skills needed: Water=3 Earth=2

MP Needed: 1

Magic Level: 1

Description: Green power cures poison of 1 friend

Quotes: "You can't get away with that!"

Graphical representation: A green glow cures the poison of the target.

DIGGIN'

Skills needed: Earth=1

MP Needed: 1

Magic Level: 1

Description: Ups defense of entire party w/earth

Quotes: "You can't get away with that!"

Graphical representation: A transparent crystal forms in the screen, increasing the party's defense.

DEF-LOSS

Skills needed: Earth=6

MP Needed: 3

Magic Level: 1

Description: Drops defense of all enemies w/earth

Quotes: "Earth's anger! Bury!"

Graphical representation: A transparent crystal forms in the screen and shatters, decreasing the defense of all enemies.

BOOM!

Skills needed: Earth=7 Fire=6

MP Needed: 7

Magic Level: 1

Description: Range attack with explosions

Quotes: "This will blow you away!"

Graphical representation: A sparkle flashes on the target and a spheric explosion expands from it, hurting nearby enemies.

BURNFLAME

MP Needed: 4

Skills needed: Fire=4

Magic Level: 2

Description: Range attack with a pillar of fire

Quotes: "Yeow! It's hot!"

Graphical representation: A great pillar of fire bursts from under the target and sends fire shockwaves around, damaging the nearby enemies.

BURNSTRIKE

MP Needed: 5

Skills needed: Fire=18

Magic Level: 2

Description: Attack 1 enemy with 4 red-hot flames

Quotes: "Yeow! It's hot!"

Graphical representation: A red halo surrounds by flames appears around the caster, 4 fireballs starts from the caster and hits the target.

ZAP ALL

MP Needed: 13

Skills needed: Fire=10 Wind=9

Magic Level: 2

Description: Attack all enemies with lightning

Quotes: "Here's a lot of electricity!"

Graphical representation: Lightning swirls around the caster and goes up in the skies. Lightning bolts strike around the battlefield, hurting all enemies.

HOWLSLASH

MP Needed: 6

Skills needed: Wind=6

Magic Level: 2

Description: Attacks all enemies with strong wind

Quotes: "It's a tornado!"

Graphical representation: A huge tornado appears in the middle of the battlefield and sends 8 rays of blue light around itself.

SHHH!

MP Needed: 3

Skills needed: Wind=12

Magic Level: 2

Description: Blocks magic of 1 enemy with vacuum.

Quotes: "It's a tornado!"

Graphical representation: A blue wind circle spins around the target and sends a blue cylindrical form surrounding the target, effectively sealing magic abilities.

CRACKLING

MP Needed: 14

Skills needed: Wind=10 Water=12

Magic Level: 2

Description: Attack all enemies with diamond dust

Quotes: "Frozen sticks! Freeze!"

Graphical representation: Ice energy concentrates on the caster and ice shards appear all around him, hurting all enemies.

ALHEAL

MP Needed: 4

Skills needed: Water=5

Magic Level: 2

Description: Restores HP to party a little

Quotes: "Come on! Get up!"

Graphical representation: All allies version of Heal.

TREMOR

Skills needed: Earth=3

MP Needed: 3

Magic Level: 2

Description: Range attack using earth energy

Quotes: "Earth's anger! Bury!!"

Graphical representation: Beams of fire bursts from the ground around the target, leaving a hexagonal mark. The mark quickly disappears.

BOOM-POW!

Skills needed: Earth=10 Fire=10

MP Needed: 10

Magic Level: 2

Description: Attack all enemies with magma

Quotes: "This will blow you away!"

Graphical representation: A pool of magma erupts on the battlefield and burns all enemies before vanishing.

BURNFLARE

Skills needed: Fire=9

MP Needed: 7

Magic Level: 3

Description: Attack all enemies with fireballs

Quotes: "Yeow! It's hot!"

Graphical representation: Fire energy concentrates on the caster and several fireballs are launched in the ground of the battlefield, hurting all enemies.

HOWLNADO

Skills needed: Wind=23

MP Needed: 8

Magic Level: 3

Description: Tornado attacks all enemies & party

Quotes: "It's a tornado!"

Graphical representation: Wind blows across the battlefield, lifting everyone, except the caster, in the air. The wind stops and everyone is dropped down.

FIORA

Skills needed: Wind=8 Water=10

MP Needed: 2

Magic Level: 3

Description: Magic symbol blocks moves of 1 enemy

Quotes: "Frozen sticks! Freeze!"

Graphical representation: A blue circle spins around the target and sends several symbols outward, blocking all special moves of the target.

PROTECTION

Skills needed: Wind=20 Water=23

MP Needed: 21

Magic Level: 3

Description: Temporarily protects 1 friend

Quotes: "Come on everyone! Let's go!"

Graphical representation: Blue sparkles form a protective cone around the target.

RESURRECT

Skills needed: Water=16

MP Needed: 6

Magic Level: 3

Description: Revives 1 fallen party member

Quotes: "Come on! Get up!"

Graphical representation: Blue sparkles centers on the target and surrounds it in a healing blue halo that revives him.

ALHEALER+

Skills needed: Water=20

MP Needed: 12

Magic Level: 3

Description: Restores HP to party a whole lot

Quotes: "Come on! Get up!"

Graphical representation: Blue energy emanates from the caster to the sky and bathes the party in healing blue light.

SPEEDY

Skills needed: Water=13 Earth=13

MP Needed: 4

Magic Level: 3

Description: Forest lifeforce ups wit of 1 friend

Quotes: "You can't get away with that!"

Graphical representation: A bright green glow flashes on the target and a green tornado surrounds it.

HALVAH

Skills needed: Water=19 Earth=16

MP Needed: 5

Magic Level: 3

Description: Fully restores status of 1 friend

Quotes: "You can't get away with that!"

Graphical representation: A green potion appears over the target and drops a single drop of liquid on it. The liquid purifies the target in an inversed green tornado.

QUAKE

Skills needed: Earth=19

MP Needed: 12

Magic Level: 3

Description: Powerful quake attacks all enemies

Quotes: "Earth's anger! Bury!"

Graphical representation: Several fireballs goes outward from the caster and penetrates the ground. The screen shakes and light seeps out of the ground.

BA-BOOM!

Skills needed: Earth=20 Fire=18

MP Needed: 18

Magic Level: 3

Description: Attack all enemies with explosions

Quotes: "This will blow you away!"

Graphical representation: Multiple red-hot rocks comes out of the ground and a fiery explosion erupts in the battlefield.

FEENA

Description: Greatest adventurer of New Parm. Admired by everyone who knows her and probably the only *true* adventurer in New Parm. Will learn that adventuring isn't done by the acknowledgment of a society. She has a twin sister named Leen that is enrolled in the Garlyle Forces. She will learn of powers she has throughout this adventure

Starting Equipment:
Weapon: Leather Whip
Shield: Leather Gloves
Armor: Breastplate
Helmet: Barrette
Shoes: Leather Greaves
Jewelry: Jade Charm

Starting Skills: Fire=3 Knife=3 Whip=6

Quick Victory quote: "ahahahaha! Pretty Easy!"

Victory quote: "Not bad, eh?"

Close Victory quote: "Is everyone ok?"

Run Away quote: "Drop back!"

Boss Victory: "That was great!"

Magic quotes: "Take this!"

"This will teach you!"

"Check this!"

"Yah!"

+++++MOVES+++++

KNIFE HURL (.....)

SP Needed: 10

Skills needed: Knife=1

Description: Hurl knives quickly at 1 enemy

Quotes: "Here goes!"

Graphical representation: Jumps in the air and hurl several knives at one enemy.

RANDOM HURL (just like fire away)

SP Needed: 28

Skills needed: Knife=10

Description: Hurl knives around at all enemies

Quotes: "Strike through!"

Graphical representation: Jumps in the air and hurl knives all around her, hitting all enemies.

PARALYZE WHIP (it's very good)

SP Needed: 15

Skills needed: Whip=4

Description: Paralyzing whip attack on 1 enemy

Quotes: "Now, I'm REALLY angry!"

Graphical representation: A strong lash of her whip that paralyzes the target sometimes.

FIRE WHIP (kick ass)

SP Needed: 32

Skills needed: Whip=14 Fire=12

Description: Flame whip range attack

Quotes: "You'll never get away!"

Graphical representation: Spins her whip around, it bursts in flames and she deals a wide lash of her whip in fire.

ZAP! WHIP (can hit very hard)

SP Needed: 38

Skills needed: Whip=24 Fire=15 Wind=15

Description: Lightning whip attack on 1 enemy.

Quotes: "Don't think you can get away!"

Graphical representation: Lightning charges on her whip and she lashes it at the target.

+++++MAGIC+++++

BURN!

MP Needed: 1

Skills needed: Fire=1

Magic Level: 1

Description: Range attack with a ring of fire

Quotes: "Oh flames! Burn 'em!"

DISC 2: "Blaze! Break open flames!"

Graphical representation: A ring of fire bursts from under the target and also burns nearby enemies.

HOWL

Skills needed: Wind=1

MP Needed: 2

Magic Level: 1

Description: Range attack with sharp wind blades

Quotes: "Oh wind! Blow them away!"

DISC 2: "Oh wind! Twist like a tornado!"

Graphical representation: A small tornado forms on the target and damages the surrounding enemies.

RUNNER

Skills needed: Wind=2

MP Needed: 1

Magic Level: 1

Description: Ups movement of friends in range

Quotes: "Please! Protect us!"

Graphical representation: A small, yellow tornado forms on the target and affects nearby allies as well, increasing their movement range.

CRACKLE

Skills needed: Wind=3 Water=2

MP Needed: 2

Magic Level: 1

Description: Attack 1 enemy with icicle knives

Quotes: "Oh, power of ice!"

Graphical representation: Ice shards slowly bursts from under the target.

HEAL

Skills needed: Water=1

MP Needed: 1

Magic Level: 1

Description: Restores HP of 1 friend a little

Quotes: "Now, you'll be okay??"

Graphical representation: Heals a character in a blue light.

SNOOZE

Skills needed: Water=3

MP Needed: 2

Magic Level: 1

Description: Bubbles put all enemies to sleep

Quotes: "Yah!"

Graphical representation: Bubbles flow from the caster and surrounds the enemies, sending them to sleep.

CURE

Skills needed: Water=3 Earth=2

MP Needed: 1

Magic Level: 1

Description: Green power cures poison of 1 friend

Quotes: "Please! Protect us!"

Graphical representation: A green glow cures the poison of the target.

DIGGIN'

Skills needed: Earth=1

MP Needed: 1

Magic Level: 1

Description: Ups defense of entire party w/earth

Quotes: "Please! Protect us!"

Graphical representation: A transparent crystal forms in the screen, increasing the party's defense.

WOW!

Skills needed: Earth=5 Fire=5

MP Needed: 3

Magic Level: 1

Description: Ups attack power of 1 friend w/heat

Quotes: "Please! Protect us!"

Graphical representation: A red-orange halo surrounds the target and increases its strength.

TIME GATE (unick magic)

Skills needed: Wind=99 Water=99

MP Needed: 99

Magic Level: 1

Description: Stops time for everyone else

Quotes: "O spirits of blue! Stop the flow of time forever!"

Graphical representation: Feena calls upon her Icarian powers to stop everything but herself in the flow of time.

BURNFLAME

MP Needed: 4

Skills needed: Fire=4

Magic Level: 2

Description: Range attack with a pillar of fire

Quotes: "Oh flames! Burn 'em!"

DISC 2: "Blaze! Break open flames!"

Graphical representation: A great pillar of fire bursts from under the target and sends fire shockwaves around, damaging the nearby enemies.

HOWLSLASH

MP Needed: 6

Skills needed: Wind=6

Magic Level: 2

Description: Attacks all enemies with strong wind

Quotes: "Oh wind! Blow them away!"

DISC 2: "Oh wind! Twist like a tornado!"

Graphical representation: A huge tornado appears in the middle of the battlefield and sends 8 rays of blue light around itself.

SHHH!

MP Needed: 3

Skills needed: Wind=12

Magic Level: 2

Description: Blocks magic of 1 enemy with vacuum.

Quotes: "Oh wind! Blow them away!"

Graphical representation: A blue wind circle spins around the target and sends a blue cylindrical form surrounding the target, effectively sealing magic abilities.

CRACKLING

MP Needed: 14

Skills needed: Wind=10 Water=12

Magic Level: 2

Description: Attack all enemies with diamond dust

Quotes: "Oh, power of ice!"

Graphical representation: Ice energy concentrates on the caster and ice shards appear all around him, hurting all enemies.

ALHEAL

MP Needed: 4

Skills needed: Water=5

Magic Level: 2

Description: Restores HP to party a little

Quotes: "Now, you'll be okay??"

Graphical representation: All allies version of Heal.

HEALER

MP Needed: 3

Skills needed: Water=8

Magic Level: 2

Description: Restores HP to 1 friend a lot

Quotes: "Now, you'll be okay??"

Graphical representation: Blue energy goes from the caster to the target, healing it.

ALHEALER

MP Needed: 8

Skills needed: Water=12

Magic Level: 2

Description: Restores HP to party a lot

Quotes: "Now, you'll be okay??"

Graphical representation: All allies version of Healer.

REFRESH

MP Needed: 3

Skills needed: Water=12 Earth=10

Magic Level: 2

Description: Naturally unblock moves of 1 friend

Quotes: "Please! Protect us!"

Graphical representation: A green glow appears on the target and several green light are expelled from it before the glow vanishes.

TREMOR

Skills needed: Earth=3

MP Needed: 3

Magic Level: 2

Description: Range attack using earth energy

Quotes: "Oh earth! Protect us all!"

DISC 2: "Oh earth! Awaken!"

Graphical representation: Beams of fire bursts from the ground around the target, leaving a hexagonal mark. The mark quickly disappears.

TREE OF LIFE (unick magic)

Skills needed: Water=23 Earth=22

MP Needed: 28

Magic Level: 2

Description: Restores party to its best condition

Quotes: "O spirits of green! Bring the sparkling blessings of the tree of life!"

Graphical representation: Feena uses her Icarian powers to call upon the tree of life, healing & restoring all party members in a green pillar.

BURNFLARE

Skills needed: Fire=9

MP Needed: 7

Magic Level: 3

Description: Attack all enemies with fireballs

Quotes: "Oh flames! Burn 'em!"

DISC 2: "Blaze! Break open flames!"

Graphical representation: Fire energy concentrates on the caster and several fireballs are launched in the ground of the battlefield, hurting all enemies.

DRAGONZAP

Skills needed: Fire=21 Wind=19

MP Needed: 20

Magic Level: 3

Description: Attack all enemies with dragon zap

Quotes: "Oh lightning! Strike down the enemy!"

Graphical representation: Multiple lightning streams electrocute the enemies and an electrical explosion bursts from the caster, sending several electric shockwaves.

FIORA

Skills needed: Wind=8 Water=10

MP Needed: 2

Magic Level: 3

Description: Magic symbol blocks moves of 1 enemy

Quotes: "Oh, power of ice!"

Graphical representation: A blue circle spins around the target and sends several symbols outward, blocking all special moves of the target.

PROTECTION

Skills needed: Wind=20 Water=23

MP Needed: 21

Magic Level: 3

Description: Temporarily protects 1 friend

Quotes: "Oh, power of ice!"

Graphical representation: Blue sparkles forms a protective cone around the target.

RESURRECT

Skills needed: Water=16

MP Needed: 6

Magic Level: 3

Description: Revives 1 fallen party member

Quotes: "Now, you'll be okay??"

Graphical representation: Blue sparkles centers on the target and surrounds it in a healing blue halo that revives him.

ALHEALER+

Skills needed: Water=20

MP Needed: 12

Magic Level: 3

Description: Restores HP to party a whole lot

Quotes: "Now, you'll be okay??"

Graphical representation: Blue energy emanates from the caster to the sky and bathes the party in healing blue light.

SPEEDY

Skills needed: Water=13 Earth=13

MP Needed: 4

Magic Level: 3

Description: Forest life force ups wit of 1 friend

Quotes: "Please! Protect us!"

Graphical representation: A bright green glow flashes on the target and a green tornado surrounds it.

HALVAH

Skills needed: Water=19 Earth=16

MP Needed: 5

Magic Level: 3

Description: Fully restores status of 1 friend

Quotes: "Please! Protect us!"

Graphical representation: A green potion appears over the target and drops a single drop of liquid on it. The liquid purifies the target in an inversed green tornado.

BA-BOOM!

Skills needed: Earth=20 Fire=18

MP Needed: 18

Magic Level: 3

Description: Attack all enemies with explosions

Quotes: "Oh power of explosion! Blast away!"

Graphical representation: Multiple red-hot rocks comes out of the ground and a fiery explosion erupts in the battlefield.

END OF THE WORLD (unick magic)

Skills needed: Fire=27

MP Needed: 33

Magic Level: 3

Description: Reduces all enemies to nothingness

Quotes: "O spirits of red! Use the furious flames to crush evil into dust!"

Graphical representation: Feena uses her Icarian powers to call upon fire, engulfing the battlefield in heavily-damaging flames.

GADWIN

Description: A knight from the village of Dight, on the right side of the End of the World, focuses all of his mind and body to train his physical strength and skill with the long sword. He his entrusted to protect the village in times of needs, but he still needs a partner to accomplish the legend.... A great fighter, but really slow. He leaves when you head for the un-charted continent.

Starting Equipment:

Weapon: The Sword Himmler

Shield: Dragon Gauntlet

Armor: Thick Armor

Helmet: Pirate's Helmet

Shoes: Dragon Boots

Jewelry: Ancestor's Amulet

Starting Skills: Fire=6 Earth=7 Sword=20

Quick Victory quote: "You're no match for me!!"

Victory quote: "Come! Try it again!"

Close Victory quote: ""

Run Away quote: "What! You dare run away?"

Boss Victory: "Like master, like man"

Magic quotes: "Yeah!"

"Doyah!"

"Here goes! Prepare to die!"

+++++++MOVES+++++++

FLYING DRAGON CUT (big trash)

SP Needed: 14

Skills needed: Sword=4

Description: Cutting range attack high in the air

Quotes: "Hmph! Flying dragon slice!"

Graphical representation: Jumps in the air and slams his sword hard on the target.

ERUPTION CUT (trash)

SP Needed: 24

Skills needed: Sword=8 Earth=3 Fire=3

Description: Killer attack on 1 enemy with power

Quotes:(I still dont understand what he talk)

Graphical representation: Says a wierd word and deals a powerful slash with his sword.

DRAGON CUT (became good when he teach to justin)

SP Needed: 45

Skills needed: Sword=16 Earth=7 Fire=6

Description: Magic sword attack on all enemies

Quotes: "Come, power of the universe! AHH! Dragon king slice!"

Graphical representation: Lifts his sword high in the air and stabs it in the ground, opening the ground and sending massive amounts of energy at all enemies.

+++++++MAGIC+++++++

BURN!

MP Needed: 1

Skills needed: Fire=1

Magic Level: 1

Description: Range attack with a ring of fire

Quotes: "Raging flame!"

Graphical representation: A ring of fire bursts from under the target and also burns nearby enemies.

DIGGIN'

Skills needed: Earth=1

MP Needed: 1

Magic Level: 1

Description: Ups defense of entire party w/earth

Quotes: "Yeah!"

Graphical representation: A transparent crystal forms in the screen, increasing the party's defense.

DEF-LOSS

Skills needed: Earth=6

MP Needed: 3

Magic Level: 1

Description: Drops defense of all enemies w/earth

Quotes: "Heaven and earth!"

Graphical representation: A transparent crystal forms in the screen and shatters, decreasing the defense of all enemies.

WOW!

Skills needed: Earth=5 Fire=5

MP Needed: 3

Magic Level: 1

Description: Ups attack power of 1 friend w/heat

Quotes: "Yeah!"

Graphical representation: A red-orange halo surrounds the target and increases its strength.

BOOM!

Skills needed: Earth=7 Fire=6

MP Needed: 7

Magic Level: 1

Description: Range attack with explosions

Quotes: "Bomb 'n blast!"

Graphical representation: A sparkle flashes on the target and a spheric explosion expands from it, hurting nearby enemies.

BURNFLAME

MP Needed: 4

Skills needed: Fire=4

Magic Level: 2

Description: Range attack with a pillar of fire

Quotes: "Raging flame!"

Graphical representation: A great pillar of fire bursts from under the target and sends fire shockwaves around, damaging the nearby enemies.

BURNSTRIKE

MP Needed: 5

Skills needed: Fire=18

Magic Level: 2

Description: Attack 1 enemy with 4 red-hot flames

Quotes: "Raging flame!"

Graphical representation: A red halo surrounds by flames appears around the caster, 4 fireballs starts from the caster and hits the target.

TREMOR

Skills needed: Earth=3

MP Needed: 3

Magic Level: 2

Description: Range attack using earth energy

Quotes: "Heaven and earth!"

Graphical representation: Beams of fire bursts from the ground around the target, leaving and hexagonal mark. The mark quickly disappears.

GRAVITY

Skills needed: Earth=12

MP Needed: 4

Magic Level: 2

Description: Use powerful gravity to hold 1 enemy

Quotes: "Heaven and earth!"

Graphical representation: Fireballs centers on the target and a blue shockwave-like circle appears on the ground around them, restraining their movement.

METEOR STRIKE

Skills needed: Earth=15 Fire=13

MP Needed: 10

Magic Level: 2

Description: Attack 1 enemy with meteorites

Quotes: "Bomb 'n blast!"

Graphical representation: The screen zooms to the sky where meteorites fall. The meteorites all hit the target and unleash a fiery explosion.

BOOM-POW!

Skills needed: Earth=10 Fire=10

MP Needed: 10

Magic Level: 2

Description: Attack all enemies with magma

Quotes: "Bomb 'n blast!"

Graphical representation: A pool of magma erupts on the battlefield and burns all enemies before vanishing.

BURNFLARE

Skills needed: Fire=9

MP Needed: 7

Magic Level: 3

Description: Attack all enemies with fireballs

Quotes: "Raging flame!"

Graphical representation: Fire energy concentrates on the caster and several fireballs are launched in the ground of the battlefield, hurting all enemies.

FIREBURNER

Skills needed: Fire=25

MP Needed: 8

Magic Level: 3

Description: Burn 1 enemy up with fire

Quotes: "Raging flame!"

Graphical representation: The ground opens under the target and lets out a stream of fire. The crack closes when the fire vanishes.

QUAKE

Skills needed: Earth=19

MP Needed: 12

Magic Level: 3

Description: Powerful quake attacks all enemies

Quotes: "Heaven and earth!"

Graphical representation: Several fireballs goes outward from the caster and penetrates the ground. The screen shakes and light seeps out of the ground.

BA-BOOM!

Skills needed: Earth=20 Fire=18

MP Needed: 18

Magic Level: 3

Description: Attack all enemies with explosions

Quotes: "Bomb 'n blast!"

Graphical representation: Multiple red-hot rocks comes out of the ground and a fiery explosion erupts in the battlefield.

RAPP

Description: A kid from the forest folk's village, acts rashly and thinks he is god-like. He has no manner and tends to under-estimate everyone else. He starts pretty weak compared to your characters at that point, but once you boost him up a little, he's very strong.

Starting Equipment:

Weapon: Cafu Shuriken

Shield: Alligator Gauntlet

Armor: Spy Clothes

Helmet: Headgear

Shoes: Ninja Sandals

Jewelry: Black Belt

Starting Skills: Fire=5 Knife=12 Sword=9 Bow=23

Quick Victory quote: "Come back with reinforcements!"

Victory quote: "Not bad, eh?"

Close Victory quote: "Whew! Just got out of that one!"

Run Away quote: "Come on! Let's get out of here!"

Boss Victory: "See that shot of mine?"

Magic quotes: "Come on! Back for more!"

"Ah! Take that, I'll kill ya!"

"Hocus pocus!"

+++++MOVES+++++

MIST HIDE (if you have low life can help you)

SP Needed: 5

Skills needed: Knife=5

Description: Warps self in the blink of an eye

Quotes: "AHAHAHAHAHAH!"

Graphical representation: Teleports somewhere on the battlefield, protected against physical attacks.

DOPPELGANGER (very fun and kick ass)

SP Needed: 27

Skills needed: Knife=12 Sword=9

Description: Divide into many and attack 1 enemy

Quotes: "Gonna trash your guts!"

Graphical representation: Disappears in 3 different images of himself that surrounds the target. Each image deals a serie of hits with its weapon before reforming the original Rapp.

DETHSWORD (the D.S it's not very funcional)

SP Needed: 25

Skills needed: Knife=16 Sword=14

Description: Sudden death to 1 enemy by sword

Quotes: "I'll kill you in one blow!"

Graphical representation: Runs towards the enemy and disappears. Appears in front of it and hits it with his weapon. Warps behind him and hits it again with his weapon.

MISSILE (big trash)

SP Needed: 14

Skills needed: Bow=7

Description: Always hits target of 1 enemy

Quotes: "You're not gonna get away from this!!"

Graphical representation: Jumps in the air and pummels the target with shurikens.

FIREBALL (kick ass lots of time)

SP Needed: 36

Skills needed: Bow=12 Fire=10

Description: Range attack by throwing fireballs

Quotes: "Fire dance!"

Graphical representation: Fire appears on his left hand, he jumps in the air and throws the fire at the target. The bursts upon impact and burns nearby enemies.

SIDETHROW (random hurl but much better)

SP Needed: 40

Skills needed: Bow=22

Description: Attack all enemies by side throwing

Quotes: "There's no use in hiding!"

Graphical representation: Jumps in the air and throws knives all around the battlefield.

DISCUTTER (can be helpful)

SP Needed: 30

Skills needed: Knife=10 Sword=7 Bow=15

Description: Attack all enemies in its path

Quotes: "Here goes!"

Graphical representation: Throws a boomerang that damages all enemies on its way to the target.

DEMON BALL (very good)

SP Needed: 40

Skills needed: Knife=20 Sword=18 Bow=23

Description: Rapp's ball attack on 1 enemy

Quotes: "Try this one!"

Graphical representation: Throws a fireball at the target and the fireball explodes upon impact.

NEO DEMON BALL (Good but less damage than H&E Cut)

SP Needed: 85

Skills needed: Knife=24 Sword=25 Bow=32

Description: Rapp's ball attack on all enemies

Quotes: "Try this power!"

Graphical representation: Jumps in the air and warps in the upper left corner of the battlefield. Throws a big fireball that explodes in the middle of the battlefield, dealing tremendous amounts of damage.

+++++MAGIC+++++

BURN!

MP Needed: 1

Skills needed: Fire=1

Magic Level: 1

Description: Range attack with a ring of fire

Quotes: "Hundred million degrees! Take that!"

Graphical representation: A ring of fire bursts from under the target and also burns nearby enemies.

HOWL

Skills needed: Wind=1

MP Needed: 2

Magic Level: 1

Description: Range attack with sharp wind blades

Quotes: "Blow you away! Take that!"

Graphical representation: A small tornado forms on the target and damages the surrounding enemies.

RUNNER

Skills needed: Wind=2

MP Needed: 1

Magic Level: 1

Description: Ups movement of friends in range

Quotes: "Use your guts! Guts!"

Graphical representation: A small, yellow tornado forms on the target and affects nearby allies as well, increasing their movement range.

HEAL

Skills needed: Water=1

MP Needed: 1

Magic Level: 1

Description: Restores HP of 1 friend a little

Quotes: "How about this?"

Graphical representation: Heals a character in a blue light.

SNOOZE

Skills needed: Water=3

MP Needed: 2

Magic Level: 1

Description: Bubbles put all enemies to sleep

Quotes: "Hocus pocus!"

Graphical representation: Bubbles flow from the caster and surrounds the enemies, sending them to sleep.

POIZN

Skills needed: Water=5 Earth=3

MP Needed: 2

Magic Level: 1

Description: Covers range with a poisonous gel

Quotes: "Can't poison me! Take that!"

Graphical representation: A green liquid appears on the target and poisons it along with nearby enemies.

STRAM

Skills needed: Water=6 Earth=5

MP Needed: 3

Magic Level: 1

Description: Sucks strength and attack of 1 enemy

Quotes: "Can't poison me! Take that!"

Graphical representation: Green lights bathes the target and green are blown away.

DIGGIN'

Skills needed: Earth=1

MP Needed: 1

Magic Level: 1

Description: Ups defense of entire party w/earth

Quotes: "Use your guts! Guts!"

Graphical representation: A transparent crystal forms in the screen, increasing the party's defense.

DEF-LOSS

Skills needed: Earth=6

MP Needed: 3

Magic Level: 1

Description: Drops defense of all enemies w/earth

Quotes: "Magnitude 10! Take that!"

Graphical representation: A transparent crystal forms in the screen and shatters, decreasing the defense of all enemies.

WOW!

Skills needed: Earth=5 Fire=5

MP Needed: 3

Magic Level: 1

Description: Ups attack power of 1 friend w/heat

Quotes: "Use your guts! Guts!"

Graphical representation: A red-orange halo surrounds the target and increases its strength.

BURNFLAME

MP Needed: 4

Skills needed: Fire=4

Magic Level: 2

Description: Range attack with a pillar of fire

Quotes: "Hundred million degrees! Take that!"

Graphical representation: A great pillar of fire bursts from under the target and sends fire shockwaves around, damaging the nearby enemies.

BURNSTRIKE

MP Needed: 5

Skills needed: Fire=18

Magic Level: 2

Description: Attack 1 enemy with 4 red-hot flames

Quotes: "Hundred million degrees! Take that!"

Graphical representation: A red halo surrounds by flames appears around the caster, 4 fireballs starts from the caster and hits the target.

ZAP ALL

MP Needed: 13

Skills needed: Fire=10 Wind=9

Magic Level: 2

Description: Attack all enemies with lightning

Quotes: "Hundred million volts! Take that!"

Graphical representation: Lightning swirls around the caster and goes up in the skies. Lightning bolts strike around the battlefield, hurting all enemies.

SHHH!

MP Needed: 3

Skills needed: Wind=12

Magic Level: 2

Description: Blocks magic of 1 enemy with vacuum.

Quotes: "Blow you away! Take that!"

Graphical representation: A blue wind circle spins around the target and sends a blue cylindrical form surrounding the target, effectively sealing magic abilities.

CRACKLING

MP Needed: 14

Skills needed: Wind=10 Water=12

Magic Level: 2

Description: Attack all enemies with diamond dust

Quotes: "Minus five hundred degrees! Take that!"

Graphical representation: Ice energy concentrates on the caster and ice shards appear all around him, hurting all enemies.

HEALER

MP Needed: 3

Skills needed: Water=8

Magic Level: 2

Description: Restores HP to 1 friend a lot

Quotes: "How about this?"

Graphical representation: Blue energy goes from the caster to the target, healing it.

CRAZE

MP Needed: 1

Skills needed: Water=10 Earth=10

Magic Level: 2

Description: Confuse 1 enemy by dropping spores

Quotes: "Can't poison me! Take that!"

Graphical representation: The screen switches to a green glow and green wind swirls over the target. The wind enters the target and confuses it.

GRAVITY

Skills needed: Earth=12

MP Needed: 4

Magic Level: 2

Description: Use powerful gravity to hold 1 enemy

Quotes: "Magnitude 10! Take that!"

Graphical representation: Fireballs centers on the target and a blue shockwave-like circle appears on the ground around them, restraining their movement.

METEOR STRIKE

Skills needed: Earth=15 Fire=13

MP Needed: 10

Magic Level: 2

Description: Attack 1 enemy with meteorites

Quotes: "Smash 'em to bits!"

Graphical representation: The screen zooms to the sky where meteorites fall. The meteorites all hit the target and unleash a fiery explosion.

BOOM-POW!

Skills needed: Earth=10 Fire=10

MP Needed: 10

Magic Level: 2

Description: Attack all enemies with magma

Quotes: "Smash 'em to bits!"

Graphical representation: A pool of magma erupts on the battlefield and burns all enemies before vanishing.

BURNFLARE

Skills needed: Fire=9

MP Needed: 7

Magic Level: 3

Description: Attack all enemies with fireballs

Quotes: "Hundred million degrees! Take that!"

Graphical representation: Fire energy concentrates on the caster and several fireballs are launched in the ground of the battlefield, hurting all enemies.

FIREBURNER

Skills needed: Fire=25

MP Needed: 8

Magic Level: 3

Description: Burn 1 enemy up with fire

Quotes: "Hundred million degrees! Take that!"

Graphical representation: The ground opens under the target and lets out a stream of fire. The crack closes when the fire vanishes.

DRAGONZAP

Skills needed: Fire=21 Wind=19

MP Needed: 20

Magic Level: 3

Description: Attack all enemies with dragon zap

Quotes: "Hundred million volts! Take that!"

Graphical representation: Multiple lightning streams electrocute the enemies and an electrical explosion bursts from the caster, sending several electric shockwaves.

HOWLNADO

Skills needed: Wind=23

MP Needed: 8

Magic Level: 3

Description: Tornado attacks all enemies & party

Quotes: "Blow you away! Take that!"

Graphical representation: Wind blows across the battlefield, lifting everyone, except the caster, in the air. The wind stops and everyone is dropped down.

FIORA

Skills needed: Wind=8 Water=10

MP Needed: 2

Magic Level: 3

Description: Magic symbol blocks moves of 1 enemy

Quotes: "Minus five hundred degrees! Take that!"

Graphical representation: A blue circle spins around the target and sends several symbols outward, blocking all special moves of the target.

ALHEALER+

Skills needed: Water=20

MP Needed: 12

Magic Level: 3

Description: Restores HP to party a whole lot

Quotes: "How about this?"

Graphical representation: Blue energy emanates from the caster to the sky and bathes the party in healing blue light.

SPEEDY

Skills needed: Water=13 Earth=13

MP Needed: 4

Magic Level: 3

Description: Forest lifeforce ups wit of 1 friend

Quotes: "Use your guts! Guts!"

Graphical representation: A bright green glow flashes on the target and a green tornado surrounds it.

HALVAH

Skills needed: Water=19 Earth=16

MP Needed: 5

Magic Level: 3

Description: Fully restores status of 1 friend

Quotes: "Use your guts! Guts!"

Graphical representation: A green potion appears over the target and drops a single drop of liquid on it. The liquid purifies the target in an inversed green tornado.

QUAKE

Skills needed: Earth=19

MP Needed: 12

Magic Level: 3

Description: Powerful quake attacks all enemies

Quotes: "Magnitude 10! Take that!"

Graphical representation: Several fireballs goes outward from the caster and penetrates the ground. The screen shakes and light seeps out of the ground.

BA-BOOM!

Skills needed: Earth=20 Fire=18

MP Needed: 18

Magic Level: 3

Description: Attack all enemies with explosions

Quotes: "Smash 'em to bits!"

Graphical representation: Multiple red-hot rocks comes out of the ground and a fiery explosion erupts in the battlefield.

MILDA

Description: A woman from Laine, she mostly uses her strength than her brains. She comes from a village where men mature into cows (strange...). She as awful speed,

but as medium strength. She doesn't stay with you for a long time...

Starting Equipment:

Weapon: Wrecking Ax
Shield: Power Shield
Armor: Battle Bikini
Helmet: Iron Bandana
Shoes: Beach Sandals
Jewelry: Titan's Ring

Starting Skills: Magic=NONE Sword=20 Club=27 Axe=30

Quick Victory quote: "No problem!"
Victory quote: "Ahahahaha! Ta-da!"
Close Victory quote: "Wahahahaha! *Cough* *Cough* Uh..."
Run Away quote: "Everyone! Run!"
Boss Victory: "Big win! BIG WIN! Ahahahaha!"

+++++MOVES+++++

MILDA KICK (big trash)

SP Needed: 16
Skills needed: Axe=10
Description: No-range drop kick attack on 1 enemy
Quotes: "Here goes!"
Graphical representation: Hurls herself at the enemy and knocks it down with her left foot.

SPLITTER (kick ass)

SP Needed: 40
Skills needed: Sword=13 Club=15
Description: Pounding quake attack on all enemies
Quotes: "I'm gonna knock you all down at once!"
Graphical representation: Jumps in the air and punches hard on the ground. Light beams out of the ground as it shakes.

MILDA HIT (kick more ass very fun)

SP Needed: 75
Skills needed: Sword=20 Club=21 Axe=24
Description: Ultimate Milda combo hit on 1 enemy
Quotes: "Are you ready?? Will you... FINISH!!!"
Graphical representation: Various punches, finishing with a powerful uppercut that sends the enemy high in the air. The same attack that she use against Rapp wen you first met her.

GUIDO

Description: A Mogay coming from Zil Padon, knows a lot about everything, but keeps it to himself. Likes to says tidbits of information without telling the whole. He is actually the elder of Zil Padon. Knows about Angelou and the Icarians.

Starting Equipment:

Weapon: Poisoned Knife
Shield: Moonlight Shield
Armor: Mogay Clothes
Helmet: Feathered Turban
Shoes: Rabbit Shoes
Jewelry: Scarab

Starting Skills: Magic=NONE Sword=8 Knife=19 Bow=28

Quick Victory quote: "Piece of cake!"

Victory quote: "Mmmmm! We won! We won!"

Close Victory quote: ""

Run Away quote: "Yowzer! Run away!"

Boss Victory: "We won! We won! Big-e win!"

+++++MOVES+++++

MOGAY SHOT(.....)

SP Needed: 14

Skills needed: Bow=5

Description: Always hits 1 enemy

Quotes: "Won't let you get away! Take this!"

Graphical representation: Jumps in the air and throws a projectile at the target.

MOGAY BOMB(kind of good)

SP Needed: 38

Skills needed: Bow=12

Description: Slows enemy IP to minimum. Range

Quotes: "Yeah! Take this!"

Graphical representation: Throws multiples bombs at the target and detonates them.

MOGAY HYPO(can an will save itens)

SP Needed: 45

Skills needed: Knife=15 Sword=6

Description: Restores SP to 1 friend with a shot

Quotes: "This might hurt a little.... a-one! a-two!"

Graphical representation: Stings a character with a shot to restore SP.

POWER UP(help a lot in boss batle)

SP Needed: 20

Skills needed: Knife=19 Sword=10

Description: Ups all ability of 1 friend by shot

Quotes: "This might help you do it! Here goes!"

Graphical representation: Stings a character with a shot to increase overall power.

MOGAY PICKPOCKET(give some nice itens)

SP Needed: 10

Skills needed: Knife=13 Sword=8 Bow=15

Description: 10 tries to steal itens from 1 enemy

Quotes: "Ahah! There! Ta-da!"

Graphical representation: Tries to steal itens from the target.

LIETE

Description: The watcher of history from Alent, she is certain that the age decides her mood and will color her tablet. She knows about the fate of the world and Angelou and is destined to live a solitary existence. She believes Justin can make a better future.

She is a rather weak fighter to start out with, but I LOVE those quotes and she will become good if you give her a little boost.

Starting Equipment:

Weapon: Sparkling Rod

Shield: Magic Gloves
Armor: Enchantress' Robe
Helmet: Angel's Hat
Shoes: Rainbow High Heels
Jewelry: Holy Ring

Starting Skills: Fire=13 Wind=17 Water=17 Earth=21 Mace=10

Quick Victory quote: "That was an easy victory!"

Victory quote: "That was rather simple!"

Close Victory quote: ""

Run Away quote: "Let's retreat for now!"

Boss Victory: ""

Magic quotes: "O evil ones! Leave this world!"

"Suffer the punishment of heaven!"

+++++MOVES+++++

REDSHOCK(heavy damage)

SP Needed: 28

Skills needed: Club=10

Description: Splendid critical attack on 1 enemy

Quotes: "Here we go!"

Graphical representation: Lifts in the air and spins towards the target.

Hits it with her staff and the hit sends a magma-like shockwave.

ENCHANTMENT DANCE(help alot)

SP Needed: 34

Skills needed: Club=18

Description: Steals MP from enemy for yourself

Quotes: "You're mine! Tra-la-la! Tra-la-la!"

Graphical representation: Lifts in the air and spins around the target, stealing MP from it.

+++++MAGIC+++++

BURN!

MP Needed: 1

Skills needed: Fire=1

Magic Level: 1

Description: Range attack with a ring of fire

Quotes: "O raging fire! Bring your fury here!"

Graphical representation: A ring of fire bursts from under the target and also burns nearby enemies.

ZAP!

Skills needed: Fire=5 Wind=4

MP Needed: 11

Magic Level: 1

Description: Range attack with ball lightning

Quotes: "O thunder clap in the darkness! Come here!"

Graphical representation: Lightning strikes the target and creates a ball of swirling lightning around it, hurting nearby enemies.

HOWL

Skills needed: Wind=1

MP Needed: 2

Magic Level: 1

Description: Range attack with sharp wind blades

Quotes: "O twisting winds! Come here!"

Graphical representation: A small tornado forms on the target and damages the surrounding enemies.

FREEZE!

Skills needed: Wind=6 Water=5

MP Needed: 3

Magic Level: 1

Description: Freeze action of all enemies

Quotes: "O cold death, freezing all! Come here!"

Graphical representation: An icy wind blows snowflakes across the battlefield, freezing all enemies.

HEAL

Skills needed: Water=1

MP Needed: 1

Magic Level: 1

Description: Restores HP of 1 friend a little

Quotes: "By the blessing of god!"

Graphical representation: Heals a character in a blue light.

POIZN

Skills needed: Water=5 Earth=3

MP Needed: 2

Magic Level: 1

Description: Covers range with a poisonous gel

Quotes: "O forest! Protect us!"

Graphical representation: A green liquid appears on the target and poisons it along with nearby enemies.

STRAM

Skills needed: Water=6 Earth=5

MP Needed: 3

Magic Level: 1

Description: Sucks strength and attack of 1 enemy

Quotes: "O forest! Protect us!"

Graphical representation: Green lights bathes the target and green are blown away.

DIGGIN'

Skills needed: Earth=1

MP Needed: 1

Magic Level: 1

Description: Ups defense of entire party w/earth

Quotes: "Lend me the power of the great gods!"

Graphical representation: A transparent crystal forms in the screen, increasing the party's defense.

BOOM!

Skills needed: Earth=7 Fire=6

MP Needed: 7

Magic Level: 1

Description: Range attack with explosions

Quotes: "O explosive power! Come here!"

Graphical representation: A sparkle flashes on the target and a spheric explosion expands from it, hurting nearby enemies.

MAGIC ART (Unick Magic)

Skills needed: Fire=12

MP Needed: 11

Magic Level: 1

Description: Attack 1 enemy with animated art

Quotes: "Go! Go! Magical art! Here you go!"

Graphical representation: Liete draws a dragon on a canvas and the dragon breathes fire on the target.

BURNFLAME

MP Needed: 4

Skills needed: Fire=4

Magic Level: 2

Description: Range attack with a pillar of fire

Quotes: "O raging fire! Bring your fury here!"

Graphical representation: A great pillar of fire bursts from under the target and sends fire

shockwaves around,

damaging the nearby enemies.

ZAP ALL

MP Needed: 13

Skills needed: Fire=10 Wind=9

Magic Level: 2

Description: Attack all enemies with lightning

Quotes: "O thunder clap in the darkness! Come here!"

Graphical representation: Lightning swirls around the caster and goes up in the skies.

Lightning bolts strike around the battlefield, hurting all enemies.

HOWLSLASH

MP Needed: 6

Skills needed: Wind=6

Magic Level: 2

Description: Attacks all enemies with strong wind

Quotes: "O twisting winds! Come here!"

Graphical representation: A huge tornado appears in the middle of the battlefield and sends 8 rays of blue light around itself.

COLD

MP Needed: 3

Skills needed: Wind=10 Water=8

Magic Level: 2

Description: Reduces wit of 1 enemy by chilling

Quotes: "O cold death, freezing all! Come here!"

Graphical representation: Blue circles centers on the target and an ice cube forms around it,

freezing it.

CRACKLING

MP Needed: 14

Skills needed: Wind=10 Water=12

Magic Level: 2

Description: Attack all enemies with diamond dust

Quotes: "O cold death, freezing all! Come here!"

Graphical representation: Ice energy concentrates on the caster and ice shards appear all around him, hurting all enemies.

ALHEALER

MP Needed: 8

Skills needed: Water=12

Magic Level: 2

Description: Restores HP to party a lot

Quotes: "By the blessing of god!"

Graphical representation: All allies version of Healer.

CRAZE

MP Needed: 1

Skills needed: Water=10 Earth=10

Magic Level: 2

Description: Confuse 1 enemy by dropping spores

Quotes: "O forest! Protect us!"

Graphical representation: The screen switches to a green glow and green wind swirls over the target. The wind enters the target and confuses it.

GRAVITY

Skills needed: Earth=12

MP Needed: 4

Magic Level: 2

Description: Use powerful gravity to hold 1 enemy

Quotes: "O great earth! Show your power!"

Graphical representation: Fireballs centers on the target and a blue shockwave-like circle appears on the ground around them, restraining their movement.

METEOR STRIKE

Skills needed: Earth=15 Fire=13

MP Needed: 10

Magic Level: 2

Description: Attack 1 enemy with meteorites

Quotes: "O explosive power! Come here!"

Graphical representation: The screen zooms to the sky where meteorites fall. The meteorites all hit the target and unleash a fiery explosion.

STAR SYMPHONY(Unick magic)

Skills needed: Water=20 Earth=20

MP Needed: 12

Magic Level: 2

Description: Ups all abilities of party

Quotes: "Everyone! Here we go!"

Graphical representation: Stars flow from Liete and the screen shifts to a space background.

Liete does a melody with stars going across the screen, increasing the abilities of every party member.

FIREBURNER

Skills needed: Fire=25

MP Needed: 8

Magic Level: 3

Description: Burn 1 enemy up with fire

Quotes: "O raging flames! Bring your fury here!"

Graphical representation: The ground opens under the target and lets out a stream of fire. The crack closes when the fire vanishes.

DRAGONZAP

Skills needed: Fire=21 Wind=19

MP Needed: 20

Magic Level: 3

Description: Attack all enemies with dragon zap

Quotes: "O thunder clap in the darkness! Come here!"

Graphical representation: Multiple lightning streams electrocute the enemies and an electrical explosion bursts from the caster, sending several electric shockwaves.

GADZAP

Skills needed: Fire=19 Wind=15

MP Needed: 13

Magic Level: 3

Description: Attack 1 enemy with holy lightning

Quotes: "O thunder clap in the darkness! Come here!"

Graphical representation: Bolts of lightning strike the target and several bolts come from all all-round to strike it. Unleashes multiple electrical shockwaves.

HOWLNADO

Skills needed: Wind=23

MP Needed: 8

Magic Level: 3

Description: Tornado attacks all enemies & party

Quotes: "O twisting winds! Come here!"

Graphical representation: Wind blows across the battlefield, lifting everyone, except the caster, in the air. The wind stops and everyone is dropped down.

PROTECTION

Skills needed: Wind=20 Water=23

MP Needed: 21

Magic Level: 3

Description: Temporarily protects 1 friend

Quotes: "Lend me the power of the great gods!"

Graphical representation: Blue sparkles forms a protective cone around the target.

RESURRECT

Skills needed: Water=16

MP Needed: 6

Magic Level: 3

Description: Revives 1 fallen party member

Quotes: "By the blessing of god!"

Graphical representation: Blue sparkles centers on the target and surrounds it in a healing blue halo that revives him.

ALHEALER+

Skills needed: Water=20

MP Needed: 12

Magic Level: 3

Description: Restores HP to party a whole lot

Quotes: "By the blessing of god!"

Graphical representation: Blue energy emanates from the caster to the sky and bathes the party in healing blue light.

QUAKE

Skills needed: Earth=19

MP Needed: 12

Magic Level: 3

Description: Powerful quake attacks all enemies

Quotes: "O great earth! Show your power!"

Graphical representation: Several fireballs goes outward from the caster and penetrates the ground. The screen shakes and light seeps out of the ground.

BA-BOOM!

Skills needed: Earth=20 Fire=18

MP Needed: 18

Magic Level: 3

Description: Attack all enemies with explosions

Quotes: "O explosive power! Come here!"

Graphical representation: Multiple red-hot rocks comes out of the ground and a fiery explosion erupts in the battlefield.

ENCLOSE (unick magic)

Skills needed: Fire=23 Wind=24

MP Needed: 26

Magic Level: 3

Description: Block all attacks of 1 enemy for now

Quotes: "Holy light! Seal those of evil heart!"

Graphical representation: Various glyphs and symbols transfer from Liete to the target, sealing its actions.

2. Techniques to obtain the Time Gate spell

Here are various techniques to boost the skill levels of Feena on Water & Wind for the Time Gatespell.

For all these techniques be sure Feena has the Ether Mir (from the top of the tower of temptation) equipped as it will double the points she earns from each spell casting! I also recommend giving Feena as many action boosting pieces of equipment as you have on you or in storage-- I used the Plugsuit and the Godspeed Knife to boost her action speed.

Technique : 1

In Gaia 1, start a battle with the slimes crawling around on the floor everywhere.

Damage the slimes but don't kill them (this will cause them to start dividing into more slimes)

have Justin and Liete cast Freeze on the slimes as they divide, and use evasion to move the

party out of the slimes reach. Once there are 8 or 9 slimes on the screen use the tactics menu to set every one to withdraw except for Feena (leave her on manual). Now the slimes can't get close enough to attack for a while (thanks to the Freeze spell), and the rest of your party are set to automatically defend leaving only Feena to take up any animation time.

Now have Feena keep casting Snooze on the slimes. If the slimes get close enough to attack take your party out of auto and use evasion again to move them out of the way. If the slimes

use their acid attack either have Feena use Tree Of Life or have any character use Diggin' to restore your party's defence.

Using this technique-- not counting set up time, I averaged to a water level up a minute. Once you have reached either level 70 or 75 of water magic (I am not sure which) this technique becomes less effective and it's time to move on to one of the other techniques I describe (at this point you begin gaining half the points per spell casting).

Technique 2:

A simple technique you can use anywhere-- do not heal your party during battle, wait till the battle is over and then have Feena cast level 1 heal multiple times on each character, you will get 6 points per casting (with the Ether Mir equipped) regardless of what level her

water magic is on. Also, if you find a place in the game where your party can be damaged without going into battle (such as the green slime pools found early in the game, and countless other places there after) you can allow these hazards to drain your party of life and then let Feena patch 'em back up again with Heal for quick water skill points.

Technique 3:

If you have given yourself a high water level using the techniques above, and are having a hard time getting the water level to go up any further, you can cast Crackling on the higher

level enemies found in Gaia. In the early levels of Gaia the slimes will give the worst

mana

points, then the trees, and the gaia men give the best points (though they come in smaller grouped than the other monster types). In Gaia 4 however, every monster gives good points. What I did was: while exploring Gaia set my entire party except Feena to withdraw via the tactics menu, and won every battle by using crackling.

This works best if your wind level is still low, the lower your wind level the more points both your wind and water magic's will receive from the casting (wind is pretty easy to get caught up in levels by using the technique below).

Technique 4

Once you have your water level pretty high you can go the rest of the distance to level 99 just by casting Feena's heal spell after being damaged in each battle, now its time to get your wind magic level up.

Go to Gaia 4 and use the same technique I recommend you use on the slimes in technique 1-- freeze them in place and move your party out of the way (I think the zombies can reproduce

in the same was as the slimes can, but I am not sure) now set your whole party to withdraw except Feena (using the tactics menu) and have Feena keep casting Howl on the group of enemies, some times casting Howlslash to hit more enemies (when the enimies are to spread out for Howl to hit all of them).

The little demon guys will hurt your party no matter if there froze or not however as they can teleport around and castmagic on you, but this just means more opportunities for feena to cast heal spells after the battle.

Using this technique I averaged a wind level up a minute (not counting set up time).

3. Walkthrough

This is where the game takes place, be sure to report any errors! (Not grammatical ones, however...)

THE 4 GREAT TREASURES

Items: Letter to Clara x1, Pot Lid x1, Iron Pot x1, Gantz's Key x1, Wooden Sword x1, Poison Antidote x1, First-Aid Kit x1, 100 GP.

After the intro speech, talk to the middle guy in front of you (That's Gantz). You must collect all 3 remaining treasures, the "Warrior's Helmet" being to the right of Gantz's place, go down the ladder there and check to the right for it. Go to House 2 and go up to the second floor. Talk to the old man several times to get "Letter to Clara". The "Shield of Light" is on the port, near the building to the left.

After collecting 2 of the 3 treasures, go talk to Gantz. You'll learn about the Spirit Sword.

Go to Gantz's House and talk to his mother, you'll learn that Tentz has the key, he's in the western part of town. He'll run away when he sees you. Go check in the small area surrounded by a fence to find him. Tell him the 2nd choice (Tell to Gantz) and you'll learn about the key. The key is near the edge of the present area, near the river.

Once you,ve got it, go back to Gantz's House and open the treasure chest to collect the "Spirit Sword".

Go to Gantz's place and sneak by the bunch. You'll end up to the Seagull Restaurant, go up to Justin's Bedroom and search the pillow of the bed for a Poison

Antidote.

Search the chest for a First-Aid Kit and search the rolled papers for 100 GP. Now go talk to your mother that is cooking (Be careful, she's the violent type!!!). You'll get whacked by her tray for dirty shoes in the kitchen. Answer the question by the 3rd choice (Ask Sue) to advance, but I suggest trying the other ones for fun. Each choice gets you whacked no matter what. You'll end up in a meal event. After going to rest, resume the adventure.

HISTORICAL MUSEUM

Items: 1 GP, Wound Salve x1, Marie's Pin x1, Spirit Stone x1, Intro Letter x1.

Before going to the museum, talk to Lilly and say the 2nd choice (You're beautiful today). After a few times she'll give you your allowance (A marvelous 1 G ahahahaha).

Go outside and talk to the little girl hanging near the Train Station, you'll learn about the lost pin. Go in front of the museum and wander around, you'll find it near the grass to the left of the museum. Bring it back to the little girl and go talk to the woman pacing in front of the museum to receive a Wound Salve.

Now go to the museum, enter the Exhibit Hall and talk to the man there. You'll get the Spirit Stone. Examine the Icarian Statue in the middle (You'll trash it, but you need to do that to advance). Justin will try to repair it(unsuccessfully...). Go to the Curator's Office and answer the question however you like, you'll still get the Intro Letter anyway. Go outside of the museum and out of town. Go to Marna Road.

MARNA ROAD

Items: Herbs x2, Bag of Gold Pieces (10)x2, Box of Gold Pieces (30)x1, Baton x1.

Enemies:

Marna Bug= A standard bug you swat with a swatter, nothing hard.
Giant Centipede= More HP than the bug, but still easy to dispose.

I suggest you gain enough money to buy the best stuff from Parm before moving on. It's long, but worth it.

Go to the right of the road to find Herbs and a Bag of Gold Pieces. Go to the left of that road for a Bag and Box of gold pieces. Now follow the road to the north and cross the bridge. Follow the river to the right for Herbs and go back to the road. Follow it past the rocks on the right and go to the right after those. You'll find a Baton near the river, equip it on Sue (Unless you bought the club from Parm) and go back to the road. Follow it north to finish the area.

SI-UNTIFIC RESURCH

Items: Bag of Gold Pieces x5, Box of Gold Pieces x5, Rune Ring x1, Shiny Shoes x1, Outdated Armor x1, Dynamite x1, Resurrect Potion x1, Ceremonial Rock Ax x1.

Enemies:

Baby Bat= 1 hit=1 kill against those.

Green Slime= Usually takes 2 hits and they're not very strong attackers. they may leave Herbs.

Rock Bird (*)= First Boss, use V-Slash and Puffy Kick to do him in quickly.

Go to the Sult Ruins on the map and talk to the guard so you can go in (You must have the Intro Letter from the Curator on you). Listen to the speech of the 3 most arrogant women in the game and go down the slope to talk to them. Choose the 3rd choice (Show them the Intro Letter) and they'll tear it apart. Save to the right and follow them inside. You'll be in Sult Ruins (B1).

Follow the hallway and listen to Mullen's speech. You probably know who the 3 girls like from thier reactions... Go down the steps and to the right for a Bag of Gold Pieces. Follow the hallway past 2 guards to an intersection, go to the left and check under a stone structure to the right for a Bag of Gold Pieces. Listen to the 2 guards at the end (A rock will fall from the arch on the way there) and go take the right at the previous intersection.

Check under a stone structure to the left for a Bag of Gold Pieces. Go to the left of the nearby stairs for a Box of Gold Pieces and go up those stairs to the end (Passing over the arch) for a Rune Ring. Equip it on Justin. Go back down the stairs and continue to follow the hallway on the right, past the 3 girls until you hear some guards. Try to enter the nearby hallway and a rock will block it. Continue down the hall to 2 pairs of guards. Listen to them and collect the Box of Gold Pieces under the nearby stone structure. Go to the left and turn to the right at the intersection to listen to some guards. Go take the left at the previous intersection.

Turn to the left at the first opportunity for a pair of Shiny Shoes. Go up the stairs on the right for a Box of Gold Pieces and continue down the hall for a Bag of Gold Pieces under a stone structure on the right. Follow the hall to the end for a Save Point and access to Sult Ruins (B2). A rock will fall from the arch just before that.

Go to the end on the right for a Bag of Gold Pieces and go up the nearby stairs. Go past the intersection and step on the grey slate to jump. Open the chest for an Outdated Armor (Which is... Outdated) and fall down. Go to the far left and pass under the arch for a Dynamite. Follow the road and go up the stairs you'll see. Follow the road (Stepping on the grey square to jump) to the end for a Box of Gold Pieces (A stone structure will lift up before you get there).

Fall down and follow the wall on the left. Go past the hallway because it will get blocked if you try to enter. Go up the first set of stairs you see (Right after going under an arch) and pick up the Resurrect Potion on the right. The platform it's on will fall down. Go back up the stairs and fall to the left past the rock. Go up the first set of stairs for a Ceremonial Rock Ax and equip it on Justin if you want to boost his Axe skill. Continue straight across to fall down. Follow the wall on the left and go up the second set of stairs you see (Where you got the Resurrect Potion). Use the Action Mark to push down the pillar and cross it for a Box of Gold Pieces. Continue to follow the road to listen to 2 guards. Save and go toward the statue they were examining. The Spirit Stone will open the way, go inside.

Take the right turn at the intersection and press the blue button at the end. Go take the left at the previous intersection and enter the circular room. Press the red switch in the middle and enter the new hallway. The Spirit Stone will open the way at the end. Inside, Liete will explain a little of the story of the Icarians and Angelou. Answer the question by the first choice (I've got LOTS of questions!) to advance. You must now go to Alent (Quite a long trek to get there...).

Backtrack to the turning room and press on the red switch. Mullen will surprise you and give you some choices. Answer however you see fit, but Mullen will see through all lies you make. The party will escape by trapping Mullen with the turning mechanism. Go out of the ruins and encounter your first boss: Rock Bird. A really easy match. Use V-Slash and Puffy Kick and he'll never do anything before dying.

You'll be outside of the ruins after the boss. Just go outside of the Garlyle Camp and head back to Parm. Go to the Seagull Restaurant and talk to Lilly. Choose the 2nd choice (You're hungry) for a meal event.

MY PASS AIN'T SMELLY

Items: Key to the Cafe x1, Java's Wallet x1, Bag of Gold Pieces x9,
Box of Gold Pieces x5, Hand Grenade x3, Work Clothes x1, Herbs x1,
Rubber Boots x1, Woobly Sword x1, Safety Helm x1, Hand Ax x1, Miner's Hammer x1,
Wound Salve x1, Oaken Shield x1, Seed of Defense x1, Steamer Pass x1.

Enemies:

Green Slime= Easy, may leave Herbs.
Spyder= A little challenge because it can poison.
Baby Bat= 1 hit=1 kill against those.
Orc= Good Hp, defense and attack, get rid of them first.
Orc King= A strong Orc with a few abilities, use the same strategy as when beating Rock Bird.

After that, go to the port area and talk to the sailor-dressed man. Go to the cafe (Where Tentz had lost the key to Gantz's treasure chest) and talk to the woman there to learn about the missing key. Go back to the port and talk to the man walking near the sailor-dressed man you previously talked to so you'll get the Key to the Cafe.

Go talk back to the woman in front of the cafe. You'll see a small scene with Leen, Baal and Mullen after talking to her. It will be night time when you regain control. Head to the cafe. Talk to the woman on the other side of the counter and speak to everyone.

Try to go outside and go back to talk to the woman at the counter. You'll get Java's Wallet.

Go outside and back to the Seagull Restaurant. Talk to Lilly and get whacked for coming back

late. You'll get a meal event.

After the meal, go outside and to the train station. Talk to the guy there to be able to board the train. Once outside of the Leck Mines, enter the house to the right of the entrance

and Java will burst in when you put the wallet on the table. He's *supposedly* an *active* adventurer... Once he goes back outside, go speak to him again (He's at the entrance of the

mines). you must go inside and slay the boss to get him to give you the pass. Talk to him if

you want to Save & Rest.

Enter the mines. You'll be in Leck Mines (1). Follow the right tracks and pick up the Work Clothes where the tracks split. Continue to follow the right ones and pick up the Hand Grenade

to the left of the last arch. Go in the second tunnel to the right, pass under the fallen pillar and go at the end of the room for a Box of Gold Pieces. Backtrack out of the tunnel and take the next one to the right for a Bag of Gold Pieces.

Go to the entrance of the tunnel right in front of the one you're in and go to the next one on the left for Herbs. Backtrack to where the tracks split and take the other passage. Collect the Bag of Gold Pieces where the 3 tracks split up. Follow the tracks on the right to get to a room with a Hand Grenade and Rubber Boots. Backtrack on the rightmost track and follow it (Picking up the Bag of Gold Pieces along the way) to get to Leck Mines (2).

Follow the tracks for a Bag of Gold Pieces between them and go to the left when possible. Fall down in the chasm and go up the slope. Enter the nearby hallway for a Wobbly Sword. Go to hallway to the right for a Box of Gold Pieces and go near the previous chasm for a Safety Helm. Equip it on Justin and use the Action Mark nearby to cross the chasm. Return to where the tracks turned to the left and continue along them. Fall down in the chasm there and go to the right for a Hand Ax. Climb the left rope and collect the Bag of Gold Pieces nearby.

Follow the edge of the chasm for a Miner's Hammer, equip it on Justin even if it's weaker than the Ceramic Sword to boost your Club skill. Go to the right of that chest (Past an hallway) for a Bag of Gold Pieces and return to take the previous hallway. Go to the left at the intersection and up the slope. Collect the Wound Salve nearby and go to the far right for a Hand Grenade.

Go in the nearby hallway and to the left for a Box of Gold Pieces. GO out of the hallway and to the right until you come to an hallway. Go in it and go to the left for an Oaken Shield. Equip it on Justin and go out of the hallway. Continue to the right for a Save Point.
Boss ahead so save.

Continue to follow the tracks to get to Leck Mines (2) Deepest Depths. There is a Bag and Box of Gold Pieces to the right. There is also 2 Bags and 1 Box of Gold Pieces to the left.
Get on the platform to start the fight. Use normal attacks to dispose of the 2 Orcs first then use V-Slash and Puffy Kick against the Orc King. He will have time to hit once with this strategy which is not much. After the battle, the mine will crumble, collect the Seed of Defense on the right before going out. Java will get you outside in a mine cart.

After the event, you'll get the Steamer Pass, head out of the area to Parm and go talk to the inventor after the scene with Sue (House to the right of Blue Marlin's Restaurant) to get the Coal Candy. Go sell un-necessary items at the shop and head back to the Seagull Restaurant.
Talk to Gantz and go inside to talk to Lilly. Say the 2nd choice (Let's eat) to get in a meal event.

SWABBING DECKS IS HARD

Items: Lilly's Letter x1, Cabin Key x1, Beef Jerky x1, 25G xN, 100G x1, Chocolate x1.

After the speech, go to the port and speak to the guard ther to be able to enter the docking area. Go try to board the Steamer and a sailor will tell you about a paper hanging from your pocket. Pick the second choice (Read the letter) to advance. You now have Lilly's Letter and the ship will leave port.

Talk to everyone on board and you'll glimpse Puffy when going back to the deck. Go up there and talk to Sue. Talk to the captain 2 times after that and accept to be sailors (2nd choice). You'll wake up in the crew's quarters, talk to the nearby sailor man to get the Cabin Key and talk to him again if you want to save.

Go up the stairs and talk to the first sailor on the left. Answer all 3 questions by the first choices to get a Beef Jerky. Go up to the second first-class room and talk to the woman there. Clean the bath and talk to the woman again for 25G. Go in the Lounge and talk to the far left man for a one-time coin flip bet of 100G. Talk to the woman on the right behind the table and say the 2nd choice (You've got a few freckles). Talk to her multiple times after this to get a Chocolate.

Go on the Deck and talk to the immobile sailor 2 times. Say the first choice for the rules and the second to swab the decks. Do it in approximativly 25 seconds to get 25G. Go back to the Crew's Quarters and talk to the sailor near the stairs to go to sleep. Head back to the deck and swab it again. Go back down and you'll learn about an incoming adventurer. Rest up.

GHOSTS DOESN'T EXIST

Items: Bag of Gold Pieces x7, Herbs x1, Box of Gold Pieces x2, Wind Charm x1, Wound Salve x2, Pirate's Hat x1, Admiral's Sword x1, Resurrect Potion x1, Mana Egg x1.

Enemies:

Ghostoid=Usually takes a couple of hits, use fire to hit them hard.

Has an harrassing attack that paralyzes all characters.

Sea Jelly=Nothing hard, but it attacks all characters near it.

Ammonite=High defense, use fire to do them quick.

Squid King=Don't focus on the tentacles, but on the main part.

it has some hard hitting attacks, but can be dealt with pretty fast by focusing on the main part.

Go up the stairs, past the little event about the adventurer's greeting and up on the deck.

Go listen to Feena's speech and get welcomed like kids. You'll reappear on deck next morning

and Feena wil already have done the job for you. After some dialogue, ask her all 3 choices

and go see the captain. Everyone will rush outside, follow them and watch the cool ghost ship

movie.

Go listen to Feena on the deck, talk to her and tell her the 3rd choice (Hogging all the adventure for herself) to advance. I strongly recommend the other choices before for laughs.

Feena will join you there. Equip the knife has on her because it's her lowest skill. Go buy her a pair of Air Sneakers to increase her move and go climb the crane on the deck. Cross it to get to the Ghost Ship (Using Justin's careless method...)

Go near the broken grate to the right and you'll get inside the Ghost Pantry. Heal the wound let by Feena's slap (hehehehe...) with the save point and save. Pick up the Bag of Gold Pieces nearby and go through the door to the Ghost Ship Hall. Collect the Herbs nearby and go to the right for a Bag of Gold Pieces. Fall through the hole at the end of the room to get to the Ghost Ship Bottom.

Collect the 2 Bags of Gold Pieces around and climb the rope to the Ghost Ship Treasure Room. Collect the Bag of Gold Pieces nearby and take the middle door for another Bag of Gold Pieces. Go back to the Ghost Ship Treasure Room and take the right door (Past the little trap event), you'll be in Ghost Ship Hold at the top.

Climb down the rope you'll see and follow the path to Ghost Ship Lower Deck. Collect the Box of Gold Pieces to the left and the Wind Charm nearby. Collect the Wound Salve to the far right and go up the nearby stairs to Ghost Ship Mid Deck. Go to the left for a Bag of Gold Pieces, follow the path to some stairs and collect the Wound Salve to the left.

Follow the path for a chest with a Pirate's Hat inside. Equip it on Justin and equip the Safe Helm he had on Sue. Go up the nearby stairs to Ghost Ship Hall. You can unlock the door to outside that is nearby, do it and go collect the Admiral's Sword near the door. Don't equip it on Justin if your currently used skill is not over level 5. Collect the Box of Gold Pieces to the far left of the room and collect the Resurrect Potion behind the boxes near the save point.

Save & Rest at the save point and head through the door between the fish to the Ghost Ship Captain's Cabin. Examine the book on the desk to start the battle with the Squid King. Focus your Knife Hurl, V-Slash and Puffy Kick on the center part of the squid. Once it's dead, the 2 tentacles will die also. Heal with "Rah-Rah!" Cheer if you need to. The game doesn't say so, but this battle rewards you with a Mana Egg.

Head outside after the battle and Feena will get you out of the Ghost Ship while it's sinking. You'll be in the Crew's Quarters after the event, go sell un-necessary items and go sleep at the Crew's Quarters. Go up on the Deck and watch the New World (Catchy music there I think). Talk to Feena and say the 2nd choice (Ready to go) to advance. After Feena leaves, go out

of port
and head to New Parm.

TOURISTS SOCIETY

Items: Bag of Gold Pieces x4, Snake Earrings x1, Box of Gold Pieces x1, Mana Egg x1.

Enemies: Spitting Cobra=The only problem is that it's poisonous. May leave Antidotes.
Black Widow=Poisonous again, nothing else.
Glug Bird=Just a standard type of enemy.
Road Crawler=Easiest in the bunch, hardly do anything. may leave Antidotes.

Go buy the best equipment at the Adventurer's Store and go to Mansion 1. Talk to the woman there several times to give her Clara's Letter (You won't get anything in return). Go to the Adventurer's Society Building and talk to the lady at the counter several times to get the (stupid) password. Go to the Office and say the 2nd choice (password...) to enter. Talk to the badly-dressed kid there (Several times) to learn that the Adventurer's Society is now for Tourists and is presided by some little brat.

Go back outside and go outside town. Head for Merrill Road. Collect the Bag of Gold Pieces right at the entrance and follow the road on the right, past an intersection for another Bag of Gold Pieces at the end. Go take the intersection you ran past and take the left at the next one. Collect the Snake Earrings there and follow the path on the left to another intersection. Go to the left for a Mana and continue down the road without turning, past a Dungeon Scope (Collect the Bag of Gold Pieces nearby it) and collect the Box of Gold Pieces at the end.

Go take the last turn you passed by and take the left at the next one for a Bag of Gold Pieces. Return to the Dungeon Scope you saw after collecting the Mana Egg and go at the exit nearby. Head for New Parm to trade the Mana Egg for a Fire Spell for Justin. Head back out of town and go to Feena's House. Enter the house and Save & Rest at the save point.

WANNA MARRY ME..... UH YUP?

Items: Bag of Gold Pieces x3, Shell Shield x1, Box of Gold Pieces x1, Mana Egg x1, Iron Mace x1.

Enemies: Purple Slime=Nothing great to battle against.
Mud Jelly=Their attacks hit all around them so beware.
Mad Snail=Strong defense, but weak against magic, use your newly bought magic.
Master Chang=Same technique as the previous bosses.....

Examine the hanging underwear and Feena will just *happen* to stumble inside when you have it in hands. After the little scene, she'll ask a question, answer however you see fit as she's just kidding. For the second question, ask her the first choice (Borrow a map) to advance, I suggest trying the 2 other choices before.

Justin will say a very serious thing after Feena's answer and someone will arrive outside (Uh-yup!). Feena will rush outside, follow her and Justin will get knocked

out by Pakon's bodyguard, Master Chang. When you wake up, go out of the area and to New Parm.

Go to the left of town and into the Storeroom behind the Church. Go down in the passage and follow the path. After a tunnel, you'll see a wheel, activate it and it will open a floodgate. Continue to follow the path past a stairway in the water. In the dead end you arrive to, there is a Bag of Gold Pieces along with another wheel to open a floodgate. After activating it, go cross the stairs you passed by and turn the wheel on the other side of the floodgate you previously opened.

Follow the path past another set of stairs and all the way to the end for a chest with Shell Shield inside. Activate the nearby floodgate wheel to empty the water. Go back and down the stairs you went past and collect the Bag of Gold Pieces to the left. Go down the stairs to the right and collect the Box of Gold Pieces to the left. Follow the path there for a Mana Egg at the end.

Go back up the stairs you went down and go through the tunnel to the far right. After the tunnel, follow the path without going up the stairs there for an Iron Mace. Go up the stairs you went past and the next one to end up in a tunnel. Use the Action Mark to make your way in a storeroom. Collect the Bag of Gold Pieces and Save & Rest at the save point.

Climb up the stack of boxes nearby and go through the entrance to get in the church. Walk along the planks to get to Pakon and you'll have to beat Master Chang. Use V-Slash and Puffy Kick on him. Combined with Critical attacks to knock him out of his charging stance. Enjoy the scene after beatin him. When you regain control, you'll be in Feena's house. Go outside for a little story part and you'll see another scene with Mullen, Baal and Leen.

Head for New Parm and buy the best equipment for Feena. Trade the Mana Egg you got and the one Feena has for 2 spells for Justin. Head for the Rangle Mountains to the south of Merrill Road.

HIKING IN THE MOUNTAINS

Items: Bag of Gold Pieces x4, Box of Gold Pieces x2, Mana Egg x2, Seed of Moves x1, Medal of Yore x1, Fruit of Power x1, Ginseng x1.

Enemies: Odd Bird= High HP and their special attack hits hard.
Inch Worm= Centipedes are joke enemies in this game.
Spitting Cobra= Still poisonous, may leave Antidotes.

Go to the far right of the Dungeon Scope for a Bag of Gold Pieces. Return to the Dungeon Scope and go to the left for a Box of Gold Pieces. Return to the Dungeon Scope once again and go straighth up for a Bag of Gold Pieces. Go to the far left and a little up for a Mana Egg. Follow that path until you come to the exit to East Rangle Mountains, but don't go there.

Go in the opposite direction for a Seed of Moves.

Go to the right of there and down of the Dungeon Scope for a Medal of Yore. Now return to take the path to East Rangle Mountains. After a little walk, you'll set up camp. Save at the save point after the little chat about the End of the World. Follow the path on the right to a Dungeon Scope, go to the next Dungeon Scope to the left and collect the Bag of Gold Pieces near it. Go to the left once again, through a small passage for a Fruit of Power.

Return to the last Dungeon Scope and go to the right for a Bag of Gold Pieces. Go up and

to
left when you can. Follow the path to the end for a Mana Egg and go back to where you
turned
to the left. Go to the right and go through the small passage for a Box of Gold Pieces.
Go out of the small hallway and go down to the next one for Ginseng. Now follow the
compass'
arrow out of the area. Return to New Parm and sell un-necessary stuff. Also trade the
2 Mana Eggs for 2 elements for Justin.

SPOOKY RUINS

Enemies: Ent= Weak against magic (Fire) and Axes. Their special is one of the baddest
up until now. May leave Cholla Flowers.
Red Slime= They're rather weak, but they divide themselves like crazy.
Sand Diver= Their normal attacks are real strong so beware.
Vampire bat= A little high Hp for bats, but no challenge.
Dom Orc= Not really a threat..... May leave Holy Maces.
Vengeful Spirit= Fire and Holy Mace are very effective against those, as opposed to earth.
May leave Crescent Jade.
Ganymede= Hits like a wimp. Use the same strategy as with previous bosses on its head.
May leave Shell Armor.

Head out of town and to the Dom Ruins to the south-east of Rangle Mountains. Go to the
right to a little stone tower fo a Bag of Gold Pieces nearby and return to the entrance.
Go to the left for a Bag of Gold Pieces and follow the path to a stone tower and Dungeon
Scope. Collect the Box of Gold Pieces near the Dungeon Scope and go to the left. Follow
that path to a Bag of Gold Pieces and go to the left at the intersection for a Box of
Gold Pieces.

Return to the last intersection, go to the right and go to the right at the next one too.
Collect the Miracle Drink near the stone tower there.
Take the other path at the last intersection to get to Dom Ruins (Vestibule). Go to the
left when you can and continue until you collect a Bag of Gold Pieces. Go up to a wall and
left for a Bag of Gold Pieces. Return to where you first turned left and collect the Blue
Medecine under the bridge.

Check to the left on the other side of the bridge for a Bag of Gold Pieces. Follow the
path for Dynamite and continue to follow that path for a Save Point. Go down the hallway
(Be wary of the faces with squinted eyes, they'll dash at you). Go to the left for Herbs
and to the right to get to Dom Ruins (1).

Follow the hallway all the way to Dom Ruins (Cliff), just watch for the dashing stone
faces.
Climb the rope after Justin's comment and re-enter the Dom Ruins (1) by the entrance
there.
Follow the hallway through the room to the end for a Seed of Power. Go back to the
previous
room and activate the yellow switch to go down 1 floor. Go through the tunnel near the
switch
to collect a Blue Medecine in Dom Ruins (Cliff). Go back to the elevator room and go on
the
other side.

Turn to the right at the intersection for a Resurrect Potion, go to the right of it for a
Box of Gold Pieces and to the left after this. Go past the intersection for a Bag of Gold
Pieces and continue to follow the hallway to get to Dom Ruins (Cliff). Try to cross the
bridge and it will break down. Collect the nearby Resurrect Potion and go in the Dom Ruins
(1) by the nearby entrance. Save & Rest at the Save Point, know that there is a shortcut

to the beginning to the left, but you don't need it do you? Continue straight ahead and pass through the elevator room to activate a switch in Dom Ruins (Cliff). Return to the elevator room and change floors.

Go through the hallway for a Bag of Gold Pieces and activate another switch in Dom Ruins (Cliff). Go back to the first switch and cross the new bridge to Dom Ruins (2). Go to the left of the room for a Mana Egg and continue down the hallway to a Bag of Gold Pieces. Go to the left and step on the small red circle in the middle of the room to open the cells.

Collect the Shell Armor in the right cell, equip it on Justin and go back to the previous room.

Go in the hallway to the left of the small sloped tunnel. Go through the elevator room and down the stairs to Dom Ruins (Cliff) (Don't activate ANY switches on the way there). Collect

the Box of Gold Pieces and enter the Dom Ruins (2) by the entrance near it. Collect the Bag of Gold Pieces in the hallway and return to the last elevator room. Change floors and Save & Rest at the save point in the hallway. Go battle Ganymede in the next room. Use Knife Hurl, V-Slash, Puffy Kick on the Head and Zap if you have it.

Enter the Dom Ruins (Room of Illusion) after beating him and listen to Liete while watching the little movie. There is no End of the World (Big surprise here...) and Justin is even more determined to cross it. Make your way out of the Dom Ruins, listen to Feena in Dom Ruins (Vestibule) and you'll encounter a collapsed child in Road to Dom Ruins. The party will bring him to Feena's House and the Garlyle Forces will show up as soon as you're gone. You know what's coming now, right?

HEY! I'M NOT A CHEMIST!

Items: Poison Antidote x3, White Sulfa Weed x3, Herbs x2, Seed of Life x1, Smelling Salts x1, Weeds x1, Sulfa Weed x1.

Enemies: Purple Slime=basic slime, nothing great. Impervious to earth.
Road Crawler=.....No comment. May leave Antidotes.
Black Widow=Old and poisonous.
Beetle Bug=Hits hard and fast. Very dangerous.

The scene will shift to Feena's house and you'll learn that you must get some Sulfa Weed for the child. Head for New Parm, trade the Mana Egg for a spell for Feena and sell un-necessary items. Return to Feena's House and examine the fence to open it (Rush into thing is the adequate saying...). You'll be in Herb Mountains now.

Go to the left and up the first slope for a Poison Antidote. Go back down the slope and follow the path on the left to the end for a Poison Antidote. Go up the nearby slope and follow the left path to a Dungeon Scope. Follow the right path to another Dungeon Scope and collect the nearby White Sulfa Weed. Go to the right of the Dungeon Scope and go to the right at the intersection. Go right at the next one too for Herbs.

Go to the left at the last intersection, go down the slope near the Dungeon Scope there and go down the slope to the right. Follow the path to the left for Herbs and return to the last Dungeon Scope. Go to the left of it and take the first passage to the left for a Seed of Life. Continue to the next passage on the left for a White Sulfa Weed. Go down the nearby 2 slopes for another White Sulfa Weed. Go to the left past a slope (Remember its location), go up the next one and go right 2 times for a Poison Antidote.

Go to the next right passage for some Smelling Salts and return to the slope I told you to remember before. Follow it to a Dungeon Scope, go to the left for Weeds and come back

to the Dungeon Scope. Go down the slope to the right for the Sulfa Weed you need. Go back to New Parm to sell all the un-necessary stuff found and go inside Feena's House. You'll wake up with the kid gone. Go outside and talk to him. He'll offer a nut, but the Garlyle forces (Along with the 3 sergeants) will show up and arrest you.

GARLYLE BASE ESCAPE

Items: Resurrect Potion x1, Ultra Drink x1, Soldier's Uniform x1, Officer's Uniform x1, Master Key x1, Bag of Gold Pieces x6, Army Saber x1, Army Boots x1, Miracle Drink x1, Army Darts x1, Crimson Potion x1, Officer's Badge x1.

Enemies: Private=Medium in everything, not very challenging....
Saki=Wimp, attacks once at best before going down.
Nana=Same as with Saki, what the? Electric Yo-Yo??????
Mio=Weakest of the 3, but much more harrassing because of her Balloon attack.
Sergeant=Thougher than Privates, but still not much of a challenge.

Enjoy the Garlyle Base intro and you'll end up in a cell with Sue after some talking. Pick up the Hefty Pipe near the toilet and Sue will act sick to lure the guard inside. POW! Justin just whacked him out with a big swing of the hefty pipe (OUCH!). Go in the next room, talk to Feena and go in the next room. Justin will sneak on the conversing guard and whack him out once the conversation is over. Pick up the Jail Key and Resurrect Potion in the room. Leave the room and.....oops, caught again!

Leen will show up and threaten you. Her slap will make Justin spin around 'n around. She will send the guards outside and *accidentally* drop the key in your cell. Once Justin has wriggled out of his ropes, pick up the Jail Key and go outside, free the girls in the next cell and go up to the Garlyle Base Barracks. Pick up the Ultra Drink, Save & Rest at the save point and go up in the air duct.

Follow the duct, listening to the 3 guards conversation along the way to the Garlyle Base Warehouse. Listen to the chat between Mullen & Rem and Mullen & Leen. Cross the catwalk

to the other duct and Sue will point the security panel once you get out of it. You must now get the combination. Go in the other air duct and go straight ahead (The turn is for a useless conversation). The first exit is for a Soldier's Uniform, equip it on Sue. The next exit is for a conversation and the one after that nets you an Officer's Uniform and you should equip it to Feena.

Go back in the air duct and listen to the next 2 conversations. Turn to the left when you can to get to the Garlyle Base Locker Room. Go through the little scene (Kinda like that music...), just remember that Mio is the brightest and has the right combination, which is:

"R-R-L-L-D-U-D-U". Return to Garlyle Base Barracks and continue down the air duct. You can open the door in the room you arrive to to reach the door with the security panel. Punch in the combination and withstand some harsh language from the 2 girls with you (I don't blame them...). Go in the Garlyle Base Warehouse. Use the wheel to the right of the cage to lift it. The kid will make you eat a "Communique nut", which weems to taste real bad.

You'll now be able to speak with the kid, Save & Rest at the save point and go back to the Garlyle Base Barracks. You'll have to beat Saki & 3 Privates. Use Sue's Round Whacker to dispose of the Privates (Along with another all-enemies spell) and focus on Saki. She'll be able to attack once if she's lucky. She'll then hang on the ground trying to recuperate. You'll get the Master Key from her. Go back to Save & Rest.

From Saki, go thorough the door she came from and collect the Bag of Gold Pieces in the hallway. Go in the door to the left for an Army Saber. Equip it on Justin and return to

the hallway. Go in the second door to the right and you'll be in the dorms. Go in the 2nd room to the left for a pair of Army Boots. Go out of the dorms and in the door right in front of them to Save & Rest. Go out and to the hallway on the right to battle Nana & 3 Privates. Use the same strategy as against Saki. Nana is sent in the same world as Saki now....

Go back to Save & Rest, then go up the stairs Nana came from. The alarm as rung! Nothing to worry about however... Collect the Miracle Drink right in front of the stairs you arrive by.

Check on a pipe to the left of the path for a Bag of Gold Pieces and to the right of there for some Army Darts. Collect the Bag of Gold Pieces at the north end of the path and go to the right for another Bag of Gold Pieces near some boxes. You'll have to battle Mio & 3 Privates before the save point. Use the same tactics as before to send her at the same place as Saki & Nana.

Stash un-necessary items and Save & Rest after beating her. Go to the Military Train Switchyard and board the train. You'll bust out of the base at full speed and you'll see a little scene with Mullen & Leen. You'll see the Grandeur lift-off movie (COOL!) and rereturn to the train scene. After a little chat, you'll be prompted to ask some questions to Rem, ask them all and the Garlyle Forces will begin attacking the train. You'll be in the last car and need to get to the main car. Collect the Crimson Potion and go in the next car.

Fight the 2 groups of Privates, collect the Bag of Gold Pieces and head to the next car. Fight the group of Privates, collect the Bag of Gold Pieces and go in the next car. Fight the 2 groups of Sergeants, collect the Officer's Badge, equip it on Feena and go in the main car. Use the brake (Orange lever) to break it, the party will leave the main car and the 3 women will show up with their divisions. Justin will show up, brag a little and detach the cars!! Enjoy the ride ladies!! It's gonna last a long time!

THE MISTY FOREST IS MISTY!

Items: Bag of Gold Pieces x6, Weak-Knee Weed x1, Box of Gold Pieces x1, Baobab Fruit x1.

Enemies: Ent=They're so old that anything will kill those. May leave Cholla Flowers.
Birdrake=Hits hard, but is rather weak physically.
Grim Haze=Weak, but uses rather strong Wind Magic.
Mist Guard=Strong physically, use Fire and axes to hit those hard.

Advance a little and Rem will clear the mist with a little music (*cough* cough* Lunar variation *cough* *cough*). Collect the Bag of Gold Pieces a little up and Save & Rest at the save point to the left. From the save point, go to the right for a Bag of Gold Pieces and return to the save point. Follow the path to the left, past an intersection for Weak-Knee Weed.

Go back to the last intersection and go on the other way to another intersection. Go to the left, collect the Bag of Gold Pieces when the path turns and continue along it to another intersection. Go to the left to a path across a river, keep that in mind for now, go to the previous intersection and go to the right for a Box of Gold Pieces. Go to the left, to the right at the next intersection and to the left at the last one for a Bag of Gold Pieces. Go to the right at the last intersection and to the left at the next one for a Baobab Fruit.

Return to the path across the river, collect the Bag of Gold Pieces and cross it. Go to

the right at the intersection and follow the path past all intersections to a Bag of Gold Pieces. Go out to Luc Village to the left after that. Talk to Rem and enter the village.

BLESSINGS OF THE GOD OF LIGHT

Items: Bag of Gold Pieces x8, Box of Gold Pieces x2, Move Breaker x1, Seed of Life x1, Paralysis Charm x1, Resurrect Potion x1, Mist-Cracking Whip x1, Light God Amulet x1, Bond of Trust x1, Nectar of the Gods x1.

Enemies: Metal Beetle= Annoying and invincible to any kind of magic.
Pit Viper=Medium, uses Paralyze attacks so watch out. May leave Move Breaker.
Tarantula= Easy, uses Moves Block attacks. May leave Spell Breaker.

Go sell un-necessary items at the store and buy the best equipment also. Head to the Village's Chief House and talk to the elder. You must head to the top of the God of Light Mountain and bring back the bottle of nectar to be approved by the God of Light.

*Alternate Note: I suggest getting your skills at level 10, it seems to be a good place to do so... Feel free not to as it's not necessary.

Go to the right for a Bag of Gold Pieces and go to the left after that. Go up the road to the right at the intersection and to the right again after that for a Box of Gold Pieces at the end. Return to the previous intersection, go to the left this time and continue past the next intersection for a Move Breaker.

Go to the previous intersection, head to the left for 2 Bags of Gold Pieces around that area. Go back down all the slopes and go up the left one this time. Go past the intersection for a Seed of Life and go to the right at the intersection after that. Go to the right for a Bag of Gold Pieces and go to the left after that. Go past the intersection and go to the first path on the right for a Paralysis Charm.

Return to the intersection you passedby, go to the left, right and left for a Bag of Gold Pieces. Go directly to the exit on the right to get to God of Light Mountain (Peak). Go to the left at the first opportunity for 2 Bags of Gold Pieces, a Box of Gold Pieces and a Resurrect Potion. Collect the Mist-Cracking Whip along the path up and equip it on Feena to boost her Whip skill. Go in the right path after this for a Light God Amulet and a Bond of Trust.

Continue up on the path, collect the Bag of Gold Pieces to the left of the top and collect the Nectar of the Gods in front of the statue. Head back to Luc Village now. Go speak to the elder of the village several times and you'll be told an Icarian Legend. GO sell un-necessary items and head to Rem's House. Talk to Rem's mother and choose the 1rst choice to get in a meal event.

GODNAPPING

Items: None.

Enemies: Sergeant= Easier than before since you're stronger.

After the meal, you'll be prompted with a scene with Mullen & Leen, you'll wake up in the middle of the night and the Garlyle Forces will be all over the God of Light Mountain. Head outside and Justin will volunteer himself to save the God of Light. Save & Rest at the save point in the village and head to the God of Light Mountain.

This is a rather short step in the game, there are no actual enemies, just 5 set battles. Head to the top of the mountain, beating through the 5 groups of Sergeants (You can heal in the village between each). You'll learn that Leen is Feena's sister and Leen will decide to haul away the God of Light statue. Justin will do an heroic (but vain) action, the Spirit Stone will react and break the statue. Justin will fall down and you'll be prompted to another scene with Mullen & Leen.

The party will assemble the remaining statue parts and the leder will come to speak a little. He'll award the Mist-Clearing Nut to you after realizing the mist wasn't protecting them, but they were hiding in it. Head back to Luc Village and Save & Rest. Head out of town by the northern exit and head to the Misty Forest.

HACK YOUR WAY THROUGH THE MIST

Items: Bag of Gold Pieces x16, Crimson Potion x1, Box of Gold Pieces x3, Cholla Flowers x2, Resurrect Potion x1, Baobab Fruit x2, Oracle's Staff x1, Smarna Weed x1, Ginseng x1.

Enemies: Gas Cloud= Easy, uses rather strong wind magic.
Dodo= Low HP, but can deal a lot of damage because it's really fast.
Killer Tree= Weak against axes and fire magic. His special attack hurts real bad.
Mist Guard= Easy, since they're old enemies.
Ent= What??? Those again?!?!?
Grim Haze= Even weaker than before....

Justin will use the Mist-Clearing Nut upon entrance and that will *obviously* clear the mist. Save at the save point and head to the left for a Bag of Gold Pieces. head to the right of the save point, past an intersection, for a Bag of Gold Pieces. Go back to the previous intersection, go to the left, collect the Bag of Gold Pieces on the way to the next intersection and go to the right for a Crimson Potion and go to the left of that intersection after that.

Collect the Bag of Gold Pieces, Box of Gold Pieces and Cholla Flowers there. Continue up the path and wander to the right when you can for a Bag of Gold Pieces. Follow the path to a Dungeon Scope, collect the Resurrect Potion nearby and go to the right, past an intersection,

for a Bag of Gold Pieces. Go back to the previous intersection and go to the left. Go to the left at the next one for a Box of Gold Pieces. Continue along the path and turn to the right when you can. Keep in mind that the exit is to the right of the intersection you'll arrive to. Go to the left, to the right at the next intersection for a Baobab Fruit and Cholla Flowers.

Go back to take the exit to East Misty Forest (2). Follow the path across a river and you'll be prompted in a meal event. After the meal, Save & Rest at the nearby save point. Head to the left of the save point and to the right at the intersection. Head to the left at the next intersection for a Bag of Gold Pieces and head to the right for a second Bag of Gold Pieces. Go back to the previous intersection and head to the left and you'll come by an illusion of a lake.

Go to the left of the illusion for a Box of Gold Pieces and cross the river in the illusion of a lake. Go to the right for a Bag of Gold Pieces and go to the left. Take the left path at the intersection, go to the right at the next one for an Oracle's Staff. Go back to the 2nd intersection and go to the right. Go to the left at the next intersection for a Bag of Gold Pieces and go to the right after that. Go past all intersections for a Smarna Weed and return to the last one you passed by. Go cross the river on the right and head to East Misty Forest (3).

Go to the right for some Ginseng and go back to the left after that. Go to the left at the next intersection for a Bag of Gold Pieces and go to the right after that. Go to the left at the first opportunity, collect the Bag of Gold Pieces, continue to an intersection and go to the left to a Dungeon Scope. Go past it for a Bag of Gold Pieces and go back to the first path to the left between your position and the previous Dungeon Scope. Go to the right at the intersection for a Bag of Gold Pieces and go back to the left after that.

Go to the right at the first opportunity for a Bag of Gold Pieces. Continue along the path, collect the Bag of Gold Pieces on the way and go to the left at the intersection for a Baobab Fruit. Go back to the right and turn to the right when you can for a Seed of Speed. Continue along the path, past all intersections to a save point, Save & Rest there. Continue along the path to reach the End of the World, go back outside of it after the speech and head to Luc Village. Sell un-necessary items and head back to the End of the World.

CLIMBING THE END OF THE WORLD

Items: Bag of Gold Pieces x7, Fruit of Agility x1, Seed of Speed x1,
Paperweight x1, Bond of Trust x1.

Enemies: Gas Cloud= Easy, uses wind magic.

Mist Wraith= Uses strong fire magic, relatively easy.
Clay Bird= High HP, but no challenge.
Sonic Bat= Weak and easy to deal with.
Emerald Bird= High HP and his special attack hurts real bad.

Follow the path to a wall, backtrack to let it fall and go right over it. Go up the stairs,
go back up them after crossing to get to a block. The block will get you on an upper platform,
collect the nearby Bag of Gold Pieces and follow the path to a small hole in the wall. Go in
the hole to open the way to End of the World (2), but don't go there just yet. Go to the right
for a Fruit of Agility (The blocks nearby will close in so quickly grab the Fruit).

Go farther on the right for a Seed of Speed (A block will fall on you). Go take the path to
End of the World (2). Go to the right for a Bag of Gold Pieces. Go back to the first hand platform you see and board it. Go to the right for a Paperweight. Go back to the beginning of
this area and board the hand block on the left. Go on the left, step on the square before the
chest and jump back. Go collect the Orb of Silence once the block has went back up.

Go up the stairs on the left (They changed position) and board the hand block. Go on the left
for a Gust Knife, equip it on Feena and head to the End of the World (3) on the right. Go up
the stairs and you'll set camp, After the camp, store any un-necessary items in the stashing
place (You won't see a shop for a while) and Save & Rest at the save point nearby.

Go to the right, press the switch on the wall and board the head platform. Head to the left,
press the switch on the wall 2 times and board the plant block to the left. Head to the right
and board the hand block. Head to the left, collect the Bag of Gold Pieces and continue to the
End of the World (4).

Head to the left to a stone golem, backtrack a little and wait for it to receive a block on
the head. Continue to the left and board the + block. Head to the right, past a golem that
will break down and board the pincer platform. Head to the left, collect the Bag of Gold Pieces and go to the Clay Bird. It will take off and blow some wind, go press the switch
it was standing and it will attack. Beat him like a normal enemy. Board the nearby hand platform to get to End of the World (5).

Head to the right, step on the square before the chest, jump back and collect the Bond of Trust when the block has went back up. Head to the left and push the switch on the wall to go up. Board the + block on the right and head to a small hole on the right. Fall through for a Box of Gold Pieces and head back to the small hole. Head past it to get to End of the
World (6). You'll set up camp there. After the camp, stash any un-necessary items and Save &
Rest at the nearby save point.

Go press the switch to the left to go up and continue to the left to some lights. Pass by

them
without touching them and board the head block after those. Collect the Bag of Gold Pieces
and
go all the way to the left to End of the World (7). Board the head block on the right and
go
to the left. Collect the Bag of Gold Pieces and continue to a switch on the floor. Press
it,
go back to press the switch on the wall. Go to the right, it's blocked, got to the left,
it's
blocked, beat the Emerald Bird that appears like a normal enemy.

Go back to the beginning of the area and go up the stairs on the left. You'll have to beat
a
Clay Bird at the top. Collect the Bag of Gold Pieces and continue to End of the World (8).
Follow the path to the left and board the hand block. Follow the path on the right, stay
near
the wall so you don't fall down and board the small block at the end. Collect the Bag of
Gold
Pieces on the left, backtrack and activate the smashing arm where the Bag was to bring
down
the path to End of the World (9).

Beat the birds around the switch to the left and press it. Go up to End of the World (10)
and go to the left. You'll set up camp there and wake up to realize you're at the top.
Follow the path and Sue will get dropped down the End of the World. Along with Feena &
Justin a little while later.

DRAGON VALLEY WITH NO DRAGONS?

Items: Box of Gold Pieces x4, Poison Antidote x1, Bag of Gold Pieces x10, Bamo Fruit x1,
Cholla Flowers x1, Sue's Shoes x1, Resurrect Potion x1, Vaccine x1, Fruit of Magic x1,
Seed of Power x1, Fire Charm x1, Mana Egg x2, Slouch Weed x1.

Enemies: Plop Mold= No big deal... May leave Poison Antidote or Health Weed.
Red Devil= Those guys are really fast!!! May leave Health Weed.
Slipple= Those are really easy and weak.... May leave Health Weed.
Gadwin= Unbeatable, yet....
Rock Man= Easy, but invincible to any kind of magic. May leave Health Weed.

You'll wake up in the Valley of the Flying Dragon (1) *Can't they make smaller
names?!?!?!?!*,
you'll be with Feena and Sue is nowhere to be seen. Save & Rest at the nearby save point.
Go down the little slope, go to the right for a Box of Gold Pieces and head back to the
left.
Go to the right after going under a big herb for a Poison Antidote, head back to the left
and
chack behind the stone to the left for a Bag of Gold Pieces.

Go back to the herb you passed under and continue straight ahead. Head to the left after
passing under a big flower for a Bag of Gold Pieces. Follow the path to a ribs structure
with flowers inside, go straight ahead at the next intersection for a Bamo Fruit and
return
to the intersection. Go to the left, collect the Bag of Gold Pieces and go past the
intersection for a Box of Gold Pieces.

Go back to the previous intersection and go to the left. Head past the intersection for
Cholla

Flowers, go back to the intersection and head to the right to get to Valley of the Flying Dragon (2). Follow the path to an open area, go to the left for a Bag of Gold pieces and go back to the open area. Follow the path and you'll automatically pick up Sue's Shoes. Go to the right for a Resurrect Potion and continue along the path where you found Sue's Shoes. Head to the left at the first opportunity for a Vaccine and continue along the path.

Cross the river and head to the right for a Fruit of Magic. Head back to the right and you'll be lead by Puffy. Before going his way, collect the nearby Bag of Gold Pieces and now, go toward Valley of the Flying Dragon (3). Feena & Justin will make haste conclusions on Sue's fate, Gadwin will arrive and Feena will faint. Justin challenges Gadwin and will lose (Don't have choice, his Dragon King Slice does 9999). You'll wake up near Gadwin's home and things will explain themselves (Along with some kidding about Feena... Her eyes rolled like this!!). After the meal event, Sue & Gadwin will be in the party, go in Gadwin's home and Save & Rest at the save point there.

Go to the right of Gadwin's House up to a tiny passage. Follow it for a Bag of Gold Pieces and go back out. Go to the next passage and blow the rocks away with the action button. Follow the path to the end, blow the rocks away and collect the Seed of Power. Go back to Gadwin's House, take the passage on the right and blow away the rocks with the action mark to pass. Collect the Fire Charm past the rocks. Continue along the path, collect the Bag of Gold Pieces and go to the left when you can. Blow the rocks away and collect the Box of Gold Pieces.

Continue along the path to a plant that will sprout leaves, go past it for a Mana Egg and climb the leaves of the plant. Follow the path on the right to an herb that will make a path to a Bag of Gold Pieces, collect it before following the path to Valley of the Flying Dragon (4). Go to the right for a Bag of Gold Pieces, go back to the left, blowing away the rocks with the action mark to pass. Go past an intersection for a Box of Gold Pieces and take the right at that intersection after that.

Head to the left at the next intersection for a Mana Egg and go back to the right after that. Go past a passage to the left for a Bag of Gold Pieces, then, come back to take that passage. Break the rocks in the path for a Bag of Gold Pieces and Slouch Weed. Continue along the path to exit and head to Dight Village.

RUN! OR THE RAIN WILL KILL YOU!!

Items: Bag of Gold Pieces x16, Power Mushroom x1, Mana Egg x2, Box of Gold Pieces x3, Move Mushroom x1, Mushroom Shield x1, Disease Charm x1, Demon Sword Amulet x1, Health Weed x2,

Dream Truffle x1, Seed of Magic x1, Confusion Charm x1, Hail Bow x1, Klepp's Sickle x1, Warrior's Spear x1.

Enemies: Mold Bird= Easy, they use Plague attacks. May leave Vaccine.

Klepp Soldier= They're weak 'n easy. May leave Vaccine.

Lizard Rider= A little strong, but still easy.

Elite Klepp= A little stronger than the soldiers. May leave Klepp's Sickle.

Klepp Knight= Strong, rather slow however... May leave Fire Charm.

Mad Rider= Hits hard and high HP.

Klepp Rider= Easy to kill. May leave Metal Frog.

Serpent= Dispose of the Mean & Nice Heads quickly for an easy win.

Gadwin will leave in a hurry and you'll be left to explore the village. Go in the inn and listen to Guido's speech. Speak to him several times after that. Go sell un-necessary items

at the store, buy Feena's last spell and a spell for Sue with the 2 Mana Eggs. Don't forget

to buy the best equipment also. Go back to the inn and rest. You'll wake up and notice it's

raining outside.

Gadwin will leave once again, follow him and Justin will offer to go to the Typhoon Tower with Gadwin to stop the rain. Gadwin will be back in the party, go sell his un-necessary items and outfit him with the best equipment. Go save at the inn and head out of town. Go to Mt. Typhoon.

Head behind the waterfall to the right for a Power Mushroom, continue to a Bag of Gold Pieces and follow the slope on the left of the waterfall to another Bag of Gold Pieces. Cross the river by the rock on the right and go up the mushrooms. Cross the mushrooms in the

river for a Mana Egg and go back to the beginning of the area. Go up the mushrooms to the left

a Bag of Gold Pieces and cross the river by the mushrooms on the right.

Go up the nearby trail of mushrooms and go up the slope on the left. Cross the river by the

mushrooms for a Box of Gold Pieces and go back on the other side of the river. Go to the left

and pass over the mushrooms for a Move Mushroom. Go back on the other side of the mushrooms,

go to the small pond on the left for a Mushroom Shield on the mushrooms in the pond and equip

it on Justin. Take the path between the location of the shield and mushroom. Go to the right

at the first opportunity for a Bag of Gold Pieces and head to the left to Mt. Typhoon (Peak).

You'll sense the effects of the poisonous rain, but don't worry because nothing will happen

because of it. Follow the nearby river until you can cross it by some mushrooms, do so for a

Bag of Gold Pieces and Disease Charm. Go back to the other side of the river and go in the 3rd

house to the left for a Bag of Gold Pieces in the entrance.

Go in the river to the left for a Bag of Gold Pieces on a lone mushroom and get out of the river by the far end of it. Cross it by the mushrooms in it and go up the slope on the right.

Go straight ahead for a Demon Sword Amulet and go in the second house to the left for a

Bag of
Gold Pieces in the middle.

Go to the right for an Health Weed and go straight up. Enter the second house on the left for a Dream Truffle in the middle and continue straight up to the edge of the plateau. Go to the right for a Seed of Magic and go back to the slope you used to get in this village. Go to the right until you see a Dungeon Scope, go up to an house and go to the right for an Health Weed. Continue to the right to an house and go up to another house with a Bag of Gold Pieces in the middle. Now, follow the compass' arrow to Typhoon Tower (1), Save & Rest at the save point near the beginning of it.

Go in the room to the left for a Mana Egg and return to the save point. Go to the right, to the right of the Dungeon Scope you'll see and don't step on the red switch. Collect the Confusion Charm and remember the location of the stairs near the yellow patch of grass, you'll come back here later. Follow the path to a red switch and press on the purple switch to the right (Not the RED one!!). Go up the new set of stairs, collect the Bag of Gold Pieces and step on the 2 purple switches. Cross the bridge on the left and go to the left at the first opportunity for an Hail Bow.

Go down the stairs at the end of the path, collect the Bag of Gold Pieces to the left and go up the second set of stairs. Collect the Box of Gold Pieces in the path and follow the path to a Bag of Gold Pieces. Go down the nearby rope, collect the Box of Gold Pieces and press the green switch nearby. Go up the new set of stairs, press the switch on the altar and go back to the first purple switch you pressed in this dungeon. Go down the slope on the other side of the little hill you're near and go up the stairs at the end of the room there.

Collect the Bag of Gold Pieces and climb down the rope on the left. Once you get in a big room, go in the hallway to the right for a Klepp's Sickle and collect the Bag of Gold Pieces in the middle of the big room. Go in the hallway to the right and return to the stairs I told you to remember before. Go up the stairs, collect the 2 Bags of Gold Pieces along the path to the next stairs and Save & Rest at the save point near those stairs.

Go up the stairs to Typhoon Tower (Room of Rain) and you'll have to kill the Klepp King in Serpent form. Focus some special attacks on the Mean & Nice Heads to dispose of them first, then use some all-targets magics or moves to dispose of it easily. Step on the purple switch behind the throne after the battle and go up the stairs made of pillars to Typhoon Tower (Room of Destiny). Go up the stairs to the room, read the stone tablet and a small scene will go on. Gadwin can't fit through the mirrors so it's up to Justin to choose, Feena will interrupt you anyway so choose anything. Choose the 1st choice (I believe in you) and she'll choose the Mirror of the Stars. Enter the mirror and go up the stairs to collect the Spear of Heroes in the wall.

The tower will begin to collapse, go down the stairs and the path will break down. The Spirit Stone will start shining and the scene will shift back to the other members. Gadwin will take the girls out of the tower and it will collapse in a special scene (No FMV). Go through the emotional like scene after that and head out of Mt. Typhoon. Go back to Dight Village. Go sell un-necessary items, trade the 2 Mana Eggs for 2 spells for Sue and go talk to the elder near the hill on the beach.

Go thrust the Spear at the top of the hill, come back adown and you'll receive the Hero's Armband which Justin gives to Feena. Talk to Gadwin afterwards, re-enter Dight Village and Save & Rest at the inn.

ON THE WAY TO GUMBO VILLAGE

Items: Bag of Gold Pieces x9, Box of Gold Pieces x2, Orb of Silence x1, Yellow Medicine x1,
Dragon Killer x1, Demon Eye Stone x1, Health Weed x1.

Enemies: Gripple= Weak 'n easy.
Blue Kite= What kind of wimp is that???
Blue Devil= Fast like hell, but still very easy.

Head out of town and go to the Lama Mountains to the south. Go to the left for a Bag of Gold Pieces and go up to a little cliff. Go to the far right to another cliff and go to the left for a Box of Gold Pieces. Go to the left all the way to a chasm, go to the right for an Orb of Silence and go to the left for a Bag of Gold Pieces. Go along the wall to the left for a Bag of Gold Pieces, continue to follow the wall to a Dungeon Scope and head to the chasm on the right. Go to the left for a Yellow Medicine and go past the bridge on the right for a Bag of Gold Pieces.

Cross the bridge, go to the right for a Bag of Gold Pieces and follow the path to South Lama Mountains. You'll set up camp there. After the camp, you'll see yet another scene with Mullen & Leen, collect the nearby 2 Bags of Gold Pieces and Save & Rest at the save point. Follow the path and board the platform. Collect the Bag of Gold Pieces near the Dungeon Scope and go to the right for a Bag of Gold Pieces. Go to the right and boardthe platform. Board the platform on the left for a Dragon Killer and head back to the right for a Bag of Gold Pieces.

Go board the platform on the right, collect the Box of Gold Pieces and board the platform on the right. Go to the right for a Demon Eye Stone and board the nearby platform. Collect the Bag of Gold Pieces and board the platform on the right. Board the next platform, collect

the
Health Weed and board the next platform. Take the exit and go to Gumbo Village to the south.

SACRIFICES OF COUPLES

Items: Health Weed x2, Mana Egg x1, Deep Blue Potion x1, Bag of Gold Pieces x11,
Seed of Defense x1, Box of Gold Pieces x3, Chain of Gems x1, Fire Charm x1, Dragon Scales
x1,
Confusion Charm x1.

Enemies: Lost Soul= Really, really weak.... May leave Fire Charm.
Hot Dog= Easy and obviously immune to fire. May leave Raincloud Staff.
Magma Man= Easy to deal with, slowpoke. May leave Raincloud Staff.
Madragon= If you have good ice spells, this battle is easy (If he doesn't hit once, it's
normal)

Go sell un-necessary items and buy the best equipment at the items store. Go in the
village
and Justin will scare away a woman. Go down the nearby stairs and Feena will scare a man
away
now (Is that a local custom?). Go to the Chief's House and approach him. You're forced to
agree that Feena & Justin are a couple (1rst choice) and a festival will ensue. When
you,ve
had your fill of the festival, talk to the chief and say the 2nd choice (Time to go to
bed)
to retire for the night.

Leave the inn and Feena will share her bad feeling with you (She's right, you'll see...).
Head to the Greeting Tent, talk to the chief and say the 2nd choice (We're ready). You'll
learn about the sacrifice of a couple, but it will be too late as they'll use an hidden
catapult to launch you to the volcano. Feena & Justin will argue during the air ride and
you'll be at the volcano. Collect thenearby Health Weed and Save & Rest at the save point
you saw.

Go to the left of the save point, past an intersection, for a Mana Egg, return to the
intersection and head to the right for a Deep Blue Potion.
Go back to the save point and follow the path to the south of it. Collect the Bag of Gold
Pieces, cross the log and collect the Seed of Defense. Return to the save point and go to
the right for 2 Bags of Gold Pieces. Continue to an intersection and goto the left. Go
past
the first path to the right and take the second for a Box of Gold Pieces. Go take the path
you passed by to get to Volcano Slope (2).

Follow the path, past a rock, to an intersection, go to the left for a Bag of Gold Pieces
and go to the right for a Snooze Scroll. Return to the rock, push it using the action mark
and cross the bridge it makes across the lava. Sue & Gadwin will join up at the
intersection
there. Go to the left at the intersection and to the right at the next one to get to
Volcano
Base. Collect the nearby Bag of Gold Pieces and head to right. Go to the right when you
can
for a Box of Gold Pieces and continue along the path. Collect the Bag of Gold Pieces and
go
to the right when you can for a Chain of Gems.

Equip it on Justin, continue along the path for a Bag of Gold Pieces and return to Volcano

Slope (2) by backtracking. Go to the right, go to the left at the next intersection and collect the Bag of Gold Pieces along the path. Go to the left for a Bag of Gold Pieces and continue along the path. Keep the next intersection in mind and go to the left. Go to the left, to the right and open the wall with the action mark to access a Fire Charm.

Go back to the last intersection, continue straight forward and turn to the right at the first opportunity for a Box of Gold Pieces. Return to the intersection I told you to remember and go to the right this time to get to Volcano Crater. Collect the Bag of Gold Pieces and go to the right, using the action mark to jump, for Dragon Scales. Equip it on Feena, return to the last intersection and head to the left.

Collect the Bag of Gold Pieces, collect the Health Weed along the path and go to the save point at the end. Collect the Bag of Gold Pieces on the left of the save point and Save & Rest. Follow the path to battle against Madragon, use your strongest ice-related techniques for an easy kill. After the fight, the volcano will be on the brink of eruption, head down the volcano and it will erupt in a rather cheap scene.

You'll be in Gumbo Village after this, go back out and head to the Volcano. Go to the right for a Confusion Charm and go back out. Go to Gumbo Village, sell un-necessary items at the shop and trade the Mana Egg for the last of Sue's spells. Enter the village and you'll scare away a few villagers and end up being in a festival for your safe return. Say the 2nd choice (Let's go outside) and go outside. Head to the small islet in the village and enjoy the scene!
Go through the meal event and Save next morning.

ANGELOUNIAN RUINS

Items: Bag of Gold Pieces x12, Seed of Speed x1, Spell Breaker x1, Vacuum Scroll x1, Box of Gold Pieces x3, Revival Stone x1, Sudden Death Charm x1, Medal of Wisdom x1, Bond of Trust x1, Odd Hat x1, Forest Charm x1, Seed of Power x1, Move Breaker x1, Angel's Darts x1.

Enemies: Medusa Dancer= Uses annoying move/magic blocks and has High HP.
May leave Magic Block Charm.
Horned Toad= No problem here, 1 hit should kill 1.

Head to the pier, talk to Danda at the end and say the 1st choice (Let's go) to depart to Twin Towers. Save & Rest at the nearby save point there and go to the right or a Bag of Gold Pieces. Head back to the left for a Seed of Speed in a small cave and follow the wall to the left for a Bag of Gold Pieces. Continue to follow the wall to get to Twin Towers (South) and you'll see traces of the Garlyle Forces. Head to Twin Towers (East to the right and collect the Bag of Gold Pieces along with a Spell Breaker.

Go back to Twin Towers (South and head to the left to get to Twin Towers (West). Follow the

path to get to Twin Towers (North) and enter the open gate there. Go to the left at the 2nd opportunity for an Health Weed and continue along the path to an intersection. Go to the right for a Bag of Gold Pieces and head back to the left. Press on the switch at the end and go take the other passage on the other side of the big area. Collect the Bag of Gold Pieces at the end and pass through the nearby smashing walls.

Go to the left at the intersection for a Vacuum Scroll and head back to the right. Go to the right at the next intersection for a Box of Gold Pieces and head back to the left. Collect the Revival Stone along the way, go to the right at the intersection and press the switch at the end. Go in the passage on the opposite side of the big area and go to the left at the first opportunity for a Sudden Death Charm.

Continue along the path, past some smashing walls, for a Bag of Gold Pieces and return to go through the smashing walls you went past earlier. You'll arrive at a gate guarded by Garlyle soldiers, say the 2nd choice (We're local guides) to gain access to Twin Towers (Vestibule). Save & Rest at the save point there. Try to enter the structure in the middle and you'll end up hiding from the 3 arrogant girls (They're EVERYWHERE!). Enter Twin Towers (Room of Temptation) once they're gone and try to enter the next passage to find it's a dead-end.

Try to go back outside and Mullen & Leen will happen to enter the structure at the same time. Answer Mullen's question however you want since it's only a test question to testify that you possess the Spirit Stone. Mullen will knock out Gadwin (He's much weaker than I thought....) and you have yet another question to answer. Answer it like you want, they're all negative answers anyway. The Spirit Stone will glow and open a portal. Feena, Justin, Mullen & Leen will be teleported elsewhere. You'll see a small scene with Feena & Mullen and the scene will shift back to Justin. You're all alone, go Save & Rest at the save point along the path.

Follow the path until you see Leen being attacked, head toward her and collect the Bag of Gold Pieces along the way. Beat the 3 Horned Toads (Big challenge!) and reinforcements will arrive (For the frogs, that is). Justin will give the Spirit Stone to Leen because she's so persistent. The bridge will break while escaping, after some chat, you'll see another scene with Mullen & Feena. The screen will slide to Justin & Leen (Why did they not see each other?) and go up the stairs when you regain control. You'll come by the statue Mullen & Feena were looking at earlier. Use the elevator at the end to get to Twin Towers (Hall of Murals) and follow the path to come across the murals.

Use the nearby elevator to go up and enjoy the speech of Mullen. Go examine the glowing ball to trigger another speech from Liete. You'll receive the Medal of Wisdom and Leen will

warp

you out. Leen will give back the Spirit Stone (Pay close attention to the music while she's talking, it's filled with feeling and very enjoyable. Awww I want a soundtrack!). Save & Rest at the nearby save point.

Go take the north passage of the big area and follow the path to a Box of Gold Pieces. Go through the nearby smashing walls and collect the Bag of Gold Pieces along the way. Press the switch at the end and enter the passage on the opposite side of the big area. Go to the left at the intersection for a Bond of Trust and head back to the right for a Odd Hat. Backtrack all the way back to the save point, pressing the switches on your way back.

Take the path near the save point and Feena will come back there. Take the right path near the open gate for a Bag of Gold Pieces and take the left path for a Forest Charm. Go through the open gate and Sue & Gadwin will be back. Go to the left to Twin Towers (West) and enter the open gate there. Go to the left for a Bag of Gold Pieces and follow the path to a passage to the left. Take it, go to the left again for a Seed of Power and head back to the right.

Press the switch at the end, go take the passage on the opposite side of the big area and go through the smashing walls to the left. Follow the path to a Move Breaker and continue along the path. Press the switch at the end and go take the passage on the opposite side of the big area. Go to the right to an intersection and head to the left for a Box of Gold Pieces. Head back to the right for a Bag of Gold Pieces and continue along the path. Go through the smashing walls and collect the Angel's Darts.

Return to the last switch you saw and head to the left. Go in the first passage to the left for a Bag of Gold Pieces and continue along the path to an action mark. use it to create a short-cut to get out faster. Head back to the beach and speak to Danda. Say the 1rst choice (We need to go back) to get back to Gumbo Village. Go sell un-necessary items and head out of town.

DOES THE VANISHING HILL REALLY VANISH?

Items: First-Aid Kit x1, Bag of Gold Pieces x6, Seed of Life x1, Silver Key x1, Gold Key x1,
Health Weed x1, Wind Charm x1, Box of Gold Pieces x1.

Enemies: Nyalmot= Medium, could hit hard.
Mud Frog= Nothing noticeable here, they're just too slow.
Manta Ray= A little fast. May leave Launch Fireworks.
Hermit Crab= Vulnerable only to cutting weapons (Axes, swords, knives)
Massacre Machine= Doesn't live up to his name since it's really weak. Use single-target techs and spells to kill him.

Go to Dight Village and go talk to the man near the road to the left of the village for a First-Aid Kit. Go to the Village Elder's House and talk to the elder. Sue will ask if you can rest for tonight and collapse once outside. She'll stay in Dr. Alma's house while you go searching for the orb. Head out of town and to the Mysterious Vanishing Hill. Collect the Bag of Gold Pieces and follow the wall on the left for a Seed of Life.

Follow the path on the right, collect the Bag of Gold Pieces and continue to Mysterious Vanishing Hill. Save & Rest at the save point and press the left switch to create a bridge.

Cross it and go collect the Silver Key around the area (Doors will open and pillars will fall down, making enemies coming at you). Go back to the save point, open the nearby door and beat the Massacre Machine on the other side. Strong single-target techs and magics will kill him quickly.

You'll see a short scene with Sue & Alma after beating him (And all the enemies beaten in the area will re-appear because of this...). Go back to Save & Rest and go up the levator that was behind the Massacre Machine. Follow the path to a Bag of Gold Pieces and go down the nearby elevator. Go up the nearby stairs, press the switch and go back down the stairs for the Gold Key. Go back to the save point and step on the right switch to create a bridge.

Cross it and follow the path to a door on the right. Go inside for an Health Weed and continue along the path to another door. Go up the elevator after the door, go up the next elevator for a Bag of Gold Pieces and go back down. Cross the bridge to the right (Quickly as it will shrink) and collect the Bag of Gold Pieces in that big area. Go down the slope to the right and collect the Wind Charm to the left.

Go back up the slope and continue straight ahead to an elevator. Beat the slightly enhanced Massacre Machine there by using the same strategy as the last one (You DID refull your MP & HP?). Collect the Box of Gold Pieces to the right and head back to the left. Press the 3 switches in a row from right to left and press the last switch to make a set of stairs. Collect the Teleportation Orb at the top of those stairs, head out of the area and go back to Dight Village.

Go sell un-necessary items and store away the 2 keys you found as you won't need them anymore and you can't sell them. Go to Dr. Alma's house and watch the scene. Justin will decide to use the Teleportation Orb to send Sue back to Parm, Gadwin will leave the party and you must go back to the Mysterious Vanishing Hill. Enter the cave near the entrance, collect the Bag of Gold Pieces and activate the device in the room. Sue will go back to Parm and leave the party PERMANENTLY! Go back out of the area and go to Dight Village.

THE PRIDE OF A WARRIOR

Items: None! (cause you already catch all the itens)

Enemies: Plop Mold= Outdated. May leave Poison Antidote or Health Weed.
Red Devil= Outdated again!!! May leave Health Weed.
Slipple= They should have changed the enemies... May leave Health Weed.
Gadwin= Slow and easy if you got some strong single-target techs.
Rock Man= Outdated, but still invincible to any kind of magic. May leave Health Weed.

Go to Dight Inn and listen to Gadwin. You must now head back to his house in Valley of the Flying Dragon. Before that, go check the stashing place for the stuff left by Sue. I suggest

giving her Mace experience to Justin and keeping the rest for later. Sell the un-needed equipment and go out of town. Go out of town and head to the Valley of the Flying Dragon.

Go back to Gadwin's House (Since you've already been there and nothing changed, I won't explain the directions). Talk to him and you'll have to beat him in a one-on-one duel with Justin. use strong single-target techs to do him quickly. Speed is not a good point for him... After the battle, Gadwin will lend you the knowledge that will enable you to learn the Dragon Cut and Heaven & Earth Cut moves. he'll give the permission to use his boat to cross the Sea of Mermaids and leave the party PERMANENTLY! Go out of the area and head to Dight Village.

Check the stashing place in the inn for Gadwin's stuff. Give the sword experience to Justin and keep the rest for later. Go sell un-needed stuff and head to the dock.

MERMAIDS AREN'T NICE

Items: Box of Gold Pieces x3, Rainbow Weed x2, Bag of Gold Pieces x4, Fruit of Life x1, Tear Jewel x1, Seed of Defense x1,

Enemies: Toad King= Uses harrassing plague attacks and has High HP. May leave Panacea or Vaccine.

Hippocamp= Not really a threat, weak.

Grim Whale= Hits a little hard, the lure is fast as opposed to the main body.

Use single-target lightning-based techs to kill him quickly.

Talk to Alma there and say the 2nd choice (We're leaving now) to gain access to the boat. Board it, Save & Rest when Justin wakes up and go outside. Listen to the long (And interesting...) speech and it will be interrupted by the crashing of a Mermaid on the boat.

Justin will want to help the mermaids friends (Can you say reckless?) and head to the "island" where they're being held.

Go to the left and cross the planks you see. Collect the Box of Gold Pieces at the end and return on the other side of the planks. Take the next path to the left and take the next path

to the right for a Rainbow Weed. Continue along the path until you see a passage to the left

for a Bag of Gold Pieces and continue along the path to a passage to the right. Go there and

take the next passage to the left for a Fruit of Life. Go back 2 intersections and

continue

along the path, past a passage to the left for a Box of Gold Pieces.

Go back to take the passage to the left. Follow the path to a passage to the right, keep it

in mind as you'll return there later. Continue to a plank, cross it and go to the left.

Take

the next path to the left for a Tear Jewel and go back to the plank. Go to the right now and

take the first passage to the left for a Bag of Gold Pieces before continuing. Go to the right

at the intersection and take the next passage to the right for a Rainbow Weed before continuing

to an intersection.

Go to the left, collect the Bag of Gold Pieces to the right and collect the Box of Gold Pieces

to the left. Return to the last intersection and go to the left. Go to the right of the intersection, continue to a Dungeon Scope and take the passage to the left for a Seed of Defense. Go back to the Dungeon Scope, continue along the path and take the 2nd passage to the

right for a Bag of Gold Pieces. Now, return to the intersection I told you to remember and go

to the right to an island.

The mermaids will tell you about the last captive in the broken ship and Justin will want to

help her. Go inside the broken ship and the mermaid there will transform in Grim Whale, use

single-target techs on the main body to kill it, ignore the lure and use lightning-based spells for big damage. The "island" will sink after the battle and you'll escape in the your

boat. Watch the scene with Feena & Justin and you'll arrive at the un-charted continent. Congratulations! You finished Disc 1!

A TRAPPED FOREST

Items: Slouch Weed x1, Thor's Fury x1, Bag of Gold Pieces x15, Box of Gold Pieces x3, Torte's Whistle x1, Health Weed x1, Water Charm x1, Seed of Running x1, Resurrect Potion x1, Golden Potion x1, Leaf Shield x1, Seed of Magic x1.

Enemies: Sweet Moth= Can easily gang up on weak characters because of its speed. May leave Swallowtail Hat.

Land Slug= They're sluggish and weak. High HP too. May leave Antidote.

Trent= Focus on the main part with fire-based techs for an easy time.

Huge Pupa= High HP, but weak 'n slow.

Chameleon= Hits hard, but a perfect enemy to build up your skills. May leave Chameleon Armor.

You'll be in Virgin Forest (1), Go Save & Rest inside the boat before going in the forest. Go up to the forest and go to the left. Take the 1st passage to the right for a Slouch Weed.

Go take the next passage to the right and go straight to the end for Thor's Fury. Take the path to the right for a Bag of Gold Pieces and backtrack to another path to the right.

Follow

this path to a big flower, but DON'T step on it! Go take the passage to the right of the flower (Through the bush there) and go to the left for a Bag of Gold Pieces.

Continue to an intersection, go to the left and pass through a bush behind a plant for a Box of Gold Pieces. Return to the big flower I told you not to step on it and go to the left of it to the end for a Torte's Whistle. Go back to the first big flower and take the path around the bushes to the left. Follow the path past an intersection for a Bag of Gold Pieces and continue to follow the path past another intersection for another Bag of Gold Pieces. Go back to the last intersection you passed by and go to the right. Take the first passage to the left, collect the Bag of Gold Pieces and continue to Guido's Tent.

Go through the small scene and your rest at Guido's will cost you 100 G (He'll ask for 10 G everytime you want to rest.). Follow the path to Virgin Forest (2) and follow the path through a bush. Take the path to the right, take the next path to the left for a Bag of Gold Pieces and go back the 2 intersections. Continue along that path for an Health Weed and go back out of the bush. Go to the right and use the action mark at the end to jump across the lake. Follow the path to a Box of Gold Pieces and continue to a Bag of Gold Pieces. Continue straight ahead for a Water Charm.

Go back to where you found the last Bag of Gold Pieces and go to the right. Take the next path to the right for a Seed of Running before continuing to a river. use the action mark to cross the river and continue to the lake. Collect the Resurrect Potion nearby and use the action mark to jump across the lake. Go to the right at the intersection, collect the Bag of Gold Pieces along the way and go through the bush to the left at the intersection for another Bag of Gold Pieces. Head back to the right and you'll see a little kid that will disappear. Continue to Virgin Forest (3).

Step on the obvious trap to trigger a scene. Nicky (The kid) will be attacked by a monster and you'll have to save him. Collect the 3 Bags of Gold Pieces around the area, go Save & Rest at the save point and head for the monster. Use lightning-based or fire-based single-target techs for the most damage. Rapp will join after the battle. Follow the path to Virgin Forest (4) and go through the bush to the left at the intersection.

Go to the left for a Golden Potion and return to the first intersection of this area. Go to the right, go to the left at the next intersection and go to the right for a Bag of Gold Pieces. Head back to the left for a Bag of Gold Pieces, remember this location as you'll come back later and go to the right for another Bag of Gold Pieces. Backtrack until you can go to the right, go to the right and collect the Box of Gold Pieces you'll see.

Continue to a passage to the left and follow it to a Leaf Shield. Go back to the location I told you to remember and continue through a bush for a Seed of Magic. Go back out of the bush and follow the path to the right. Follow it through a bush and to a passage to the

left.

Take the passage to go out of the area. Head to Cafu Village and go to the inn. Use the stashing place to get both Fire experience items and the Bow experience item. Give all of those to Rapp and head to the store. Sell un-necessary items and buy the best equipment.

A FOREST OF STONE TREES

Items: Bag of Gold Pieces x12, Box of Gold Pieces x3, Seed of Defense x2, Seed of Magic x1,
Paralysis Charm x1, Seed of Life x1, Mana Egg x1, Blizzard Charm x1, Chocolate Cookies x1.

Enemies: Land Slug= Still as easy... May leave Antidote.
Sweet Moth= Old enemies... May leave Swallowtail Hat.
Alligator= A little strong, invulnerable to weapons (use D.C.to take these of).

Head to the Elder's House over the sand pit and talk to the elder. Go Save & Rest at the inn,
go out of town after that and head to the Petrified Forest. Go through the first bush to the
left for a Bag of Gold Pieces and continue to the petrified village. Justin will decide to destroy the tower. Scout the village for a Box of Gold Pieces, Seed of Defense, Seed of Magic,
Bag of Gold Pieces and a Paralysis Charm.

From the location of the Paralysis Charm, take the right path for a Bag of Gold Pieces and take the left path for a Seed of Life. Go to the north of the village and to the left to a 2-way intersection. Go to the left for a Box of Gold Pieces and to the right for a Bag of Gold Pieces. Go to the middle of the village and to the right past a Dungeon Scope to an intersection. Go to the right for a Mana Egg and head back to the left.

Collect the Bag of Gold Pieces along the path, go past a bush to the left for another Bag of Gold Pieces and go through the bush you passed by to get to Petrified Forest (2). Follow the path to the left for a Bag of Gold Pieces and return to the intersection. Follow the path through the bush to the right and collect the Bag of Gold Pieces on the way to an intersection. Go through the bush to the left for a Blizzard Charm and head back to the right.

Remember the intersection you'll arrive to and go to the left to a small clearing. Collect the 2 Bags of Gold Pieces around it and go back to the intersection that I told you to remember.
Follow the path through the bushes in front of you for a Bag of Gold Pieces to the left and go to the right for Chocolate Cookies. From there, remember that the exit is to the right and go straight ahead to an intersection. Go to the right for a Box of Gold Pieces and head back to the left.

Take the second path to the right for a Bag of Gold Pieces and go through the bushes to the right. Take the path to the left there and go through the bush along the way for a Seed of Defense. Go back to the exit (You remember it right?) and go up the hill to glimpse the Tower

of Doom. Go back to Cafu, sell un-necessary items at the shop and trade the Mana Egg for another spell for Rapp. Save & Rest at the inn, get the Wind experience from the stashing place for Rapp and head out of town.

DARK PROJECT

Items: Bag of Gold Pieces x15, Rescue Set x1, Seed of Running x2, Bond of Trust x1, Vaccine x2, Box of Gold Pieces x1, Home Run Hammer x1, Plug Suit x1, Gaia Sprout x1.

Enemies: Milda= She's a rather slow 'n weak hitter...

Elite Officer= Weaker than the last soldiers you fought against... May leave Ult Drink or Miracle Drink.

Gaia Battler= No particular strength or weakness....

Go to the Tower of Doom and you'll see that's it's partly destroyed. Go to the right for a Bag of Gold Pieces and enter the Army Warehouse near the entrance. Collect the Bag of Gold Pieces inside, Save & Rest at the save point and go back outside. Go around the warehouse from the left side for a Rescue Set and go behind the warehouse to the left of this one for 2 Bags of Gold Pieces.

Go along the path to the right, you'll see a scene and end up fighting Milda (Without Rapp).

Use strong single-target techs to knock her out easily, Heaven&Earth Cut does extreme damage,

but I doubt you have it.... Go through the scene after that, you'll be in the Army Warehouse and Milda will be in your party.

Go back to where you fought Milda, collect the Bag of Gold Pieces to the right and take the path to the right of the warehouse where Milda came out for a Seed of Running. Go inside the Army Warehouse Milda came from, collect the Bond of Trust inside and go back outside. Follow the path to the left and enter the Tower of Doom (1st Floor) there. Save & Rest at the save point near the entrance.

Go through the door to the right and enter the next floor to the left. Collect the Bag of Gold Pieces along with the Vaccine and use the action mark on the left wall to create a passage.

Go out of that room and follow the catwalk to another room. Go out to the corridor, follow it to the left until you see a door to the left. Go inside for a Box of Gold Pieces and go back in the corridor.

Follow it past a set of stairs to another room to the left, go inside for a Bag of Gold Pieces and return to the stairs you went past to get to Tower of Doom (2nd Floor). Go to the left of the catwalk and take the first corridor to the right. Enter the room on the right, collect the Bag of Gold Pieces (You'll ring the alarm, but so what?) and head to the door across the

room.

Follow the corridor to the room at the end, collect the Bag of Gold Pieces and use the action mark to smash the console.

Go back to the catwalk and take the next path to the right. Go to the right at the intersection, go in the room at the end for a Home Run Hammer and return to the intersection.

Go to the left this time, enter the room at the end and go down the stairs. Follow the corridor to a room to the right, navigate the laser beams for a Bag of Gold Pieces and enter the next door. Collect the Seed of Running, use the action mark to smash the console and return to the catwalk on the 2nd floor.

Take the next path to the right to get to Tower of Doom (3rd Floor) and Save & Rest at the save point. Turn off the two flashing red lights nearby. Go out of the room, go to the left for a Bag of Gold Pieces and enter the middle area. Go in the next corridor and go to the left, past a room, for a Bag of Gold Pieces. Enter the room you went past for a Bag of Gold Pieces and return to the last intersection. Go to the right, past a room, for a Bag of Gold Pieces and enter the room you went past for a Plug Suit.

Return to the save point and turn on both red lights. Go on the other side of the middle area and enter the room in front of you. Turn off both blue flashing lights and go back on the other side of the middle area. Go in the room to the right for a Vaccine and go in the room to the left for a Bag of Gold Pieces. Go back to the blue lights and turn both of them on. Go up the nearby stairs to Tower of Doom (Laboratory).

Go through the scene there and watch the small movie. Follow the catwalk to the end and you'll have to battle against a Gaia Battler after a little scene. use whatever strong moves you have as it's very easy and you'll get the Gaia Sprout after the battle. Backtrack all the way out of the base and head to Cafu Village. Go sell un-necessary stuff and equip Milda with the best equipment there.

AN UNKNOWN POWER

Items: NONE

Enemies: Black Beret= Could be troublesome....

Advance to the gate and watch the scene. You'll give the Gaia Sprout away and being forbidden access to the village. Head to the inn and Save & Rest. After the meal event, Feena will go out. Follow her and go to the left of the village to the Home Tree Plaza. Go see Feena nad the Garlyle Forces will attack the village shortly after. Go back to the village and fight off the

group of Black Beret there.

Approach the gate of the village and you'll battle another squad of Black Beret. Go in the village and to the fence in the far le

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