

SaGa Frontier FAQ/Walkthrough

by Matt Hobbs

Updated to v1.4 on Dec 1, 1999

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The Unofficial Walkthrough
Ver. 1.4
By: Matt Hobbs
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"The Most in-detailed FAQ for SaGa Frontier you'll ever find"

Author's Note: This is a guide to the AMERICAN version of SaGa Frontier.
After seeing so much of the Japanese version of this game on the net, I
thought it time for something on the U.S. Version.

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1. Revision History

- V1.4 - Yet more absorbed Mystic skills.
- A new GameShark code by popular demand: Character Select. Actually, the code isn't very good. Blame GSCCC, not me.
 - I realized I was calling DarkSphere "ShadowSphere". That's been corrected.
 - Ehh... 2nd Div isn't really a spoiler or anything. I'd like to add strategies for beating the two optional bosses (MasterRing [2], and MegaTitan), but it's really been a long time since I've played the game. Anyone care to contribute?
- V1.3 - More absorbed monster and mystic skills.
- Added a strange new secret: "Money from the bird"
 - Removed Sean's Mec DSC trick, it doesn't work. (As well as it was supposed to, anyway...)
 - Updated the GameShark Code list. Added a few digits left that were left out, corrected existing ones, put short notes for spells not normally available, and changed the general format.
 - Redid the weapon and armor lists.
 - Due to the overwhelming amount of info I have on them, "Humans", "Mecs", "Mystics", and "Monsters" now have their own sections in the skill lists section. Also, a new list was added to the Monsters section: Monster Transformation.
 - Updated the RegionMap section. It seems that using GS, the 6 blank spaces do NOT crash the game. Check out my findings. ;)

- Added info on "CommonMec", a character only obtainable through GameShark. It's in the character list. (Yes, since the last update, I got my hands on a GameShark. :P)
 - A small note added to the Hell section of Blue's walkthrough.
 - Added the quotes for the Porno Book in Shrike.
 - One new "Power Spell". Actually, it's got a bad effect, but I didn't know where else to put it...
 - Got the approximate stats needed to get the CometBlade. (See Blue's walkthrough).
 - General corrections.
 - Credits list updated (like anyone cares).
 - Kinda cool how I made this look like a big update, eh? ;P
- V1.2 - Put in a new 'power spells' section in the secrts section, and moved the StasisRune and Reaper spell tricks there.
- A few weird new secrets... The SilverFang spell and the Porno Book.
 - One new GameShark code
 - Mystic Absorb chart updated (And I warn you...do *not* try to absorb the EarthDragon!)
 - Confirmed the effects of the SleetCoin, SolGrail, and ThunderCharm.
 - Updated Asellus's Walkthrough by adding the mystic scenario near the end.
 - Slightly changed the battle strategies for MBlackII and EarthDragon
 - Various Minor corrections (as usual)
- V1.1 - Blue's walkthrough finished with the addition of Kylin.
- Major update for the monster absorb chart.
 - Added a short paragraph explaining how to get DSC in the secrets section, I left it out for some reason.
 - One new frequently asked question.
 - Got the correct effect of PsyReflector.
 - Various minor corrections.
- V1.0 - Big News: I FINALLY FINISHED BLUE'S WALKTHROUGH! Well, I still don't have any info on Kylin's Paradise, or beating Kylin, because I've never done either. Any help here would be gladly accepted.
- Finished the optional areas section by adding Furdo's Workspace and Berva's base.
 - Added some GameShark codes. If they don't work, don't blame me, I didn't make them, and I didn't even try them. They seemed too good to pass up though.
 - Added some more frequently asked questions.
 - Removed the Boss's HP list to save some space. (This FAQ is too big as it is.)
 - Added some neat tricks for StasisRune in the Secrets section.
 - Monster Absorb Chart updated.
 - Added the stats for some more GameShark items, and one new Mec Skill.
 - This will probably be the last update on this FAQ for a while, but feel free to keep sending me anything I left out. The mystic and monster absorb charts are both incomplete, and I still need a strategy for beating Kylin. Also, if anyone else has some GameShark codes, send 'em in and I'll add them.
- V0.9 - Added to Blue's walkthrough.
- More Mystic Chart additions.
 - A few new skill boosters.
 - Found a few new items in Mu's Tomb: DanceShoes and HarmoniumArmor.
 - Added a list of where monster skills can be absorbed.
 - Added more bosses HP.
 - Corrected how to get Rei.
 - Slightly redid Red's chapter with a minor secret: How to reduce the price of the SecretBoard in the Koorong Backstreet.
 - Got the stats of the GameShark items that I was missing.
- V0.8 - Added a list of Boss's HP.
- Better explained the "Mec DSC" trick.
 - Added 3 new secrets: Takanomics (the GoldIngot trick), the Abyss bat, and 2nd Div.
 - Explained the RegionMap (It's in the other stuff section).
 - Removed the port explanation from the shopping list and just added where each port takes you.
 - Added some trivial facts about SaGa Frontier.
 - Added two new "Secrets from other SF players".
 - Added Boss Strategies for many other bosses.
 - Mystic Absorb chart started. It's still very incomplete, I need help.
 - Mec absorb chart removed, I THINK it's actually random.
 - The Emelia walkthrough is FINALLY done.
 - Revised the Red Walkthrough a little bit.
 - Added to the Blue walkthrough.
 - Major update to the "Learning Special abilities" section.
 - Changed the strategy for Spriggan a little bit.
 - Corrected a (stupid) typo in the team member lists.
 - FINALLY got the inventories for TimeLord and Kylin's magic shops.
 - The word "Dullard" has been officially added to this FAQ. (hehe)
 - One request... If anyone who has a GameShark could give me the exact stats of the following items, it would be greatly appreciated.

標hiteDress
 彦ovosGrail
 百keleMail
 白limyArmor

肘IronPipe
紐RaySword
謬rainingGun

(And anything else not on my lists)

- Wasn't this a big update?

V0.7 - Added a (Ultra-Incomplete) List of where mec skills can be absorbed.
- Added a list of the Laser and Mec Weapon effects.
- Started the Secrets section.
- Added a Quick Reference guide to the Team Members list.
- Worked on Blue's walkthrough a bit more.
- Started the "Character Growth, Learning Special abilities, etc." section.
- More list additions, corrections, etc.
- Sorry, no Emelia walkthrough this time, I never managed to get around to it. It's been started, but it looks and sounds horrible. I'll correct and finish it in the next version...PROMISE.

V0.6 - Added an Incomplete Monster Skill list.
- Added a complete (?) Monster/Treasure list.
- Added to the Blue walkthrough.
- Added more to the Secrets from other SF players section.
- Started the Optional Areas section with Sei's Tomb and The Bio Lab
- Corrected more typos, added to the lists, etc.
- Added some items to various lists.
- "Stay Tuned" for Version 0.7, with a complete Emelia walkthrough. (What a rip-off, eh?)

V0.5 - Finished the entire T260G walkthrough.
- Started the Blue walkthrough.
- Started the Hints and Tips from other SF Players section.
- Added to and corrected various things on the lists.
- Better explained the C.T.C. Building and the BlackX Base on Red's Walkthrough.
- Corrected some area treasure lists.
- Finished the team member list (I think).

V0.4 - First Version - it's still severely lacking, I'm missing several walkthroughs (which I'll add later) I'm also missing a few items, and possibly a few skills. I didn't finish the team member list either...sorry... Parts of existing walkthroughs may be a bit vague, I'll try to correct them in the future.

I'd also like to add a Monster Chart (A faint possibility), a Mystic Sword/Glove/Boot list, and a Monster Skill list.

2. Frequently Asked Questions

- Q. How do I remove team members from my party?
A. Unless a character leaves for storyline purposes, there's no way to remove anyone from your team. The sole exception to this rule is Rouge. Try to travel to the Magic Kingdom and he'll leave your team.
- Q. Can anyone besides Blue get the gift for Time or Space magic?
A. You can buy Time or Space magics, but unless you sign up TimeLord or Kylin, you can't get the gifts for either of these magics.
- Q. Can anyone else get Life, Evil, or Mirage magic?
A. Nope, sorry... Well...there IS a way to get ONE Mirage spell... If you give someone the StasisRune spell, and equip them with a RuneSword, the Cockatrice spell will appear under the RuneSword's VictoryRune spell.
- Q. How do I defeat Diva?
A. It helps to have Shields and PurpleEyes to stop her attacks, otherwise, just build up. DSC is extremely helpful here.
- Q. I lost the battle with Berva in the ruins, and I wound up in some base, but now I can't find Berva again. Where is he??
A. He's not IN that base. Make your way out and you'll be in Shingrow Palace where he can be found in the arena.
- Q. What do I do after beating the FireSage in Asellus's Quest?
A. You need to find and defeat the other sages, find Ildon, defeat Ciato, and conquer the dark labyrinth. These events happen randomly in various places around the world. (See Asellus's Walkthrough)
- Q. Why can't I turn Red into Alkaiser??
A. Red can only turn into Alkaiser when no one can see him. If Red is alone, everyone else has a status ailment (besides poison) or he's with a team of all Mecs, AlkaiserChange will appear in Red's command window, use it

to become Alkaiser

Q. How do I learn Re-Al-Phoenix?

A. This is Alkaiser's best move. To learn it, be sure you have learned Al-Phoenix first -- you need it. When you fight MBlackIII in the BlackX base, Have Alkaiser keep using Al-Phoenix. When MBlack uses Dark Phoenix, the next time you use Al-Phoenix, you should learn Re-Al-Phoenix. This will make the final battle MUCH easier.

Q. How do I get Rei on my team?

A. Near the beginning of Asellus's Quest, enter Rei's room at Chateau Aiguille with Just Asellus and White Rose and you'll learn a bit about her (Rei). Later on, after completing the Dark Labyrinth, return to the shrine at devin and talk to the girl there, she will reveal herself to be Princess Rei and offer to join you.

Q. How do I get to Tanzer?

A. Simple. All you need to is be on the rune quest, and have collect at least one Rune. Then go to the Koorong port and choose to go anywhere, while travelling, your ship will be swallowed by Tanzer.

Q. How do I get to Despair?

A. Also simple. If you're Riki or Emelia, you'll go there automatically, but everyone else has to be collecting runes, and must have the Hide Rune, the Victory Rune, and the Vitality Rune. Talk to Annie outside the restaurant and she'll offer to take you to Despair to get the last rune. (Note that if you're playing as Red, you must finish the Shuzer Base before Annie will take you to Despair.)

Q. Why doesn't your FAQ say what the best team to use is???

A. Because everyone has their own opinion on which class/member is the best. I don't want to say "Use Red, Gen, Emelia, Doll, and Rabbit" (Which is a good team, BTW.), just to have someone complain saying "Mecs suck!" I let people pick their own teams.

Q. What is this "R3X" thing at the end of Red's Chapter?

A. There are many theories as to what that is. Some people think it's an ad for some new game (possibly Xenogears, as the big "X" looks like the XG logo.), some people think it's there as a sort of closing ad as shown in movies, because Red's Chapter is something out of the movies anyway, but most people think it's there to make us wonder what it's for...a fake ad.

Q. How do I get Suzaku?

A. One of the more carefully hidden characters... You can only get the Suzaku on your team during the short time you're on the mountain at Mosperiburg, during the quest for the Shield Card. Start by defeating the fairy-type enemy in the first area, then go to the outside area where there are 3 boars running around. If you see a snowman at the bottom of the screen, defeat it and Suzaku will appear in a small cave a little ways back. If there is no snowman, then go back to the first area and defeat the fairy again until it appears. If the snowman appears, but is on the LEFT side of the screen, it's a fake, and if you fight it, you'll be up against 3 souped up snowfolks, and you don't get anything for winning, so don't fight that battle.

Q. Who is Alkarl?

A. Alkarl is the hero who turned Red into Alkaiser... ohhhh, you mean who's the person behind the Alkarl mask... Tsk, Tsk, that's a S-E-C-R-E-T! Find out for yourself!

3. Walkthrough

*****Red*****

---Start---

Red's Chapter begins with Red and his dad driving down a street, discussing the current activities of the evil BlackX and their leader, Dr. Klein. Suddenly, a giant beast lands on their car, causing it to crash. Red then finds himself alone in a field, his dad no where in sight. He encounters Shuzer, a BlackX Emperor, and a fight ensues. At this point, there is no way you can win, so just punch him until he knocks you out and a strange masked man (yes, that is a man), Alkarl, comes down out of nowhere and attacks the BlackX agent. You then get to control Alkarl, who has a bunch of cool skills (press left/right on the directional pad to find them). ShiningKick does the most damage, but it doesn't matter what you use. After about three attacks, Shuzer retreats. Following the battle, Alkarl realizes that Red won't live unless he does something drastic, and he turns the unconscious young man into Alkaiser, a hero just like him and makes him take the "code of the hero"...

Many years later, Red still hasn't forgotten about BlackX; in fact, he's still after them. Red is working on the Airship Cygnus with his father's friend, Hawk. There isn't much to do here, but do some exploring, and find the guy who will give Red his paycheck (100 Credits). Remember him! After you're done exploring, talk to Hawk in the engine room, he'll ask if you're ready, answer "yes" and you'll go to Baccarat, a casino.

---Baccarat---

Treasures: None

You can't actually play the games, so just look for strange blue men that say "Eaaaaggg" or something like that. There are 4 of them in the room with the slot machines, talk to them all and they'll run away. Take the elevator and follow them down to the parking lot. Once there, you'll see that Red has turned into Alkaiser, (yep, he still has that power). After a brief scene with Shuzer again, he sends four soldiers and some kind of bug after you. Defeat the soldiers, then defeat that bug thingy, the bug is a bit tougher than the soldiers and during battle you get transported to the "4th dimention Magisphere" (a big eyeball dimention where enemies have triple their normal HP). Just remember to Equip yourself with the BroadSword, EasyRifle (or both) and the Backpack (You start with all these items). Notice that you may learn some abilities during the fights, refer to the learning abilities section to find how to do this and why it happens. Beat these enemies and you'll get your first Picture, (I can't say for certain, but it seems to me that getting a picture means you've completed a mission). You then return to the Cygnus. Go collect your pay, then talk to Hawk again, you'll be sent to the town, Shrike.

---Shrike---

Treasures: None (At least, none in the town itself)

Once in Shrike, go to the Bio Lab in the southeast corner of town, (this is optional, skip it if you want), and follow the path and fight the enemies if you want - but they are TOUGH. Eventually, you'll come to a room that looks like a library. Examine the lone bookshelf near the entrance to find a secret room. Once inside, climb down the ladder and proceed to the room with the stairs. Go up the staircases (or down if you have a death wish) and enter the room at the top of the stairs. You should see three mad scientists performing experiments on a helpless little critter. Red, being the hero that he is, attacks the mad doctors. Upon defeating them, the little critter, Cotton, will then join you. Also, if you want, go to Sei's Tomb (in the upper right corner of the map) and collect the sword, shield, and accessory, but *DO NOT FIGHT SEI YET!* (refer to Riki's chapter for details on the tomb). After this, build up if you want. Then go to the "street" and rest at the inn (it's free, one of only 2 places that is). Now go back and talk to the kids in the playground. After one of them mentions Sei's Tomb, some BlackX soldiers attack you and kidnap the little girl. Next, head for Sei's tomb, in the northeast end of town. Once there, it's pretty much automatic, Red will turn into Alkaiser and fight some monsters in that weird eyeball dimention again - very easy (especially if you picked up Cotton earlier). After the battle, have Cotton (if you have him) Absorb the Sphinx. you may get SphinxRiddle, a powerful instant kill spell, and Cotton should turn into a powerful Sphinx form. This should really help you in the next few missions! You'll get a call from the Cygnus and your next picture will appear.

---Cygnus/Manhattan---

Treasures: Payment

Back on the Cygnus, collect your pay again (you should do this every time you return, so I won't bother mentioning it again). Go below and meet Yuria, she will show you something she found. When you follow her you'll find that the Cygnus is carrying illegal weapons. You'll automatically be sent to Manhattan. Go to the C.T.C. Building and talk to the receptionist, she'll...ehm...kindly escort you out of the building. Then, Fuse, a patrolman for the IRPO (Inter-Regional Police Office) shows up and demands to see the president, Lady Campbell. He tells the desk lady that Red is his assistant and they both go up to Campbell's office (there is nothing but talk here). You then return to the Cygnus. After talking to Hawk, the ship gets attacked by pirates. This, IMO, is the hardest part of Red's chapter. You'll fight some easy battles, then Fuse will join you. Go through the rest of the ship (there's a secret passage in the room behind Hawk) and look for people who survived the attack, as you can now go in those "guest rooms" Red didn't want to enter earlier. After looking around for a while (and fighting some really tough enemies). You can find the following people aboard this ship: Roufas, Asellus, White Rose, BJ&K, Blue, and Yuria (Blue and Yuria don't join you, the rest do). Yuria is in one of the guest rooms in the same area you first met her at the beginning of the game. Sneak around the monsters (or fight them if you're strong enough) and Yuria is in one of the rooms...I don't exactly know what purpose rescuing her serves, do it only if you want to. (Optionally, you could go around the rooms and Fuse will distract the monsters.) Build up in the lower room where the weaker monsters are. After building up, explore some more. Eventually you'll come across a battle with 4 enemies that seems impossible to win, and, unless you're at a god-like state, it IS Impossible to win! (Hey, It's possible to win it, I did once...) Well...impossible, that is, unless you know the trick here. Run around to the left side of the room and enter the 3 doors, one at a time. The monsters in the impossible battle are here. Defeat them one at a time, THEN you can pass. After defeating the final enemy near the big white doors, Fuse will tell you of another way in. (If you go through the front, you'll get slaughtered...even if you win, you lose!). Go back to the door you couldn't "use in flight" earlier. (Save before you do this. Also, if you're feeling lucky, strip your teammates of their equipment, it's good stuff, and they'll be leaving you soon, anyway). Go through the

door and from here till the end of this outside passage, run as fast as you possibly can. If you aren't quick enough, you'll get blown off the ship! After passing the area (phew) you'll fight Platyhooks. Attack him until he calls 4 Platoonpuses then runs off. Defeat the 4 Platoonpuses as quickly as possible, as if you wait too long Platyhooks will return and you'll have to fight him again. Oh yes... If you're strong enough, you can actually kill Platyhooks before he summons his 'troops'. You don't get anything for doing so, but it makes the battle shorter. After that battle, everything will return to normal on the Cygnus, but you'll notice that all your team members are gone (except Cotton). You can get B&K back, however, by returning to the room where you first found him. In a rather amusing little scene, Red 'persuades' the robot to join. ^_^

---Koorong---

Treasures: 200 Credits x2, MemoryBoard, IceCrystal, FireCrystal, SecretBoard

Now, as usual, talk to Hawk and this time, you'll go to Koorong. The following scene is automatic. When you regain control of Red, go back up the stairs you just came down. The towns people will be attacked by a monster, which (as usual) you have to fight - very easy battle. After the battle, some strange yellow haired guy (at least, I think that's his hair...looks more like a lampshade to me...) will appear and run off, he's a BlackX agent. Follow him to the sewers; you may have to stop and battle a couple of thugs. Everyone goes in those sewers at one time or another, so I'll explain how they work now and save some time later. After going down the steps, fighting the goons if necessary. There will be 2 manholes, don't bother with the first one as it's a dead end, the second one is where you need to go. Go around to the right path before heading down, then take the path upwards. Take the bag that contains 200 Credits. After getting the credits, take the lower path and exit. You should be in a big junk yard, go right and down until you find a secret passageway in the pile of black debris. There, I guy will offer to sell you "something good" for 400 credits -- say no. Leave the area and return, the price will have dropped down to 200 credits. You can keep repeating this process until the price drops down to 50 credits. Now you should buy it, it's a SecretBoard (If you don't have a mec in your team, just skip it). Then go up until you reach the next manhole. Go in it (well, obviously) then go around the bend, whacking any goons that dare to stand in your way and take the treasure (IceCrystal). Afterwards, head up the ladder and go left into the dark wall. Go left again if you're in a hurry, or go right and collect a MemoryBoard, another mec device. Proceed up the big staircase and enter the big red door, it's a shop containing some VERY powerful (but expensive) laser weapons; buy some if you want (and if you have the cash). Next go in the black area to the right of the Red door, then go down the manhole. (Careful, it's dark down here.) In the next room, follow ol' lamphead again (skip the manhole) to the path to the right. Just keep going down. If you get a message saying, "Can I?", just say no - you can't (not now anyway, you'll return later.) Go all the way to the left to get a FireCrystal then go in the little opening in the south part of the wall. Climb up the ladder and go right. If you go left, you'll go back to Koorong and have to start all over again (d'oh!). Go right and you'll be back on the Cygnus where you'll see a strange scene... End of mission...

---Kyo---

Treasures: None

You'll then be taken to Kyo. You can buy some decent items at the shop, or buy Mind Magic at the place called the "Doujou". Eventually, you'll go to the northeast corner of town and enter the "Syoin". Talk to the mec there and he will tell you a bit about BlackX's 4 Emperors. Red then gets another call from the Cygnus.

---Shingrow---

Treasures: CeramicSword, SanctuaryStone

Your next mission is in Shingrow. Enter the palace and wait in line. You'll be asked if you want to fight or watch, fighting is more fun, but the same thing happens if you just watch. If you choose to fight, you'll leave your team behind and change into Alkaiser. Talk to the man behind the desk and he'll ask for Alkaiser's name. In a moment of forgetfulness, Alkaiser stammers, and trying hard not to say his actual name, says "Re...Re...Re..." and ends up entered in the tournament under the name "ReReRe". ^_^ (Don't worry, he still has his normal name.)

The tournament consists of a four battles. The first three are just random enemies, which are generally pretty easy to beat. The fourth one, however, the Masked Giant, can be tough. While he doesn't attack often, his chief attack, GodHand, can do upward of 600 damage. Unless you've been building up to no end, you won't be able to live through this. Still, you can beat him if you really try. You don't get anything special for doing so, though, but I suppose that perfectionists would want to, just the same.

After the tournament has ended, (it doesn't matter if you win or lose), you'll see Dr. Klein run away. Follow him until you come to a room with crossroads, then head up. Talk to the people in the 3 upper rooms and take the treasure chest (yes, there is one here, it's just hard to see) to get a SanctuaryStone. Leave the room and you should see the good doctor (Heh heh) run into the lower room; follow him and defeat the 2 yellow soldiers, then examine the jar a few times and a secret staircase will appear. Go down the

new staircase and talk to the native there. He will mention a switch that will move the floor. Examine the wall next to the pit and the floor will rise up allowing you to get the treasure there (CeramicSword). Continue down the path and defeat the boss (a Goblin) at the end. As Alkaiser, you should have no problem here.

---Leaving the Cygnus/Team Members/Optional Quests---

Back on the Cygnus again, talk to Hawk. Red will choose to leave the Cygnus and will find himself at Yorkland. From here, you can basically do anything you want, though your mission is to seek out and destroy the 4 BlackX emperors. First, though, start by finding team members, the list below will tell you where to find some:

Cotton: Bio Lab in Shrike, you should already have him though
BJ&K: On the Cygnus (If you missed him, you can't get him now)
EngineerCar: Nakajima Robotics, need a mec on your team.
Fuse: In the Manhattan Shopping Mall
Lute: In Scrap, he's at the Pub
Thunder: In Yorkland, You must have Lute on your team first
Rouge: In the Luminous Airport
Annie: In Koorong outside the Restaurant
Doll: Shingrow Port
Liza: Inside the restaurant*
Roufas: Inside the Restaurant* Also at Mu's Tomb
Rabbit: This little (but powerful) Mec is in the Kyo Garden
Gen: Scrap Pub, need to be collecting Arcane Tarot Cards
Emelia: Baccarat, Need to be collecting Arcane Cards
Mesarthim: The basement of Lord Manor, need TimeLord on your team
Fei-on: In Tanzer, Need to be Collecting Runes
Slime: Tanzer, Joins after getting the Vitality Rune
Silence: Ombble (See Blue's Chapter)
Sei: (See Riki's Chapter)
Suzaku: Mosperiburg Mountain (See Team Member List)
TimeLord: (See Team Member List)
Kylin: (See Team Member List)

*At the restaurant, you have a choice of signing up Roufas or Liza, choose Liza. You can still get Roufas by going on the Rune Quest and picking him up at Mu's Tomb.

I STRONGLY suggest you use either Rabbit or BJ&K here (preferably Rabbit) as they will both be VERY useful in the coming battles.

If you want to go on the Light/Shadow, Rune/Arcane and Time/Space quests, feel free to do so. Refer to Blue's chapter walkthrough for help there.

These next 4 missions can be done in any order, but this is the order I do them, so I'll tell it this way.

---Koorong/Shuzer Base---

Treasures: ElectroArmor, KillerRifle

The first of the four BlackX Emperors is Shuzer. To seek out and destroy your old enemy, return to Koorong and talk to Annie outside the restaurant; she will agree to show you the location of Shuzer base and then join you. Go down to the sewers and keep going until you come to the narrow bridge where you may have said "Can I???" earlier...try to cross it, you can now. Climb the ladder and proceed up through the building, fighting soldiers as you go. You can sidetrack into one of the rooms and grab a suit of Electro Armor, but go into the middle door (the one with the barber pole next to it). Defeat the soldier there and walk across the board and proceed back through the hole in the back wall. Keep going until you get to a flat blue platform -- SAVE! You have to fight a boss - The Cyclops. Defeat him by using your best attacks, DeadEnd works well if you know it, and equip JetBoots to stop his quake attack (DSC makes this fight SOOOO easy...refer to the secrets section to find out how to get DSC). Go up the stairs and follow the path until you see a soldier blocking your way; fight him (in the eyeball dimention no less ^_^) and when you win, go into the building he is blocking. Press the glowing eye on the right lion statue to open the door. In the next room you'll catch a quick glimpse of Shuzer in the upper door (now would be a good time to save). Go through the door and you'll fight Shuzer. He's tough, but if you have good moves (i.e. HeadWind, DeadEnd...DSC!) he shouldn't be much of a problem. After taking around 20,000 damage (more or less) Shuzer calls a helicopter and jumps in. Red grabs hold of the 'copter and holds on as it flies off, only letting go when the helicopter lands. Red runs off and morphs into Alkaiser, returning to challenge Shuzer. You'll now fight Shuzer again. He would be easy, but...fighting with only Alkaiser makes this a toughie. If Alkaiser has at least 600 HP, you won't need to heal too much (use PowerCures if need be). Just use your best attacks on him until he dies, you'll get the KillerRifle after the fight. Also, you *should* learn FinalCrusade, a valuable skill that only Alkaiser can use. Annie will also join you permanently now. On to the next mission!

---C.T.C. Building---

Treasures: WaterCannon, MissilePod, 400 Credits, LightBazooka, Magi-Water, EagleGun, MaxCure, Protector, Thunderbolt

Return to Manhattan (maybe you can afford some of the items at the mall now...) and go back to the C.T.C. Building, and talk to your old friend, the receptionist. She won't let you in until Lady Campbell calls and tells Red to take an elevator to her office. Red wonders how Campbell knew who he was...AH HA! She must be part of the BlackX! Red realizes this a moment before the elevator gets attacked by some BlackX Soldiers (PinkX actually :). Win this quickly, as every round of fight, you get hit with EnemyFire... When the elevator stops, talk to the lady and you'll fight another battle. Win this battle and climb up the ladder behind where she was standing. When you can't climb anymore, go left through the door. Once inside, head immediately to the right and enter the room. Inside, take the treasure here (MissilePod) and then go back to the left. You'll be in what would appear to be a maze of desks. Weave your way around the desks, defeating the cops as you go, and collect the treasures. (The bag has 400 credits in it, and the gold treasure contains a WaterCannon.) Go through a door in the upper right corner of the room, it's kinda well hidden, so just push against the walls until you find it. From here, head up through the next door, then go in the door on the left. There is a treasure lying on the ground (LightBazooka), but you'll most likely have to fight some of the guards in order to get to it. Backtrack and enter the door on the far right. If you ended up in a room with a fairy who is sitting on a machine, you're in the right spot. Go in the upper door and you'll be at the bottom of a spiraling staircase. There are 5 of these floors, each containing a group of monsters blocking the stairs, a mini-boss, and a treasure. This first stairwell is covered with slimes, it's almost impossible to completely avoid them, so fight them if you have to. At the top you'll fight a HugeSlime and 3 PinkFighters and upon winning, you get some Magi-Water. The next floor has a steady stream of falling mecs, they are easy enough to avoid. At the top you'll fight 2 Guncarts and a PinkFighter, and you'll win an EagleGun. The third set of stairs is covered with plants. They all sit stationary, but will occasionally lash out at you and if you're hit, you have to fight them. The mini-boss here is 2 TrapVines and 3 PinkFighters and your reward for beating them is a MaxCure. The next floor consists of a barrage of bouncing bugs. Don't worry, they're easy to avoid. When you reach the top, you'll fight 3 Armorpillas and 2 PinkFighters. Your prize is a Protector. The final floor is nothing but a bird and a few mecs; you might as well just fight these. At the top, talk to the woman on the right side of the room. She'll offer to give you something, accept and you'll get the Thunderbolt. Now go left and through the door - Save here. Upon entering the door, you'll fight a Sub-Boss, the BlackGarb and 3 AutoBuffers. This battle is easy, you shouldn't have any trouble with it. Following this annoyance, the lights go out and Red morphs into Alkaiser. Now you have to fight Lady Campbell who turns into a big spider, Arachne.

:::Defeating Arachne:::

Well... Arachne is probably easier than Shuzer, but her attacks do similar damage. She uses many "net" type attacks, including a new one, LightningWeb, which attacks the whole team. Arachne probably has about 25,000 HP, and she isn't very difficult. Note that if you didn't get FinalCrusade yet, you'll learn it after beating Campbell.

Yet another BlackX agent is out of commission; end of the next mission.

---Eastern Shingrow Ruins---

Treasures: TwinSword, MagicStone, HarmoniumArmor, SanctuaryStone, ExcelShield, HarmoniumEarring, 250 Credits

At the Shingrow port, talk to Doll, the purple haired woman, she'll tell you about her brother who got lost in one of the nearby ruins and ask you to help her find him. Agree and she joins you. Now head for the eastern ruin. Go in the open passage then follow the passage up for a treasure box containing a TwinSword (ignore the other door, it's a trap.) Go back to the crossroads and go left. Follow the path until you come to a door, enter it and fight the giant frog there - it's really easy. Go up and continue across the bridge (ignore the steps for now), follow the path into a small room and collect a MagicStone in the hard to see treasure box (once again, ignore the door here, another trap.) Backtrack across the bridge and now go down the steps; go under the arch and into the small crack in the wall. From here, go into the courtyard area (with the 2 slimes) and take the HarmoniumArmor on the ground. Now go up through the door. You can try to take the treasure chest here, but 2 little girls on the platform above won't let you, so go talk to them. They are actually monsters, defeat them and then go back and take the treasure chest (HarmoniumEarring). Now continue up the steps into the next room. This would appear to be a maze of sorts. Go across the raised platform and go down the steps and take the hard to see bag in the corner of the room for 250 Credits. Go under the arch here and into the opening. In this room go up and search the little golden glow behind the tree - you'll get a SanctuaryStone. (Ignore the upper door, it's yet another trap.) Go back to the previous room and back up the stairs into the door. Go down the steps and follow the path then go in the next door. You're now in a room with 5 giant slimes. Defeat them! (It's kinda tricky, as they keep regenerating if you don't kill them all, use attacks that hit all of them at once.) Beat them and examine the funny looking alter behind them to open a secret passage. (The door on the right wall is a fake, not a trap, just a fake.) Before going in the passageway though, be sure to take the ExcelShield from the EXTREMELY hard to see treasure chest on the left side of the room. Now go up and

talk to the giant. Doll will step out and issue his arrest. (Yes, Doll was lying about her brother, she actually works for the IRPO!) The giant, Berva, will then attack you, He is BlackX agent #3.

:::Defeating Berva:::

Berva has a powerful defensive move called Swayback, if you use any form of physical attack (sword or fist) he'll block it completely, so use other means of attack such as guns, magic, and GaleSlash. He would appear to have well over 33,000 HP. After beating him, he will run away.

Note: If you lose to Berva, the story will continue, but you'll be in a base under Shingrow Palace. Just work your way out and seek out Berva again.

---Shingrow/Shingrow Palace---

Treasures: There are some in the Berva Base

Follow Berva outside and head for Shingrow Palace, defeating BlackX Soldiers along the way. Go into the palace and go left, then up. Talk to the woman there for a free restore. From here, go in the lower passageway to fight Berva again, or go back to the room where you fought the goblin earlier and examine the walls to find a secret room full of goodies. When you finally decide to defeat Berva, return to the arena room and be ready for a tough fight...

:::Defeating Berva:::

Just attack him the same way you did the last time you fought him: no direct attacks, just aerial ones, or attacks like Guns, that don't actually touch him. The consequences for touching this giant are MUCH worse this time, however, as now he has a powerful Kasumi-like skill called BervaCounter, which will not only stop your attack completely, but will also damage the would-be attacker by around 200-300! Berva has around 45,000 HP this time.

After beating him, Shingrow Palace will be destroyed and you'll be back at the Shingrow Port. Mission 3 is done.

---Kyo/Syoin/Metal Black Base---

Treasures: SamuraiSword, MaxCure, BigMissile, 300 Credits, Magi-Water

Go to Kyo and enter the Syoin. If you have Rabbit on your team, he'll point out a secret passageway. If you don't have Rabbit, just go to the garden (also in Kyo) and pick him up. The passageway leads to the Metal Black Base, it's quite easy, but be sure to take some of the treasures inside. This area is so linear, it would be a waste of time explaining it. When you reach the big green vat, defeat the guard and Red will realize this is the place where BlackX is producing drugs, and he'll set an explosive device...GET OUT OF THE BASE NOW! When you leave, you'll be ambushed by MBlack, the last of the 4 BlackX Emperors.

:::Defeating MBlack:::

By this point, he shouldn't be too hard (Especially if you have DSC). I'm usually so powerful by this time, I don't really know what he can do. Since MBlack can be effortlessly taken out in one round of fight, I'd say he probably has no more than 10,000 HP. When you beat him, (Make this battle take as long as possible, as it has some awesome music) you'll receive the very powerful WarLordArmor, and for an added bonus, if you have a mec on your team, you can absorb MBlack and get the powerful TigerProgram!

---Cygnus/Black Ray---

Treasures: (On Black Ray) SprigganSuit, OctopusBoard, Iron Clogs, SilverMoon, WarLordArmor

After all 4 missions are completed, Red will get a call from the Cygnus. Do whatever you need to before boarding as you can't get off. On the Cygnus, talk to Hawk and he'll give you a BlackX costume. Now you can board the BlackX's ship, The Black Ray. Once on board, explore freely. (Note that the soldiers won't let you take any of the treasure...yet.) Go in the cockpit on the 3rd floor and you'll see MBlack again, he will notice Red and report intruders aboard the ship. Red, like a fool, throws his costume off and runs. Now comes the tricky part...leave this room and a message saying "9000MM to Base" will appear, and every time you go into a room, the number will decrease by 1000. The trick here is to let it count down to zero. Keep running until you get the message "Almost at BlackX base" (and try to take as many of the treasures as possible, it's all *very* good equipment!) Now, this sounds easy, but you can't re-enter the same room twice, if you do, you'll have to fight MBlackII; and even if you win, you lose. So get the message "Almost at BlackX Base" and THEN fight MBlackII.

:::Defeating MBlackII:::

Actually, this battle is pretty easy. MBlack's only dangerous attack is MoonScrap, which does 100-200 damage to the whole team, and he uses this quite often. As long as you keep healing and using your best attacks against him, victory should come quite easy here. Also, if you brought Rabbit along, you can use his ECM to block MBlack's powerful Shoot-All attack. MBlack's newest form has around 60,000 HP. When you win, (have a mec absorb MBlackII to get the DragonProgram) you'll be at the BlackX Base, your final area...

---BlackX Base---

Treasures: SanctuaryStone, LethalGun, HyperionBazooka, MaxCure x3,
Magi-Water, GrainCannon, PowerBelt

After the Black Ray crashes, you'll find yourself in the BlackX base. Red has now become Alkaiser and he will remain as Alkaiser until the end of the game. From the entrance to the base, head up and right, then climb the steps. Be sure to collect the SanctuaryStone along the way, you'll probably need it. Continue up through the door and collect the treasures here (LethalGun and 2 MaxCures). Pass through here and go up through a door on the left wall. You'll be in a room that looks like some sort of prison. It's an enclosed area with about 7 monsters, 3 treasures, and a switch, but there appears to be no way of getting in. Go up and try to enter the door, you'll be bounced back and the prison will open. Defeat the monsters if you'd like, and take the treasures (MaxCure, Magi-Water, and a GrainCannon). Now go back and hit the red switch on the small platform, the door that you used to open the prison will now open and you may proceed. Go up the stairs, fighting monsters along the way, until you come to a staircase leading further up. Here, you'll see a raised elevator. Climb up the stairs on the right side of the room and go around the pipes, flip the red switch and the elevator will lower allowing you to get up to a platform with a narrow ledge and a door. Don't get on the elevator yet though, instead, walk to the extreme righthand corner of the room and examine the shiny (hard to see) wall to claim a PowerBelt. Now board the elevator. Once at the top, whatever you do...do *not* enter the door yet. Cross the narrow bridge and take the treasure on the platform there, it's a HyperionBazooka! Backtrack and go through the door. Head to the left and climb down the ladder and try to enter the door. You'll find out it's locked. Climb back up the ladder and go to the right and cross the pipe, keep following the path until you reach a door, enter it. You'll see 2 people inside, they are Red's mother and sister. Talk to them, and when they learn that Alkaiser is here to help them, Red's mom gives him the key to the locked door. Also, if you talk to Red's mom again, she'll restore all JP, WP, and LP. Go back to the locked door and use your key. Head up until you meet up with a BlackX agent (cleverly named "BlackX" ...^_^). BlackX shouldn't pose much of a threat; his worst attack is one that turns you to stone. When he's defeated, Dr. Klein will show up and tell you about his "secret weapons". You'll now fight against Berva, Shuzer, and Arachne. Yes, it may sound easy, but you have to fight them one after another with no breaks in between...

:::Defeating Berva, Shuzer and Arachne:::

Actually, if you have high HP, WP and JP, this battle should be a breeze; just defeat them the same way you did before. They have more HP, but still aren't much of a problem. Arachne, though, has some cool looking spells, like RavaBarrire.

After beating them, Dr Klein calls MBlackIII, the newest model of your old enemy. (MBlackIII is also called 'Metal Alkaiser' in some cases...for obvious reasons.) In his sense of fair play, MBlackIII allows you to wait and heal up first. When ready, you'll have to fight him.

:::Defeating MBlackIII:::

Yes, he's more difficult than MBlacks I and II, but he is still rather easy. TigerRampage and Dark Phoenix can do a lot of damage though, so stay healed just in case. MoonScraper isn't nearly as damaging, but it hits the whole team. MBlackIII also has some other lesser attacks that are of no real threat. The big trick here is to have Alkaiser repeatedly use Al-Phoenix (if he has it), and when MBlack uses Dark Phoenix, Alkaiser should learn his ultimate attack, Re-Al-Phoenix. (This is how it happened for me, if it's wrong, please correct me.) MBlackIII has a whopping 120,000 HP... After beating him, you will be healed and the true boss of BlackX shows up - a giant robotic creature called BossX...you (of course) now have to fight him.

:::Defeating BossX:::

Well, he's easier than some final bosses, but that doesn't mean he's especially EASY. If you have power moves (LifeSprinkler, DSC, Re-Al-Phoenix, etc.) use them, they'll be very helpful. BossX has 2 extremely dangerous moves: HyperGaze, which inflicts status ailments on the whole team (usually charm); avoid this with PurpleEyes or DodgeGaze. His other move is called JudgementX, which looks similar to an FF7 style summon. (It's worth seeing at least once, IMO.) All his other moves are rather weak, but he has well over 100,000 HP. Good luck, because when he's done, so is Red's quest.

And now...you'll find out the truth behind the mysterious Alkarl.....

---End---

~~~~~Blue~~~~~

---Start---

Blue's Chapter starts at the Magic academy at Magic Kingdom, today is Blue's graduation day. Blue is a young man gifted with the powers of

magic, He, however, will never reach his full potential, as his twin brother Rouge is holding him back. To attain his fullest potential, Blue must prepare, master the concepts of these various spells, then seek out Rouge, and.....KILL HIM!

Blue will start out with the usual items, but he has a new one, The Region Map. This special item lets him transport to any town that he has visited. After the scene at Magic Kingdom, The RegionMap transport screen automatically comes up, you can start at either Luminous (the little gimmering light icon) or Devin (little round yellow ball icon). Where you choose determines your starting point.

---Collecting Team Members---

Now Blue has a pretty open-ended chapter, so start by collecting any team members you may need, these are Blue's potential pals:

- Cotton: Bio Lab in Shrike
- Thunder: In Yorkland next to the windmill, Need Lute
- Lute: Scrap Pub
- Mei-ling: Scrap Pub
- Riki: Scrap Pub
- T260G: Scrap Pub
- EngineerCar: Nakajima Robotics, need a mec on your team.
- Annie: In Koorong outside the Restaurant, must have 3 runes first
- Roufas: Inside Mu's Tomb, need to be collecting Runes
- Gen: Scrap Pub, need to be collecting Arcane Tarot Cards
- Emelia: Baccarat, Need to be collecting Arcane Cards
- Dr. Nusakan: Backstreet in Koorong, need to be collecting Runes
- Mesarthim: The basement of Lord Manor, need Dr. N on your team
- Slime: Tanzer, After finding the Vitality Rune
- Silence: Omble (See Below)
- Sei: (See Riki's Chapter)
- Suzaku: Mosperiburg Mountain (See Team Member List)

Blue can't get Fei-on because he doesn't offer to help him. He can't get TimeLord and/or Kylin because he needs to fight them to get the gift for their magic, and he can't get Rouge because...well guess..

Now's the time for Blue to begin his quest for magic, as you know already, Light and Shadow, Rune and Arcane, Time and Space, and Realm and Mystic magics can't co-exist, so you can only get one or the other of there magics. (Refer to the chart at the bottom of this page for more info.)

Now that you have team members, it's time to get some magic.

Your first goal is to collect Light Magic or Shadow Magic, but you can't have both.

---Quest for Light Magic - Luminous Labyrinth---

Treasures: MoonlightRobe, SanctuaryStone, 400 Credits

If you want Light Magic, Luminous is your place. Travel to Luminous and buy some Light Magic from the man in the house just above the port. So, great, you have the magic, but now you need the gift for it. Ok, go through the passage below the Light Magic shop and talk to the man standing there. He will ask you if you'd like to challenge the Luminous Labyrinth, but he tells you that mecs and monsters can't enter..oh well - Say yes and you'll be transported there. Once inside the labyrinth, head up through the door. Your goal here is to turn the mirrors around. In the first room, the mirrors are positioned something like this:

Door

3  
1 2

Turn mirror 1 then mirror 3 and the door will open.

The second room is a bit more difficult, you'll now need the help of magic orbs to reflect the light on to the mirrors. The orbs can be picked up and placed on other white square blocks. This is how the room is lined up:

(The numbers indicate mirrors and the letters indicate blocks for the orbs.)  
The orb starts on Block "A"

Door  
B  
2  
A  
1  
3 C

Pick up the orb and move it onto block C, then turn mirrors 2, 3, then 1

The final room focuses not on opening a door, but to get colored beams of light to hit the wall to get treasures (and an occational fight).  
The room is lined up like this:  
(The orb starts on block "C")

Wall

3 4

B

A 1

2 C

These are detailed instructions on how to get the different colored beams to hit the wall:

Dark Blue Beam: Move mirror 4

Light Blue Beam: Move mirror 3, then mirror 4

Red Beam: Move mirrors 2 and 4

Yellow Beam: Move mirrors 2, 3, then 4

Purple Beam: Move the orb onto block A, then turn mirrors 2 and 4

White Beam: Place the orb on block B, then move mirrors 2, 3, and 4

This is what the various beams do:

Light Blue Beam - Get MoonlightRobe

Yellow Beam - Get 400 Credits

Purple Beam - Get a SanctuaryStone

Dark Blue Beam - Fight a battle

Red Beam - Fight a harder battle

White Beam - Obtain the gift for Light Magic and leave the labyrinth

Try to collect all 3 treasures before touching the white light, as when you hit it, you'll be warped out of the Labyrinth with no way back in.

Yay. You've got the gift for Light Magic. What'll you do next? Collect Runes? Or Arcane Tarots? The Choice is yours...

---Quest for Shadow Magic - Omble---

Treasures: 200 Credits, Magi-Water

Luminous is also the location of Shadow Magic. If this is what you'd rather have, head for the dark room on the right and talk to the woman there. Ask her about the gift and you'll be sent to the shadow region, Omble. (Like in the Luminous Labyrinth, mecs and monsters aren't allowed here.) At Omble, your shadow will break loose and run off and you can't leave until you catch it. Talk to all the shadows until you come across the shadow of Silence, agree to help him and he will "join" you. (Well, he's just a shadow, so he won't be of any help...yet.) Climb the steps and enter the door. You'll immediately see a bunch of shadows running around, these are actually monsters...STRONG monsters. Go left and take the upper path. Take the shadow bag to get 200 credits. Now go down and climb the steps. Ignore the door on the right, it leads to a dead end. Instead, enter the left door and you'll come to a room with 3 paths. Head left again and you'll eventually come to a room with a bunch of wandering shadows (what else?). Talk to them all and they will move to the room on the other side of the wall. Now go back to the big room and this time, head right. You'll be in a room with a lone shadow person, talk to him, he runs a shop. Buy whatever you want and then head back and go up. There is a treasure containing Magi-Water just below the door. This is the room where all the stray shadows ran to. Maybe you'll notice that most of these shadows are those of the main characters. (Red, Blue, Emelia, Asellus, Gen, etc.) Touch the shadow that you think belongs to the character you're playing. If you choose wrong, you'll have to fight. If you're playing as Red, Blue, or Lute, you shouldn't have trouble here, and since you're probably playing as Blue if you're reading this, it should be easy! (You just CAN'T miss Blue's ponytail!) After you've found your shadow, follow it up into the room where it flees to. Now talk to the shadow and you'll fight a most interesting battle...a battle against... YOURSELF! Well, actually more like evil shadow clones of your team. It would probably be best to remove attacks that damage all enemies (especially GaleSlash), as your doubles can and will use those attacks on you. This should be an interesting, but not a very tough, battle. After you win, you'll get the gift for Shadow Magic and be warped out of Omble. Now, (assuming you agreed to help the shadow of Silence), talk to the man standing in the shadows, he is Silence, and he will now officially join you.

Shadow magic collected. What's next? Rune or Arcane?

---Quest for Rune Magic - Devin---

Treasures: SmallStone x4

OK, so you've picked Rune Magic. Start your search in Devin. Go inside the tent near the entrance to town; this is "The Lure of the Rune", the shop where you can acquire Rune Magic. Agree to get the gift for the magic, and you'll be given 4 SmallStones and told that you must collect 4 Runes that are scattered around various regions and absorb their power in these seemingly useless pebbles. This is where the Runes can be found:

The Victory Rune is in Shrike

The Hide Rune is in Koorong

The Vitality Rune is in Tanzer

The Freedom Rune is in Despair

Well, now that you know where the Runes are, GO GET 'EM!

---Mu's Tomb---

Treasures: <2 Random items>, 200 Credits x2, BloodChalice, Katana, ShadowDagger, RuneStone

I strongly suggest you collect the runes in this order, as it'll be easier.

The Victory Rune is in Shrike, so Shrike is where you must now go! On the south-eastern corner of town, you'll find Mu's Tomb, the location of the Rune. Immediately inside, head left through the first door you come to. Talk to the men in the next room. One of them is Roufas, and if you agree that "Victory is the sign of a real man", he will join you. (Although everyone else can collect the runes, only certain characters can get Roufas on their team.) Now check the wall on the left - there is a secret door leading to a most unusual treasure room... Defeat the 3 slimes and take the small treasure chest first, you'll be attacked. It's usually a pre-determined enemy, but it's random. When you win, you'll get an item that is determined by the enemy you fought. The big chest is the same way, but the enemy is more powerful. You can get the following items there:

Small Chest

<Random Battle> - PowerCure  
Platyhooks - DanceShoes  
Snowfolks - HarmoniumArmor

Big Chest

Ettin - PowerCure  
Mimic - GoldIngot  
MecGod - HG-Cannon (!)

(I've also run across GoldIngots and SnakeOils here from time to time, but I'm not certain what you win them from.)

Actually, the items you get really aren't all that great, but the enemies can be quite tough to beat... The Ettin and Mimic are just routine battles, but the MecGod is a totally different story...

:::Defeating the MecGod:::

This is the rarest of the 3 enemies, due to it also giving you the best payoff. All I can say is just use your best attacks and hope MecGod doesn't use MagneticStorm. When you beat it, (and it probably has close to 50,000 HP.) you get double the prizes. Have a mec (if you brought one along) absorb MecGod to get the powerful TigerProgram. And after battle, you get an HG-Cannon, which makes the fight worth it anyway. There's probably no real need to say it, but this is probably the battle you want to try for.

Now, you've probably lost a lot of HP and WP from your fight with the Mimic or MecGod (or whatever you fought). So go back to the inn and rest. Now re-enter the tomb and go right. You'll come to a door with a warning in several languages. Blue will hesitate for a minute, but then decide that he must go in. Inside, open the hidden door on the upper wall and go into the next room. Take the treasure containing a ShadowDagger, then proceed downwards through the opening. Below this room is another small room containing two creatures; pass them and go into the door. You'll now be in a room filled with monsters, and to the right, you'll see two paths: one leading downstairs, and one leading through a hole in the right wall. Next to the staircase is a treasure chest containing a Katana, take it then enter the hole to the right to get some treasures. The first room here has a bag with 200 credits and a path leading upwards. Take the bag then proceed through the upper passageway into the next room. You should be in a room with 4 doors on the upper wall. Go in one of those doors (it doesn't matter which one; they all lead to the same room) and take the treasures there (200 Credits and BloodChalice). Exit this room and follow the left path, which leads back to the entrance. Leave the tomb and stay at the inn, then work your way back to the staircase that lead downwards (near where you picked up a Katana earlier). Climb down the stairs and look around until you see a bunch of monsters. You can either defeat them, or lure them away from the opening. Whatever choice you made, enter the door behind them once they are gone, and continue up past the next room where the rune lies. Now go up and try to claim the rune... A pile of bones will spring up and attack you...

:::Defeating the Skulldrake:::

In the first round of this battle, punch the pile of bones (or just defend), as you can't hurt it yet. After one round of fight, the bones will come to life and attack you. The Skulldrake isn't exactly the strongest monster you'll ever face... His attacks are weak and you can probably defeat him in one or two rounds, so don't worry if you're not very strong -- this battle is easy.

When that pathetic bonehead is gone, climb up on the platform and...VOILA! You've got the Victory Rune. Three more to go.

---Natural Cave---

Treasures: 200 Credits, 300 Credits, 500 Credits, Magi-Water, StardustRobe, AngelArmor, RuneStone

The Hide Rune is in Koorong, but you'd most likely never find it without a

bit of friendly help. Head to the lower section of town and talk to the purple-haired guy to the left of the inn; he'll tell you about a doctor in the back alley who knows a thing or two about runes. Ok, let's pay this guy a visit. Go to the alley in the lower section of town (where the 3 birds are) and enter a partially hidden door next to the manhole. Inside, you'll meet Dr. Nusakan. After the good doctor tells you about the rune, he'll offer to join you...ACCEPT HIS OFFER! NUSAKAN RULES! Overall, Nusakan is probably the best mystic you can recruit. His mystic skills are powerful, he starts with good magic (Including the "Death" Arcane spell, which will prove useful later), and his Mysticwear restores HP when used in battle! Even better is that he doesn't have that crappy MysticMail, so you can give him some REAL armor, like WarLordArmor or a PoweredSuit! Too bad only Blue and Riki can sign him up :( Ok, I've talked about Nusakan long enough. Now go back in Koorong and enter the restaurant in the upper part of town and talk to Liza inside. If Roufas is part of your team, Liza will offer to take you to the rune -- once again, accept her kind offer, Liza is a great team member as well! Now head for the sewers. Keep going until you reach the laser shop. Buy something if you wish, then go in the door next to it and climb down the ladder. Liza will step out and tell you to climb down the manhole in this room -- do as she says. Now circle around this room and enter the blue hole in the wall when you reach the end, you'll now be in the natural cave, where the Hide Rune can be found.

First of all, grab the bag near the entrance to get 200 credits. Now head down and climb the pink vine. (It's kinda hard to see, so watch out.) In this room, go down past the 2 skeletons and climb down ANOTHER hard to see vine. Defeat the monster and search the wall on the right for 500 credits. After getting the credits, go exit through the hole in the bottom of this room. Take the lone treasure to get a StardustRobe, then proceed back up to the room with the two skeletons and go left. Follow the path up until you can't go any further then examine the wall on the left to get 300 credits. Now enter the door on the right and you'll be back in the main area. Take the extreme lower path and you'll end up in a big room with numerous monsters and a treasure (Magi-Water). Grab the Magi-Water then take the upper door on the left side of the room. Climb the vine and you'll see to cliffs that almost touch. You need to run to the end of the cliff and you'll automatically jump to the other side, but don't do it yet. Instead, just walk off the cliff and head to the left to collect AngelArmor, which is some very good armor. Now go to the right and exit through the bottom of the room. Exit this next room and you'll be back in the big room with the monster; make your way back to the cliffs and this time, jump across. Now just keep going forward until you reach a room with a bunch of giant spiders, as soon as you enter this room, you'll be attacked by the QuakeWorm and 3 Wormbroods.

:::Defeating Quakeworm:::

The first thing you should do is immediately kill the 3 Wormbroods, as they'll keep using MagicHeal to heal each other, and Assist to boost their stats. After these pests are gone, attack the Quakeworm. He's not very strong, but at the end of every round of fight, he uses a Quake attack that damages the entire team -- avoid this by equipping JetBoots (or that Angel Armor you just picked up.) After doing about 10,000 damage, the Quakeworm will be defeated and you'll get the Hide Rune.

---Tanzer---

Treasures: RuneStone

This is a very vague area, and many people have difficulty finding this place. To reach Tanzer, simply find any one rune then go to the Koorong port and travel anywhere (doesn't matter where). Your ship will be intercepted by Tanzer (who actually SWALLOWS your ship!) Now you're inside Tanzer. As soon as you enter, the people on the ship will be attacked by a couple of thugs, as Blue just stands and watches (jerk!). (Note: If you're playing as anyone else except Asellus, you'll have to fight the thugs...they're just normal enemies.) After the thugs attack, the pirate Nomad appears and talks to you until Fei-on shows up and leads you to a village of sorts. Talk to the people if you'd like, then enter the upper right door and talk to Fei-on again. He'll ask you if you'll help him get rid of Nomad, but Blue declines, as all he wants is the rune. Fei-on is dissappointed, but he still offers to take Blue to where the rune is (Note that if you're playing as anyone else, you have the choice in helping Fei-on, in which case, he joins you.) Follow Fei-on out of the village. He will show you the exact to the rune, so if he stops next to an opening, enter it. Eventually you'll come to a room with a bunch of slippery slopes. Slide down until you reach the bottom, and enter the green opening on the left side of the room. Now go down the next hill, turn right, and go down another hill. You should be on a flat bridge-like surface. Fei-on will step out and tell you that you're close to the rune, but it's guarded by slimes and asks if you're ready to try and get it yet -- say yes. You'll now have to fight an interesting battle. All your human and mystic characters have a new command called Touch. Start by defeating all the slimes, then have someone touch the rune. You have to be quick because the slimes keep regenerating, so use attacks that damage all enemies and don't worry about hitting the rune, it can't be damaged. After successfully touching the rune, you'll get the Vitality Rune and be transported out of Tanzer.

---Despair---

Treasures: LightBazooka, ShellShield, RuneStone

The final rune location is also the easiest. First things first, return to Koorond and buy a InfraScope, you'll need it. Now talk to Annie, who is (as usual) standing outside of the restaurant. She'll offer to take you to Despair, accept her offer and she joins you, then you're automatically sent to Despair, a prison. This place is short and not very difficult. Like Fei-on, Annie will lead you to the rune... however, UNlike Fei-on, her directions are ALL WRONG! Instead of climbing the ladder like she tells you to do, go right and enter the elevator like door. This will cut your trip in half! Go down the manhole on the left side of the room and continue until you come to the laser maze. If you bought an InfraScope in town like I suggested., you'll have no problem here, as you can see the beams...however, if you DIDN'T buy the InfraScope...it's tougher, as the beams are invisible. After passing through the laser maze, climb the ladder and enter the green door and examine the grate in the next room. You'll be attacked by the Nidheg, a giant centipede!

:::Defeating the Nidheg:::

Like all the Rune quest bosses, the Nidheg has weak attacks and is easy to defeat, just attack it with whatever moves you have. It has a lot of HP, but the Nidheg shouldn't give you much trouble.

After defeating that bad bug, you'll get the Freedom Rune and be transported back to Koorong.

YAY! Now you have all 4 runes, so you get the gift for Rune Magic! Spend some time learning all the rune magics, then prepare for your next task: to collect Time or Space magics!

---Quest for Arcane Magic - Devin---  
Treasures: Card x4

Well, if you want Arcane magic, go to Devin and enter the building in the center of town. Ask about the gift and you'll be given 4 plain cards and told that you have to collect 4 REAL Arcane Cards in the following regions:

The Grail Card is in Yorkland  
The Saber Card is in Wakatu  
The Shield Card is in IRPO  
The Gold Card is in Baccarat

Armed with this knowledge, head for those regions and GET THOSE CARDS!  
As you collect the ArcanaTarots, the Cards you received will disappear.

---Yorkland---  
Treasures: ArcanaTarot

(Note: You'd be best off doing this quest first, as if you're too strong, the enemies here will be those &^%\*&^\*& squids!)

In Yorkland, take the left path into the brewery section of town. Go into all the building and ask the people inside and ask about the Grail Card. They won't give you any info, however, unless you taste a sample of their wine. When you've talked to the people in all 5 houses, the last one one you talk to will tell you that the card is in the Liquor Shrine, which is in the middle of the Swamp. So go back to the crossroads and head up into the swamp. Once there, you'll immediatly notice that your character is moving kinda funny... It's because he is drunk! (Note: If T260G does this, he won't get drunk, and neither will any mecs on the team.) It's entirely possible to navigate the swamp without fighting a single enemy, but in this drunken state...expect to meet a few enemies here. This is why it's so important to come here earlier in the game. If your HP is over 500, the enemies here will be those annoying squids! They are trouble enough to kill normally, let alone DRUNK! (When you're drunk, it causes various status ailments to all your team members, excluding mecs, during battle.) When you reach the shrine, stand between the pillars and you'll get the card!

---Wakatu---  
Treasures: CometBlade, Iron Clogs, Twin Dragon, ArcanaTarot

Ok, so you need the Saber Card which is in Wakatu, but the men at the Koorong port won't allow entrance unless someone from Wakatu guides you there. Well, I guess it's time to find a native of Wakatu. Still in Koorong, talk to the skeleton in the lower section of town to learn about Gen, who is in fact, from Wakatu. Unfortunately, Gen is (as usual) wasting all his time in the Scrap Pub getting drunk... Oh well, might as well pay this guy a visit. When you talk to Gen, he denies being from Wakatu and refuses to help. But he soon reconsiders, agrees to help, and joins you. You can now freely travel to Wakatu, so let's go! Immediatly in Wakatu, talk to the skeleton and he'll transport you into the main part of the town. Now go up through the door and go left. Gen will step out and show you the correct path. Head right and ignore the upper path. Now go right until you come to a crossroads. If you go right, you can see a treasure chest, but there is no way of getting it, so just ignore it and go back and take the upper path. You'll be in front of an open building. Enter through the open door and defeat the slime. Now go back and Gen will step out and head right. Follow him onto the next screen and the path splits again. Head up first. eep going until you come to a place where the path divides into 2, one leading left, and one leading down. Head down first and enter the building, go down the steps, and go left. You'll be in the 'Blade Chamber'. If Gen is built up

enough, you'll receive a powerful CometBlade here. Though the exact stats are unknown, Gen needs about 50 Str, 70 WP, and...maybe 500 HP. (If anyone knows the exact stats, please tell me.) Anyway, leave the building and just keep going left. Eventually you'll come to a dead end and a treasure (Iron Clogs). Now backtrack to the crossroads where you left Gen, and this time, go down. Another crossroad... Head down and take the Twin Dragon from the chest, (BTW, this is the one you may have seen near the beginning, but couldn't get) but watch out, there is a group of 3 souped up ghosts who can be dangerous. Go back up and walk next to the castle. There is a partially hidden door to the left. (Note: Going to the center of the upper or lower wall brings you outside on a roof, but I don't know what purpose this serves.) Enter it and climb the stairs on the upper right corner of the screen. You'll come to an darkened room that looks to be a dead end. Walk around the room and enter a VERY hard to see door on the right side of the room, then climb the stairs in the next room. Now, in this final room, stand between the 3 lamps and some shadows will start flashing on the wall, and occasionally, you'll hear swords clank. The trick here is to push the O button at the exact same time you hear the clank - it's not too hard, but if you mess up, you'll have to fight a battle. When you get it right, you'll get the Saber Card!

---IRPO/Mosperiburg Mountain---

Treasures: SanctuaryStone, OctopusBoard, KrisKnife, 1000 Credits, Lordstar, GoldenFleece, ArcanaTarot

Now head for the IRPO and talk to the lady at the desk. You'll be sent to an office. After a few moments, Fuse walks in and you explain to him that you need the Shield Card. Yeah, right, like he's just gonna hand it over! Fuse will tell you that if you want the card bad enough, that you must do something in exchange. There is a flower that only blooms once every 1,000 years on the mountains behind Mosperiburg, and it's up to you to get it. You'll now be transported to the mountain, and Fuse has joined your team. In the first area, you'll notice a fairy floating around...KILL IT! You'll see why in a minute. Go up to the next part of the mountain and you should see a small cave on the left wall; enter it and you'll see a LOT of treasure, but unfortunately, it's guarded by 2 fearsome dragons...

:::Defeating the Dragons:::

There are 2 dragons here, A red one and a black one. The Red Dragon only has about 4,000 HP and can be easily beaten, but the Black Dragon is a totally different story. The black dragon gets 2 turns every round and can use some dangerous attacks like TitasWave and StoneGas, both of which do considerable damage. Use your best attacks on it like RosarioImpale or DSC (if you think you can spare the WP). When you win this battle, you might win a DragonShield, but odds are you'll get a lousy Protector instead. The Black Dragon seems to have 25,000-30,000 HP.

Now take the treasures they were guarding, it's everything listed above. (Except the ArcanaTarot, of course)

Leave the cave and continue up into another cave. Inside, you'll see 2 caves, the one on the right has a frozen Suzaku in it, and the one on the left is the way out. Head left first into a small canyon with 3 boars running around. (This is optional, you may just skip past it if you don't want Suzaku on your team.) If you see a snowman at the bottom of the canyon, fight it. After it's beaten, go back to the cave with the frozen Suzaku in it, and the Suzaku will join you! If there isn't a snowman, or is one on the left side of the canyon, go back and fight the fairy at the beginning of the area until the snowman appears at the bottom of the screen. When it finally does, fight it, it's a giant snow creature called Jotnar.

:::Defeating Jotnar:::

This battle would be tough if it wasn't for the fact that Jotnar can be killed in one hit by the Death spell. (True, no one has the gift for Arcane magic yet, but Dr. Nusakan begins with this spell.) If Nusakan isn't on your team though, it'll be tougher. Use IceCrystals and PearlHearts to block his ice and water attacks, but if he uses Windblast, watch out!

Now, since you took all the trouble beating Jotnar, why not go back to the Suzaku cave and sign up this high-powered phoenix! Now just continue up the mountain until you come to the flower bed. Touch the flowers and a not-so-friendly Suzaku will fly down and attack you.

:::Defeating Suzaku:::

The Death spell does the trick here too, but if you want to beat this guy the hero's way, here's what to do. Equip FireCrystals and use FireBarrier to stop his fire based attacks. Try NOT to use any direct attacks on Suzaku, as he has a permanent FireBarrier, which will hurt you for more than 200 damage every time you hit him... Ouch! If he uses HeatWave, you're in trouble, but most of his other attacks are pretty mild. You shouldn't have much trouble with this one.

After beating Suzaku, you'll be warped back to IRPO where Fuse will now give you the Shield Card.

(Note: If you're playing as Red when you do this, and you have Fuse on your team, you will automatically be given the card without having to come here.



This would be fine except for the fact that you can't get Suzaku or any of the powerful items here if Fuse has already joined you.)

---Baccarat---

Treasures: ArcanaTarot

One of the easier quests. Start by buying exactly 4 GoldIngots at Nelson (or Koorong, if you're feeling wealthy). Now go to Baccarat and talk to the bunny girl who is wearing purple 3 floors below the top floor. (If you've played Emelia's chapter before, you'll recognise the purple bunny girl to be Emelia in disguise.) She'll tell you about the gnome spirits. At that point, a gnome is seen walking across the room, and Blue and the bunny girl follow it up that stairs. Go around the room and you'll see the gnome climb up the next staircase - follow it! When you reach the top floor, you'll see the gnome and the bunny girl get into an elevator and disappear. Climb back down and take another elevator down to the parking lot. Walk down and you'll notice that the manhole is opened. When you start to climb down it, Emelia will stop you, introduce herself, and offer to join you. After meeting Emelia, go down the manhole. You're now in a multi-colored cave with many passageways. Go all the way to the left and take the lower opening. Now go left, into the wall; as inconspicuous as it seems, there is a door here. Climb down the ladder and enter the opening on the upper wall. You'll be in a room filled with various gold objects that are being guarded by a group of gnomes. Talk to the gnomes sitting at the table and one of them will tell you how much they love gold. (Now isn't THAT obvious... ^\_^) Talk to the gnome again and he'll take your GoldIngots, and assuming you brought at least 4 with you, you'll be given the Gold Card in exchange.

(Note: If you have more than 4 GoldIngots, the gnomes will take ALL of them, and if you have less than 4, they'll take them and you'll get nothing.)

YAHOO! Now that you should have all 4 Arcane Cards, you'll get the gift for Arcane magic! Ready to collect Time or Space magic yet?

---Mind Magic - Kyo---

Treasures: None

This isn't required work, but if you'd like Mind Magic, simply go to Kyo and buy it. You can't get the gift for it yet, so return here after the fight with Rouge. When the time comes to obtain the gift, all your human characters will have to fight one-on-one battles with relatively easy enemies. Upon finishing all the battles, all the characters who were able to win will get the gift for Mind Magic. Only humans can learn and use Mind Magic, not mystics. But since there's no way for anyone but Zozma to get the opposite magic (Evil magic), I see no real reason not to give the gift of Mind Magic to every human in your team.

---Quest For Time Magic - Facinaturu/TimeLord's Region---

Treasures: SandVessel (Accessory)

So...you want Time Magic? Fine. Start by going to Mosperiburg and talking to Virgil, the Ring Lord. He'll ask you if you're interested in Time magic -- say yes and you'll be transported to TimeLord's Region. All Time is stopped here, and only Blue can move. Just explore until you find a big broken hourglass with purple sand spilling out of it. Examine the busted timepiece, then return to the entrance and leave the same way you just came in. You're now back in Mosperiburg. Go back up and tell Virgil that the hourglass in TimeLord's Region is broken. Virgil will tell you that if you could collect some of the sand and pour it over the hourglass, it would get things moving again, then tells you about an artisan in Facinaturu who could probably make something to hold the magical sand in. You're now asked if you want to go to Facinaturu. Once you arrive in Facinaturu, go talk to Gozarus, the mystic who lives in the house just outside of Chateau Aiguille. He sells items and takes your Max LP in exchange! Buy the SandVessel from him (and the Asura, if you feel confident that you won't die very often), then use the RegionMap to travel back to Mosperiburg. Before you go though, you might want to buy some Mystic Magic in Facinaturu; you'll find out why later. Anyway, talk to Virgil again and you'll get sent back to TimeLord's Region. Make your way back to the hourglass and examine it again to collect the sand, then run up to the top of the hourglass and pour the sand over it; time will restart and you'll be able to meet TimeLord. In addition, you also get a new SandVessel accessory, which prevents against petrify attacks -- equip it on someone. When you reach the bridge, make a quicksave, then enter the room beyond it, you'll now come face to face with the Time Lord himself...

(Interesting enough, in the room where you meet TimeLord, you'll can see the 'Serpentarius' Zodiac sign from Final Fantasy Tactics carved on the floor.)

:::Defeating TimeLord:::

Now don't get any funny ideas here, TimeLord is HARD... However, there IS a trick here. The easy way to beat him is to have Blue cast PsychicPrison on every turn to stop his magic, however, if you traded your Realm Magic for Mystic Magic, it's tougher. Be sure you have some good, high grade armor because after 3 or 4 turns, TimeLord will unleash his powerful OverDrive spell, which stop everyone but him for 7 turns. If he uses ChaosStream or QuickSand, you're in trouble, but he usually wastes his turns using Delay Order, PoisonusBlow (sic), and PhantasmShot, none of which do much damage to you. If you can survive OverDrive, you're basically home free, as he loses all his JP so he can't use magic anymore, and the rest of the battle should

be easy.

After beating TimeLord, you'll get all the Time Magics. First of all, start by giving Blue MegaWindblast (or ShadowServant, if you got Shadow Magic), Tower (If you have it, it's Arcane Magic), and OverDrive. Now leave Time Lord's Region, and Blue will finally meet up with his brother Rouge...

---Quest for Space Magic - Kylin's Paradise---

(Thanks to BaddKarma (BaddKarma@worldnet.att.net) for the entire area)  
Treasures: None

When you first enter Kylin's Paradise, you obviously see that it's a strange place, unlike any other region in the game. Enter the building with what looks like a rotating flower on top of it. Once inside, head up to talk to Kylin. He will ask "Can he try you out". Answer yes, and you will be sent to another area. This strange place is actually a maze. It's not that difficult, but it can confuse you. First walk across the waffles towards the upper right and enter the farthest door to the upper right. In the next room, enter the door to the upper right. When you come out the door, you will see a blocked door in front of you, ignore it for now and head down, then to the left, and enter the door. In the next area, just head down and enter the door. You should be in a weird room full of windows and a colorful swirling pattern in the background. Head up, then left. When you come out, there should be a pink circular platform to the upper left with a shamrock on it. Grab the shamrock and head back into the door. Now head down, then down again. In the next area, head to the upper door and enter it. You should be back in the room with the blocked door. You now have the key to the door, which was the shamrock. Open it and you will find yourself under the walkway now, head down and enter the door. In the next room, head down and enter the furthest left door. Now enter the door immediately in front of you, and you should switch back to the top of the walkway. Walk forward to a small blue container. Touch it and you will shrink. (You can touch it again to become normal, but you need to be small to finish the maze). After shrinking, go up and enter the small door at the top. In the next room, go down, right, then up and enter the small door at the top. You should be in one of those weird rooms again, except now the swirling pattern is pink. Head left, then down. Now you should be standing on a row of pink presents with a blue lever in front of you. Touch the lever to switch it, then re-enter the door. Head right, then down. In the next room, head down and enter the small door. Now head up then enter the cup. You will be bounced to another area of the maze. Now head left, then up and enter the big white door. YAY! you completed the maze! Now go up and talk to Kylin. If you're playing any other quest (Besides Riki and T260's of course), he will offer to join you or sell you Space Magic, but since Blue needs the gift for Kylin's magic, you have to fight him.

:::Defeating Kylin:::

Kylin isn't as powerful as TimeLord, but for something that looks like a mutant horse/poodle hybrid, he can mess you up if you're careless. as soon as the bellte begins, Kylin will cast LightShift which will cause him to regain 1,000 HP every round of fight, so high damage moves are a must. (If you have any monsters with the Photosynthesis skill, this will cause the monster to regain HP also.) Most of his attacks are pretty mild, VaporBlast and FlameBlast won't do too much damage, but he will sometimes use Sacred Song, which any harmonium equipment will protect you from. Kylin also casts Vortex from time to time, so casting any status enhancing spells is futile. The attack to watch out for is ReverseGravity -- This spell HURTS, and it could possibly kill off your entire party if you're not leveled up enough, and it doesn't help that he casts it quite frequently! If you do survive ReverseGravity, your party probably is most likely pretty banged up, so if possible, equip at least 3 of your characters with healing spells or items. Magic won't do very much damage to Kylin, as he has a high magic defense, so use physical attacks, such as Suplex, GiantSwing, NoMoment, TripleThrust, or anything better and you should be fine. (WARNING: DSC DOES NOT work on Kylin!) Just keep dishing out the attacks and heal whenever he casts ReverseGravity, and you should make it. Kylin seems to have somewhere around 30,000 HP and once you beat him, you will get the gift for Space Magic!

---Blue Vs. Rouge---

You won't fight Rouge until you leave TimeLord's Region or Kylin's Paradise, so it's imperative that you have some good spells equipped. I hope you chose to get Arcane and Time Magic, because this battle could be difficult without them... When ready, be prepared to face Rouge in a 1-on-1 battle...

:::Defeating Rouge:::

This is an unusual battle for two reasons. First is the fact that magic works differently here. Every two rounds of fight, a message will come up saying "Magisphere: (Magic Name)" Whatever type of magic it calls will be the most effective until the next time you get the message. All other magics still work, but they aren't as effective. Second is the fact that the goal is different here. Whenever either Blue or Rouge gets defeated, they will automatically revive, but will lose an LP. The first one who drains the other person's LP to 0 is the winner. Anyway, if the magisphere calls up Light Magic, use MegaWindblast to kill Rouge in one hit, and drain one of his LP. Now just keep delaying the battle, curing after Rouge attacks you, or just keep attacking Rouge until the Magisphere calls up Arcane Magic. Now use OverDrive. You'll freeze Rouge and be able to use 8 attacks on him.

Use Tower for all 8 turns, and you'll have this battle won easily. If you DON'T have Tower, use OverDrive followed by 8 servings of MegaWindBlast or ShadowServant then 7 DarkSpheres. If you don't have OverDrive, just forget about winning this battle, as Rouge can (and will) use OverDrive on YOU!

After beating Rouge, Blue will ponder his existence, then decide to go back to Magic Kingdom to find out the truth about himself. The RegionMap screen will then appear, but instead of going straight to Magic Kingdom, go somewhere else and save your game. Also, be sure to check your magic list... Now that you've beaten Rouge, you have ALL the magic he had, and if you bought Mystic Magic earlier, you'll keep that, and gain your Realm magic back too! Now if you want Mind Magic to complete your collection of spells (No, you can't get Evil or Mirage Magic), go to Kyo and buy some. (See above) Now that you have all these new spells, this would probably be a good time to take on some of those optional bosses like King Sei and the Earth Dragon, and explore some optional areas. In any case, whenever you're ready, use the RegionMap and transport to Magic Kingdom...

---Magic Kingdom---

Treasures: NornsBangle

As soon as you arrive here, it will be quite apparent that something evil is here, as the entire town is destroyed! Start by crossing the narrow bridge and kill the Dullahan on the other side. Now head for the metal walkway in the northern part of town (behind the area where the big wall is in every other quest). Walk along the pipes until you reach the end, then climb down a hard to see ladder on the right side of the screen and descend into the underground. This is where all the citizens of Magic Kingdom are, however, most of them are dead or dying. Talk to the purple haired guy to learn what happened to the town, after talking to him, climb down what looks like a small blue waterfall and go all the way down to the very bottom of the cave. You'll end up in a room with some monsters standing next to an altar with three glittering crystals on it. Defeat the monsters (A Dullahan, a RockScout, and a Giant), then take the crystals in this order: Left, Right, Center. If you did it right, you'll get the NornsBangle, a gauntlet which protects against sleep. If you messed up (which is pretty hard to do), you'll have to fight a monster. Once you have the bangle, climb back up the rope, but instead of going all the way back up, stop just before reaching the top (on the very top platform, where you can walk). Walk to the left and climb down another rope. Now walk down the statues and examine the lower one. Blue will mumble something about a fake goddess, then you'll be transported to a room with a bunch of babies, and 2 wizards. They will explain that someone broke the seal to Hell, and the demons have destroyed the town. Then they tell Blue to defeat the demons in Hell, or they (the demons) will destroy the world. After they finish talking, some monsters will drop down and you'll have to fight them. After beating them, talk to the two guys again, then step in the light in the center of the room and you'll be sent back outside to the statues. Climb down the statues and you'll be in a room with more dead Magic Kingdom citizens. There's a small triangle shaped room here where you can get a message about goddesses, but nothing very special. Head up and enter the next room and talk to the man standing next to what looks like a bunch of blue clouds. Blue will ask if he can get to Hell (^\_^) from there. The man says he can transport you there, but you won't be able to leave until you defeat the leader of the demons. He'll then ask if you're ready to go. When you're ready to go, say yes and the man will take your RegionMap and send you to Hell.

---Hell---

Treasures: MaxCure, BloodChalice, SanctuaryStone, DragonSword

Well... Hell isn't exactly as scary as you'd think it is... It actually looks something like Heaven! This, however, is an illusion, and the little angels here are actually monsters in disguise. As soon as you enter Hell, you'll receive the message "The power comes flowing...", don't worry, this just means your WP, JP, and LP have been restored. This is one weird and annoying area, as everyone, both friend and foe, only do about 1/3 to 1/4 damage until you use magic on your opponent. Otherwise, this place is pretty straightforward, so just keep going straight ahead. There's a place where you can walk off onto the clouds and pick up a SanctuaryStone, but other than that, there's nothing here until you reach the next area. After crossing the purple bridge, you'll be in a big room full of small, round platforms. You move around here by jumping from platform to platform. Your goal is to reach the door in the upper left corner, but there are a few treasures here too: The box on a high platform above the entrance contains a BloodChalice, the treasure box near the exit has a MaxCure inside, and the box just below the entrance is a Mimic Box, so just ignore it unless you really want to fight it. After finishing this room, you'll move on to the next area, which is 2 big spiraling staircases. Taking the staircase on the left will bring you straight to Hell's Lord (just step on the 2 gold circles), but going right will get you a NICE sword! (This part here covers the path to the right, if you went left, just skip this part and go straight to "Defeating Hell's Lord".) Enter the first door you come to, then go right and enter another door. You should see an angel blocking the way to a golden treasure, this is no normal monster, this is the Dragon Lord...

:::Defeating the DragonLord:::

Actually, this isn't a very tough battle. Just use attacks like Life Sprinkler, because this sword-wielding dragon can use both Deflect and Kasumi. The Dragon Lord has a tremendous amount of HP (well over 50,000),

but it's not that hard if you stick to non-blockable attacks. After beating him, you may win a DragonShield, but the real reason for fighting this guy is to grab the DragonSword from the treasure behind him. This sword has a whopping 72 attack power, making it the second most powerful sword in the game! Be sure to equip it.

Anyway, whether or not you fought the Dragon Lord, enter the door to the upper left of the D. Lord's room and step on the circle tile on the right side of the room... You'll now be standing before the king of Hell himself... Before fighting him, use a SanctuaryStone to heal up, equip someone other than Blue/Rouge with a SnakeOil, then equip Blue/Rouge with the following spells: OverDrive, StasisRune, ShadowServant, Sacrifice, Tower, Reviva, Lifewave, and Shield. Now get ready to fight!

:::Defeating Hell's Lord:::

Start the battle by having Blue cast Shield, and having the other members either use something low-level (like DoubleSlash), or just defend. Now have Blue cast OverDrive, then, for the 8 spells you can now use, choose Shadow Servant, Tower 6 times, then StasisRune. After the chain of spells is over, have someone use a SnakeOil on Blue to remove StasisRune's paralyzing effect, then wait for it to wear off of Hell's Lord (shouldn't take long). When StasisRune finally wears off, Blue will NOT have lost all his JP, and will still be able to attack 8 times! Have him cast Reviva on everyone, then cast Lifewave until his JP runs out (which it shouldn't). Everyone else should use their best attacks like LifeSprinkler, Tres Flores, Rosario Impale, DSC, and others. After doing enough damage to Hell's Lord, the screen will freeze up, the screen will turn gray, and you'll get a message saying "The End"... Yes, that's the whole ending... ^\_^ (Of course, some say that the whole bit after defeating Rouge is one big interactive ending, but...)

~~~~~Asellus~~~~~

---Start---

Asellus's bizarre quest begins in the realm of mystics - Facinaturu. A girl named Gina will tell you the story of Facinaturu and the tyranny of Chateau Aiguille. Then Asellus (finally...) wakes up in the Chateau (yeah, it's a confusing beginning) and she discovers that her clothes are torn and she's covered with blood. She has no idea what has happened...the last thing she can remember is being run over by a carriage. The next thing she knew, she was here! After a minute, a mystic will show up and talk for a while about the mystics and their leader, Orlouge, then he will leave. You now have control of Asellus.

---Facinaturu---

Treasures: None

Leave your...er...bedroom and look around the chateau. You may come across a room with some VERY powerful items in it, but when you try to leave, you'll lose them; don't worry, you can take them later. Look around more if you like, but when you're done, go to the tower to the right of the room you just came from. You'll meet another mystic, Zozma, who will then run off. Next, go to the spiral tower on the left side of the chateau. Enter the warp and go into the next room. Asellus will be stabbed by another mystic. She has...PURPLE BLOOD!??? Simple, Asellus is a human (humans have red blood), but after she was run over by Orlouge's carriage, she was given a transfusion of mystic blood (mystics have blue blood), and thus the two combined make purple blood... Anyway, after this, leave the tower and head for the throne room. You'll meet a whole lot of mystics here: Orlouge, the king of the mystics (a.k.a. Charm Lord); Ildon, the one who you met after waking up (he looks like a vampire with a bad hair day ^_^); Ciato, the white-haired, snobbish looking guy who stabbed you; and finally, Rastaban, the guy in the exotic purple robes. Orlouge will explain that Asellus, despite being half human, is still obligated to the mystics for saving her. He will send you to get a new dress and then to seek training from Ildon and Princess White Rose (who is one of only about 100 princesses in Orlouge's realm.....) Ildon will join you before leaving.

---Training---

Treasures: Knife

Now head for the town of Rootville and enter the house in the middle of town, that's the tailor's house. Here, Asellus will change into her new dress and you'll go back to the Chateau. From here, go up the staircase on the right side of the main room, this is the training room. Go up and Ildon will make you fight. Try to beat the monsters and learn abilities (don't worry about being weaponless, Ildon will give you a knife at the beginning of the training session). Just keep fighting and don't worry if you die. When you've had your fill for now, go to the tower to the left of Asellus's room; there, you'll meet Princess White Rose, she'll join you. Now go to the other 2 rooms, you'll find out that one of them belongs to the Lion Princess, a powerful warrior. The other room belongs (or belonged) to Princess Rei, an escaped...well...princess... Note that if you ever return to Asellus's room, Ildon and White Rose will leave you, use this to your advantage later. Go back to Rootville and talk to that green-skinned mystic (Gozarus) in the house next to the

exit. He will offer to sell you items, but instead of money, he'll take your LP instead (that is, he lowers your maximum LP PERMANANTLY!) I don't recommend doing this, but the Asura is an EXTREMELY powerful weapon, you should buy it. The lineup is like this:

3LP: Asura - powerful magical sword, ATK 70, raises all stats +7
2LP: Tao-TeihPattern - accessory, protects from psychout
1LP: ShadeRobe - armor, DEF 9, Restores non-mecs HP in battle
1LP: SandVessel - need to collect Time Magic or sign up TimeLord

Buy whatever you want for now, but I warn you, DON'T BUY EVERYTHING! AND before leaving, Gozarus gives you a CharmNecklace. Also in Rootville, there is a shop that sells Mystic Magic (for money), but odds are, you don't have the cash needed to buy them yet, so skip them for now. If you've bought the Asura, return to the training grounds and now you should be able to win all the fights easily. Keep going until Ildon says "Stop!" Go outside and you'll meet Rastaban, who will then run off. Go back to your room and lose Ildon and White Rose. Alone, go back to Rootville and go to the tailor shop and talk to Gina upstairs. Return to Chateau Aiguille and Ciato will be waiting for you at the entrance. Talk to him and he'll tell you to talk to a man in the pub in order to leave Facinaturu... Go to the pub and talk to the guy Ciato just mentioned - he'll agree to help you escape if you bring him some money. Now go and get White Rose again (she's back in her room), she'll give you some GoldIngots and join you again. You also may want to go to Rei's room, you'll hear more about the escaped princess. (Also, if you visit Rei's room twice, once when you have both Ildon and White Rose, and once with only White Rose, Rei will be able to join you later.) Also, return to Asellus's room and you'll meet Zozma again. (What Asellus says here is worthy of Cloud ^.^.) Now, if you want, go up to the hill where Asellus saw the monster earlier, and build up. White Rose will be a big help here. Sick of that repetitious music yet? Well, you can now change it. Climb the mountain, defeating the monsters along the way, and enter the big door at the top. You'll be back in the garden while the music from the trip to Chateau Aiguille from near the end of the game plays. I believe this is an oversight on Square's part, they probably didn't anticipate anyone going up here this early. (Not that changing the music helps much, it does nothing to deter the story, just changes the music :). After you've taken care of everything, return to the house that was locked earlier. Inside, talk to the slime and it will open a secret passageway. It's pretty straightforward from here. When you reach the end, the pilot who promised to help you escape isn't here... IT'S A TRAP! Ildon will appear and try to capture you again. Asellus will jump off a cliff saying "I'd rather die than return to that horrible place!" (meaning Facinaturu) but the pilot and his plane will then appear and Asellus lands on his plane, thus sparing her life. Then the pilot flies Asellus and White Rose out of Facinaturu at last! (YAY!)

---Owmi---

Treasures: MaxCure x3, RubberSuit, GhostCannon, KrisKnife, SanctuaryStone, Magi-Water, RottenMeat, JetBoots, LeatherBoots, PearlHeart, JackalSword, ArmorGlove, ShellBracer, RubberShoes

In Owmi, White Rose will notice petals on the riverbed and recognize them to be writing of the water mystics. They read something like "Our daughter is missing". Talk to the people to hear rumors about this so-called water mystic; then stay at the inn, it's free. Now go around to the right side of town and enter Lord Manor, the big house. Inside, the lord will come out. When White Rose tells him to release the water mystic, he is furious and throws you out, but then he reconsiders and allows you to see her. Go into the upstairs room and talk to the mermaid, she is Mesarthim, the famed Water Mystic. She notices the smell of a mystic and after finding out Asellus has Orlouge's blood, she immediately tells her story. She explains that, while fishing, a human caught her in a fishing net. She was injured and the lord saved her, but she can't stand the smell of humans (as she's a mystic). Asellus plots to help Mesarthim escape. Lord won't let you use the front door, so you'll need to go through the basement. Before that though, go up to the bedroom on the highest floor but don't go in it; instead, go down into the partially hidden door and proceed to the attic to claim a KrisKnife and a GhostCannon. Now head for the main floor and go in the lower door, keep going until you see a door all boarded up, this leads to the basement - pass it for now. Go beyond the door and up to another room where you can take a MaxCure and a RubberSuit. Now return to the boarded up door and enter it, you're now in the basement. From the entrance, go down the stairs and into the big room; defeat the enemies there and take the treasures (Magi-Water and SanctuaryStone). Go down through the door into a room with 2 more treasures (JetBoots and RottenMeat). Go right and you'll be in a room behind a...SQUID! Fear not, this DevilsSquid is *MUCH* easier than the Krakens you may have fought before. A neat trick here (and quite useful at that) is to remove Mesarthim's BlueElf armor and give it to Asellus. (White Rose would be even better, but she has her own armor which can't be removed.) This way, 2 people will live through the squid's Maelstrom attack. (The BlueElf and Mesarthim's MellowRing cancel water attacks.) When you win, you may get an OgreGlove (it's random). Now the choice is yours, do you release Mesarthim, or collect more treasures. If you said treasures then go down the steps and collect more! (Speaking of treasures, the one in the room with the squids is a trap that will dump you to a lower part of the basement!) All the rest of the treasures mentioned are down there and the only

thing to mention is the JackalSword, which is hidden on a pink platform in the biggest room below - behind a wall. When you're done exploring, go back to the room with the squid and proceed through the obscure door on the left. Mesarthim will leave you now and you'll be back in Owmi. Go back to the Port and talk to the pilot, Asellus will ask to be taken to Shrike where her aunt lives. Somewhere around here, you'll see a scene where Orlouge sends Ciato out to recapture White Rose and kill anyone who stands in his way. Ciato sends his 3 shadow sages to find White Rose.

---Shrike---

Treasures: None (At least, none in the town itself)

In Shrike, go to the house with the red roof, labeled "My House". (Of course, you can opt to get Cotton first, and build up if you'd like; see Red's walkthrough for info on getting Cotton.) When you enter "My House", Asellus will meet her aunt who won't recognize her. Auntie says that Asellus has been dead for 12 years! Asellus is, of course, shocked. Yes, she was run over and killed by Orlouge's carriage 12 years ago and hasn't aged a day since, she was revived by the transfusion of mystic blood. After this shocking news, an ominous voice calls to White Rose and tells her to return to Facinaturu. Asellus doesn't want her to go. The creature behind the voice then attacks the team, he is the FireSage, the first of the 3 sages sent by Ciato. Defeat him..

:::Defeating the FireSage:::

Actually, he's not too difficult if you're strong enough. Just keep attacking him, having White Rose heal you when necessary. An easy way to beat him is to have White Rose keep casting Glass Shield (and Asellus, if she has it). Since he mostly uses physical attacks, he'll keep hurting himself. When you win, you'll get a FireCrystal (or a HarmoniumBangle) and Asellus will learn MysticSword, the first mystic skill. (You need to have one free slot in your skill list or you won't learn it; You get one mystic skill from each of the three sages. If you somehow missed one, you can get other mystic skills from LionPrincess and HunterKnight as well.)

Now...the confusing part comes in.....you have to go through a series of events to find and defeat the 2 other sages...and many others...

---Getting Team Members---

Now would be a good time to start finding team members. You can get the following:

--Before the Dark Labyrinth--

Cotton: Bio Lab in Shrike, you probably already have him.

Ildon: Random Location, see below, need to beat Lion Princess first

Lute: Scrap Pub

Gen: Scrap Pub, need to be looking for Cards

Thunder: In Yorkland, You must have Lute on your team first

Rouge: In the Luminous Airport

Emelia: Baccarat, Need to be collecting Arcane Cards

Annie: Outside of Restaurant in Koorong, Need to have found 3 runes

Fuse: IRPO, Need to be collecting Arcane Cards

Fei-on: In Tanzer, Need to be Collecting Runes

Slime: Tanzer, Joins after getting the Vitality Rune

Silence: Omble (See Blue's Chapter)

Sei: (See Riki's Chapter)

Suzaku: Mosperiburg Mountain (See Team Member List)

TimeLord: (See Team Member List)

Kylin: (See Team Member List)

---After the Dark Labyrinth---

Zozma: Automatically Joins you after beating Dark Labyrinth

Rei: Shrine at Devin (See Team Member List)

RedTurnip: Talk to him in the Labyrinth and he'll join you after leaving

Mesarthim: Return to The place where you left her earlier.

Also, I strongly recommend that you go on either the Rune or the Arcane quests (or both), as there isn't much else to do at this point.

---Back to the Game---

Now, a chain of events will commence. You must complete each of these 6 events before you can move on to the final area. They are in this order:

1. Defeat WaterSage

He's not especially tough, he can block your attacks, however. He attacks using water (well duh!), so equip PearlHearts to block it. When you win, you'll most likely get the GenbuShield, a powerful piece of equipment, and Asellus will learn MysticGlove. (Again, you need to have an empty slot on your skill list.)

2. Defeat GreenSage

Well...he's harder than the fire or water sages, but still not much of a threat. He can use 2 devastating attacks: Windblast, which hits all

members for 300+ damage; and CounterFear, if you use a normal attack, he will counter with this attack, which causes red mess! In addition to this, he can attack twice! My advice is to use magic and attacks like GaleSlash that don't require you to actually touch him. Upon winning, Asellus will gain the MysticBoots skill. (For the third time, you MUST have an empty slot to learn this skill.)

After this, you'll see a cutscene in which Orlouge sends Lion Princess out to recapture White Rose, as Ciato's sages have failed.

3. Defeat Lion Princess

She's tough, but at this point, you should be tougher. She uses alot of sword based skills (including Kasumi...OUCH!), but they can be blocked rather easily with shields and the Deflect skill. She can block too, but rarely does. So, all in all, Lion Princess is actually much easier than they say she is...

4. Meet Ildon

When you locate Ildon, instead of fighting you, he will join you.

5. Defeat Ciato (HunterKnight)

Now for your old...er..."friend" Ciato...he's easier than Lion Princess and the sages, he just has a lot of HP. His attacks can be easily blocked, and even if they do hit, they do very little damage! Just have fun with this one.

6. Enter the Dark Labyrinth

Now, once you find Orlouge's dreaded Dark Labyrinth, you'll immediatly see that it's a complex maze. To escape it, simply run through doors at random (as I can never remember the most direct path). Note that behind some doors, there will be monsters. When you finally enter a room with a small turnip monster, talk to the turnip and then exit through the big red door in the middle of the same room. You'll be out of the Dark Labyrinth, but White Rose will be gone! She stayed in so you could get out... Now Zozma, the orange haired mystic from the beginning of the game will appear and join you. Also, if you talked to that turnip in the labyrinth, he will join you as well. Leave the screen and return to get the rest of your team members back. At this point, go back to the shrine at Devin and talk to the girl there. If you went into Rei's room enough times in Chateau Aiguille (once with Ildon and White Rose, and once with just White Rose), the girl will reveal herself as the escaped princess Rei and join your party, she is the only character capable of learning and using Mirage Magic!

These 6 events are in no set places, but the places where they occur are, these are where you can find these events:

Shrike - Mu's Tomb, left door leading to the place where Roufas is.
Also in Sei's Tomb, in the big room where the shield is.
Luminous - Just outside of the port.
Devin - The Shrine where Princess Rei is.
Yorkland - Entrance to the swamp.
Kyo - in the Garden.
Koorong - In the Alleyway where there are 3 birds.
Owmi - Entrance to the basement of Lord Manor.
Baccarat - In The Parking Lot. Also in Gargantu's Cave.
Shingrow - Entrance to the Upper-Right Ruin.
Wakatu - In front of the wrecked house partway into the town.

After all 6 events are done, build up or do whatever you want, because if you return to Owmi, the pilot who helped you escape from Facinaturu will be back, and he'll return you there for your final mission...

---Facinaturu Revisited---

Treasures: SilverMoon, LightRifle, PowerBelt, HarmoniumArmor, HarmoniumEarring, GoldenLion, PlutoArmor

Now you're back in the cave below Facinaturu, pass through the cave and return to the surface. You'll notice that the music has changed. First, go to Gina's house and you'll learn from her father that Gina was kidnapped by the mystics! Buy Mystic Magic from the nearby shop if you want to (you'll have plenty of money by now) and then...go to Chateau Aiguille... Immediatly inside, go to the room near Asellus's bedroom, you can now take all the treasures there that you were too weak to carry before (everything listed above except the PlutoArmor and GoldenLion). Also (and this is optional) go to the 3 princess's rooms and you'll see some cutscenes. Next, go to the spiral tower and you'll see that the warp there has been sealed. So go around to that hill of monsters and fight your way up to the door (The rooms with the crystals restore your JP, WP and LP). This whole final area changes depending on your choices, here's how it goes:

---Save Gina!--- (This is what happens if you save Gina)

First, defeat that big giant enemy blocking the window about halfway up the mountain: he can block, has strong attacks, and has a heck of a lot

of HP, good luck. (Well...you could always try using TimeEclipse or another stone spell...strange as it seems, the giant can be turned to stone...) Open the window behind him after he's out of the way. Now go back to the room that looks like a church a little ways back and you'll see that a new door has opened. Enter it and fight the Griffin, he's the exact opposite of the giant: can't block, has weak attacks, and has low HP. When you beat it, Gina is saved. She'll reveal that it wasn't Orlouge that kidnapped her, and that it was in fact Rastaban! (heh, heh, remember him?).

Go up through the big doors at the top of the mountain now, you'll be back in the garden. Go up to the room where Ciato told you to "LEAVE!" earlier. Ciato will be back, talk to him and he'll transform into the BatKnight.

:::Defeating the BatKnight:::

Heheh. This battle is almost too easy. All BatKnight can do is paralyze you, (which doesn't usually last more than one round), or cast weak Mirage Magic. He is accompanied by two souped-up SonicBats, but that doesn't matter in the least (unless their attacks link up with Ciato's, in which case, you might be in trouble). Actually...this battle is probably just here for the awesome music, it's the same music that plays while fighting MBlack in Red's chapter. One of my favorites, might I add.

Climb up a little further and Lion Princess attacks you again.

:::Defeating the Lion Princess:::

This battle (which also has some cool music, IMO) is also quite easy. It seems that ol' Lady Leo hasn't improved her skill very much. Equip shields and she can barely touch you. This battle seems a bit tougher than the one you just fought, but since she's alone, there's no chance of combos... After you win, you'll get the GoldenLion, a great sword with a whopping 75 attack power. Be sure to equip this!

Climb up the passage again and you'll fight yet ANOTHER boss, Rastaban this time. He turns into the Black Knight and attacks you.

:::Defeating the Black Knight:::

Now, I'm not complaining or anything, but what's with all the cool battle music after such drab lifeless music in Chateau Aiguille? Black Knight is definitely harder than BatKnight and Lion Princess, and he has more HP too. His worst attack is probably SacredSong which hits the whole team for 300+ Damage! He's still fairly easy, but be careful, he's rather unpredictable... After winning, you'll get the PlutoArmor, a really *nice* suit of armor!

Continue up and climb to the balcony. Ildon will step out of your party and warn you that you are getting very close to Orlouge. He asks you whether or not you're ready, it really doesn't matter what you choose. Save now...Orlouge awaits.....

Beat Orlouge for one of three endings.

---Half Human...Half Mystic...---

There are two ways to get the Half-Mystic ending. The easiest way is to avoid using the Mystic skills, and not bother rescuing Gina. Climb up the mountain and pass by the giant. When you reach the end, you'll still have to fight BatKnight and The Lion Princess, but instead of attacking you, Rastaban will talk to you for a while, then just give you the PlutoArmor. From here, continue up and meet Orlouge, then defeat him for a different ending.

The other method for getting this ending is to save Gina by defeating the Giant and Griffin, and absorbing monsters in Asellus' three mystic skills.

---Way of the Mystics--- (If Asellus decides she wants to be a mystic)

This is gotten basically the same as the Half-Mystic ending. Have Asellus absorb monsters in her three mystic skills, and choose not to save Gina. When you reach the Chateau, you'll have to fight Ciato, then Lion Princess. Rastaban won't fight you, and you'll get the PlutoArmor. The only real difference here is that the dialogue when talking to Rastaban and Orlouge is different.

Anyhow, meet Orlouge and defeat him for the last (and in the words of Seigfried, the "god awful") ending.

---Orlouge---

Now it comes down to the final battle.....enter the room after Ildon warns you of danger. Follow the path past the room with the big rose until you reach Orlouge. Talk to him and he'll leave and wait for you in the rose room. Return there and fight him...the final battle awaits...

:::Defeating Orlouge:::

Yes, this is difficult. Orlouge seems to have around 60,000 HP and some pretty nasty attacks. He will randomly summon one of three evil spirits who will fight for him. They cause alot of status ailments, so have some SnakeOil and the Grail spell handy. Those strange pictures behind Orlouge will periodically join in to raise his stats. (Note: You can't defeat the spirits or pictures because you can't target them. Yes, You *can* hit the spirits with Kasumi and Godless, but it doesn't damage them, so I didn't put anything! You can stop nagging me about this now!) After losing about 30,000 HP, Orlouge will call all 3 spirits, and then the fun (and I use the term loosely) begins... Orlouge has 2 deadly attacks: Selection, which causes every negative status ailment (but petrification takes priority over them all), and 3Mistresses, which hits all members for around 300-400 damage each! If you are using Mesarthim, make the most of her by using LifeRain. For attacks, use your best ones like LifeSprinkler, RosarioImpale, Tres Flores, and NoMoment (which BTW, never misses). Take off about another 30,000 damage from Orlouge and he's pretty much dead. Congratulations, you've finished another chapter of SaGa Frontier.

Now sit back and watch whatever ending you've achieved!

----End----

====T260G====

---Start---

T260G's chapter begins with a spaceship that is under attack while all its people are abandoning it; leaving it to crash into a small town called Junk, creating a big crater where it crashed. T260G finally comes into play here, as he was left on the ship when it crashed. T260G awakens in a junkyard where he catches a quick glimpse of a little boy just before completely losing power.

The little boy, Thyme, then brings the robot back to his home where it is repaired by his Uncle Taco, an octopus with an aptitude for machinery. T260G wakes up, although he doesn't exactly seem especially grateful for Uncle Taco's hard work... Thyme and his sister Rose ask the robot for it's name. Here you can rename T260G anything you'd like. After naming him, Uncle Taco pipes up and demands that you add a G to the end of whatever name you picked. (So if you named him Max, his new name would be MaxG, just as an example...and no, I don't especially like going through the game with a G at the end of his name... ^_^) Anyway, you finally gain control of T260G now.

---Junk/Combat Arena---

Treasures: 100 Credits, 200 Credit, 400 Credits, Junk, BrokenBumper, BrokenRifle, JunkHelm, Bumper, EasyRifle, Cure, RepairKit

Explore the town now. Thyme won't let you enter any of the houses except for his own, and the small building above his house, which is a shop. Go to the shop and buy a few RepairKits, you'll probably need them. You'll also notice that the shop has 2 *REALLY* powerful (although expensive) guns for sale; at 10,000 credits apiece, there's no way you can afford them, but don't worry, you can buy the very same guns at Koorong later for much less. After fully exploring the town, leave and explore the rest of this region. You'll get some messages if you go to the crater or to the port, although there is nothing else here yet. When you're finally ready, go to the fighting arena in the lower right end of town. Once here, walk around and enter the lower door and talk to Gen, who is sitting at the table. Gen will ask Thyme if he plans to enter T260G in the fighting tournament. Thyme, who is probably dying to see his new robotic buddy in action, agrees. Now leave and go in the upper door and talk to the slime, and it'll ask if you're going to compete. If you're ready, say yes. You'll fight an A-Tractor, just use your JunkBazooka to attack it once, and then finish it off with punches, your reward is a BrokenBumper. Talk to the slime again, and he'll give you 100 credits and ask you if you'd like to fight again, say yes. (For fun, you can talk to all the people after the fights, they certainly aren't happy about some newcomer trashing the veteran fighters...) Your next battle is against a FlyMec - it's also easy, just beat it the same way you did with the last enemy. Your reward is a piece of junk... (Yes, it's an item.) Now, once again, talk to the slime. You'll get a 200 Credit bonus and will be asked to fight again. Your final opponent is a Guncart. It's a bit tougher than the last 2 enemies, but it's still not all that hard. You get a BrokenRifle for beating it. Now that the fights are done, talk to the slime one last time for a 400 credit prize. Ok, so you've won a bunch of broken items in these battles...who do you know that could fix these things...hmm...AH! Uncle Taco! Go back to (Sir) Taco's house and talk to him, he'll repair your 3 junk items and will give you the following:

Junk becomes JunkHelm
BrokenBumper becomes Bumper
BrokenRifle becomes EasyRifle

Equip these new items and things will get much easier. Now go back to the arena and talk to Gen again. Rose will run in and say a robot messenger was sent by a man named Caballero (you'll find out more about this creep later), and is threatening to hurt people if they don't obey him! T260G now attacks the enemy mec. This battle is almost impossible to win if you didn't fix the 3 junk items first. If you did, just use your JunkBazooka on him for the first round of fight, then keep shooting at him with the EasyRifle until he's nothing but a pile of scrap! During all the confusion, however, Thyme

was kidnapped by some of Caballero's henchmen! Gen joins you for your next mission, which is to save Thyme. (Well, well, it's the "rescue the kid" plot...how original ^_^) Go back to the town and enter all of the houses and talk to all the people. A man in a house directly above Thyme's house (not the shop, the building above it) will give you a RepairKit, and a woman in a house next to his will give you a Cure. (Also, it would probably be a good idea to stock up on Cures and RepairKits at the shop.) Now head for the crater and rescue Thyme!

---Crater---

Treasures: FiberVest, SanctuaryStone

Once in the crater, head for the door and pick up Thyme's hat and go in the door behind it. (If you tried to open the door earlier, nothing would happen.) You'll be in an underground cave. Go down and around and exit the cave. In the grassy area, go into the upper cave and collect the FiberVest inside. Back outside, try to walk on to the rusty red platform and T260G will jump to it. Go in the lower door and you'll be in another cave - I don't see how you could get lost here. When you come out, you'll be in a swamp with another door and a passage leading upwards. Go in the door first and collect a SanctuaryStone. After getting the stone, head upwards and enter the cave. This is where Thyme is being held hostage (tied up and hanging from the roof...) by Caballero's thugs, of which you now have to fight. (Could there be any other way?) This battle is easy, as Gen picked up an IronPipe beforehand which you can now use in battle. After beating the thugs, Gen will use the pipe to cut Thyme down from the ceiling and you'll automatically be back at the town. Even though you stopped 2 of his troops, Caballero won't stop his cowardly attacks on Junk unless something is done. T260G wants to settle up with Caballero, but refuses to leave without "Captain Thyme's" permission. Thyme reluctantly lets his robotic buddy go, and you'll be transported to Scrap; and don't worry, Gen will be with you the whole way.

---Scrap/Caballero Factory---

Treasures: 400 Credits, KukriBlade, SteelAmulet, PowerCure

Once you arrive in Scrap, Gen, true to his nature, will run into the bar and T260G will follow him. Talk to Riki and Mei-ling and they will join you. Also, be sure to talk to Lute even though he won't join you yet. Now pay a visit to Caballero's office. (and since the lady who runs the port is charging 10,000 credits to leave, I doubt you will yet...) T260G and Gen tell Caballero to leave Junk alone, but the jerk just won't listen to reason and retreats to his factory in the north. So follow him. You may notice that every time you try to enter the factory, Lute steps out of the pub - just ignore him. Once on the factory ground, the choice is yours: do you go in the factory, or collect some treasures? If you said treasures, then the three little buildings are where you want to be. Start by going in the small building on the right side of the screen and fight the monsters there. After beating them, Lute will run in and join you. The building on the lower left is full of monsters, but you can collect a KukriBlade inside. The building on the upper left has a bag in it, but appears to be free of monsters... wrong! As soon as you try to take the bag, you'll be attacked. Following the battle, you can take the bag for 400 credits. After you've had your fill here, go into the factory. The factory is swarming with Caballero's men, and they aren't there for looks either, they will attack you with Enemy Fire in every battle - something you DON'T want! Fortunately, you CAN get rid of these pests. From the entrance, ignore the enemy mec and hit the orange switch on the wall (it looks kinda like this "C="), it will activate the crane, which will pick up one of Caballero's men and drop him into a pipe, thus removing him and stopping Enemy Fire; but don't think that's it - there are still 3 more of them. On the wall to the right of the orange switch is a partially hidden door, enter it and climb up. You'll be on an upper ledge with 3 switches. The one right next to where you just came from gets rid of another one of Caballero's men. Go left and you'll see 2 more switches. The upper one appears to have no use (yet), and the lower one will raise a crate that was blocking another switch - you'll need this one later. Go back down the steps and try to avoid the monsters, as you're standing next to an Enemy Fire goon. Go down and take the flashing crate, it contains a PowerCure. Now go under the fence and flip the switch that the crate was blocking earlier, it will cause the crane to move back and forth. What you have to do here is time it right so the crane will grab the guard standing there. If you mess up, you'll have to fight a battle while getting pounded by Enemy Fire, so my advice is...DON'T MESS UP! After catching the guard, take the crate he was blocking to get a SteelAmulet. Go up and around the box on the small platform and hit the switch next to it. It will cause the platform with the box to rise. Backtrack to the upper platform with the 3 switches and hit the upper left one - it will pick up the box that you just rose up, and drop it on the final guard. Now go back and talk to Caballero, he'll run off and leave you to fight his main forces: A VulcanII and 3 D-Tractors. This battle shouldn't be much of a threat if you've stopped all the Enemy Firers. When you win, Caballero will promise not to attack Junk anymore and allow you to use the port to leave town.

---Koorong---

Treasures: It's your choice...

There's really only one thing to do in Koorong, and that is to find some info. Go to the lower section of town and enter the dark house directly behind the chicken. Go through the door and examine the computer, you'll be given a lot of info about a small company in Shrike called Nakajima

Robotics, an Inventor named Leonard in Manhattan, and a wrecked ship in Shingrow. Now visit these 3 locations, but first, you may want to collect some team members.

---Team Members---

I know your first thought is to get a team of all humans, but I strongly suggest that you have at least 2 other mecs on your team (besides T260G), as they will be of a lot of help now.

--Before Tartaros--

Cotton: Bio Lab in Shrike

Thunder: In Yorkland next to the windmill

EngineerCar: Nakajima Robotics, need a mec on your team.

ZEKE: Collect the robot mouse for the people in Nakajima Robotics

Annie: In Koorong outside the Restaurant, must have 3 runes first

Fuse: IRPO, must be collecting Arcane Cards

Emelia: Baccarat, Need to be collecting Arcane Cards

Fei-on: In Tanzer, Need to be Collecting Runes

Slime: Tanzer, Joins after getting the Vitality Rune

Sei: (See Riki's Chapter)

Suzaku: Mosperiburg Mountain (See Team Member List)

Kylin: (See Team Member List)

---After Tartaros---

Leonard: He will automatically join you when you go to Tartaros

PzkvV: Talk to the mec in Koorong's back alley, Need Leonard on your team

Gen joined back in Junk and Riki, Mei-ling and Lute joined back in Scrap.
T260G can't sign up TimeLord because Gozarus won't sell him the SandVessel.

---Manhattan---

Treasures: None

Now that you have some team members, head for Manhattan. Once here, go in the burger shop at the mall and talk to the guy in yellow next to the entrance, T260G will ask him about Leonard. The guy then brings you to Leonard's lab... It turns out that this guy IS Leonard... Anyway, talk to him again and he will examine T260G. When he's done, just leave his lab... yep, that's all there is to do here. Go to Shrike now.

(Note: If T260G has changed forms at Nakajima Robotics, Leonard will ignore you. T260G MUST be in his normal, Type 1, body before anything will happen.)

---Shrike/Nakajima Robotics/Sei's Tomb---

Treasures: Murakumo, Magatama, Mizukagami (all optional)

Well, what did that computer say about Shrike again? Ah, yes, Nakajima Robotics; that should be your next stop. The men at Nakajima seem to be a bit worried about something. A quick investigation reveals that they sent a robot mouse to Sei's Tomb, but it hasn't returned yet. Talk to the leader here, and he'll ask you to retrieve the mouse; accept, and you'll be sent to Sei's Tomb. Once inside, head down the stairs and past the alter room. When you reach a big wide opened room, go in the center door. Here, go to the upper left corner of the room to find the mouse, then return to Nakajima Robotics. Speak with the leader and he will take the mouse and say that he has something for you. Head upstairs and then go back downstairs again, there will be a blue robot waiting for you - this is ZEKE. Talk to it and it will fly around for a minute and offer to join you. From here on, if you talk to the bald leader guy, he will offer to change T260G's body type to one of 7 different types, do this if you want. Now build up for a bit and head for Shingrow.

---Northwest Shingrow Ruins---

Treasures: Junk, RottenMeat, 200 Credits x3, MemoryBoard, JumpSuit, DuelGun, HyperScale, Bolt Thrower, 500 Credits

When you arrive at Shingrow, head straight for the ruined ship in the northwest. Pass through the swamp and climb up the board entering the ship. Once inside, you'll see that the path branches off in 2 directions - head up first. Defeat the mec and touch the vines on the wall, they will move aside revealing a secret door, enter it and proceed up into the next room. Here, head up and take the treasure on the floor (Junk). After taking the Junk, enter the obscure door on the left side of the room; go up and touch the machine, you'll get a piece of RottenMeat. (Beware of the upper rooms; in one of them, you may encounter the Abyss Bat, an extremely powerful enemy that it's very likely you won't be able to defeat yet. If this happens, ignore the upper rooms until you're stronger.) Now backtrack to the crossroads and go down and you'll come to another crossroad - go down this time. Cross the metallic bridge and keep walking to the left. (Ignore the door on the upper wall now) Eventually, you'll come to a room containing 2 treasures: A bag with 200 Credits inside, and a golden treasure that is actually a MemoryBoard. Go back to the room before this one and enter the upper door, you'll be in a big wide opened room. Go down the stairs and collect the JumpSuit on the ground and the hidden bag containing 200 Credits just below it. After taking these, go back up the steps and examine the upper wall until you find a hidden door. Climb the ladder and proceed up into a dark room. Now take the lower door in this darkend passageway and you'll find a bag containing 200 more credits! Keep going down and you'll find another treasure (DuelGun)! Go back to the dark room and this time,

head left and collect the HyperScale in this room. Finally, in the dark room, take the upper passageway which leads to an upper bridge. Follow the path to the left and ignore the ladder, it's a dead end. When you reach the end of this path, head down the steps and open the hard to see treasure chest to get a Bolt Thrower. Now climb back up the steps and enter the secret door at the top - This leads to the main computer room. Once inside, take the bag (500 credits) then examine the computer, you'll get info about T 260, RB3, and HQ. Then you'll be allowed to download either Evasion Laser, CombatMastery, or ShootingMastery from the computer. (Assuming you don't have one of these, and you can only download one.) The computer will then go dead. Leave this place now. Go back to Nakajima Robotics now and you'll learn that good doctor Leonard was killed in an explosion at Manhattan. But it was no accident, he was assassinated by the men from Trinity! Next, go to Manhattan and talk to Fuse (he's at the burger shop), he will confirm that Leonard was killed by Trinity, and tell you to pay a visit to Leonard's lab. At the Central Gate, show the guards your pass and they will let you into the lab. Once inside, examine the computer on the back wall, a robot will emerge, it is Leonard. He anticipated his death and copied his mind into a robotic body. Leonard tells you that you should go to Trinity's robot base, Tartaros, and see what the Trinity is up to. After talking, Robo-Leonard joins you. Leave the lab and you'll be at the entrance to Tartaros.

---Tartaros---

Treasures: Osc-Sword, LaserCarbine, SecretBoard, PoweredSuit, ZenGun, HyperionBazooka, OctopusBoard, SanctuaryStone

Actually, you're not officially INSIDE Tartaros yet. Leonard tells you to sneak aboard the train, and it will carry you to your destination. Go through the opening and you'll come out at the Golden Gate, the true entrance to Tartaros. Head up and you'll be in a metal corridor which branches off both left and right, I suggest you go left, as it's shorter. Either way, in the big room, try to go through the upper door; it's locked. So go down the stairs and enter the door on the right. Now go up and enter the very hard to see door on the left wall. Now head up and grab the Osc-Sword from the treasure chest there, and head back down. Go left and flip the switch on the wall, this will open the locked door you passed earlier. Before leaving, go up and take the treasure chest, it contains a LaserCarbine. Backtrack to the locked door, which because you flipped the switch, is now unlocked - enter it. Now head up and go in the door, you'll be in the mining area. Once again, the path splits in 2 directions; head left first and enter the mine tunnel. Now go up and enter the small door on the left wall. Inside, flip the switch and Leonard will step out and tell you that there are 3 more switches like it and you must press them all. You may notice that there is a new kind of walking mec in the room, if you touch it you'll fight a powerful enemy called a BigDigger. You don't HAVE to do this, but it gets you some nice items. (See the end of this section for hints on defeating the BigDiggers.) Defeating this particular BigDigger earns you a PoweredSuit. Now leave this room and head up into the next area. Once here, you'll immediately see another mine tunnel, enter it and flip the second switch; and you should definitely beat the BigDigger, as you'll win a HyperionBazooka! Now leave and go down the ladder in the previous room, you'll be in a low passage. Go around to the right and climb on the wooden platform and open the chest to get a SecretBoard. Still on the wooden walkway, enter the mine tunnel on the left and flip yet another switch. The BigDigger here is harder than the others, but when you beat it, have a mec absorb it to get DragonProgram. You'll also win an OctopusBoard from it. Now leave and go back down but don't climb the ladder yet, instead, go down the lower path until you reach a treasure chest (SanctuaryStone) and the final switch. Now that all the switches have been hit, go back and climb up the ladder and cross the wooden bridge and enter the hard to see door on the lower wall. There's a BigDigger here, which when defeated, earns you a ZenGun. Head right and open the door and follow the path to the end, it's easy from here.

When you reach the main computer, Leonard will try all sorts of codes, but it seems that the info they are searching for can only be found at the HQ, guess where you go next!

:::Defeating the BigDiggers:::

Not so much a threat, as the fact that they have about 40-50,000 HP EACH! Their attacks are usually mild, but watch out for ChainHeat, which can kill a human in one hit. If you have LogicBomb, use it as it messes up their status (like causing Stun, Red Mess or Paralyze). If they fall over, don't laugh (tempting though it may be) because it means they're going to launch a big attack. Also, one of them (the one in the northernmost switch room) can use Maelstrom, protect against this with PearlHearts. There are 4 of these pests total, and they aren't easy, but beating them earns you nice prizes.

---HQ---

Treasures: MemoryBoard, BehemothRifle, LaserScope, Flame Thrower, HEAT Bazooka, ExcelShield, HyperBlaster, GrainCannon, HarmoniumArmor

Leonard says that you can only get to HQ from the Manhattan port, so talk to the ship manager there. Leonard will ask if you're ready to go to HQ; if you're not yet, just say no and you'll be able to travel as normal. When ready, just say yes. Once inside HQ, talk to the guy at the entrance - he will restore you whenever you need it. There are many powerful items found scattered around various rooms in HQ, they are all in small rooms guarded by 2 mecs. Ok...time for action. Start by going in the door on the left to

collect a MemoryBoard, leave and go in the upper room, which contains a BehemothRifle. Back in the main room, go right. Now traverse this walkway and enter the door on the left when you reach the end to get a LaserScope; then go right. You'll be in a donut-shaped room. Climb the ladder on the left and enter the door, a suit of HarmoniumArmor awaits you there. Now enter the door on the right to claim Flame Thrower. Finally, go through the upper door and you'll be in yet another fork. Go right to get a GrainCannon, then go left to proceed. *Another* set of crossroads! Head up and enter the door on the left to get a HyperBlaster, then go down the ladder to the right. You'll see a computer and what would appear to be an inactive robot; just ignore them for now, but remember where they are. Go back and climb down the ladder and enter the door at the bottom. Go up to grab an ExcelShield, and then climb the stairs. Go down and enter the door for the last treasure, a HEAT Bazooka. (Finally!) Go up and touch the computer, T260G will say that there is a virus inside and you must go in the computer to destroy it. When ready, you'll be sent inside of the computer. Now it would appear that you are in sort of a strange town...it's all fake, and there are lots of bugs here and there. You'll notice that some of the ground is nothing but wire frame. Defeat the viruses (the little bugs) to make the ground solid. (When you defeat the viruses, you can absorb a skill called Virus, which allows a few skills to be used.) The houses act as warps of sorts. I can't remember exactly what I did here, so just look for the castle, defeat the viruses at the gate and enter it. You'll be attacked by 4 Viruses and the HQCore. T260G now has a new skill: Contact. Start by killing the 4 viruses and then use Contact on the core, the battle will end, all the viruses will vanish, and the town will completely reform. Go back to the entrance and go around to the building that looks like a chapel. Now comes the fun part. This first puzzle is easy, just light up all the panels, the last one being the one next to the door. The next puzzle is sort of like Lights-Out, just turn all the panels to green. When you get this one finished, you'll move on to a similar, but tougher puzzle. When you finish the 2 puzzles, enter the door. You'll get some frightening info about the true purpose of the RB3...it is an evil AI device capable of destroying all the regions! After talking, you're beamed out of the computer. Now leave HQ the same way you came in, but be sure to return to the place with the inactive mec and the computer. Touch the computer and T260G will repair the body lying on the ground. You'll then be given the option of changing bodies, DO IT! That is the body of the Omega Model, the strongest type of mec! Now just leave the base as normal. As you're going, T260G and Gen will discuss the RB3. Talk to the guy at the entrance and he will transport you out. T260G's mission is now clear...Destroy the RB3...

---Doomsday Machine---
Treasures: None

Once again, talk to the man at the Manhattan port and this time, Leonard will ask to be sent to the RB3 base. This is the final mission, so I'd be prepared if I were you. When ready, go back to the Manhattan port and agree. Once inside, exit the computer room and cross the long narrow bridge. You'll be in a maze-like room with many beams indicating doorways. You can pass through the beams, so don't worry. In the first room, head to the upper right room and hit the switch inside. Now go back and go in the lower door. Now you'll be in a similar green beam maze room. This time, go to the lower left door and hit the switch; you'll hear a loud rumbling, this was a forcefield being shut off. Now head through the far right door and pass through the big empty room here. When you reach a room with a bunch of ladders and mecs, run to the right until you see a ladder - climb it and go right onto the elevator platform. Hit the switch at the top and it will move a platform allowing you to get to the next switch. Climb back down and head right. Almost at the end of the room, climb the next ladder and run across the bridge to hit the next switch. Now go back to the first ladder and climb it, but instead of going up the elevator, go left and hit the last switch, which will open the doorway leading out. Before leaving, you can opt to go right at the very end of the passageway and hit another switch...but it doesn't seem to do anything. (If anyone knows what this is for, please tell me.) You'll now be in a long metallic corridor filled with enemy mecs. Fight them all. (Some of them can be tough.) I believe there are 8 battles total, and after beating them all, a mini-boss, the Mec God, will come down and attack.

:::Defeating the Mec God:::

He's a lot easier than he looks. If you have good skills like Pop-Knight or Shock Soldier, use them. Otherwise, have your mecs use LogicBomb to screw with Mec God's status. Your human characters should use lesser moves to conserve WP and JP. If Mec God uses MagneticStorm, you're in trouble, especially if you're using all mecs, as MagneticStorm does 400-500 damage to all members and does even MORE to mecs... The Mec God has roughly 50,000 HP, but he's not much of a problem. When he's beaten, absorb him to get Tiger Program.

After beating Mec God, you'll be transported to a back room. Go through the door and examine the computer. You'll now have to enter the RB3's core and defeat it from inside.

---RB3---
Treasures: None

This area is just plain weird... Although you're inside a computer, it looks like you're in a cave. Both the left and right passageways seem to lead to

dead ends. It's quite unclear as to what you're supposed to do here, but here's the deal. All you need to do is keep fighting enemies until the paths on both sides open up. Once they're opened, head up and you'll be in a jungle-like area. Do the same thing here as you did in the cave, but watch out, BigDiggers have been spotted here from time to time. Once enough monsters have been beaten, you'll be able to enter the desert, the final section of RB3. Enter this new area and, once again, keep fighting (the monsters are quite tough here...) After fighting about 10 battles here, use a SanctuaryStone to heal up. Keep fighting and eventually, you'll be warped to an area with a tree. T260G will ask if you're ready - say yes. You'll now have to fight the evil RB3's core, the all-powerful GenocideHeart!

:::Defeating GenocideHeart:::

Now it's time to unleash EVERYTHING you have on this guy, he is *hard*! GenocideHeart will open the battle by using an attack called Carnage, which (although it looks cool) does 300-400 damage to EVERYONE, and it also has the nasty side effect of instantly killing humans! Stop the death by equipping BloodChalices (bought in Manhattan) and PlutoArmor (won from Dullahans). Even with the death blockers, Carnage will still mess your team up. Fortunately, every so often, the GenocideHeart warps the battle to different locations. The snowy mountain is probably the place you want him to transport you the most, as you take the least amount of damage there, and it gives you a good opportunity to heal up. There are around 4 or 5 other areas that the GenocideHeart will transport you to as well, each with its own dangers, but he will always bring you back to the room with the monitors first, where he uses Carnage again, and then warps to another landscape. You'll notice that every time you get warped back, some of the monitors are showing only static, this is sort of an indicator of how much HP he has left; the more screens still active, the more HP he has left. There's really no way of knowing how much HP he has (I'm guessing around 80,000). Your mecs should use Pop-Knight or Shock Soldier and if the team is in good enough condition, have T260G use V-Max followed by CosmicRave. If you have DSC, by all means use it! Other moves you should use are ones like RosarioImpale, LifeSprinkler, etc. This is probably the hardest boss in the game, so good luck.

T260G's mission is now over, so he returns to his friends, Rose and Thyme.

----End----

#####Emelia#####

---Start---

(At the very beginning, you have the option of re-naming Emelia.)

Emelia was once a very successful super-model, but she left this career, as it seemed to offer her nothing in life... Just when she thought nothing could make her happy, she met Ren. Emelia quickly fell in love with Ren, but as with all lovers, they often argued. The day after a big argument, Emelia returns to Ren's house and to her surprise, the door is unlocked... After closer investigation, Emelia discovers, to her horror, that Ren has been murdered! Although she saw the real criminal, Emelia is charged with his murder and thrown in the prison at Despair. Emelia knows she is innocent, and intends to prove that it was not she who killed Ren, but rather an oddly dressed man calling himself "The Joker"! At lunch, Emelia meets Annie, who introduces herself and they talk for a while. The warden shows up and issues a challenge. He will grant a pardon to anyone who is brave enough to find the Freedom Rune that is hidden somewhere in the prison facility. Emelia knows that this is the ONLY way she can escape and catch the Ren's REAL murderer. The next day, Annie and another woman, Liza, show up and attempt to help Emelia find the Rune. And now, the journey begins...

---Despair---

Treasures: LightBazooka, ShellShield, AGUNI-CP1, RuneStone

After dropping down through the hole, you'll be in a room with a network of pipes. Climb around until you reach a solid platform with a hole leading to a locker room. Jump down the hole and Liza will pull you over and hide in a locker to avoid being spotted by a guard. After the guard leaves, examine all the lockers until you come across the one containing a LightBazooka. Be SURE to avoid the guards, as if you touch one, you'll get automatic "GAME OVER". Exit through the door on the left, and enter the elevator door directly to the left of the door you came from. You'll pop out in a prison room with an opened manhole in the upper left corner. Exit through the lower door and follow the path to the upper door. Enter it and get on the big round platform; it will rise up. When it stops, take the treasure chest to get a ShellShield. Now exit through the left door. Keep following the path until you come back to the room with the lockers. Exit the locker room through the door on the left and enter the little elevator on the wall again. You'll be back in the room with the manhole in the corner of the room. Enter the manhole, go left, and climb the ladder. Once outside, go left again, and climb down the steps. You'll be in the laser maze. It's not too hard to get through it (as Emelia has an InfraScope), but DON'T touch a beam or you'll fight an unbeatable enemy! (Well, it's a Hermes, but you're too weak to defeat such a strong mec yet.) In the next area, beat the 2 boars and examine the green door on the right. It leads to the room with the Rune, but it appears to be locked. Go up the ladder and enter the hole at the top. Examine the barred door and you'll be attacked by a miniature version of the Nidheg. He's not very tough, but he has a lot of HP. (Note, if Emelia doesn't have a weapon equipped before this fight, Annie will give

her an AGUNI-CP1). After beating Nidheg, The door will be opened and you can now proceed to collect the Freedom Rune...SUCCESS! Emelia is now free!

Although she is free, Emelia has nothing to live for now that Ren is gone... she returns to Ren's house for one last look at it, but just as she is about to leave, Ren's REAL killer, the Joker, attacks Emelia! Fortunately, Roufas shows up and protects Emelia. Emelia thanks Roufas, who then brings her to the restaurant at Koorong. In the back room, Emelia will meet up with Liza and Annie once again, and they reveal that they, along with Roufas and a few others, are part of a group called "Gradius", an anti-Trinity organization. (EVERY good RPG needs some kind of small resistance force VS. big cooperation type of deal ^^) Like Emelia, Gradius is also after the Joker, but for a different reason: It seems Joker is after a new Trinity power source called "Cube", and he obviously wants to use it for some evil scheme. Gradius is trying to stop Joker from getting Cube, while trying to stop the activities of Trinity at the same time. When you regain control of Emelia, go into the room on the upper right and talk to Roufas. He'll ask you if you want to join Gradius. Say yes. Roufas will tell you that it's not that easy and that you have to go through training first.....

---Training---

Treasures: 200 Credits, <Campaign Fund>

Actually, it's really not so bad. There are only 2 tests. The first one is simple target practice, just shoot the target 6 times. Your next training mission is also fairly simple. You are in the sewer in the lower alley of Koorong. Head all the way right and up to collect a bag with 200 credits, then go back and climb the ladder. Go up the stairs and head back to the Gradius base. Now that your training is done, Roufas says that you have some free time until the next mission and suggests that since you have the Freedom Rune, you should go and find the other three runes. Talk to Roufas once more to get a paycheck. You should talk to Roufas after every mission, like Red's Chapter, Emelia gets paid for her work. Go in the room on the left and talk to Liza, she will offer to join you. Now go outside and talk to Annie, she will also join you.

---Team Members and Optional Side Quests---

Since Emelia already has the Freedom Rune from Despair, it makes sense to go on the Rune quest. In fact, I recommend getting the gift before you continue with her main quest. (See Blue's walkthrough for how to get the gift). Anyway, here are the team members that Emelia can pick up:

---Before Trinity---

Cotton: Bio Lab in Shrike
Lute: In Scrap, he's at the Pub
Thunder: In Yorkland next to the windmill
Rouge: In the Luminous Airport
Mei-ling: Scrap Pub
Riki: Scrap Pub
Annie: In Koorong outside the Restaurant, just talk to her
Liza: Inside the Gradius base
Fuse: IRPO, Need to be collecting Arcane Cards
Roufas: Inside Mu's Tomb, no restrictions
Gen: Scrap Pub, need to be collecting Arcane Tarot Cards
Mesarthim: The basement of Lord Manor, need Asellus or TimeLord on your team
Fei-on: In Tanzer, Need to be Collecting Runes
Slime: Tanzer, Joins after getting the Vitality Rune
Silence: Omble (See Blue's Walkthrough)
Sei: (See Riki's Chapter)
Suzaku: Mosperiburg Mountain (See Team Member List)
TimeLord: (See Team Member List)
Kylin: (See Team Member List)

---Inside Trinity Base---

Asellus: On the first visit to Trinity base, Talk to her outside the harem
White Rose: She's with Asellus, they both join after defeating the monster
Zozma: Also in Trinity Base (See Team Member List)

Emelia can't get T260G on her team because "she isn't good with machines", and thus, she can't get EngineerCar either. Emelia *can* get Gen and Fuse on her team, but she won't be allowed to go on the arcane quest until she finds all the runes first.

<<<WARNING: The following part of the walkthrough was written by Fritz "The Dullard" Fraundorf, A.K.A. ErgGibbon. If you have any comments or questions about this section, ask him...not me. Just a friendly warning. READ AT YOUR OWN RISK! (And if the Dullard himself is reading this...I'm just teasing you!)>>>

---Shingrow Palace---

Treasures: SanctuaryStone, CeramicSword

Talk to Roufas in the room on the right side of Gradius HQ (in the back of the restaurant). He'll assign Emelia to her first mission, in Shingrow. At Shingrow, Emelia will change into her costume. Get in line and talk to the guy at the counter. Emelia will enter as Pink Tiger, then you'll fight some battles. It doesn't matter whether you win or lose (in fact, you probably

can't win), so just try to learn some new attacks (despite this being a martial arts tournament, you can use swords and guns). After the battles, Emelia will spot Joker and Annie, Liza, and Roufas will join you. Go up to the throne room and talk to one of the people to get healed, then go back down a level and open the treasure chest (the big red thing) in the upper-right room for a SanctuaryStone. Go into the room in the lower-right and you'll see two guys in yellow running around. Avoid them or just kill them, then search the red pot-like thing to open a staircase. Descend and search the left side of the pit to trigger another switch that closes the pit. Grab the CeramicSword, then go right and keep going until you get to a dead end. Talk to the goblin, defeat it (it should be easy), and the mission will end.

---Baccarat---

Treasures: PurpleEye

Back in Koorong, take care of anything you want to between missions and then go talk to Roufas again. He'll send Emelia, Annie, and Liza to Baccarat. Talk to the people until you get the message that the Joker is on the next floor. Go up there and keep talking until you hear that he took the elevator. Go to the elevator and you'll be taken down to the parking garage. Start to climb down the ladder and Annie and Liza will rejoin. In the caves, head down through the first archway, then head down and left and exit the room through the lower-left door. In the next room, take a left through the hard-to-see door (it has some orange rubble outside) into a small room. Go north and you'll reach the gnomes' cave. Joker will be here, and he will run off (again).

What you do next determines which of two endings you will get at the end of the quest. To get the good ending, just leave the caves. To get the bad ending, leave the gnome room, head south through the next room, and you'll be in a large room. Go right, pass under the archway, and go through the door. You'll see some footprints. Follow them to a cave where you fight a large dinosaur-like monster.

:::Defeating Gargantu:::

This guy shouldn't be tough. If you have moves like Smash, Suplex, BearCrush, etc. (and you should by now if you did the Rune quest), you shouldn't have any trouble beating him. His attack is fairly strong, but he has a weak defense. Of course, you shouldn't be fighting this guy anyway...

After defeating Gargantu, you'll receive the PurpleEye that Emelia gave to Ren. Equip it, then retrace your steps and leave the caves.

Regardless of whether you defeating the Gargantu or not, the mission will end and you'll return to Koorong.

---Trinity Base - 1st trip---

Treasures: EMES Tag, SanctuaryStone

If you haven't completed the Rune quest yet, do so before continuing on. You may also want to drop by Sei's Tomb in Shrike and pick up the Magatama, Mizukagami, and Murakumo (see Riki's walkthrough). Before you go into Roufas's room again, equip Emelia with all your best equipment, especially your best shield.

After some scenes, Emelia will be sent to Trinity Base. After meeting Yaruto, Joker will show up and the lights go out. When they come back on, Yaruto and Joker are gone. Leave the room and you'll see Asellus and White Rose standing on a balcony. Do a Quicksave, then talk to them. You'll have to fight a tough battle against some random enemies. If you win it, Asellus and White Rose will join you, but it's unlikely that you can win. If you can't, just use your Quicksave and go on with the game -- you don't really need them.

If you did get Asellus and Rose, you can also get Akuma... er, Zozma as well. Go left and down one flight of stairs. Walk right and enter the second room you come to. A soldier will be inside, but monsters will appear and he'll run off. Defeat the monsters and, assuming you have Asellus and White Rose on your team, the soldier will reveal himself as Zozma and join you.

(Warning: If you have more than 12 members, Asellus, White Rose, and Zozma will take over them upon leaving the base. So if you have 13 or more people, and want to keep all of them, don't get the Mystics)

Regardless of whether you got the Mystic gang, descend to the bottom level. Enter the elevator (the one on the left; it's the only one that works) and you'll be taken up to the top of the base. Go right one screen and you'll have to fight a mec. Use your strongest attacks to defeat it. After the battle, continue right and you'll be in the east wing of the base. Go down two flights of stairs and head left one screen. Take the door in the upper left and you should be in a room with a chest and a treasure pile. Examine the treasure pile to fight a boss.

:::Defeating the LivingArmor:::

The LivingArmor will summon a LivingLance and LivingAxe; don't bother attacking these as more will just appear if you kill them. Instead, just

attack the LivingArmor. If you have a good shield, you can probably block most of the attacks. This LivingArmor has a lot more HP than a generic one, but it shouldn't be too tough of a battle.

After defeating the LivingArmor, take the EMES Tag (a strong accessory) and the SanctuaryStone. Then leave the room and head down the small set of stairs. Go through the door on the back wall (NOT the one to the right; it leads to an empty lounge) and go left one screen. Emelia will say "Dammit!" and the mission will inexplicably end.

---Trinity Base - 2nd trip---

Treasures: <Campaign Fund>, AngelBroach

Once again, you're back in Koorong. Talk to Roufas and he'll give you a 2000 credit campaign fund. Now go into the left room and talk to the woman to rest (you can rest anywhere; it doesn't matter). Go back to Roufas and he'll send you back to Trinity Base on another mission, disguised as a commando.

Head down and left and you'll be back inside the base, in a familiar location. From here, go back to the room where the last mission ended (go down all the stairs, take the door in the background, and go left). Call this big room "Point Dullard". Go up the stairs and you'll be on the west wing of the base, at the previously-broken elevator. Go one screen left and enter the elevator. Head right and enter the office that was guarded the last time. You'll meet the new commander, Mondo (as seen in Lute's scenario). After some dialogue, he gives Emelia the AngelBroach. An accident occurs in the Cube plant and the base is evacuated. Roufas and co. will show up. Talk to each of them and they'll join up, then go back to Point Dullard. Go to the lower-left corner of the room and walk down the small silver ramp. You'll end up going back to Koorong and the mission will end. (Isn't kind of cheap that they used the same picture of Emelia twice in a row? What about Roufas or Liza?)

---Yorkland Mountain---

Treasures: <Campaign Fund>

Back in Koorong, talk to Roufas for a 3000 credit campaign fund. You may want to use the cash to go upgrade your equipment; you can buy really good stuff (WarLordArmor and ZeroSwords -- what's with the lack of spacing?) in Nelson. The final battle is ahead, and it's really tough.

When you're ready, go talk to Roufas and, uh, tell him you're ready. You'll then go a mountain in Yorkland. This place is a no-brainer; just head right and admire the great scenery until you get to a waterfall and bridge with what appears to be a robot doing step aerobics. Kill it; then keep going right to another waterfall. Either walk behind it or jump along the rocks in front of it (it doesn't matter) and go right some more until you come to a scene outside the chapel. Use a SanctuaryStone to restore your HP. Equip any PurpleEyes that you have. Then enter the chapel to face Diva.

:::Defeating Diva:::

Diva is TOUGH! She gets about four or five turns ever round and hits really hard. Diva has two different forms -- the one she starts in, and the spear form. In the first form, she will either use a bunch of lightning attacks, or a bunch of gazes, or the cool-looking (but deadly) Retribution spell (if she uses Retribution, that's all she'll do that round). In the other form, she uses a variety of elemental attacks -- this form is a little bit safer, as many of her attacks can be blocked with shields or Deflect. Defense is the key to this battle; if you have lots of shields (Liza had four shields equipped in my case ^_^) and defensive abilities, you'll be able to outlast her and her 50,000 (or so) HP. Oh, and don't give up -- I managed to win with just Liza (who had no WP) and Kylin alive.

After you defeat Diva, you'll receive one of two endings based on whether or not you got the PurpleEye in Baccarat (the good ending if you didn't; the bad ending if you did). I hope you got the good one...

----End----

[We now return you to your regularly-scheduled FAQ editor]

*****Lute*****

---Start---

Lute's short journey begins at Yorkland, where he lives. Lute leaves home to search for adventure. After a short scene, you get to rename him anything you want.

---Yorkland---

Treasures: None

Start this "long" journey by going to the port and talking to the two guys here. They refuse to let you board the ship out of town. But then a blue haired man (the captain) steps out and allows you to board his ship.

---Manhattan---

Treasures: None

This is where the ship drops you off. The only thing to do here is talk to Fuse and Leonard in the burger shop at the mall. Fuse will tell you that the blue haired captain who brought you here is Mondo, an important man for the evil Trinity. Once you've done that, leave and the rest is up to you.

---Lute's Quest is 90% Optional---

I strongly suggest going on both the Rune and Arcane quests, as well as doing every other optional quest there is. Lute only has one real mission, but if you don't build up first, you're in BIIIIIG Trouble!

These Team members can be recruited in Lute's Chapter:

Cotton: Bio Lab in Shrike

Thunder: In Yorkland next to the windmill

Rouge: In the Luminous Airport

Mei-ling: Scrap Pub

Riki: Scrap Pub

T260G: Scrap Pub

EngineerCar: Nakajima Robotics, need a mec on your team.

Annie: In Koorong outside the Restaurant, must have 3 runes first

Fuse: IRPO, Need to be collecting Arcane Cards

Roufas: Inside Mu's Tomb, need to be collecting Runes

Gen: Scrap Pub, need to be collecting Arcane Tarot Cards

Emelia: Baccarat, Need to be collecting Arcane Cards

Capt. Hamilton: Owmi Restaurant*

Mesarthim: The basement of Lord Manor, need TimeLord on your team

Fei-on: In Tanzer, Need to be Collecting Runes

Slime: Tanzer, Joins after getting the Vitality Rune

Silence: Omble (See Blue's Walkthrough)

Sei: (See Riki's Chapter)

Suzaku: Mosperiburg Mountain (See Team Member List)

TimeLord: (See Team Member List)

Kylin: (See Team Member List)

*If you want Hamilton on your team before the first and last mission, read below.

---Back to the Game---

Talk to Hamilton (the blond woman wearing green sailor's uniform who is sitting next to the door) in the Owmi restaurant. After talking for a while, she will leave and board the ship to Nelson. Go to the port and travel to Nelson now, you'll be aboard the Victoria, Hamilton's ship. Talk to her and she will explain how Mondo killed your (Lute's) father. Hamilton says she's part of the resistance force to overthrow Trinity and asks if you'll help her - say you're not ready yet. After talking, Hamilton will join your party. Now go talk to the woman at the wheel of the ship, she will drop you off at the town of your choice and Hamilton will still be on your team. Build up and do whatever you need to. This is it, the last mission (yes, it's also the first).

When you're ready, board the ship to Nelson again and talk to Hamilton. Tell her "Yes" and after a cool scene, you'll be in Mondo Base.

---Mondo Base---

Treasures: None (None of Lute's quests have any treasures... ^_^)

Once in Mondo's Base, head up and left, and enter the door. Go to the big platform here and flip the little green switch on the far upper right corner of the platform; it will lower you to another floor. Leave and go through the door. In this room, climb up the big staircase and run along the catwalk at the top of the steps; follow it until you come to a metal box, press O to take it (it's actually a switch). Go back to the platform and hit the green switch again, you'll be once again lowered. Do the same thing in this room as you did before: find the little metal box-switch, it's up the staircase in this room too. After getting the box, return (once again) to the platform and hit the green switch ANOTHER TIME! You'll be lowered to the final area. Fight the giant here if you want to (and think you can handle it). You don't get anything, but it's fun anyway. Go in the upper door and in the next room, go in the only open passageway...now you'll see another cool scene. Mondo will get in a big robot, the Spriggan, and attack you. This is the final battle, folks...

:::Defeating the Spriggan:::

First of all, you might want to have everyone equipped with JetBoots to avoid Spriggan's quake attack. If you're even mildly built up, you really shouldn't have much trouble here. After taking about 10,000 HP off him, he will explode and a new, trimmed down Spriggan will show up. Each one is harder than the last one (there are 5 of them total). But they will all die after inflicting about 10,000 damage. The fourth and fifth form have an EXTREMELY dangerous attack called BusterLauncher, which if used, will do over 1,000 damage to the one it hits, thus killing him or her instantly. It also does lesser damage to nearby members (about 60-150). Also, Spriggan will use either IronPole or EnemyFire every four or five rounds of fight, both of which hit your entire team, but for no more than 50-100 damage each,

so it's not so bad. When you've beaten all five forms, you've beaten Lute's Chapter. Yay.

Now enjoy the short but satisfying ending that you've worked so "hard" for. :P

----End----

~~~~~Riki~~~~~

Riki's quest begins on his home world, Margmel. This once beautiful world is dying, and only the power of a magical ring is keeping it alive at all... Riki is from a dying race of creatures, he is a Lummox, and Margmel's only hope...

---The Guardian Ring - Margmel---

Treasures: RING/Guardian

After the opening scene, Riki will be in the village at Margmel. If you'd like, talk to the two little pink lummoxes next to the hill, they are the foxy sisters; If you'd like, you can fight them. You don't get any items or anything from them, but Riki might be able to absorb ElfShot from one of them, a skill which will be useful in this early stage of the game. Now go in the only open shell-building. (Is this the city of the ancients from FF7? It sure looks like it ^\_^.) Inside, talk to the elder, he will show you the ring which protects Margmel. Riki will notice an inscription on the ring that reads: "Find my brothers and fulfill our wish...". When the elder realizes that there are other rings, he sends Riki to Earth to find the rest of them. Before going though, he changes Riki into a human-like form and gives him the Guardian Ring. The elder opens a warp and transports Riki to Scrap.

---The Merchant Ring - Caballero Factory---

Treasures: 400 Credits x2, KukriBlade, SteelAmulet, PowerCure, RING/Merchant

In Scrap, head immediately to the pub and talk to Mei-ling. Riki will tell her about the rings and his quest to save his homeland. Mei-ling says that she's also looking for rings and then offers to join you, and Riki gladly accepts. (Mei-ling will play a big part in this quest.) Talk to T260G and Lute, they will also offer to join you. Talk to Gen, who tells you to "beat it!". After you leave the pub, Gen will walk up and forcefully join your team. Mei-ling then tells you that Caballero has a ring. Upon leaving, you'll automatically be in Caballero's office. The greedy factory owner refuses to give, sell, or even discuss the ring unless Mei-ling will go with him. Mei-ling agrees and Caballero and his flunkies head to the northern factory with the captive Mei-ling. Now you'll be back at the pub. Gen has devised a plan to save your friend. He and T260G distract the guards in front of the factory so Riki and Lute can sneak in the back and rescue Mei-ling. After a short scene, you'll be in the room where Caballero is holding Mei-ling hostage. It seems she didn't need any help at all as she's smacking him around. After a minute, Caballero will run out. Talk to Mei-ling and she will rejoin. Before leaving the room, take the bag for 400 Credits. You'll be outside of the factory. Gen and T260G, having taken care of the guards, will also rejoin you (not that they ever left though...). Before going in, go in the 3 buildings just outside of the factory. The building on the right is empty, but the buildings on the left have treasures (400 Credits and a KukriBlade respectively). A good idea would be to go to the junk shop and pick up a few items. (See the secrets section for a little trick here.) Also note that you can't leave town yet as the lady at the port is (like on T260G's quest) charging 10,000 credits to board the ship... When ready, go in the factory. Do this area the same way you did in T260G's quest: flip the little orange switches to get rid of the goons so you can fight without being hit with EnemyFire during battle. The glowing boxes contain treasures (PowerCure, SteelAmulet) so don't miss them. When you reach the end, Caballero will run away and sic a VulcanII and 3 D-Tractors on you. This battle is no problem, just use your attacks (of which you'll have few). If you picked up a LightBazooka in the Junk Shop, use it, it'll be very helpful. When beaten, the enemies may drop a Bumper. Mei-ling finally gets Caballero to sell her the Merchant Ring for 10,000 (er 100) credits.

Now leave town, the lady is only charging 10 credits to leave.

---Koorong---

Treasures: Whatever you decide to take now.

Once in Koorong, Mei-ling will tell Riki where the remaining rings are located:

"A guy on a ship had one, but the ship was swallowed by Tanzer"  
"One of Shrike's ancient kings had one"  
"A billionaire in Yorkland has one"  
"There is one for sale in Manhattan, but it's a little expensive"  
"There is a man in Despair serving a million year sentence, he has one"  
"There is a mystic called Ring Lord in Mosperiberg."

Talk to Mei-ling and choose one - not that it matters, because as soon as you try to leave town on the ship, Tanzer swallows it. Thus, you have

to go after the ring in Tanzer first.

---The Thief Ring - Tanzer---

Treasures: Magi-Water, MissilePod, SanctuaryStone, RING/Thief

Once inside Tanzer, you'll get attacked by a couple of thugs -- it's not too tough to beat them, they're just normal enemies. After which the crime boss, Nomad appears. (You've seen her in Red and Blue's chapters before). After some talk, Fei-on (Xenogears, anyone? ^\_^) shows up and offers to take you to a town. Mei-ling, who's obviously Fei-on's wife, (or girlfriend, or something...) becomes furious at Fei-on for 'lying to her'. Jeez! Fei-on said he was going to Kyo for training, it's not HIS fault that Tanzer swallowed the ship he was going there on...oh well...Mei-ling is a picky one... Anyway, Mei-ling runs off and Riki follows her. After this scene, Mei-ling rejoins. Now head south until you reach Fei-on's village. Inside the village, rest at the inn if the need be, then talk to Fei-on in one of the ...er...houses. He will tell you that Nomad is the one who owns the ring you seek. He then will offer to take you there and asks to join you, but Mei-ling refuses to let him join the party (the \$%#&%), but he will still lead the way. Now leave town. Fei-on will call you on the right direction, so just keep following him. When Fei-on stops next to what would appear to be a door, enter it. Then go down into the next door below. Next, proceed up into the other door. Keep going through the doors (always the upper ones) until Fei-on calls you again. Walk down and jump into the hole next to him. You'll be in a new part of Tanzer. Follow the path until you come to a wooden room. There you'll meet Nomad again. She speaks briefly to Riki, who makes a comment that Nomad doesn't like. Nomad, in her anger, sends six of her troops after Riki and his team. In the confusion of the following battles, Nomad runs off. Defeat the troops and go around and climb the stairs and continue up to the door. This area is made up of a long hall filled with monsters, and 4 doors. The door on the right wall leads to a room where you can pick up a treasure (Magi-Water). The door directly above the entrance contains a MissilePod. Ignore the upper left room, besides a few monsters, it's empty. After you've gotten the treasures, go in the lower left door. Nomad will show up, send more troops after you, then run away. You have to fight Platyhooks and a Razorback. The Razorback isn't very strong, so defeat it first before using your strongest attacks on Platyhooks. After you win, Fei-on will appear and join you regardless of what Mei-ling says. Now examine the drawers to get a SanctuaryStone. Go down the manhole and follow the path down until you reach Nomad, who is now being swallowed by Tanzer... Save her, she has the ring!

:::Defeating Tanzer:::

Tanzer is a tough opponent, his AcidBreath does about 100 damage, which is more than you can spare now. To make matters worse, there are 3 other enemies here that also attack you, and you can't even target them. I hope you added Fei-on to your team, because his CrushBeat attack does almost 800 damage! If Tanzer uses Illstorm to poison you, just ignore it. Give Gen the backpack and have him use Cures on the party as needed. Tanzer is hard, so good luck. He seems to have about 8,000 HP and when you beat him, you'll get the Thief Ring. Congratulations, you've gotten your third ring.

Tanzer is starting to die now, so if you don't all get out quickly, you will too! After gathering all the villagers together, Fei-on runs back to see if there is anyone he missed. Wait a few minutes or try to enter the ship a couple of times. Eventually, Fei-on will show up and you'll escape.

You can get the rest of the rings in any order, but I'll explain them this way.

---Gathering Team Members---

After beating Tanzer, you can freely use the ports again. I was wrong about Riki being unable to go on magic quests. Feel free to do them if you want. Here's the lowdown on Riki's potential team:

Cotton: Bio Lab in Shrike

Thunder: In Yorkland next to the windmill, need Lute on your team.

EngineerCar: Nakajima Robotics, need a mec on your team.

Annie: Choose to get the ring in Despair and tell the girl you trust her

Emelia: Baccarat, Need to be collecting Arcane Cards

Fuse: IRPO, Need to be collecting Arcane Cards

Dr. Nusakan: Joins you after visiting the sick girl in Yorkland

Mesarthim: The basement of Lord Manor, need Dr. N on your team

Sei: (See Below)

Suzaku: Mosperiburg Mountain (See Team Member List)

Kylin: (See Team Member List)

Mei-ling, Gen, Lute and T260G automatically join you from the beginning and Fei-on automatically joins you in Tanzer.

When ready, you can go on any of the ring quests.

---The Fighter Ring - Sei's Tomb---

Treasures: Magatama, Murakumo, Mizukagami, RING/Fighter

Now would be a good time to enter Sei's Tomb in Shrike and get the ring therein. Talk to the kid who looks like a little Alkaiser...he's in the playground by the street where the inn is - he'll show you where Sei's

Tomb is. From the entrance, head down then right. You'll be in a room with 3 alters, just ignore them and keep going until you come to a big wide open room with many doors and openings in it. Enter the southern most passageway. Once there, go in the upper room. Here, examine the wall at the back of the room that looks like it has a little '9' (or a Yin-Yang symbol) carved in the wall. You'll have to fight some enemies (just normal ones). When you win, you'll get the Magatama. Go back to the big room and you'll notice 3 glowing spots on the floor; these are holes. Jump in the hole in the upper left corner of the room and you'll drop onto a platform with a sword on it. Try to take the sword and you'll be attacked; defeat the attackers and you'll get the Murakumo. Once again, go back to the big room, and this time, go up to the area with the skeletons and examine the glowing spot on the wall. The bone heads will get up and attack you. When you beat them, you get the Mizukagami, a very useful shield. Now backtrack to the room with the 3 glowing alters and put the items you just found on these alters. A door will open on the wall above. Inside, examine the casket and the Death Lord, Sei, will come out and mistake you for grave robbers (Tomb Raiders actually... ^\_^) and refuses to give you the ring. Riki explains how he needs the ring to save his home. Sei reconsiders and gives you the ring, also, before leaving, he joins you.

Note: In other chapters, you can opt to do this as well, but you'll have to fight Sei in order to get him to cooperate with you. When you beat him, you can either ask him to give you something, in which he will give you his sword, the VERY powerful Kusanagi, or you can have him join your party. Of course, you could just opt to get the Murakumo, Magatama, and Mizukagami and just leave, they are all good items anyway, and this is a much safer alternative when you're still weak. (Like in Red's quest)

---The Hero Ring - Baccarat---

Treasures: RING/Hero

After collecting 4 rings, Mei-ling will tell you about a wealthy man from Scrap who is offering to sell them his ring. The man is staying at Baccarat, so thats exactly where you go next.

It's pretty vague from here, so I'll say exactly what to do. Go down to the hotel section of Baccarat and enter "Room 2001". (If you took the stairs down, it's the first door you come to.) The man will tell you about why he wants to sell the ring and then goes to get it from the safe. But the ring is gone! A quick look reveals that a mouse is the culprit, but the little bugger runs off... Catch that mouse! Actually, it's pretty easy, just keep following it (this part is funny) until it jumps on the crystal chandelier. The elegant crystal then falls through the entire building until it finally crashes through to the parking lot. You'll see that the manhole is opened, go down there and keep chasing the mouse until it runs in a corner. When it's caught, you'll get the Hero Ring.

---The Healer Ring - Yorkland---

Treasures: 500 Credits x??, RING/Healer

Now go to Yorkland. If you've been here before, you may have heard about the billionaire having run away from town, and you may have seen an empty house where he once lived. Now this info finally comes into play. Go to the billionaire's house and you'll find out that his daughter is gravely ill, but no one knows what's wrong with her. The billionaire is offering a large reward for the person who saves the life of his daughter, so you might as well take a look. Upon entering the girl's bedroom, you'll learn that she is possessed by a demon called Mollasite. Mollasite, who obviously has no intentions of letting go of this girl, attacks your team. This battle is a no-brainer, just keep attacking until he runs away. Something must be done to defeat this demon, or the little girl will die! The only thing keeping her alive is the ring that she owns. Mei-ling will inform you of a doctor in Koorong who's good with this sort of thing; you'll automatically be sent to Koorong. Go down to the backstreet in the lower section of town (the one with the 3 birds flying around) and enter the door at the very back of this small alley. Once inside, talk to the man who's sitting there. The door will open and you'll be in the back room with Dr. Nusakan. Mei-ling explains the situation and Dr. N agrees to help. Return to Yorkland and talk to the billionaire; you'll go back up to his daughters room and fight Mollasite again. Dr. N explains what to do in order to defeat this strange appirition.

:::Defeating Mollasite:::

As Dr. Nusakan says, if you inflict too much damage too quickly, Mollasite will run away. So either use weak attacks (or just defend) until he destroys the bed. After that, just attack him in full force - he's VERY easy.

After beating that spectral pest, the billionaire's daughter is healed. As a way of thanks, she gives you the Healer Ring. Also for an added bonus, talk to her father a couple of times; each time you talk to him, he'll give you 500 Credits, you can do this anywhere from 1-3 times each time you visit him (when he says "please no more", just leave and come back, he'll give you more). Repeat this (until he runs away) to make a fortune!

---The Schemer Ring - Lord Manor---

Treasures: MaxCure x3, RubberSuit, GhostCannon, KrisKnife, SanctuaryStone, Magi-Water, RottenMeat, JetBoots, LeatherBoots, PearlHeart, JackalSword, ArmorGlove, ShellBracer, SeaStone, RubberShoes, RING/Schemer

First, go to the shopping mall at Manhattan and attempt to buy the ring that's for sale there. The lady will tell you that the lord in Owmi bought it. So, let's go talk to this guy. Head for Owmi and enter Lord Manor, the lord will step out. (This is a different 'lord' from the one in Asellus's quest...) When you tell him how you're collecting rings and how you need his, he opens a trap door and dumps you down to his basement. Climb back up to the surface - this place is easy. There are tons of treasures lying around here and there, collect them all, and be sure not to miss the JackalSword in the big room on the pink platform behind the wall. When you reach the room with the squid, don't fight it yet, instead, go into the door on the left side of the room and approach the pool of water. Mesarthim the mermaid will swim up and (assuming you have Dr. Nusakan on your team) will either offer to join you or give you something. If you choose to have her join you, she will. And if you choose to have her give you something, you'll get the SeaStone, a +3 def. accessory that also protects against water attacks. Go back and fight the squid, he should be quite easy. Continue up until you're back in the house. Loot the attic and basement rooms for more treasure if you'd like (and there's no real reason not to either). Then go up into the big bedroom and talk to the lord. He is quite surprised that you beat the giant squid and pleads with you to spare him. When Riki agrees, lord turns into a mystic and flies off dropping the ring.

---The Hermit Ring - Despair---

Treasures: LightBazooka, ShellShield, RING/Hermit

To get into the prison, Despair, simply talk to Mei-ling in Koorong and tell her you'd like to go after the ring there. Liza will walk up and (conveniently) overhear you and suggest that you talk to Annie about sneaking in. If you accept, you'll be in Despair and Annie will have joined you (she'll also lead the way). If you decline, you'll be in Despair anyway, but without Annie to guide you.

Once you arrive in Despair, just keep following Annie (if she's with you), she'll lead you directly to the ring - this couldn't be easier. It's the same way you would come to get the Freedom Rune, except that instead of jumping down to the extreme lower door, jump down once, climb the ladder, and enter the green door that has a clock above it. (If you've been this way before, the door was always "locked up tight".) Once in the room, you'll find the prisoner who has the million year prison sentence here -- the warden himself! After a bit of talk, he gives you the ring. (Note: the other 2 treasures can be found in the same places as you may have found them in another chapter.)

---The Lord Ring - Mosperiburg---

Treasures: <Prize>, 400 Credits x2, VirgilKey x8, RING/Lord

Now...Mosperiburg...home of the Ring Lord himself...this is it... Relax, it's not as hard as it's made out to be. When you arrive at this strange castle, head up to the throne room and talk to the man there (as hard as it is to believe, that IS a man!) He is Virgil, the Ring Lord. He says that it's been a while since he's had a challenger for the ring, but he says he won't give the ring to any wimps. So Virgil tells Riki that if he collects 8 keys around the mansion, he'll be willing to listen. Now go to the 8 doors around these halls of horror. (You may have seen doors that "wouldn't budge" earlier, they are all now open.) I can't remember exactly which obstacle occurs in which room, so I'll just name the challenges.

Note: If a door still "won't budge", it means you're missing a ring. You need all 8 of the other rings to open the 8 doors.

---Challenge 1 - The Game Show---

When you get to a room that's playing the casino music, be prepared. You have to play a game of Hi/Low; this is done by comparing the price of one item with the next. If you think the second item costs more than the first, choose "HI", If you think the first item costs more than the second, choose "LOW". If you get one wrong, you'll have to play a 'penalty game', which is a battle (an easy battle), but your entire team is turned into Rockies (those little squirrel-mole thingies). Win this Hi/Low game 8 times (doesn't have to be in a row) and you'll get the first key (called a VirgilKey) and a bonus prize, which is the last item you bet on. This can be anything from a mega-powerful HyperionBazooka, to a pathetic Knife...

---Challenge 2 - Magma Slimes---

This room is a simple staircase descending to an alter. Climb down to the alter and some orange slimes will attack you, they are the dreaded Magma Slimes...

:::Defeating the Magma Slimes:::

These slimes only have one attack: MagmaTouch. This skill of theirs is

DANGEROUS, however, because it drains LP. The only good thing is that MagmaTouch \*CAN\* be blocked with Deflect, Kasumi, or shields. If you keep losing this battle because Riki loses all his LP, a trick is to use the Thief Ring, which makes your team invisible, then have Riki keep defending. There are 30 of these slimes, each fought in a group of 5. Use attacks like GaleSlash or Haze-to-Wheel, use them to eliminate all of them at once. Do this a few times and you'll have this battle wrapped up... then you'll get the next key. After this battle, I strongly suggest you leave Mosperiburg and rest at an inn before continuing... You've probably lost a LOT of LP here, and you'll need it for the battles ahead.

---Challenge 3 - The Mystic Spikes---

This room is filled with spikes and the only way to get through it safely is to follow the mystic girl around the room. If you mess up, you'll have to fight a battle. The girl will occasionally walk onto one of the two platforms that hold bags containing 400 credits each. When you finally make it to the little red gleam of light, press O and you'll get the key and be warped out of this room.

---Challenge 4 - Bugs 'n' switches---

There are 4 enemies running around this room, and 4 switches. Pressing any of the switches causes a bug to pop out and roll across the screen and fall off the other side; if these bugs hit a monster, they will push it off the screen, thus getting rid of it. However, if you miss (or just don't feel like doing it) you can still get the key simply by defeating all 4 monsters, they're just normal enemies.

---Challenge 5 - The "Tournament"---

This is some sort of winner-takes-all tournament, it's really easy, however. First you fight a battle with a MecDobby100 and 4 MecDobbys, then a battle with 4 Manticores. It's SOOO Easy! After um...winning, you'll get another key.

---Challenge 6 - Pac-Man returns---

This is an old Pac-Man type of puzzle. Collect the money bags around the room while avoiding the slimes. When all the bags have been collected, grab the treasure chest that falls down to get the next key.

---Challenge 7 - Grave Mistake---

Now you're in a cemetery. Go touch all of the tombstones until one of them contains the key. If you touch any others, they'll release Dullahans...so watch out.

---Challenge 8 - More fun than a barrel of Monkeys---

This room has (I think) 8 barrels in it. Just keep opening all the barrels until you find the one with the key inside. All the others contain monsters.

Now that you have all 8 keys, go back to the throne room and Virgil will now fight you.

:::Defeating Virgil:::

Now let me start by saying this: VIRGIL CAN NOT BE HARMED IN ANY WAY! If you paid attention to what Virgil says at the start of the battle ("Show me your best combos") you should be able to figure this battle out rather easily. But since either people are playing the Japanese version, or just not paying attention to what's on the screen, many people miss this. Defeating Virgil is simple, just use combos on him, when you do, you'll score points. This is how it works:

Lv 2 Combo: 0 Points  
Lv 3 Combo: 2 Points  
Lv 4 Combo: 3 Points  
Lv 5 Combo: 5 Points

Score 10 total points to win. The easiest way I've found to do this is just to choose your attacks at random, and try different attacks too. I thought this battle was fun, but some people think it's really hard...

BTW, I've recently learned of a nice trick here... It seems that Virgil counts DSC as a combo, and will thus, give you points for it. I haven't confirmed this yet, but it seems it would be a nice way to earn some points here.

After 'beating' Virgil, you'll get the Lord Ring.

---Margmel Revisited---

Treasures: None

Now that you have all of the rings, Riki returns to Margmel. Save if you want to, then go talk to the elder. The elder tells Riki to use the powers of the ring to revive Margmel. Riki takes the rings up to a hill and shouts "Margmel BE REBORN!" (words he'll soon regret). You'll now

see a scene of Margmel in it's former beauty. Go back to the town and save again. When you get back, Riki sees that all his people are disappearing... Mei-ling tells Riki that since he wished for Margmel to be reborn, that is exactly what is happening, Margmel is being reborn. And since none of Riki's clan were there when the land was first born, they're all fading away... Mei-ling has become obsessed with the rings power and uses the power of her 'black ring' to become a hideous demon and attacks Riki and his friends - she is the MasterRing!

:::Defeating MasterRing:::

MasterRing is HARD! She has an EXTREMELY dangerous attack called Oscillation, of which you've probably already had the pleasure of being killed by before. To make matters worse, she is accompanied by the 9 ring monsters (4-5 at a time). I would advise you NOT to kill them all, as MasterRing will start to use an attack called 'Revolution9' to not only increase her defense, but it also counters HARD when you hit her! MasterRing and her monsters will also give alot of dangerous status ailments like Charm and Mess. Just avoid this whole mess by using the Hero Ring at the start of the battle (it prevents abnormal status). Just focus on MasterRing until she runs away and leaves you with 5 ring monsters, kill as many as possible and then the master will show up again. Just keep attacking her until she turns back into Mei-ling. MasterRing has about 40-50,000 HP.

Now, sit back and enjoy the ending...I liked this one...

---End---

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4. Other Stuff  
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====Optional areas====

---Bio Research Lab---  
Treasures: DragonShield

The Bio Research Lab in Shrike is definatly the best place to build up! The enemies are always strong, and some of them can leave some GREAT items behind. If your HP is high enough, you'll meet the following enemies that sometimes yield some nice prizes (also listed):

CrystalTree - Drops various Harmonium items (Armor, Bangle, Earring)  
Dullahan - DurahanShield (BEST Shield) and PlutoArmor (Def 35 Armor)  
Chimera - BehemothRifle (Strong, but has a low hit rate)  
Zyphon - WindShell (Raises Stats) or WonderBangle (Buyable, but expensive)  
SnowFolk - SleetCoin (Stops Ice Attacks)  
Darkfairy (Appears with Zyphon) - SilverMoon (You WANT this)  
Flamefolk (Also appears w/Zyphon) - PowerBelt (Raises strength a LOT)  
BlackDragon (Appears with the Chimera) - DragonShield  
among others.

Besides building up and winning nice prizes, there are really only 2 reasons to even come here at all: getting Cotton on your team, and beating the EarthDragon. Getting Cotton is a simple procedure which is explained in Red's walkthrough, but the EarthDragon is a different matter...here's how to find it. From the entrance, go around and climb the steps. Ignore the door to the right and go up below the tree and enter the door. In this library room, defeat the guard if you'd like, and then read the books for some info on various races. Now touch the lone bookshelf to open a secret passage. Climb down the ladder and go through the door. In this hallway, head down through the door (or up if you want to get Cotton). You'll be in a basement room with some horrid looking plants. Go left and around the big building; enter it, climb up the ladder, and touch the computer. (You can choose to ignore the people here -- they're just more monsters.) This will shut the lock off of a door. Now go back to the steps (but don't climb up) and go right. If you came this way before you shut off the lock, the door leading into the little room here will be locked, but since you shut the lock off, the door is now opened. I recomment saving now, because when you talk to the lady, she will turn into the EarthDragon, a VERY powerful enemy...

:::Defeating the EarthDragon:::

This is no easy task, and I don't suggest you even try taking him on until you have at least 800 HP, and some high-grade equipment. The dragon has some pretty strong attacks; IronBall being the worst, as the dragon uses it over and over again. His other attacks, GasFlame, Grasp and Trample aren't really so bad, but I recommend healing every so often because every three rounds of fight, the dragon uses IronBall. He also uses Quake from time to time, just avoid this by wearing JetBoots and AngelArmor. For attacks to use against the EarthDragon, I suggest non-blockable attacks like NoMoment, LifeSprinkler, ReverseGravity, etc. as the dragon has a powerful shield. Also note that DSC has no effect here, so don't waste WP on it. If you're using Red, try to turn into Alkaiser and use Al-Phoenix, also, have him use FinalCrusade if everyone's HP is low. T260G should use V-Max followed by CosmicRave. This might get blocked, but it's pretty powerful if it hits. Blue should use the OverDrive + ShadowServant + Tower + StasisRune trick, and Riki, Emelia, Lute, and Asellus should just use the attacks I listed above. Since the EarthDragon is so slow, you might want to consider using



TimeLeap to stop some of it's attacks. (You...do have it...right?)  
The EarthDragon seems to have somewhere around 70,000 HP, and since it can easily block attacks, this may prove to be a long, hard fight. If you're \*REALLY\* lucky, the EarthDragon may drop a HyperionBazooka or a SprigganSuit, some VERY powerful equipment. Oh, just so you know, you CAN have a mystic absorb the EarthDragon using MysticSword/Glove/Boots, but you don't get very high of a stat boost, and the skills are useless (those hoping to absorb IronBall or something will be dissapointed...), there's no real reason to even try this. (Believe me, I HAVE done this... ^\_^)

Also, let's put a closure to a rumor here. You CAN NOT absorb IronBall from the EarthDragon and/or turn into it. BaddKarma (baddkarma@worldnet.att.net) has proven this: With a GameShark, you can get every spell in the game, which includes IronBall. Many of these skills are not usable, which includes IronBall. All the normally obtainable skills can be used perfectly (you can even have humans use Mec/Monster skills, and vice versa).

Whatever the case, after beating the EarthDragon, go behind the platform where he/she/it was standing and claim yourself a powerful DragonShield.

Now that you've beat the dragon, congratulations, you've beaten the all-powerful optional boss that every game seems to have one of.

---Furdo's Workspace---

Treasures: GlowRobe, PearlHeart, UnicornTear

This is a rather sorry area. You can reach it in Magic Kingdom by going between the two rows of bushes near the lower part of town, then entering the regal looking building beyond them. Although this strange castle is pretty big, there's not much here except a bunch of monsters and treasures that have been turned to stone. Look around for room with surrounded by stone fairies, that also contains a strange blue vine-like thing. Touch the 'vine', and all the fairies will come to life and fly off. Now exit this room through a door on the right, and you'll be standing next to a stone box. The fairies will now be flying around the castle, turning the treasures and monsters back to normal, so just wait for a fairy to come and un-stone the treasure box. It contains a GlowRobe. After getting the treasure, climb the stairs and go in the left door. You'll be up on the ledge in the room with the vine (the place where the fairies start.) Ignore this place for now and go down. This room contains 4 lizards and 2 treasures. Let the fairy depetrify the treasures and take them to get a UnicornTear and a PearlHeart, then go back up to the room you just came from. Now, on the right side of the room, enter a hidden door, and go up until you reach an office room where you'll meet Furdo, the master of this weird castle. Talk to him and you'll start fighting him for no apparent reason.

:::Defeating Furdo:::

Like the sad dungeon he runs, Furdo is a pretty sad boss. Even if your team is only moderatly built up, you should have little to no trouble beating this guy. Furdo likes to use GlassShield alot, which is annoying, to say the least, but it can be easily destroyed by using a projectile attack like magic or guns. Besides GlassShield, Furdo's only other attacks are (for some weird reason) the 3 mystic skills... (Sword, Glove, and Boots). Careful, these can instantly kill you. Furdo has a really low amount of HP, so he should go down in only a few rounds of fight.

This whole area makes no sense to me. There's barely anything here, you just seem to fight Furdo for no reason, you don't get anything for beating him (and he's not a hard enough enemy to be very proud of beating), and the enemies here aren't anything special either. in short, only come here if you're in the mood to waste a few minutes...

---Sei's Tomb - In depth---

Treasures: Murakumo, Magataka, Mizukagami, Kusanagi

A good place to pick up some treasures is Sei's Tomb, located in the northeast corner of Shrike. If you've played Red or Riki's quests, you should know how to get in. Follow Riki's walkthrough to collect the 3 treasures. (All the other rooms are dead ends.) Now place the Murakumo, Magatama and Mizukagami on the 3 glowing alters. A secret passage leading to Sei's chamber will appear. Enter it and examine the coffin, Sei will get up and attack you.

:::Defeating Sei:::

(Method submitted seigfried@iname.com)

The trick to beating King Sei is using only unarmed techs. He is VERY weak against them; TriangleKick does something like 1000 points of damage and it's one of the weaker ones. If you stay away from Swordtechs, you should be able to make short work of him. The other trick is NOT to kill all four of his skeletons when he first appears, as then he will start using MinionStrike, which does serious damage to all your characters. As with the EarthDragon, use unblockable attacks on Sei, because he too has a shield. Sei only has about 15,000 HP, so just keep attacking him and you've basically got this battle won.

When you beat Sei, he'll offer to either join you or give you something. If you ask him to join you, he will proceed to do so - he's a powerful ally who can use all the moves he used while you fought him...only now they're on

your side. If you opt to have him give you something, you'll get the Kusanagi. Although this sword is very powerful, it costs a bit of WP to use; remedy this problem with the DoubleSlash trick. (See Below)  
If you'd like, you can just get the Murakumo, Magatama, and Mizukagami and just leave without meeting Sei, these are all good items as well. Although the Murakumo is a pretty lousy sword, the Mizukagami is probably the third best shield in the game. And the Magatama, if used in battle, casts SacredSong, a powerful holy elemental attack.

---Berva Base - In depth---

Treasures: Bolt Thrower, SecretBoard, RottenMeat, 500 credits

If you got knocked out by Berva while fighting him in the Shingrow ruins, you'll end up here and you HAVE to get out. If you beat Berva, this is an optional area where you can pick up some free goodies. After Berva escapes into Shingrow Palace, return to the room where you fought the Goblin earlier, and examine the upper wall -- it will slide away, revealing a secret passage leading to this base. From the entrance, climb down the steps and grab the treasure laying on the ground next to you to get a Bolt Thrower. Now enter the door on the left, then go into the upper right door in the next room to get a SecretBoard and some RottenMeat from the treasures here. Now leave this room and climb down the steps to the left. This room is some kind of prison, but there's nothing here, so proceed through the door on the right wall. On the left side of this next room, there's a weird looking machine, and a treasure chest that you can't seem to be able to open. (If anyone knows how to get this thing opened, let me know.) Ignore these distractions and go in the lower door and explore this sandy area to find a bag with 500 credits inside it. After collecting these treasures, just leave the base, as they're all that's here.

====Secrets====

---Free Items in the Junk Shop---

Although The Junk Shop in Scrap has some nice items, the price for getting these is FAR too high, and you usually get Junk, BrokenBumper, or RepairKits instead. However, there IS a way to rig this otherwise worthless shop. Simply pay your way to get in (Usually 600 Credits) and pick out the 3 items. Now go talk to the lizards and choose to sell a HyperionBazooka. (even though you don't have one.) Now go back and search the boxes, you'll get to pick 7 items now...FOR FREE! Of course, you can choose to "sell" any of the items there and also get free items, but you'll get one less free item for anything above the HyperionBazooka on the sell list. (i.e. The LightRifle will get you 6 items, HG-Cannon will get you 5, etc.) Anyway, after picking up the free items, go back and try to sell another Hyperion Bazooka, you'll get ANOTHER 7 free items! You can repeat this as often as you want to get some nice items. Although when you first start, you usually get rather lame items (KukriBlade, CombatSuit, etc.), or RepairKits. Sell the RepairKits after you get about 20 of them, and the items will improve. After a while, the boxes will only contain one item, but it's usually a powerful, expensive, or rare item. The list below shows all that you can get.

(The boxes are lined up like this)

1 2  
3 4  
5 6

|                  |               |                 |                 |
|------------------|---------------|-----------------|-----------------|
| 1. "Junk Weapon" | 2. "Junk Gun" | 3. "Junk Gun"   | 4. "Junk Armor" |
| Knife            | AGUNI-SSP     | WaterCannon     | Leather Glove   |
| BroadSword       | AGUNI-CP1     | BeamCannon      | ShellBracer     |
| KukriBlade       | EasyRifle     | SonicCannon     | ArmorGlove      |
| LaserKnife       | SniperRifle   | LightBazooka    | CyberGlove      |
| SamuraiSword     | TroopRifle    | LightVulcan     | Buckler         |
| CeramicSword     | EagleGun      | LaserCarbine    | ShellShield     |
| TwinSword        | AGUNI-MBX     | LightningCannon | ExcelShield     |
| Osc-Sword        | LethalGun     | Thunderbolt     |                 |

|                 |                 |
|-----------------|-----------------|
| 5. "Junk Armor" | 6. "Junk Armor" |
| FiberVest       | JunkHelm        |
| HardLeather     | FiberHood       |
| ArmorVest       | LaserScope      |
| CombatSuit      | MirrorGlass     |
| ElectroArmor    | LeatherBoots    |
| JumpSuit        | RubberShoes     |
| WarLordArmor    | JetBoots        |
| CyberSuit       | FeatherBoots    |

After all the best items start coming in, collect 99 Osc-Swords and you can sell them at Shrike for well over 10,000 credits. Also, it might pay to outfit your team with CyberGloves, JetBoots, ExcelShields, and WarLordArmor or CyberSuits.

---The GoldIngot Trick---

I believe this trick is called "Takonomics". It's basically a quick and easy way to make over 50,000 Credits! To start, I suggest you have at least

10,000 credits (you can get that much by using the trick above). Start the trick by going to Nelson and buying as many GoldIngots as you can afford. Now go back to Koorong and sell the gold until the price for it drops down to zero. Now with your extra money, go back to Nelson and buy more Gold Ingots and sell them again. Although the price for selling the gold is still at 0, simply press down on the controller until the shop says you have 0 GoldIngots left, but DON'T SELL THEM! Instead, push up on the controller and you'll see that the price for the gold is starting to rise! Keep rising the gold up until you end up with the original number you had. Now lower and sell all your gold. You should end up with more money than you started with. Repeat this until you get 99 GoldIngots. Repeat the trick as above, but when the price for gold maxes out, only sell 52 GoldIngots; you'll have well over 50,000 Credits!

(Yes, I know this may not have made much sense. I wrote it in a hurry and would gladly appreciate a simplification of this trick.)

---DSC---

DSC is the ultimate physical attack. To get it, you must first learn and equip 4 specific fighting techniques -- Sliding, Suplex, BabelCrumble, and GiantSwing. You can learn Sliding by using Kick or normal attacks, and the other 3 can be learned by using AirThrow. DSC, when used, performs anywhere from 3-5 moves, and the more moves it does, the more damage it inflicts... This can be well over 20,000 damage if you're lucky!

---The Abyss Bat---

This rare and elusive monster will prove to be quite a challenge. He (it?) appears in the north-western ruin; the Ancient ship T260G needs to explore. Enter the ship and go up through the vine covered door. In the next room, if you don't see any monsters, walk up and a giant shadow will appear on the ceiling, turn into a giant bat, and attack you -- this is the Abyss Bat. The Abyss bat can do a LOT of damage. It's attacks include: Tornado, MagneticStorm, and a deadly combo containing DeathTouch, FireKiss, and Life Steal. This is a TOUGH enemy. It has around 50,000 HP, and actually, you probably won't have any trouble killing this pest if you're strong enough. There is no real reason to find and kill this denizen of the darkness except for the fact that it may leave a LightRifle behind after beating it. I don't know what causes the Abyss bat to appear. I was playing as Blue when I first encountered it, and have never seen it with any other character. If anyone else has any info on this most interesting enemy, PLEASE mail me and let me know...

---Money from the bird---

Ok, so this isn't really a secret, but I thought it was weird, so I decided to include it...

In the lower part of the Koorong Backstreet (where the three birds are), I was fighting the enemies normally, but once, I saw that one of the birds was carrying a bag. I found this to be rather peculiar, so I caught up with and killed the bird. After the battle, I was rewarded with the bag, which only contained 100 credits. I tried about 10 more times to see if I could get another bird to show up with a bag, but no luck... Can anyone tell me what caused this strange occurrence? It seems pretty pointless to make it so hard to find 100 lousy credits...

---2nd Div.---

This is the legendary "programmers room". Actually, it's not as hidden as you might first think. Simply beat all 7 quests using the system data (doesn't matter if you started over). After beating the last quest, you'll arrive here with the team you were currently using. There's quite a bit to do here: Fight any of the 7 final bosses, plus two new ones. Listen to ANY of the game's music (even unused ones...), and hear sound effects. You can also talk to (and even FIGHT) some of the programmers.

---Power Spells---

These are potentially very powerful and useful, but aren't very well known about. This little list explains some of the better of these spells.

Fool (Arcane Magic)

This spell lowers strength for everyone. Essentially useless. However, if you equip this spell and a SilverSpread, a spell called SilverFang will appear in your swordskill list underneath the SilverSpread. It is a basic attack that costs 5 JP (yes JP, not WP) and looks like the enemy attack, Fang, except it's...well...silver colored.

SharpPain (Evil Magic)

This spell stuns all enemies... sure, you'd probably pass this spell off as useless...that is, unless you know the secret here... When you use SharpPain, you ALWAYS go first. Also, this spell has at least a 60% or more chance of working, even on strong enemies like Dullahans and Krakens.

StasisRune (Rune Magic)

StasisRune is a strange spell. When cast, it stops the user and the selected enemy for a long time, plus it takes away all JP, WP, and Bullets. SnakeOil can be used to cure the caster, but you still have to wait for the effects to wear off the enemy... Sounds useless right? Well it's initial effect IS,



|            |               |           |             |  |
|------------|---------------|-----------|-------------|--|
| Manhattan  |               |           |             |  |
| Devin      | Yorkland      | Koorong   | Wakatu      |  |
| Facinaturu | Magic Kingdom | **BLANK** | Owmi        |  |
| Nelson     | **BLANK**     |           |             |  |
| **BLANK**  | Scrap         | **BLANK** |             |  |
| **BLANK**  |               |           |             |  |
| Kyo        | IRPO          | **BLANK** | Mosperiburg |  |
| Luminous   | Shingrow      | Baccarat  | Shrike      |  |

-----/

You can fill the blank spots using GameShark, but the icons listed have either no name or messed up Japanese text, (although one of the icons clearly had the name "HQ"... ) and the places they lead to are very glitchy... For those interested, here's what I saw:

- Margmel: This was...weird. I was warped to the hill where Riki is in the intro of his quest. I could walk through walls and the background, but I couldn't leave.

- Junk: This area seemed normal enough. However, the game thought I was controlling T260G. Blue, who I was controlling at the time, said all of T260G's lines. It was pretty funny listening to Blue talk like a robot. ;)

- Despair: This was a cool area. It looked like a dummied out section of the prison. It consisted of a two-layered room with several (unopenable) prison cells, a big weird-looking machine, and two doors I couldn't open. The prison warden was on the upper floor, but I couldn't talk to him... There was also no music here.

The other three spaces brought me to a black screen that played the generic town theme. All I could do here was open the sub-screen...

%%%Some trivial, but interesting facts about SaGa Frontier%%%  
 Hey, this isn't anything important, but I found these little tidbits quite interesting.

At the beginning of Red's Chapter, when Red and his dad are driving down the street, no other cars pass by unless either of them says something.

When fighting Shuzer at his base, he tells Alkaiser that he (Shuzer) has Dr. Okonogi's brain, then says "Can you really do it, Alkaiser, can you really kill your own father?". First of all, if Shuzer had Dr. Okonogi's brain, he'd have all his thoughts, and hence, be a good guy, which he isn't. And second...How did Shuzer know that Dr. O is Alkaiser's father!? Alkaiser never mentions to anyone that he is Red...

Mesarthim can wear boots, regardless of the fact that she doesn't have feet!

All the Zodiac Signs are carved on the floor of TimeLord's Region (even Serpentarius!) And if you touch a monster that's sitting on one, you'll fight a battle with a Zodiacy (Not a real word) correct monster! Like if you try to fight the monster on the "Scorpio" sign, you'll fight a group of scorpions.

Dr. Nusakan strongly resembles Hojo from FF7. Likewise, Asellus is just like Terra from FF3/6. Also, anyone notice how Liza seems to resemble Miang from Xenogears?

The various BlackX soldiers appear to be some reference (or insult) to the Power Rangers. They all share the same color outfits. (Square did something like this before, in Super Mario RPG.)

MBlackIII looks just like Alkaiser (Actually, it's impossible not to have noticed this...)

Blue is on the Cygnus during the pirate attack, but he won't join... This is probably due to the fact that Red's name in French is "Rouge", and we all know how Blue feels about his twin...

Near the very beginning of Red's quest, look on the left wing of the Cygnus, you'll see Emelia and Ren. (Since Red's quest was the very first one I played, I thought they \*were\* Cloud and Tifa when I first saw them...Ren looks a LOT like Cloud...)

There is a manhole in the later parts of the Koorong sewer that you can never open...

In addition, there is a trap door in at the bottom of the steps leading to the basement of Lord Manor in Owmi that is never, in any way, used.

There is a cave in Facinaturu, where you end up if you're teleported there by Virgil. If you go inside, there's a voice that says it's the protector of Facinaturu... it's probably something that was cut from Asellus's scenario, or something.

Blue and Red were also in Treasure Hunter G, an RPG released only in Japan. Red looks similar, but Blue looks totally different.

There were only 2 names that were completely changed from the Japanese version of this game. (Something of a rarity.) Kowloon became Koorong, and Coon became Riki. (Personally, I like Koorong and Riki better anyway.)

There were a few other more subtle changes, like how Zozmo became Zozma, and Duvan became Devin.

If you push the Select button on the subscreen, you can see your character's names. If you have Dr. Nusakan or Capt. Hamilton on your team, letters will be cut off of their names, making them "Dr. Nusaka" and "Capt. Hamilt". Weird...

This isn't exactly in SaGa Frontier, but Emelia makes a guest appearance in Breath of Fire 3. She's the lady in the purple bunnysuit selling tickets outside the arena. Well, it's not REALLY Emelia, but it certainly LOOKS like her. (When she's dressed as "Bunny Emelia")

Try doing the following things:

Talk to the woman on the street in Shrike with Fei-on in your team.  
Talk to the kids in the playground in Shrike with Red or Riki as the hero.  
Talk to Cotton with Fuse and/or Doll on your team.  
Meet Captain Hamilton and travel to Mondo's base with Gen in your party.  
Talk to Rei with White Rose in the team before going to the Dark Labyrinth.  
Visit Princess Rei's Bedroom in Chateau Aiguille with Rei in your team.  
Visit Lute's House with Lute in the team.  
Talk to the Nakajima Foreman in the Scrap Pub with Asellus as the hero.  
Talk to the bunnylady who mentions the gnome with Emelia as the hero.  
Talk to the skeleton in Koorong with Gen on your team.  
Travel to Tanzer and meet Nomad with Red as the hero.  
Talk to all the wine brewers in Yorkland during the Arcane Quest with Red.  
Talk to Mesarthim with different mystics on the team.

These things do nothing to alter the game, they are merely some added messages or cutscenes; try them for fun and see what happens.

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#### 5. Various Tips/Tricks from other SF Players

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This is a section that...well...basically is for secrets that aren't so secret. Obvious little tricks that are easily overlooked. Most of them were submitted by other SaGa Frontier players and they will be credited for them.

Giant Trick - Submitted by seigfried@iname.com

The giant in the back hill of Chateau Aiguille can be used to build up with. Once you beat it, instead of opening the skylight, go back in the crystal room and heal up. Now go back to the window and the giant will be back. Since the giant is a powerful enemy, you can easily learn powerful attacks from fighting him. In addition, you can also win PowerBelts and Obsidian (swords) from them too.

The DoubleSlash Trick - Also Submitted by seigfried@iname.com

The problem with most of the very powerful swords in the game (Kusanagi, Asura, etc.) is that it costs WP just to make a basic attack. There's an easy way to get around this and do more than normal damage at the same time! Teach the character with the sword the basic DoubleSlash ability and then equip them with six physical techs - DoubleSlash, which does more damage than a basic attack, now costs 0 WP! This way, you get 120% of the attack power of the sword at no cost whatsoever!

Regaining your WP - Submitted by mswenk@aol.com

You can regain all your WP while on a quest without having to use a SanctuaryStone or visiting a hotel, base etc. Simply move the team member who is low or out of WP to another column and replace him with another character. Then after two or three fights check the stats of the original character. They will have regained all or most of their WP. Then you can change them back again. If it is your Hero who is low or out of WP then you have to use either Team 2 or 3 for a few fights and then change your team back and everyone will have full WP.

Alternate Hell's Lord Strategy - Submitted by tucool2@juno.com

Here's an easy way to beat Hell's Lord. Have Blue equip the following spells. StasisRune, ShadowServant, MegaWindblast, VaporBlast, Sacrifice, OverDrive and Reviva. At the first round of combat have Blue cast OverDrive. Then cast these spells in the following order: ShadowServant, MegaWindblast, MegaWindblast, MegaWindblast, MegaWindblast, MegaWindblast, and then StasisRune. Hell's Lord will then be frozen and so will Blue. Have someone give Blue a SnakeOil. From then on Blue will have eight consecutive turns every round and everyone else will still be able to move. If the party gets hit hard have Blue use Sacrifice, and if Blue runs out of JP, you'll be able to use VaporBlast as a replacement. With this advice, who needs the almighty DSC.

Cool Weapons - Also submitted by tucool2@juno.com

Most players have never got some of the best swords and armor in the game just because they don't know where they are. For instance, most people don't know about the ZeroSword, an awesome sword purchased in the shop in Nelson for a pretty cheap price if you did the unlimited credit trick. It also sells the great WarLordArmor with a defense of 32. Another great

buy is the almighty PoweredSuit. It has a whopping defense of 50! And if you are mec, it increases your HP +100, increases your strength +25, and your quickness +25. Also, in Kyo, you can buy some accessories that increase your stats.

DragonShield's For Everyone - Submitted by fxgold@yahoo.com

This is a way to get DragonShields for everyone in your party and build up at the same time. This works better if you decide you don't need the gift for Arcane Magic too soon in the game, and if you're fairly strong. In Mosperiburg, when searching for the Shield Card, go to the room with the two dragons in it. Defeat them, and if you're lucky, you'll get a Dragon Shield. Use your best attacks against it (or don't if you're strong enough). After beating them, go back in the room and fight the dragons again. Continue long enough and you'll have enough DragonShields for everybody. This is also a good way to build up. If at anytime you want to go back to town just go to fight the Suzaku and lose to it. You'll be back in IRFO and you can come back to Mosperiburg whenever you want.

## 6. Lists

Contrary to popular belief, everything you see on this list \*IS\* correct. I've seen the SaGa Frontier guide book and it has many mistakes. (Dullahan Shield, Gilrandly, etc.) Almost everything here was taken DIRECTLY from the game (I assure you, that took a LONG time...)

For some reason, many items were censored from the U.S. Version of SaGa Frontier. These items are called "NotUse", and can be obtained using GameShark. They still have stats, so I included them anyway. (For those who've played it using Game Genie, they're sort of like the "Dummy" items in FF2 U.S.)

When referring to the gun-type weapons, if the "Bullets" or "Uses" line is blank, it means that particular gun has unlimited uses.

====Equipment====

### ---Swords---

|              | ATK | Other                                                 |
|--------------|-----|-------------------------------------------------------|
| Knife        | 7   |                                                       |
| ShadowDagger | 9   | Psy +3, Allows use of ShadowHold                      |
| BroadSword   | 11  |                                                       |
| FiendRod     | 13  | Allows use of FinalStrike                             |
| LaserKnife   | 15  |                                                       |
| IronPipe     | 15  | Used only by Gen (In Battle only)*                    |
| TwinSword    | 20  | Uses 'TwinSword' when attacking                       |
| CeramicSword | 22  |                                                       |
| SilverSpread | 22  | Psy +22, Allows use of SilverFang w/Arcane Magic Fool |
| Osc-Sword    | 30  |                                                       |
| Murakumo     | 33  |                                                       |
| JackalSword  | 33  | Allows use of DirtyFang                               |
| NotUse       | 39  | (Deleted/Censored item, only available w/GameShark)   |
| Glirandly    | 42  | All Stats +10, allows use of FinalStrike*             |
| RaySword     | 45  | All Stats +??, HP Up, Uses 'RaySword' when attacking* |
| SplashSword  | 49  | Allows use of ElementDissolve                         |
| RuneSword    | 50  | Allows use of VictoryRune and Cockatrice              |
| Lordstar     | 51  | Allows use of BraveHeart                              |
| TwiggyRod    | 52  | Allows use of FinalStrike                             |
| ZeroSword    | 60  |                                                       |
| Obsidian     | 64  |                                                       |
| Kusanagi     | 66  | Uses 'Kusanagi' when attacking                        |
| Asura        | 70  | All Stats +7, Uses 'Asura' when attacking             |
| DragonSword  | 72  |                                                       |
| GoldenLion   | 75  |                                                       |
| LightSword   | 80  | All Stats +10, Used only in battle*                   |

\*The IronPipe is only used in the battle with SirDemon in T260G's quest.

\*Once equipped, the Glirandly can't be removed.

\*The RaySword is Alkaiser's weapon, you can't actually get it.

\*You can only obtain the LightSword by casting the 'LightSword' spell.

### ---Katanas---

|              | ATK | Other                        |
|--------------|-----|------------------------------|
| KukriBlade   | 10  |                              |
| SamuraiSword | 19  |                              |
| Katana       | 34  |                              |
| Twin Dragon  | 41  |                              |
| CometBlade   | 55  | Allows use of MillionDollers |
| SilverMoon   | 69  |                              |

### ---Guns---

|             | Atk | Bul. | Other                                 |
|-------------|-----|------|---------------------------------------|
| TrainingGun | 0   |      | Only used by Emelia (In battle only)* |
| BrokenRifle | 1   | 0    | Can't be used*                        |
| AGUNI-SSP   | 9   | 15   |                                       |
| AGUNI-CPI   | 12  | 13   |                                       |

|               |    |    |                                              |
|---------------|----|----|----------------------------------------------|
| EasyRifle     | 13 | 8  |                                              |
| TroopRifle    | 22 | 8  |                                              |
| KillerRifle   | 25 | 5  |                                              |
| EagleGun      | 28 | 6  |                                              |
| SniperRifle   | 31 | 6  |                                              |
| AGUNI-MBX     | 36 | 20 |                                              |
| LivingRifle   | 42 | 4  | Will +9                                      |
| NotUse        | 44 | 2  | (Deleted/Censored Item, only available w/GS) |
| ZenGun        | 45 | 16 |                                              |
| BehemothRifle | 47 | 7  |                                              |
| DuelGun       | 55 | 1  |                                              |
| LethalGun     | 60 | 5  |                                              |
| LightRifle    | 88 | 1  | Psy +22                                      |

\*The TrainingGun is only used when Emelia is in the Gradius training room.

\*The BrokenRifle can be equipped, but it can't be used as it has no bullets.

---Lasers---

|                 | Atk | Bul. | Other                                 |
|-----------------|-----|------|---------------------------------------|
| GhostCannon     | 5   | 12   | Uses 'GhostCannon' when attacking     |
| JunkBazooka     | 10  | 1    | Uses 'HE-Rocket' when attacking       |
| DOBBY Bazooka   | 10  | 6    | Uses 'RandomBaz' when attacking       |
| MissilePod      | 12  | 8    | Uses 'Missile' when attacking         |
| HandBlaster     | 15  | 10   | Uses 'Blaster' when attacking         |
| LightVulcan     | 15  | 60   | Uses 'Vulcan' when attacking          |
| WaterCannon     | 20  |      | Uses 'WaterCannon' when attacking     |
| LightBazooka    | 20  | 4    | Uses 'HE-Rocket' when attacking       |
| BeamCannon      | 20  | 6    | Uses 'BeamCannon' when attacking      |
| LightningCannon | 20  | 6    | Uses 'Magnablast' when attacking      |
| Thunderbolt     | 25  | 4    | Uses 'BoltCannon' when attacking      |
| LaserCarbine    | 25  | 10   | Uses 'Blaster' when attacking         |
| SonicCannon     | 25  | 16   | Uses 'SonicCannon' when attacking     |
| IonCannon       | 27  | 10   | Uses 'PlasmaBullet' when attacking    |
| MachineVulcan   | 30  | 40   | Uses 'Vulcan' when attacking          |
| Bolt Thrower    | 33  | 3    | Uses 'BoltThrower' when attacking     |
| Flame Thrower   | 33  | 3    | Uses 'FlameThrower' when attacking    |
| BigMissile      | 44  | 4    | Uses 'Missile' when attacking         |
| GrainCannon     | 45  | 8    | Uses 'PlasmaBullet' when attacking    |
| HyperBlaster    | 50  | 7    | Uses 'DestructionBeam' when attacking |
| HEAT Bazooka    | 55  | 2    | Uses 'HE-Rocket' when attacking       |
| HG-Cannon       | 60  | 5    | Uses 'PlasmaBullet' when attacking    |
| SuperMissile    | 70  | 3    | Uses 'Missile' when attacking         |
| HyperionBazooka | 85  | 2    | Uses 'ProtonRocket' when attacking    |

---Armor---

|                  | DEF | Other                                                  |
|------------------|-----|--------------------------------------------------------|
| BeastLeather     | 6   |                                                        |
| JerryArmor       | 6   | Can't be unequipped (Can only be obtained w/GameShark) |
| FiberVest        | 8   |                                                        |
| SlimyArmor       | 8   | (Can only be obtained w/GameShark)                     |
| DarkRobe         | 8   | Psy +5, Stops Blind                                    |
| ShadeRobe        | 9   | Will +9                                                |
| MecBody          | 10  | Used by most Mecs                                      |
| Mini Plant       | 10  | Used by Type 6 Mecs                                    |
| ECM System       | 10  | Used by Type 2 Mecs                                    |
| Accelerator      | 10  | Used by Type 3 Mecs                                    |
| Protector        | 10  |                                                        |
| MasterRobe       | 10  | Psy +5                                                 |
| HardLeather      | 12  |                                                        |
| BoneBreast       | 13  |                                                        |
| FireLeather      | 16  |                                                        |
| SkeleMail        | 16  | Can't be unequipped (Can only be obtained w/GameShark) |
| StardustRobe     | 16  | Will +5, Psy +5, Charm +5, Stops Instant Death         |
| MoonlightRobe    | 17  | Psy +8, Charm +8, Stops Sleep                          |
| ArmorVest        | 18  | Reduces damage from bullet attacks                     |
| GlowRobe         | 18  | Int +7, Will +7, Stops Petrify                         |
| BlueElf          | 20  | Stops Water Attacks                                    |
| FortBody         | 20  | Used by Type 5 & 8 Mecs                                |
| MysticMail       | 23  | Used by most Mystics                                   |
| CelestialLeather | 24  |                                                        |
| HarmoniumArmor   | 24  | Stops Sonic Attacks                                    |
| ElectroArmor     | 25  |                                                        |
| LivingArmor      | 26  |                                                        |
| AngelArmor       | 27  | Quick +10, Stops Quake Attacks                         |
| GoldenFleece     | 28  | Stops Sleep                                            |
| HyperScale       | 30  |                                                        |
| WarLordArmor     | 32  |                                                        |
| PlutoArmor       | 35  | Stops Instant Death                                    |

---Armor Suits---

|            | DEF | Other                                          |
|------------|-----|------------------------------------------------|
| CombatSuit | 15  | Stops Blind                                    |
| RubberSuit | 22  | Stops Blind                                    |
| JumpSuit   | 25  | Stops Blind                                    |
| GolemSuit  | 25  | Stops Blind                                    |
| CyberSuit  | 36  | All Stats +5, Stops Blind                      |
| WhiteDress | 40  | Stops Blind (Can only be obtained w/GameShark) |



|              |    |                                             |
|--------------|----|---------------------------------------------|
| PoweredSuit  | 50 | Str +10, Quick +10, Stops Blind             |
| SprigganSuit | 55 | Stops Blind, Gives Mecs an extra skill slot |

---Shirts---

|             | DEF | Other                                                |
|-------------|-----|------------------------------------------------------|
| PowerBelt   | 1   | Str +20, Stops Sleep                                 |
| CottonShirt | 3   |                                                      |
| SilkShirt   | 3   |                                                      |
| Magicwear   | 4   | Will +5                                              |
| Budowear    | 7   |                                                      |
| Mysticwear  | 8   | Used by Nusakan, Casts "MagicHeal" if used in battle |
| Defendwear  | 8   |                                                      |
| Hyperwear   | 10  |                                                      |

---Helmets---

|             | DEF | Other                                             |
|-------------|-----|---------------------------------------------------|
| JunkHelm    | 4   | Stops Blind                                       |
| Yolk Hat    | 5   | Stops Blind                                       |
| Egg Hat     | 5   | Charm +5, Stops Blind                             |
| FiberHood   | 6   | Stops Blind                                       |
| InfraScope  | 6   | Stops Blind*                                      |
| Magihat     | 6   | Stops Blind, Casts "MagicStone" if used in battle |
| LaserScope  | 7   | Will +10, Stops Blind                             |
| MirrorGlass | 8   | Stops Blind                                       |

\*The InfraScope has another use: In Despair, there is a room with a maze of invisible beams; if you have the InfraScope, you can see the beams.

---Gloves---

|                 | DEF | Other                |
|-----------------|-----|----------------------|
| LeatherGlove    | 4   |                      |
| OgreGlove       | 5   | Str +10              |
| ShellBracer     | 6   |                      |
| HarmoniumBangle | 7   | Stops Sonic Attacks  |
| NornsBangle     | 7   | Psy +10, Stops Sleep |
| ArmorGlove      | 8   |                      |
| CyberGlove      | 9   |                      |
| SH-Armlet       | 10  |                      |

---Boots---

|              | DEF | Other                                           |
|--------------|-----|-------------------------------------------------|
| LeatherBoots | 3   |                                                 |
| DanceShoes   | 4   | Casts "MysteryTap" if used in battle            |
| RubberShoes  | 5   | Quick +2                                        |
| Catsocks     | 6   | Stops Stun Attacks                              |
| FeatherBoots | 7   |                                                 |
| JetBoots     | 7   | Quick +5, Stops Quake Attacks                   |
| Iron Clogs   | 8   | Vit +10, Casts "IronclogShot" if used in battle |
| SH-Anklet    | 10  |                                                 |

---Shields---

|               | DEF | Other                                       |
|---------------|-----|---------------------------------------------|
| Buckler       | 0   | Blocks Physical attacks                     |
| ShellShield   | 0   | Blocks Physical attacks                     |
| ExcelShield   | 0   | Blocks Physical attacks                     |
| GenbuShield   | 0   | Blocks Physical and Water attacks           |
| Mizukagami    | 0   | Blocks Physical, Water, and Fire attacks    |
| WonderBangle  | 0   | Stops Bullets                               |
| DragonShield  | 0   | Blocks all types of attacks                 |
| DurahanShield | 0   | Str +5, Vit +5, Blocks all types of attacks |

---Accessories---

|                  | DEF | Other                                                   |
|------------------|-----|---------------------------------------------------------|
| JunkPart         | 1   | Can't be unequipped (Can only be obtained w/GameShark)  |
| BrokenBumper     | 1   |                                                         |
| FireCrystal      | 1   | Casts "FireBarrier" if used in battle                   |
| IceCrystal       | 1   | Casts "IceBarrier" if used in battle                    |
| BoltCrystal      | 1   | Casts "BoltBarrier" if used in battle                   |
| Magatama         | 1   | Casts "SacredSong" if used in battle                    |
| SleetCoin        | 1   | Reduces Ice Damage                                      |
| SolGrail         | 1   | Reduces Fire Damage                                     |
| ThunderCharm     | 1   | Reduces Lightning Damage                                |
| FovosGrail       | 1   | (Can only be obtained w/GameShark)                      |
| FeatherCharm     | 1   | Charm +5                                                |
| CharmNecklace    | 1   | Charm +10, Casts "Seduction" if used in battle          |
| SteelAmulet      | 1   | Vit +5                                                  |
| FangAmulet       | 1   | Str +5                                                  |
| WingAmulet       | 1   | Quick +5                                                |
| FlowerAmulet     | 1   | Psy +5, Charm +5                                        |
| BloodChalice     | 1   | Psy +5, Stops Instant Death                             |
| UnicornTear      | 1   | Psy +1, Stops Poison                                    |
| HarmoniumEarring | 1   | Stops Sonic Attacks                                     |
| MellowRing       | 1   | Stops Water Attacks, Casts "LifeRain" if used in battle |
| Junk             | 2   |                                                         |

|                 |   |                                                    |
|-----------------|---|----------------------------------------------------|
| SandVessel      | 2 | Stops Petrify, Casts "QuickSand" if used in battle |
| PearlHeart      | 2 | Stops Water Attacks                                |
| Bumper          | 3 |                                                    |
| KrisKnife       | 3 |                                                    |
| SeaStone        | 3 | Psy +7, Vit +7, Stops Water Attacks                |
| Tao-TiehPattern | 3 | Stops Psychout (?)                                 |
| PurpleEye       | 4 | Psy +7, Stops Stare Attacks                        |
| WindShell       | 5 | Quick +5, Will +5                                  |
| AngelBroach     | 5 | Stops Psychout (?)                                 |
| EMES Tag        | 5 | Stops Petrify                                      |

Note: I have no idea what "Psychout" is. ^\_^

---Rings---

|               |     |                                                   |  |
|---------------|-----|---------------------------------------------------|--|
|               | DEF | Other                                             |  |
| RING/Guardian | 1   | Raises Defense for all allies                     |  |
| RING/Hermit   | 1   | Cancels Status                                    |  |
| RING/Merchant | 1   | Charm +10, Charms All Enemies                     |  |
| RING/Thief    | 1   | Quick +10, Hides team                             |  |
| RING/Healer   | 1   | Vit +10, Restores all allies' HP                  |  |
| RING/Hero     | 1   | Will +10, Locks Status                            |  |
| RING/Schemer  | 1   | Int +10, Causes random status ailments on enemies |  |
| RING/Fighter  | 1   | Str +10, Raises ATK Power                         |  |
| RING/Lord     | 1   | Psy +10, Restores JP & WP                         |  |

---Mec Boards---

|                | Uses | WP | ATK | Effect                                | Used by:   |
|----------------|------|----|-----|---------------------------------------|------------|
| JunkParts      |      |    |     | Str +3, Quick +3                      |            |
| MemoryBoard    |      |    |     | HP +100, Int +25, Quick +25           |            |
| NakajimaBoard  |      |    |     | HP +50, Quick +30, Int +10            |            |
| NakajimaBoard2 |      |    |     | HP +100, Int +15, Quick +15, Will +15 |            |
| SecretBoard    |      |    |     | HP +100, Int +15, Quick +15, Will +20 |            |
| OctopusBoard   |      |    |     | Str +25, Int +30, Quick +25, Will +25 |            |
| BeamSword      | 2    | 30 |     | BeamSword                             | Leonard    |
| MegaBeamSword  | 2    | 55 |     | BeamSword                             | Type 8     |
| Hammer         | 1    | 45 |     | Hammer                                | Type 7     |
| MicroMissile   | 16   | 1  | 10  | MicroMissile                          | Type 5     |
| MachineVulcan  | 10   | 0  | 20  | Vulcan                                | Type 6     |
| BitSystem      | 1    | 20 |     | Bit                                   | Type 2     |
| AT Missile     | 20   | 1  | 25  | AT-Missile                            | Type 5     |
| RailCanon      | 16   | 1  | 35  | RailCannon                            | Type 3*    |
| RailCannon     | 16   | 1  | 35  | RailCannon                            | Type 3 & 5 |
| LaserCannon    | 7    | 50 |     | Laser                                 | Type 4 & 2 |
| RepairPack     | 10   | 0  |     | Restores Mec's HP                     | Type 6     |
| MediPack       | 6    | 0  |     | Restores Non Mec's HP                 | Type 4     |
| V-System       | 0    |    |     | V-Max                                 | Type 8     |
| V-Special      | 0    |    |     | V-Max                                 | (G)        |
| JunkVulcan     | 40   | 0  | 2   | RangeFire                             | (G)        |
| SatelliteBeam  |      | 10 |     | Sets up SatelliteBeam**               | (G) Type 2 |
| MinorLaser     |      | 10 |     | (Can't Use)                           | (G)        |
| DragonCannon   |      | 50 |     | (Can't Use)                           | (G)        |
| LastRing       |      |    |     | (Does something...)                   | (G)        |

\*RailCanon is a real item. It's name is (of course) a typo. It can be used by T260G when he's in the form of a type 3 mec. It's identical to the Rail Cannon.

\*\*To use the SatelliteBeam, equip it on a Type 2 Mec, then have them use BitSystem. On their next turn, SatelliteBeam will be selectable. This is basically a shortcut so you don't have to have to learn SatelliteLinker.

\*\*\*If anyone knows what MinorLaser, DragonCannon, and LastRing do, please let me know.

---Items---

|                | Effect                                                 |
|----------------|--------------------------------------------------------|
| Cure           | Restores 200 HP to Non-Mecs and Cures Poison           |
| PowerCure      | Restores 400 HP to Non-Mecs and Cures Poison           |
| MaxCure        | Restores 990 HP to Non-Mecs and Cures Poison           |
| RepairKit      | Restores 300 HP to Mec's and Cures all Status Ailments |
| Magi-Water     | Restores JP                                            |
| XMagi-Drink    | Restores JP (More than Magi-Water)                     |
| LifeCandy      | Restores 1 LP to Non-Mecs                              |
| SanctuaryStone | Restores Full HP, MP and LP to the whole team          |
| Backpack       | Equip this to use all items in battle                  |
| Antistone      | Restores 50 HP and cures Petrify                       |
| SnakeOil       | Cures all status ailments                              |
| MagicStone     | Attacks all Enemies                                    |
| LuckyCoin      | Raises Ally's Stats                                    |
| UnluckyCoin    | Lowers Enemy's Stats                                   |
| StunNeedle     | Damages an enemy and Causes Stun                       |
| FlashBomb      | Blinds All Enemies                                     |
| RottenMeat     | Causes Status Ailments                                 |
| RegionMap      | Warp to any previously visited Region                  |
| GoldIngot      | Used to get Gold Card                                  |
| Card           | Used to collect Arcane Tarots                          |
| SmallStone     | Used to collect Runes                                  |

ArcanaTarot Collect 4 of these to get the gift for Arcane Magic  
 RuneStone Collect 4 of these to get the gift for Rune Magic  
 SandVessel Used to restart the clock in TimeLord's Region  
 VirgilKey Collect 8 of these to get the RING/Lord (Riki only)  
 BlackXKey ??? (Can only get with GameShark)  
 NotUse Restores non-mec's HP  
 NotUse No Effect  
 NotUse No Effect  
 NotUse No Effect  
 NotUse Unknown Effect

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Human Skills

\*\*\*\*\*  
 These are spells, skills, and other lists of abilities limited to humans.  
 Yes, I know Mystics can also use magic.

\*\*\*Magic\*\*\*  
 Note: A \* Next to the magic name means you must have the gift to obtain this spell.

---Realm---

|               | JP | Effect                        | Range       |
|---------------|----|-------------------------------|-------------|
| Gate          | 0  | Does absolutely nothing       |             |
| EnergyChain   | 1  | Magic Attack/Causes Paralysis | One Enemy   |
| PsychoArmor   | 2  | Raises Vit. and Psy.          | One Ally    |
| Implosion     | 3  | Magic Attack, Instant Death   | One Enemy   |
| PsychicPrison | *7 | Seals Enemy Magic             | One Enemy   |
| VermilionSand | *8 | Magic Attack/Causes Blind     | All Enemies |

---Mystic---

|              | JP | Effect                         | Range         |
|--------------|----|--------------------------------|---------------|
| Fascination  | 1  | Causes Charm                   | One Enemy     |
| PhantasmShot | 3  | Summons a random phantom beast | One Enemy     |
| GlassShield  | 5  | Defend and Counter next hit    | Caster        |
| MirrorShade  | *7 | Creates Illusions              | Random Allies |

---Light---

|               | JP | Effect                               | Range       |
|---------------|----|--------------------------------------|-------------|
| SunRay        | 1  | Fire Damage/Effective against Undead | One Enemy   |
| StarlightHeal | 2  | Restores HP                          | One Ally    |
| FlashFire     | 4  | Fire Damage/Causes Blind             | All Enemies |
| FlashFlood    | 5  | Instant Kill but get no reward       | All Enemies |
| LightSword    | *7 | Gain Power of LightSword             | Caster      |
| MegaWindblast | *9 | Fire Damage                          | All Enemies |

---Shadow---

|               | JP | Effect                         | Range       |
|---------------|----|--------------------------------|-------------|
| Hidebehind    | 1  | Distracts Enemy                | One Enemy   |
| PowerGrab     | 1  | Steals HP and lowers abilities | One Enemy   |
| ShadowNet     | 3  | Paralyzes Enemies              | All Enemies |
| DarkSphere    | *4 | Gravity Attack                 | One Enemy   |
| ShadowServant | *9 | Creates a shadow mimic         | Caster      |

---Rune---

|              | JP   | Effect                           | Range     |
|--------------|------|----------------------------------|-----------|
| VictoryRune  | 1    | Increases Attack Power           | One Ally  |
| VitalityRune | 2    | Gives Regen status               | One Ally  |
| HideRune     | 2    | Makes member Invisible           | One Ally  |
| FreedomRune  | 4    | Immune to Paralyze/Petrify/Sleep | One Ally  |
| WallRune     | *7   | Immune to Projectiles            | One Ally  |
| SoulRune     | *7   | Vastly increases all Stats       | Caster    |
| DwarfRune    | *8   | Lowers Attack Power              | One Enemy |
| StasisRune   | *All | Stops Time*                      | One Enemy |

\*StasisRune is normally useless, but it DOES have some special uses... (see Secrets section)

---Arcane---

|          | JP   | Effect                               | Range       |
|----------|------|--------------------------------------|-------------|
| Saber    | 1    | Just a basic attack                  | One Enemy   |
| Gold     | 3    | Distracts all enemies                | All Enemies |
| Grail    | 3    | Cures any status ailments            | One Ally    |
| Shield   | 3    | Raises Defense                       | All Allies  |
| Death    | *4   | Instant Death, Lose 1 LP if it fails | All Enemies |
| Fool     | *6   | Lowers Stats                         | All         |
| Magician | *7   | Creates Illusions*                   | Caster      |
| Tower    | *All | Massive Damage                       | One Enemy   |

\*If an enemy hits the illusion created by Magician with a normal attack, they may be killed.

---Mind---

|            | JP | Effect                | Range     |
|------------|----|-----------------------|-----------|
| MindHeal   | 2  | Restores Full HP      | Caster    |
| Evaporate  | 2  | Makes user invisible  | Caster    |
| Spellbound | 2  | Paralyzes one Enemy   | One Enemy |
| Lifewave   | *2 | Powerful Magic Attack | One Enemy |
| Awakening  | *2 | Raises Stats          | Caster    |

---Evil---

|             | JP | Effect                               | Range              |
|-------------|----|--------------------------------------|--------------------|
| RavaShot    | 1  | Magic Attack, Causes Stun            | One Enemy          |
| SharpPain   | 1  | Stuns All Enemies                    | All Enemies        |
| PainDoubler | 1  | Magic Attack, up to 666 Damage       | All Enemies        |
| DeathCurse  | 4  | Instant Death, Lose 1 LP if it fails | One Enemy          |
| MagiDefense | *1 | Magic Attack                         | All Enemies        |
| RavaBarrire | *1 | Raises Defense, then attacks         | Caster/All Enemies |

\*MagiDefense and RavaBarrire are only used by the enemy.

---Time---

|             | JP  | Effect                             | Range       |
|-------------|-----|------------------------------------|-------------|
| DelayOrder  | 1   | Lowers Speed                       | One Enemy   |
| TimeLeap    | 3   | End's Enemy's Turn                 | One Enemy   |
| TimeTwister | *5  | Gives ally an extra turn           | One Ally    |
| TimeEclipse | 5   | Lowers Speed, Causes Petrify       | One Enemy   |
| ChaosStream | 9   | Random Damage and Status Ailments  | All Enemies |
| OverDrive   | *10 | Gives caster eight turns in a row* | Caster      |

Note: After taking the 8 turns that OverDrive grants, the caster loses all JP, WP and Bullets (if he has a gun).

Note 2: If OverDrive is used by TimeLord, it only allows him 5-7 turns.

---Space---

|                | JP | Effect                             | Range       |
|----------------|----|------------------------------------|-------------|
| LightShift     | 1  | Gives Regen-Works w/Photosynthesis | All         |
| DarkShift      | *1 | Gives Regen-Works w/Deathsynthesis | All         |
| VaporBlast     | 1  | Basic Magic Attack                 | One Enemy   |
| Vanish         | 3  | Instant Death                      | One Enemy   |
| Vortex         | *3 | Cancel all status effect           | All         |
| ReverseGravity | 6  | Gravity Attack, Causes Stun        | All Enemies |

---Mirage---

|            | JP | Effect                | Range     |
|------------|----|-----------------------|-----------|
| BlackCat   | 1  | Damage/Causes Mess    | One Enemy |
| Nightmare  | 2  | Damage/Causes Sleep   | One Enemy |
| Jackal     | 4  | Damage/Causes Poison  | One Enemy |
| Cockatrice | 6  | Damage/Causes Petrify | One Enemy |
| Reaper     | 7  | Damage/Instant Death  | One Enemy |

---Life---

|           | JP | Effect                       | Range      |
|-----------|----|------------------------------|------------|
| Sacrifice | 2  | Uses LP to Restore HP        | All Allies |
| Reviva    | 9  | Auto- revive with no LP loss | One Ally   |

\*\*\*Skills\*\*\*

---Swordskills---

Note: All Swordskills do physical damage unless noted otherwise. Also, if it says that a swordskill causes Stun or Paralysis, that is in addition to doing damage. The only 2 Swordskills that DON'T inflict damage are Deflect and CrossDeflect.

|               | WP | Added Effect                     | Other              |
|---------------|----|----------------------------------|--------------------|
| StunSlash     | 0  | Causes Stun                      |                    |
| DoubleSlash   | 1  |                                  |                    |
| KaiserWing    | 1  |                                  | Alkaiser Only      |
| Deflect       | 1  | Blocks Attacks                   | Automatically Used |
| CrossDeflect  | 1  | Blocks Attacks                   | Need 2 Swords      |
| HardSlash     | 2  |                                  |                    |
| Thrust        | 2  |                                  |                    |
| ThunderThrust | 2  | Lightning Damage                 |                    |
| CrossSlash    | 2  |                                  | Need 2 Swords      |
| SwallowSwing  | 2  | Effective against Flying Enemies |                    |
| Smash         | 3  |                                  |                    |
| Heaven/Hell   | 3  | Causes Stun                      |                    |
| WheelSlash    | 4  | Attacks enemies in range         |                    |
| WillowBranch  | 4  |                                  |                    |
| KaiserSmash   | 4  |                                  | Alkaiser Only      |
| MoonlightCut  | 4  |                                  | Need Katana        |
| ShadowCounter | 4  |                                  | Need Katana        |
| Kasumi        | 4  | Defend and Counter               | Automatically Used |
| BearCrush     | 5  |                                  |                    |
| HeadWind      | 5  |                                  |                    |
| GaleSlash     | 5  | Wind Attack on All Enemies       |                    |
| 2GaleSlash    | 5  | Wind Attack on All Enemies       | Need 2 Swords      |
| Godless       | 5  | Defend and Counter               |                    |
| DeadEnd       | 6  | May cause Instant Death          |                    |
| Blizzard      | 6  | Causes Paralysis                 | Need Katana        |
| TripleThrust  | 7  |                                  |                    |
| NoMoment      | 7  | Can't be blocked                 |                    |
| RisingNova    | 7  |                                  |                    |
| TurbidCurrent | 7  |                                  |                    |
| Still Stream  | 7  |                                  |                    |
| RosarioImpale | 8  | Holy Elemental                   |                    |
| Haze-to-Wheel | 9  | Attacks all Enemies              |                    |
| Tres Flores   | 9  |                                  | Need Katana        |
| Lifesprinkler | 10 | Can't be blocked                 |                    |

---Fighting Skills---

Once again, all these fighting skills do physical damage, if it causes a status ailment, that is in addition to the damage. The only fighting skills that don't do damage are SwayBack and the Alkaiser skill, FinalCrusade.

|               | WP | Effect                       | Other              |
|---------------|----|------------------------------|--------------------|
| Punch         | 0  |                              | Everyone has this  |
| Kick          | 0  |                              |                    |
| BrightFist    | 0  |                              | Alkaiser Only      |
| Chop          | 1  | Causes Blind                 |                    |
| AirThrow      | 1  | Causes Stun                  |                    |
| SwayBack      | 1  | Avoids Physical Attacks      | Automatically Used |
| ShiningKick   | 1  |                              | Alkaiser Only      |
| BackFist      | 2  |                              |                    |
| Sliding       | 2  | Causes Stun                  | DSC Move 1         |
| RollingCradle | 2  | Causes Stun                  |                    |
| KO Throw      | 2  | Counters Punches             | Automatically Used |
| SparklingRoll | 2  |                              | Alkaiser Only      |
| Al-Blaster    | 2  | Magic Damage                 | Alkaiser Only      |
| FinalCrusade  | 2  | Uses LP to Restore Allies HP | Alkaiser Only      |
| Fist          | 3  |                              |                    |
| RotationKick  | 3  |                              |                    |
| DragonTurn    | 3  | Counters Kicks               | Automatically Used |
| Suplex        | 4  | Causes Stun                  | DSC Move 2         |
| CrushBeat     | 4  |                              |                    |
| Scuffle       | 4  |                              |                    |
| BabelCrumble  | 4  | Causes Stun                  | DSC Move 3         |
| FlashTurn     | 4  |                              | Alkaiser Only      |
| OgreRun       | 5  | Causes Stun                  |                    |
| LocomotionG   | 5  | Causes Stun                  |                    |
| DeflectLance  | 5  |                              | Alkaiser Only      |
| GiantSwing    | 6  | May cause Instant Death      | DSC Move 4         |
| GoldHand      | 6  | Lowers Intelligence          |                    |
| TriangleKick  | 7  |                              |                    |
| Al-Phoenix    | 7  | Fire Damage                  | Alkaiser Only      |
| Corkscrew     | 9  |                              |                    |
| Lastshot      | 9  | May cause Instant Death      |                    |
| SkyTwister    | 10 |                              |                    |
| Re-Al-Phoenix | 10 | Fire Damage                  | Alkaiser Only      |
| DSC           | 18 | The Ultimate Physical Attack | Need 4 DSC Moves   |

---Gun Techniques---

You already know the routine here about the damage thing. QuickDraw and TwoGun don't do any damage. StunShot doesn't damage enemies, it just stuns them. The "Bul." Column is how many bullets each skill takes to use.

|              | WP | Bul. | Effect                      | Other              |
|--------------|----|------|-----------------------------|--------------------|
| QuickDraw    | 0  | N/A  | Attack first if using a Gun | Automatically Used |
| TwoGun       | 0  | N/A  | Attack with 2 guns          | Automatically Used |
| StunShot     | 1  | 5    | Stuns All Enemies           |                    |
| SharpShot    | 2  | 1    | Can't Miss                  |                    |
| TrickShot    | 2  | 1    |                             |                    |
| ReactionShot | 3  | 1    | Defend and Counter          |                    |
| CrossShot    | 4  | 5    | Can't Miss                  |                    |
| FocusShot    | 4  | 5    |                             |                    |
| TotalShot    | 4  | 5    | Attacks All Enemies         |                    |
| BoundShot    | 5  | 1    |                             |                    |

---Dodge Abilities---

|                | Avoids                                               |
|----------------|------------------------------------------------------|
| DodgeDeathGrip | DeathGrip                                            |
| DodgeDrain     | HPDrain, Bloodsucker, FireKiss                       |
| DodgeFlash     | Flash, HypnoFlash                                    |
| DodgeGale      | GaleAttack, GaleSlash                                |
| DodgeGaze      | StunGaze, CharmGaze, StoneGaze, DeathGaze, HyperGaze |
| DodgeNeedle    | Needles, PoisonNeedle                                |
| DodgeNet       | SpiderNet, BladeNet, Ectoplasnet                     |
| DodgePowder    | PainPowder, DeadlyPowder, DeadlyMoss, Spore          |
| DodgeRiddle    | SphinxRiddle                                         |
| DodgeRock      | Rock                                                 |
| DodgeSeduction | Seduction, Pheremone                                 |
| DodgeSmash     | Trample                                              |
| DodgeTackle    | Tackle, Dash, Headbutt                               |
| DodgeTail      | Tail, TailHit                                        |
| DodgeThunder   | ThunderBolt, ThunderBall                             |
| DodgeTouch     | GremlinTouch, GhostTouch, DeathTouch, StunTouch      |
| DodgeTremor    | Tremor, Quake                                        |
| DodgeWing      | Wing, GliderSpike                                    |

\*\*\*\*\*  
Mystic Skills  
\*\*\*\*\*  
This is where lists and charts of mystic skills go. Only mystics (and Half-Mystics, in Asellus's case) can use these.

---Mystic Skills---

|             | WP | Effect                                              |
|-------------|----|-----------------------------------------------------|
| MysticSword | 0  | Can Absorb Enemies allowing their skills to be used |
| MysticGlove | 0  | Can Absorb Enemies allowing their skills to be used |
| MysticBoots | 0  | Can Absorb Enemies allowing their skills to be used |

---Mystic Absorb Chart---

| Enemy        | MysticSword     | MysticGlove   | MysticBoots |  |
|--------------|-----------------|---------------|-------------|--|
| Airfolk      | PsyNet          | PoisonusBlow  | Suffocation |  |
| Ankheg       | GriffithScratch | Feeler        | MysteryTap  |  |
| Aperider     | Hypnotism       | Da-dum        | Spiders     |  |
| Armorpilla   | Lance           | Feeler        | BladeNet    |  |
| Axebeak      | Lance           | DeadlyPowder  | PowerKick   |  |
| Basilisk     | BloodSucker     | Crystalizer   | TitasWave   |  |
| Battlefly    | PsyNet          | DeadlyPowder  | Suffocation |  |
| BigSlime     | Hypnotism       | Spoil         | Assist      |  |
| BlackDragon  | GriffithScratch | Crystalizer   | TitasWave   |  |
| Butch        | Needle          | Spoil         | Thunderbolt |  |
| Cactus       | Needle          | Spoil         | PowerKick   |  |
| Chariot      |                 |               |             |  |
| Chimera      | HeatSmash       | PoisonusBlow  | Suffocation |  |
| Cockatrice   | Lance           | Crystalizer   | Spiders     |  |
| CrystalTree  | Oscillation     | Crystalizer   | Spiders     |  |
| Cyclops      |                 |               | TitasWave   |  |
| DeadKnight   | Blade           | Spoil         | Assasinate  |  |
| DevilSquid   | GremlinEffect   | TigerRampage  | Thunderbolt |  |
| Dragonpup    | Lance           | HellWing      | ThunderBall |  |
| Dullahan     | GriffithScratch | Crystalizer   | Assasinate  |  |
| EarthDragon  | HeatSmash       | GrapeShot     | TitasWave   |  |
| Ettin        | GriffithScratch | Feeler        | Suffocation |  |
| FireCrystal  | HeatSmash       | Crystalizer   | Assist      |  |
| Flamefolk    | HeatSmash       | HellWing      | Assist      |  |
| FrillNeck    | Flash           | SpreadBlaster | PowerKick   |  |
| Gaeatoad     | BloodSucker     | WaterCannon   | Tremor      |  |
| Gekko        | GremlinEffect   | WaterCannon   | PowerKick   |  |
| Gelatin      | GremlinEffect   |               |             |  |
| Genbu        | GriffithScratch | ArcticBreath  | Thunderbolt |  |
| Ghost        | BloodSucker     | Spoil         | Assasinate  |  |
| Ghostrider   | Oscillation     | Spoil         | Tremor      |  |
| Giant        | Blade           | IceSmash      | TitasWave   |  |
| Golem        | Oscillation     | PoisonusBlow  |             |  |
| Griffin      | GriffithScratch | HellWing      | TitasWave   |  |
| Gunfish      | Lance           | WaterCannon   | Assist      |  |
| Harpy        | Blade           | Spoil         | BladeNet    |  |
| Hedgehog     | Needle          | Spoil         | Sweep       |  |
| Hellhound    | FireBreath      | Psych-out     | PowerKick   |  |
| HugeSlime    | Hypnotism       | Spoil         | Assist      |  |
| IceCrystal   | Oscillation     | Crystalizer   | Assist      |  |
| Iceworm      | Blade           | IceSmash      | Assist      |  |
| Jotnar       | GremlinEffect   | IceSmash      | TitasWave   |  |
| KillerBee    | Needle          | HellWing      | Assist      |  |
| Kraken       | Oscillation     | TigerRampage  | Thunderbolt |  |
| kraken       | Oscillation     | Feeler        | Thunderbolt |  |
| Kylin        | GriffithScratch | TigerRampage  | Assist      |  |
| KylinJr      | GriffithScratch | TigerRampage  | Assist      |  |
| Lich         | PsyNet          | DeadlyPowder  | Suffocation |  |
| LiquidMetal  | HeatSmash       | IceSmash      | ThunderBall |  |
| LivingArmor  | MagicHeal       | SpreadBlaster | Suffocation |  |
| LivingAxe    | Blade           | Spoil         | Sweep       |  |
| LivingGlove  | HeatSmash       | IceSmash      | Spiders     |  |
| LivingLance  | Lance           | Feeler        | Sweep       |  |
| LivingMirror | Flash           | SpreadBlaster | ThunderBall |  |
| LivingMusket | GremlinEffect   | GrapeShot     | Assasinate  |  |
| LivingSword  | Blade           | Spoil         | Assasinate  |  |
| Mandrake     | Hypnotism       | PoisonusBlow  | Assist      |  |
| Manticore    | Needle          | PoisonusBlow  | Suffocation |  |
| Mariche      | MagicHeal       | TigerRampage  | Thunderbolt |  |
| Mimic        | FireBreath      | Psych-out     | Assasinate  |  |
| Minidragon   | FireBreath      | HellWing      | ThunderBall |  |
| Nightshade   | PsyNet          | GrapeShot     | Assasinate  |  |
| Ogre         | HeatSmash       | PoisonusBlow  |             |  |
| OgreLord     | HeatSmash       | PoisonusBlow  | TitasWave   |  |
| Pickbird     | Lance           | HellWing      | Assist      |  |
| Platoonpus   | Lance           | Psych-out     | MysteryTap  |  |
| Platyhooks   | HeatSmash       | Da-dum        | MysteryTap  |  |
| PlatyKing    | Lance           | Da-dum        | PowerKick   |  |
| PrimaBronza  | HeatSmash       | IceSmash      | PowerKick   |  |
| PrimaMaska   | HeatSmash       | IceSmash      | PowerKick   |  |
| Rabbat       | BloodSucker     | Spoil         | Assist      |  |
| Razorback    | Lance           | PoisonusBlow  | PowerKick   |  |
| RedDragon    | FireBreath      | HellWing      | TitasWave   |  |
| Rockbaboon   | Hypnotism       | IceSmash      | MysteryTap  |  |
| RockScout    | HeatSmash       | Crystalizer   | TitasWave   |  |
| Rocky        | Hypnotism       | Da-dum        | Sweep       |  |
| Scorpion     | Blade           | PoisonusBlow  | Spiders     |  |
| Shellworm    | Blade           | WaterCannon   |             |  |
| Shrieker     | Oscillation     | Da-dum        | Tremor      |  |
| SickleBug    | Oscillation     | HellWing      | TitasWave   |  |
| Skeleton     | Blade           | Spoil         | Sweep       |  |

|              |                 |               |             |  |
|--------------|-----------------|---------------|-------------|--|
| Skullasaurus | BloodSucker     | PoisonusBlow  | ThunderBall |  |
| Slime        | Hypnotism       | Spoil         | Assist      |  |
| Slugger      | BloodSucker     | PoisonusBlow  | Quicksand   |  |
| Snowfolk     | PsyNet          | IceSmash      | MysteryTap  |  |
| Sonicbat     | Oscillation     | HellWing      | BladeNet    |  |
| Sphinx       | MagicHeal       | HellWing      | MysteryTap  |  |
| Sporepile    | MagicHeal       | DeadlyPowder  | MysteryTap  |  |
| Straysheep   | MagicHeal       | Psych-out     | Spiders     |  |
| Sunflower    | MagicHeal       | GrapeShot     | Assist      |  |
| Suzaku       | FireBreath      | HellWing      | TitasWave   |  |
| SuzakuJr     | FireBreath      | HellWing      | Thunderbolt |  |
| Thundragon   | GriffithScratch | HellWing      | Thunderbolt |  |
| Tidi         | PsyNet          | Psych-out     | Assist      |  |
| Trapvine     | BloodSucker     | Feeler        | Sweep       |  |
| Treant       | MagicHeal       | Feeler        | BladeNet    |  |
| Trisaur      | Lance           | PoisonusBlow  | Tremor      |  |
| TrisaurJr    | Lance           | PoisonusBlow  | Tremor      |  |
| Unicorn      | MagicHeal       | SpreadBlaster | PowerKick   |  |
| UnicornJr    | MagicHeal       | TigerRampage  | PowerKick   |  |
| Unknown      | Flash           | SpreadBlaster | ThunderBall |  |
| Waterfolk    |                 | WaterCannon   |             |  |
| WhipJelly    | MagicHeal       | Feeler        | Sweep       |  |
| Wormbrood    | MagicHeal       | DeadlyPowder  | Assist      |  |
| Wyvern       | Lance           | HellWing      | Assassinate |  |
| Xeno         | BloodSucker     | WaterCannon   | Assist      |  |
| Yeti         | Hypnotism       | Da-dum        | MysteryTap  |  |
| Zeroworm     | Blade           | Crystalizer   | Quicksand   |  |
| Zombie       | BloodSucker     | GrapeShot     | Suffocation |  |

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---Effects of the Mystic Skills---

|                 | WP | Effect                                        |
|-----------------|----|-----------------------------------------------|
| ArcticBreath    | 4  | Ice Attack                                    |
| Assasinate      | 7  | Physical attack, Instant Death                |
| Assist          | 2  | Raises Stats                                  |
| Blade           | 1  |                                               |
| BladeNet        | 3  | Physical Attack, causes paralysis             |
| BloodSucker     | 1  | Steals HP                                     |
| Crystalizer     | 7  | Non-Elemental Attack, Causes petrify          |
| Da-dum          | 0  | Raises Strength and Quick for the entire team |
| DeadlyPowder    | 1  | Spore attack                                  |
| Feeler          | 4  |                                               |
| FireBreath      | 4  | Fire Attack                                   |
| Flash           | 2  | Blinds all enemies                            |
| GrapeShot       | 1  |                                               |
| GremlinEffect   | 2  | Non-elemental attack, Extra Damage on mecs    |
| GriffithScratch | 7  | Physical Attack, Causes Paralysis             |
| HeatSmash       | 5  | Fire attack                                   |
| HellWing        | 4  | Wind attack                                   |
| Hypnotism       | 0  | Causes Sleep                                  |
| IceSmash        | 5  | Ice attack                                    |
| Lance           | 0  |                                               |
| MagicHeal       | 3  | Restores HP and Cures Status                  |
| MysteryTap      | 3  | Causes Mess on All Enemies                    |
| Needle          | 0  |                                               |
| Oscillation     | 4  | Sonic Attack on All Enemies                   |
| PoisonusBlow    | 2  | Physical attack, causes poison                |
| PowerKick       | 1  |                                               |
| Psych-out       | 1  | Causes Stun                                   |
| PsyNet          | 4  | Causes paralysis on All Enemies               |
| Quicksand       | 3  | Earth Attack                                  |
| Spiders         | 4  | Ground Attack (Like Sliding or OgreRun)       |
| Spoil           | 2  | Lowers Stats                                  |
| SpreadBlaster   | 4  | Holy Attack                                   |
| Suffocation     | 5  | Instant Death                                 |
| Sweep           | 0  | Causes Stun                                   |
| ThunderBall     | 2  | Lightning Attack                              |
| Thunderbolt     | 5  | Lightning Attack                              |
| TigerRampage    | 8  |                                               |
| TitasWave       | 7  | Sonic Attack                                  |
| Tremor          | 5  | Earth attack on All Enemies                   |
| WaterCannon     | 1  | Water Attack                                  |

\*\*\*\*\*

Mec Skills

\*\*\*\*\*

By now, you should know the routine. These are skills used by Mecs.

---Mec Skills---

|                 | WP | Effect                                 |
|-----------------|----|----------------------------------------|
| Evasion Rocket  | 0  | Evades any kind of Rockets             |
| Evasion Bullet  | 0  | Evades any kind of Bullets             |
| Evasion Laser   | 0  | Evades any kind of Lasers              |
| ShootingMastery | 0  | Increases Gun's Attack Power           |
| CombatMastery   | 0  | Increases Sword's Attack Power         |
| MaxwellProgram  | 0  | Restores WP Automatically in battle    |
| EnergySupply    | 0  | Restores Mecs WP when used in battle   |
| SelfRepair      | 0  | Restores HP after every round of fight |

|                 |    |                                                         |
|-----------------|----|---------------------------------------------------------|
| InterceptSystem | 0  | Blocks attacks and counters with missiles               |
| CounterECM      | 0  | Cancels the effect of ECM                               |
| TigerProgram    | 0  | Allows use of TigerRampage w/OctopusBoard equipped      |
| DragonProgram   | 0  | Allows use of Maelstrom w/OctopusBoard equipped         |
| Virus           | 0  | Allows use of Jammer & LogicBomb w/SecretBoard equipped |
| Jammer          | 1  | Stuns All Enemy Mecs                                    |
| HypnoFlash      | 2  | Puts all enemies to Sleep                               |
| Crosshair       | 3  | Physical Attack                                         |
| RangeFire       | 3  | Physical Attack                                         |
| HammerCrush     | 4  | Physical Attack                                         |
| LogicBomb       | 4  | Physical Attack, Extra damage on Mecs                   |
| MecSonata       | 4  | Holy Attack on All Enemies, Extra damage on Mecs        |
| PluralSlash     | 5  | Physical Attack                                         |
| KAMIKAZE-Crush  | 5  | Uses LP to inflict high damage on enemies               |
| SatelliteLinker | 7  | Sets up SatelliteBeam                                   |
| Shock Soldier   | 8  | Physical Attack on All Enemies                          |
| Pop-Knight      | 10 | Air Attack on All Enemies                               |
| Magnify         | 15 | Doubles Attack Power, but may cause malfunctions*       |
| Shoot-All       | 24 | Shoots all Mec Weapons                                  |

\*Magnify only works if you have a Laser type weapon equipped, and then after using it, the laser won't work for the rest of the battle.

Most of these skills can just be absorbed from just ordinary random mecs, but there are a few exceptions. Crosshair and RangeFire can only be used by EngineerCar. Virus and the Tiger and Dragon Programs can only be absorbed by special enemies listed below:

- TigerProgram - MBlack, MecGod
- DragonProgram - MBlackII, BigDigger\*
- Virus - Virus

\*DragonProgram can only be absorbed from a BigDigger if it can use Maelstrom

---Special Mec Skills---

These are our run-of-the-mill variety of special skills that can only be used by a certain item, or something.

|                 | WP | Effect                                        |
|-----------------|----|-----------------------------------------------|
| ECM             | 0  | Stops Missile Attacks                         |
| Graviton        | 8  | Gravity Attack                                |
| SatelliteBeam   | 7  | Powerful Attack on enemy every round of fight |
| StarlightShower | 7  | Holy Attack on All Enemies                    |
| CosmicRave      | 7  | Physical Attack                               |

---Laser/Mec Weapon Attacks---

These are the automatic effects that laser type weapons and special mec weapons have. I know Humans and Mystics can also use lasers, but this list seemed more fitting here.

|                 | Effect                                                      |
|-----------------|-------------------------------------------------------------|
| GhostCannon     | Attacks one enemy, Holy elemental                           |
| HE-Rocket       | Attacks one enemy, usually has a low hit rate               |
| RandomBaz       | Attacks all enemies, VERY low hit rate                      |
| Missile         | Attacks one enemy, Never Misses                             |
| Blaster         | Attacks enemies in a line                                   |
| Vulcan          | Attacks enemies in Range                                    |
| WaterCannon     | Water Attack on one enemy                                   |
| BeamCannon      | Fire Attack on one enemy                                    |
| Magnablast      | Lightning Attack on one enemy                               |
| BoltCannon      | Lightning attack on one enemy                               |
| SonicCannon     | Sonic Attack, hits enemies in range                         |
| PlasmaBullet    | Gravity attack on one enemy                                 |
| BoltThrower     | Lightning Attack, hits enemies in range                     |
| FlameThrower    | Fire Attack, hits enemies in range                          |
| DestructionBeam | Attacks enemies in a line                                   |
| ProtonRocket    | Attacks enemies in a circle range                           |
| BeamSword       | Attacks one enemy                                           |
| MicroMissile    | Attacks all enemies, very weak                              |
| Bit             | Randomly attacks enemies at the end of every round of fight |
| AT-Missile      | Attacks one enemy                                           |
| RailCannon      | Attacks one enemy                                           |
| Hammer          | Attacks one enemy                                           |
| Laser           | Laser attack on one enemy                                   |
| V-Max           | Raises Stats, Allows use of StarlightShower and CosmicRave  |

\*\*\*\*\*  
 Monster Skills  
 \*\*\*\*\*

Yes, these are skills only used by monsters. This is also the biggest skills section, as there are a massive number of these.

---Monster Skills---

Note: If the effect of a skill is blank, it does a physical attack with no added effect.

|              | WP | Effect       |
|--------------|----|--------------|
| AcidBreath   | 3  | Water Attack |
| ArcticBreath | 3  | Ice Attack   |
| Assist       | 2  | Raises Stats |



|                 |   |                                                      |
|-----------------|---|------------------------------------------------------|
| BattleSong      | 3 | Raises Attack Power for everyone                     |
| Beak            | 0 | Physical Attack, Causes Blind                        |
| Beat            | 0 |                                                      |
| BeetleJuice     | 4 | Water Attack                                         |
| Blade           | 1 |                                                      |
| BladeNet        | 3 | Physical Attack, Causes Paralysis                    |
| Bloodsucker     | 1 | Steals HP - No effect on Mecs                        |
| BoltBarrier     | 0 | Sets up BoltBarrier, Counter with Lit. when Attacked |
| BoltBlast       | 5 | Lightning Attack                                     |
| BoltBreath      | 2 | Lightning Attack                                     |
| BoomerangHook   | 3 |                                                      |
| BrainCrush      | 3 | Physical Attack, Lowers Int.                         |
| CentipedeCrush  | 4 |                                                      |
| CharmGaze       | 3 | Causes Charm                                         |
| Chop            | 1 | Physical Attack, Causes Blind                        |
| Claw            | 0 |                                                      |
| Coils           | 5 | Physical Attack, Causes Paralysis                    |
| CounterFear     | 0 | Counters with Red Mess status ailment when attacked  |
| Da-dum          | 1 | Raises Str. and Quick for the whole team             |
| DaggerJaw       | 3 |                                                      |
| Dash            | 2 |                                                      |
| DeadlyMoss      | 6 | Causes Anger and Poison                              |
| DeathGaze       | 4 | Instant Death                                        |
| DeathGrip       | 0 | Instant Death                                        |
| Deathsynthesis  | 0 | Restores HP every round, only works on Undead        |
| DeathTouch      | 4 | Instant Death                                        |
| DivingPress     | 0 |                                                      |
| DoubleAxe       | 2 |                                                      |
| Ectoplasnet     | 4 | Instant Death                                        |
| ElfShot         | 1 | Non-Elemental Attack, Lowers Will                    |
| Fang            | 0 |                                                      |
| FangCrush       | 3 |                                                      |
| Feeler          | 5 |                                                      |
| Feint           | 1 | Causes Stun                                          |
| FireBarrier     | 0 | Sets up FireBarrier, Counter with Fire when Attacked |
| FireBreath      | 3 | Fire Attack                                          |
| FireKiss        | 4 | Steals HP, Causes Charm, No effect on Mecs           |
| FlameBlast      | 3 | Fire Attack, similar to Flame Thrower weapon         |
| Flash           | 0 | Blinds all Enemies                                   |
| GaleAttack      | 3 | Wind Attack on All Enemies                           |
| GasFlame        | 4 | Fire Attack                                          |
| GhostTouch      | 2 | Steals HP, Lowers PSY, No effect on Mecs             |
| GliderSpike     | 5 | Wind Attack                                          |
| Grasp           | 2 | Steals HP, No effect on Mecs                         |
| GremlinTouch    | 2 | Physical Attack, Extra damage on Mecs                |
| GriffithScratch | 7 | Physical Attack, Causes Paralysis                    |
| GroundHit       | 5 | Earth Attack, Causes Stun                            |
| Headbutt        | 5 | Physical Attack, Causes Stun                         |
| Heal            | 0 | Restores HP and Status                               |
| HeatSmash       | 3 | Fire Attack                                          |
| HeatWave        | 5 | Fire Attack on all enemies                           |
| HellWing        | 3 |                                                      |
| Horn            | 1 |                                                      |
| HPDrain         | 4 | Steals HP, No effect on Mecs                         |
| Hypnotism       | 0 | Causes Sleep                                         |
| IceBarrier      | 0 | Sets up IceBarrier, Counter with Ice when attacked   |
| IceSmash        | 3 | Ice Attack                                           |
| Ignis           | 7 | Fire Attack on All Enemies                           |
| IllStorm        | 4 | Poisons all Enemies                                  |
| Ink             | 1 | Water Attack, Causes Blind                           |
| Kick            | 0 |                                                      |
| Kusanagi        | 3 | Non-Elemental Attack                                 |
| Kylin'sSong     | 3 | Raises Int. and Quick for the whole team             |
| Lance           | 2 |                                                      |
| LifeRain        | 4 | Uses LP to restore allies HP                         |
| LightBall       | 2 | Non-Elemental Attack on all Enemies, Causes Blind    |
| LightningWeb    | 6 | Lightning Attack on All Enemies                      |
| Lullaby         | 2 | Puts all enemies to Sleep                            |
| MadAttack       | 2 |                                                      |
| Maelstrom       | 8 | Water Attack on All Enemies, May cause instant death |
| MagicHeal       | 5 | Restores HP and Status                               |
| MagneticStorm   | 7 | Physical Attack on All Enemies, Extra Damage on Mecs |
| MightyCyclone   | 6 | Physical Attack, Causes Stun                         |
| MinionStrike    | 6 | Physical Attack on All Enemies                       |
| Needles         | 0 |                                                      |
| Oscillation     | 8 | Powerful Sonic attack on all enemies                 |
| PainPowder      | 2 | Non-Elemental Attack, Causes Blind                   |
| Petrify         | 6 | Physical Attack, Causes Petrify                      |
| Pheromone       | 4 | Non-Elemental Attack, Causes Charm and Poison        |
| Photosynthesis  | 0 | Restores HP every round, only works in sunlight      |
| PoisonGas       | 4 | Causes Poison                                        |
| PoisonGrip      | 3 | Causes Poison                                        |
| PoisonGun       | 1 | Causes Poison                                        |
| PoisonMist      | 5 | Causes Poison and Blind                              |
| PoisonNeedle    | 5 | Physical Attack, Causes Poison                       |
| PowerBeat       | 4 |                                                      |
| Psychout        | 0 | Causes Stun                                          |
| PsyReflector    | 0 | Reflects basic magic back to the caster              |
| Quake           | 6 | Earth Attack on All Enemies                          |
| QuickSand       | 3 | Earth Attack on All Enemies                          |

|              |   |                                                        |
|--------------|---|--------------------------------------------------------|
| Rock         | 2 |                                                        |
| SacredSong   | 6 | Holy Attack on All Enemies                             |
| SadSong      | 3 | Lowers Strength, no effect on Mechs or Undead Monsters |
| Salamander   | 3 | Fire Attack                                            |
| Scissors     | 0 |                                                        |
| Scream       | 4 | Sonic Attack, Causes Blue Mess                         |
| Seduction    | 3 | Causes Charm on All Enemies                            |
| SeedVulcan   | 1 |                                                        |
| Silf         | 5 | Holy Attack                                            |
| Siren        | 7 | Sonic Attack on All Enemies, Lowers Will               |
| SleepGas     | 2 | Puts all Enemies to Sleep                              |
| Solvent      | 0 | Water Attack                                           |
| SphinxRiddle | 7 | Causes Petrify                                         |
| SpiderNet    | 1 | Lowers Quick                                           |
| SpinAttack   | 3 | Wind Attack                                            |
| Spoil        | 2 | Lowers Stats                                           |
| Spore        | 1 | Non-Elemental Attack                                   |
| Stampede     | 4 | Physical Attack on All Enemies                         |
| Stinger      | 3 |                                                        |
| StinkGas     | 2 | Non-Elemental Attack                                   |
| StoneGas     | 6 | Non-Elemental Attack, Causes Petrify                   |
| StoneGaze    | 5 | Causes Petrify                                         |
| StunGaze     | 1 | Causes Paralysis                                       |
| StunTouch    | 0 | Causes Paralysis                                       |
| SuperSonic   | 2 | Sonic Attack                                           |
| Sweep        | 1 | Causes Stun                                            |
| Tackle       | 1 |                                                        |
| Tail         | 1 | Physical Attack, Causes Stun                           |
| TailHit      | 3 | Physical Attack, Causes Stun                           |
| Thrust       | 0 |                                                        |
| Thunderbolt  | 3 | Lightning Attack                                       |
| TigerRampage | 8 |                                                        |
| TitasWave    | 6 | Sonic attack, Causes Stun                              |
| Tornado      | 5 | Wind Attack, Causes Stun                               |
| Trample      | 4 |                                                        |
| Tremor       | 5 | Earth Attack on All Enemies, Causes Stun               |
| TripGas      | 4 | Causes Anger                                           |
| WaterCannon  | 1 | Water Attack, Pushes Enemy                             |
| Windblast    | 5 | Wind Attack on All Enemies                             |
| Wing         | 1 | Wind Attack                                            |

---Monster Absorb Chart---

(Submitted by BaddKarma@worldnet.att.net, with additions from others)

|             |                   |              |              |             |
|-------------|-------------------|--------------|--------------|-------------|
| AbyssBat    | - MagneticStorm   | Tornado      | LightBall    | GliderSpike |
| Airfolk     | - Windblast       | StunTouch    | Wing         | Silf        |
|             | GaleAttack        |              |              |             |
| Ankheg      | - Deathsynthesis  | Feeler       | DaggerJaw    | HPDrain     |
|             | Tremor            | Coils        |              |             |
| Aperider    | - Hypnotism       | Da-dum       | Kick         | Chop        |
|             | Stampede          |              |              |             |
| Arachne     | - Pheremone       | LightningWeb | MinionStrike | Ectoplasnet |
| Armorpilla  | - Horn            | SpiderNet    | BladeNet     | BeetleJuice |
| Axebeak     | - Horn            | GroundHit    | Beak         | BrainCrush  |
| Basilisk    | - Horn            | TitasWave    | Bloodsucker  | StoneGaze   |
|             | Claw              | PoisonGrip   | BrainCrush   | PoisonGas   |
| Banshee     | - SuperSonic      | Scream       | CounterFear  | Bloodsucker |
|             | ArcticBreath      |              |              |             |
| BatKnight   | - SuperSonic      | Scream       |              |             |
| Battleaxe   | - DoubleAxe       |              |              |             |
| Battlefly   | - PainPowder      | Wing         | BeetleJuice  | Pheremone   |
| Berva       | - MadAttack       | DivingPress  |              |             |
| BigSlime    | - Solvent         | PoisonGun    | Spoil        |             |
| BlackDragon | - StoneGas        | TitasWave    | FangCrush    | TailHit     |
|             | GriffithScratch   | DeathGrip    | AcidBreath   | Horn        |
| Butch       | - Spoil           | Needles      | Heal         | Stinger     |
|             | MadAttack         | Claw         | Spoil        |             |
| Cactus      | - Needles         | Kick         | Tackle       |             |
| Chariot     | - Headbutt        | Dash         |              |             |
| Chimera     | - FangCrush       | HeatSmash    | Trample      | Scream      |
|             | GasFlame          | PowerBeat    |              |             |
| Cockatrice  | - Beak            | QuickSand    | Petrify      | GliderSpike |
|             | Claw              |              |              |             |
| CrystalTree | - MagneticStorm   | Needles      | GaleAttack   | Oscillation |
|             | StoneGas          |              |              |             |
| Cyclops     | - StunGaze        |              |              |             |
| Darkfairy   | - PoisonMist      | LightBall    | ElfShot      | FireKiss    |
| DeathLord   | - Deathsynthesis  | Kusanagi     | HPDrain      | CharmGaze   |
|             | BattleSong        |              |              |             |
| DeadKnight  | - Deathsynthesis  | Blade        | GroundHit    | GaleAttack  |
| Demongoat   | - Thunderbolt     | Hypnotism    | Trample      | Pheremone   |
|             | Dash              | Horn         | IllStorm     |             |
| DevilSquid  | - Maelstrom       | Feeler       | Ink          | Thunderbolt |
|             | MightyCyclone     |              |              |             |
| DragonLord  | - GriffithScratch | GasFlame     | TitasWave    |             |
| Dragonpup   | - FangCrush       | HellWing     | Horn         | FireBreath  |
| Dullahan    | - Deathsynthesis  | Stampede     | CharmGaze    | Trample     |
|             | Siren             | PoisonMist   | Lance        |             |
| EarthDragon | - Quake           | Grasp        | FangCrush    | Trample     |
| Ettin       | - Feeler          | ArcticBreath | FireBreath   | Da-dum      |

|              |                   |                |               |               |
|--------------|-------------------|----------------|---------------|---------------|
|              | Rock              | Claw           | Scream        | Supersonic    |
| FatDevil     | - Lullaby         | Blade          | GroundHit     | PoisonGas     |
|              | GasFlame          |                |               |               |
| FireCrystal  | - LightBall       | Oscillation    | StunTouch     |               |
| FireSage     | - FireBreath      | HeatWave       | FireBarrier   |               |
| Fishman      | - SeedVulcan      | WaterCannon    | Thrust        |               |
| Flamefolk    | - Ignis           | Salamander     | FireBreath    | HeatWave      |
|              | HeatSmash         | GasFlame       |               |               |
| FrillNeck    | - Flash           | Dash           | BoltBreath    | Stampede      |
|              | Feint             |                |               |               |
| Furdo        | - GremlinTouch    | StoneGas       | IllStorm      | PoisonMist    |
| Gargantu     | - Trample         | Tremor         |               |               |
| Gaeatoad     | - AcidBreath      | WaterCannon    | Grasp         | Trample       |
|              | Kick              | Tremor         |               |               |
| Gargoyle     | - Fang            |                |               |               |
| Gekko        | - Kick            | WaterCannon    |               |               |
| Gelatin      | - BoltBreath      | BoltBarrier    | Ectoplasnet   | IllStorm      |
| Genbu        | - Thunderbolt     | FangCrush      | Tornado       | MagneticStorm |
|              | ArcticBreath      |                |               |               |
| Ghost        | - Deathsynthesis  | GhostTouch     | Supersonic    | ArcticBreath  |
| Ghostrider   | - Deathsynthesis  | Spoil          | Supersonic    |               |
| Giant        | - Tremor          | Blade          | GaleAttack    | HeatSmash     |
|              | IceSmash          | TitasWave      |               |               |
| GoatGiant    | - PoisonGun       | DoubleAxe      | MadAttack     | Trample       |
|              | Headbutt          |                |               |               |
| Golem        | -                 |                |               |               |
| GreenSage    | - CounterFear     |                |               |               |
| Gremlin      | - GremlinTouch    | Chop           |               |               |
| Griffin      | - GriffithScratch | Beak           | Windblast     | GliderSpike   |
| GriffinJr    | - WindBlast       |                |               |               |
| Gunfish      | - WaterCannon     | Beat           |               |               |
| Harpy        | - Wing            | PainPowder     | Blade         | Rock          |
| Hedgehog     | - Needles         | Spoil          | Claw          | Tackle        |
|              | Tail              |                |               |               |
| Hellhound    | - FireBreath      | Fang           | FlameBlast    |               |
| HugeSlime    | - Solvent         |                |               |               |
| IceCrystal   | - StunTouch       | Oscillation    | LightBall     | WaterCannon   |
|              | IceSmash          |                |               |               |
| Iceworm      | - ArcticBreath    | IceSmash       | MightyCyclone | Scissors      |
|              | TailHit           |                |               |               |
| Jotnar       | - Windblast       | ArcticBreath   | IceSmash      |               |
| KillerBee    | - HellWing        | Needle         | Thrust        | BladeNet      |
| KittyClawer  | - Claw            | Heal           | CharmGaze     |               |
| KittyKicker  | - Kick            |                |               |               |
| Kraken       | - MightyCyclone   | Maelstrom      | Coils         | Ink           |
|              | Feeler            |                |               |               |
| Kylin        | - Photosynthesis  | FlameBlast     | SacredSong    |               |
| Lamia        | - TailHit         | Seduction      | FireKiss      |               |
| Lich         | - Deathsynthesis  | CounterFear    | DeathTouch    | DeadlyMoss    |
|              | Scream            | DeathGrip      |               |               |
| LiquidMetal  | - IceSmash        | Blade          | HeatSmash     | GasFlame      |
| LivingArmor  | - Dash            | PoisonGun      |               |               |
| LivingAxe    | - Blade           | DoubleAxe      | Tackle        | BrainCrush    |
| LivingGlove  | - Beat            | PowerBeat      |               |               |
| LivingLance  | - BrainCrush      | Thrust         | Lance         |               |
| LivingMirror | - FangCrush       | DeathGaze      | SpinAttack    | PsyReflector  |
|              | MagicHeal         |                |               |               |
| LivingMusket | - SeedVulcan      |                |               |               |
| LivingSword  | - GaleAttack      | Oscillation    | SpinAttack    | GaleAttack    |
|              | BladeNet          |                |               |               |
| LummoX       | - Sweep           | Kick           | ElfShot       |               |
| Mandrake     | - MagicHeal       | SleepGas       | Scream        | Spoil         |
| Manticore    | - Needles         | BeetleJuice    | StinkGas      | Claw          |
|              | Fang              |                |               |               |
| Mellow       | - Windblast       | Thrust         | WaterCannon   | Assist        |
| Mimic        | - FireBreath      | TitasWave      | CharmGaze     |               |
| Minidragon   | - Wing            | Thrust         | FireBreath    | Fang          |
|              | BoltBreath        |                |               |               |
| Minotaur     | - Tremor          | MadAttack      | DoubleAxe     | AcidBreath    |
| Mollasite    | - Lullaby         |                |               |               |
| Mystic       | - Flash           | Blade          | GroundHit     | GaleAttack    |
| Nidheg       | - Deathsynthesis  | CentipedeCrush | Thrust        |               |
| Nightshade   | - StunGaze        | PainPowder     | Scream        | Hypnotism     |
|              | SadSong           |                |               |               |
| Ogre         | - GroundHit       |                |               |               |
| OgreLord     | - Trample         | Rock           | HeatSmash     | GroundHit     |
|              | Dash              |                |               |               |
| Pickbird     | - Beak            | ElfShot        | Wing          |               |
| Platoonpus   | - Beak            | Rock           | Sweep         | Supersonic    |
| Platyhooks   | - Pheremone       | Sweep          | PoisonGrip    | Beak          |
| PlatyKing    | - Beak            | AcidBreath     | WaterCannon   | Kick          |
|              | Da-dum            | SleepGas       |               |               |
| PrimaBronza  | - Kick            | SadSong        | SpinAttack    |               |
| Quakeworm    | - Oscillation     | Trample        | Quake         |               |
| Rabbat       | - Bloodsucker     | Fang           | Supersonic    |               |
| Razorback    | - FangCrush       | Fang           | Needles       | StunGaze      |
| RedDragon    | - FireBreath      | FlameBlast     | Trample       | Horn          |
|              | TailHit           | HeatSmash      | FangCrush     |               |
| Rockbaboon   | - Rock            | DoubleAxe      | Da-dum        | Tackle        |
| RockScout    | - Da-dum          | BrainCrush     |               |               |

|               |                  |              |              |              |
|---------------|------------------|--------------|--------------|--------------|
| Rocky         | - Da-dum         | TailHit      | Psychout     | Tail         |
| Scorpion      | - Scissors       | GroundHit    | PoisonNeedle | Tail         |
|               | SadSong          |              |              |              |
| Shellworm     | - Scissors       | Ink          | Tackle       |              |
| Shrieker      | - Photosynthesis | Spore        | Supersonic   | Scream       |
|               | Tremor           | TripGas      | Kick         | SadSong      |
| SickleBug     | - Oscillation    | GaleAttack   | SadSong      | Blade        |
|               | DeathGrip        | GliderSpike  |              |              |
| Siren         | - BrainCrush     | Siren        | Thunderbolt  | GremlinTouch |
|               | TitasWave        |              |              |              |
| Skeleton      | - Deathsynthesis | GroundHit    | Blade        |              |
| Skulldrake    | - Deathsynthesis | Blade        | Da-dum       | FireBreath   |
|               | FlameBlast       | Stampede     |              |              |
| Skullasaurus  | - Deathsynthesis | Bloodsucker  | FangCrush    | Scream       |
| Slime         | - Solvent        | Spoil        | HPDrain      |              |
| Slugger       | - Bloodsucker    | QuickSand    | AcidBreath   | StinkGas     |
| Snakeman      | - Claw           | BrainCrush   |              |              |
| Snowfolk      | - Windblast      | Silf         | ArcticBreath | IceBarrier   |
|               | StunGaze         |              |              |              |
| SonicBat      | - Scream         | Supersonic   | PoisonGrip   | GliderSpike  |
| SpearValkyrie | - GliderSpike    | Thrust       | LightBall    | Silf         |
|               | BattleSong       |              |              |              |
| Sphinx        | - MagicHeal      | SphinxRiddle | Wing         | Windblast    |
|               | SacredSong       |              |              |              |
| SporePile     | - MagicHeal      | SpiderNet    | Spore        | TripGas      |
| Sprite        | - Thrust         | ElfShot      |              |              |
| Straysheep    | - Lullaby        | Tackle       | Wing         | Spoil        |
|               | Psychout         |              |              |              |
| Succubus      | - Bloodsucker    | Lullaby      | Seduction    | DeathTouch   |
|               | FireKiss         | SadSong      |              |              |
| Sunflower     | - Photosynthesis | SeedVulcan   | Flash        |              |
| Suzaku        | - HeatWave       | FireBreath   | GliderSpike  | FireBarrier  |
|               | FlameBlast       | SacredSong   |              |              |
| SwordValkyrie | - LightBall      | GliderSpike  | BattleSong   | CharmGaze    |
| Tanzer        | - AcidBreath     | Needles      | Oscillation  |              |
| Thundragon    | - BoltBreath     | BoltBarrier  | BoltBlast    | Stinger      |
|               | FangCrush        | Wing         | Thunderbolt  | DivingPress  |
| Trapvine      | - Sweep          | AcidBreath   | Feeler       |              |
| Treant        | - Photosynthesis | MagicHeal    | Chop         | Feeler       |
|               | Beat             |              |              |              |
| Trisaur       | - Horn           | Tremor       | TailHit      | Dash         |
|               | Trample          |              |              |              |
| Unicorn       | - MagicHeal      | LifeRain     | Horn         | Kick         |
|               | Dash             | CharmGaze    |              |              |
| Undine        | - MagicHeal      | WaterCannon  | GhostTouch   | DeathTouch   |
|               | SadSong          |              |              |              |
| Unknown       | - StunGaze       | CharmGaze    | StoneGaze    | Flash        |
|               | BoltBreath       |              |              |              |
| Waterfolk     | - WaterCannon    | Wing         |              |              |
| WaterSage     | - WaterCannon    |              |              |              |
| WereRhino     | - Rock           | Tremor       | Da-dum       | Dash         |
| WhipJelly     | - Sweep          | Tackle       | Feeler       | Coils        |
| Wonderdog     | - Claw           |              |              |              |
| Wormbrood     | - MagicHeal      | BeetleJuice  | ElfShot      |              |
| Wyvern        | - Wing           | GliderSpike  | Fang         | Windblast    |
|               | PoisonNeedle     |              |              |              |
| Xeno          | - FangCrush      | Fang         |              |              |
| Yeti          | - Rock           | Da-dum       | Tackle       | DoubleAxe    |
| Zeroworm      | - Tremor         | Petrify      | Oscillation  | LightBall    |
|               | Scissors         | DeathGrip    |              |              |
| Zombie        | - Deathsynthesis | PoisonGrip   | Coils        | Chop         |
| Zyphon        | - Blade          | GaleAttack   | HeatWave     | TitasWave    |

---Monster Transformation---

While we're on the subject of monsters, I thought I'd include a list of some skills you need to transform into certain monsters. This list was just started, but thanks to Skrybe (skrybe@hotmail.com), we already have a few additions. If you have any more, please tell me. Anyway...

Note: These skills may not be 100% accurate, or may only work while you're weak/strong. Also, the Mariche rumor was confirmed. It is true, you \*can\* turn into a Mariche with the right skills.

|             | Skill(s) Needed                                      |
|-------------|------------------------------------------------------|
| Armorpilla  | Horn                                                 |
| Battlefly   | PainPowder                                           |
| BigSlime    | Solvent                                              |
| BlackDragon | TailHit, Fang, and StoneGas                          |
| Butch       | PoisonNeedle                                         |
| Chimera     | GasFlame                                             |
| Dullahan    | Siren, Stampede, Trample, Deathsynthesis, and Thrust |
| Frillneck   | Dash or Stampede                                     |
| Gelatin     | BoltBarrier&BoltBlast or BoltBarrier&BoltBreath      |
| Hellhound   | FireBreath                                           |
| Iceworm     | IceSmash & ArcticBreath                              |
| kraken      | MightyCyclone & Ink                                  |
| LivingAxe   | DoubleAxe                                            |
| Manticore   | Needles                                              |
| Mariche     | All "Gaze" attacks                                   |
| Rabbat      | Bloodsucker                                          |

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Razorback      Fang or FangCrush
Rocky           Da-Dum
Sphinx         SphinxRiddle
Suzaku         FireBarrier
WhipJelly      Sweep

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---Enemy Only---

These skills are only used by the enemy, and never (in any way) by you. It's possible to obtain some of these skills via GameShark, but since there's no way to get them otherwise, I listed them here.

|                | WP | Effect                                                   |
|----------------|----|----------------------------------------------------------|
| 3Mistresses    | 0  | Attacks all Enemies                                      |
| BervaCounter   | 0  | Defend and Counter physical Attacks                      |
| BusterLauncher | 0  | Major damage to target, lesser damage to nearby allies   |
| Carnage        | 0  | Non-Elemental Attack on All Enemies, May instantly kill  |
| ChainHeat      | 0  | Physical Attack, can instantly kill                      |
| ClawBit        | 0  | Attacks Randomly at the end of every round of fight      |
| Dark Phoenix   | 0  | Non-Elemental Attack                                     |
| Drunk          | 0  | Causes status ailments                                   |
| Enemy Fire     | 0  | Attacks all enemies every round of fight                 |
| GodHand        | 0  | Lightning Attack                                         |
| HyperBazooka   | 0  | Same as HyperionBazooka's 'ProtonRocket' skill           |
| HyperGaze      | 0  | Gaze Attack on All Enemies, Causes Status Ailments       |
| Hypnotism      | 0  | Puts all enemies to sleep (Different from normal spell)  |
| IronBall       | 0  | Physical Attack, generally hits several times            |
| IronPole       | 0  | Physical Attack on All Enemies                           |
| JudgementX     | 0  | FF7 Style Summon spell, Hits all enemies                 |
| LifeSteal      | 0  | Drains Enemy's LP to Restore User's HP, Causes Paralysis |
| LordCannon     | 0  | Same as RailCannon                                       |
| Lord'sDinner   | 0  | Steals HP                                                |
| Macumba        | 0  | Non-elemental attack, causes various status ailments     |
| MaginRampage   | 0  | Looks like TripleThrust                                  |
| MagmaTouch     | 0  | Drains LP                                                |
| MoonScraper    | 0  | Non-Elemental Attack on all Enemies                      |
| Portrait       | 0  | Raises Stats (There are three different variations)      |
| Possession     | 0  | Kills user, turns them into item (Not when used with GS) |
| PowerBomb      | 2  | One of Suplex's moves                                    |
| PowerSave      | 0  | Raises Quick and Str.                                    |
| Retribution    | 0  | Lightning Attack on Enemies                              |
| Revolution9    | 0  | Increases Defense, followed by an attack on all enemies  |
| RunAway        | 0  | Enemy runs away                                          |
| Sabers         | 0  | Physical Attack on All Enemies                           |
| Selection      | 0  | Causes all negative status ailments                      |
| Shock          | 0  | Stuns All Enemies                                        |
| Shoot-All      | 0  | Missile attack on all enemies (Used by MBlackII)         |
| Smile          | 0  | Causes Poison and Paralysis on All Enemies               |
| SonicWave      | 0  | Sonic Attack, similar to Thrust                          |
| VandalFlip     | 2  | One of Suplex's Moves                                    |
| Yell           | 0  | Raises Strength and Quick                                |

\*\*\*\*\*  
Other Skills

\*\*\*\*\*  
These are special skills that are used by anyone, or just as a part of the story. They didn't fit anywhere else, so I included them here.

---Special Item Skills---

These are used when a certain item is equipped, and if that item is removed, so too is the skill.

|                 | WP/JP | Effect                        | Item Needed   |
|-----------------|-------|-------------------------------|---------------|
| IronclogShot    | 0 WP  | Physical Attack               | Iron Clogs    |
| Paralyzer       | 0 WP  | Paralyzes All Enemies         | HandBlaster   |
| BlasterSword    | 0 WP  | Physical Attack               | HandBlaster   |
| TwinSword       | 0 WP  | Physical Attack               | TwinSword     |
| RaySword        | 0 WP  | Physical Attack               | RaySword      |
| ShadowHold      | 1 WP  | Paralyzes an Enemy            | ShadowDagger  |
| VictoryRune     | 1 JP  | Increases Attack Power        | RuneSword     |
| DirtyFang       | 2 WP  | Physical Attack               | JackalSword   |
| Kusanagi        | 3 WP  | Physical Attack               | Kusanagi      |
| Asura           | 4 WP  | May cause Instant Death       | Asura         |
| AsuraRevenge    | 4 WP  | Counter Attack using Asura    | Asura         |
| SilverFang      | 5 JP  | Physical Attack               | SilverSpread* |
| ElementDissolve | 5 WP  | Instant Kill                  | SplashSword   |
| BraveHeart      | 5 WP  | Raises Attack Power           | LordStar      |
| Cockatrice      | 6 JP  | Damage/Causes Petrify         | RuneSword**   |
| MillionDollars  | 7 WP  | Meteor Attack on All Enemies  | CometBlade    |
| FinalStrike     | 10WP  | Physical Attack, Breaks Sword | ***           |

\*SilverFang only appears if the user has Arcane Magic "Fool" equipped.  
\*\*Cockatrice only appears if the user has Rune Magic "StasisRune" equipped.  
\*\*\*FinalStrike is used by the FiendRod, TwiggyRod and Glirandly

---Item Magic---

As in most RPGs, there are many weapons and armor that produce special effects when used in battle. Unfortunately, these 'item spells' still cost WP/JP, but they're useful anyway... Here's what I've found so far:

ShadeRobe - MagicHeal FortBody - Graviton

|               |                        |               |                           |
|---------------|------------------------|---------------|---------------------------|
| ECM System    | - ECM                  | Mysticwear    | - MagicHeal               |
| Magihat       | - MagicStone           | FireCrystal   | - FireBarrier             |
| IceCrystal    | - IceBarrier           | BoltCrystal   | - BoltBarrier             |
| DurahanShield | - DeathGaze            | Magatama      | - SacredSong              |
| SandVessel    | - QuickSand            | CharmNecklace | - Seduction, Kylin'sSong* |
| PurpleEye     | - PhantasmShot         | Iron Clogs    | - IronclogShot            |
| MellowRing    | - LifeRain, Maelstrom* | DanceShoes    | - MysteryTap              |
| SeaStone      | - Maelstrom*           | Accelerator   | - <Speed Up>              |

Note: A \* after any ability indicates that the wearer must have all three mystic weapons (Sword, Glove, and Boots) before the spell will appear.

---Other Abilities---

These abilities can only be used at certain points during the game, they aren't important, but I thought I should include them anyway.

|                | Effect                                                     |
|----------------|------------------------------------------------------------|
| Touch          | Used to obtain the VitalityRune                            |
| Contact        | Used by T260G to link up with the main Computer at HQ      |
| AlkaiserChange | Allows Red to turn into Alkaiser                           |
| MysticalChange | Turns Asellus into her mystic form                         |
| BrokenGlass    | Effect of GlassShield; MAJOR Damage to attacker            |
| BackFire       | Effect of PsychicPrison; Reflects magic back to the caster |
| V-End          | Happens when V-Max wears off, Lowers all stats drastically |

---GameShark Spells/Skills---

(Submitted by BaddKarma@worldnet.att.net)

These spells are only accessible with GameShark. Since they all seem to have stats, I thought I'd include them anyway.

|                 | J/W | Type     | Effect                                         |
|-----------------|-----|----------|------------------------------------------------|
| Salamander      | 5W  | Light    | Fire Attack, same as the monster skill         |
| Macumba         | 0   | Shadow   | Causes Status Ailments to one enemy            |
| FireySpirit     | 0   | Shadow   | Effect of dying (?), Takes 1 LP away from user |
| SatelliteBeam   | 0   | Space    | Same as the Mec skill, damages one enemy       |
| Graviton        | 0   | Space    | Gravity Attack, this is normally used by BossX |
| Revolution9     | 0   | Time     | MasterRing's Spell, raises stats               |
| Revolution9     | 0   | Time     | MasterRing's Spell, hits all enemies           |
| Regeneration    | 0   | Realm    | Does absolutely nothing                        |
| BackFire        | 0   | Realm    | Effect of PsychicPrison, damages caster        |
| Selection       | 0   | Mystic   | Orlounge's spell, causes negative status       |
| BrokenGlass     | 0   | Mystic   | Effect of GlassShield, Major damage on enemy   |
| BrokenGlass     | 0   | Mystic   | Effect of GlassShield, No effect               |
| IronPole        | 0   | Mind     | Spriggan's Spell, Attacks all enemies          |
| Yell            | 0   | Mind     | Increases Speed for the whole team             |
| Drunk           | 0   | Mind     | Causes various status ailments on all enemies  |
| Possession      | 0   | Evil     | Kills caster, and takes away all LP            |
| DirtyFang       | 0   | Life     | Same as JackalSword's skill                    |
| ElementDissolve | 5W  | Life     | Same as SplashSword's skill                    |
| BraveHeart      | 5W  | Life     | Same as Lordstar's skill                       |
| EnemyFire       | 0   | Life     | I'm sure you've seen this, hits all enemies    |
| CounterMagician | 0   | Life     | Effect of Magician, Instant Death              |
| MillionDollars  | 7W  | Mirage   | Same as CometBlade's skill                     |
| ShadowHold      | 1W  | Mirage   | Same as ShadowDagger's Skill                   |
| SilverFang      | 5J  | Mirage   | Same as SilverSpread's Skill                   |
| SwingDDT        | 2W  | Fighting | Similar to Suplex                              |
| Slash           | 0   | Sword    | Basic Sword Attack                             |
| Katana          | 0   | Sword    | Basic Sword Attack                             |
| Counter         | 0   | Sword    | Counter with Basic Punch when attacked         |
| CounterChop     | 0   | Sword    | Counter with Chop when attacked                |
| CounterFist     | 0   | Sword    | Counter with Fist when attacked                |
| CounterBckFist  | 0   | Sword    | Counter with BackFist when attacked            |
| CounterThrust   | 0   | Sword    | Counter with Thrust when attacked              |
| CounterSlice    | 0   | Sword    | Counter with Basic Sword slice when attacked   |
| TestShot        | 0   | Gun      | Does 1 Damage to a single enemy                |
| KO Punch        | 0   | Fighting | Physical Attack                                |
| KO Kick         | 0   | Fighting | Physical Attack                                |
| KO Fist         | 0   | Fighting | Physical Attack                                |
| KO Swing        | 0   | Fighting | Physical Attack                                |
| KO Run          | 0   | Fighting | Physical Attack                                |
| Kyon'sSmile     | 0   | Varies   | Deleted spell, attacks with weapon             |

To use the KO attacks, equip them, then use the attack that matches their name (i.e. use Kick if you want to activate KO Kick), when you get attacked by an enemy, an attack that would normally trigger KO Throw, you'll use that KO attack instead. But like AsuraRevenge, these won't work unless the enemy attacks BEFORE you use Kick, Punch, etc.

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7. Monster/Treasure Chart  
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A \* Next to the enemy name means that it's a Boss or Mini-Boss  
A \* Next to an item name means that it's REALLY good and worth trying to get

| Enemy     | Common         | Rare         |              |             |
|-----------|----------------|--------------|--------------|-------------|
| A-Tractor | - BrokenBumper |              |              |             |
| AbyssBat  | - PowerCure    | Egg Hat      | WindShell    | LightRifle* |
| Airfolk   | - MagicStone   | WonderBangle | SilverSpread |             |
| Ankheg    | - BoneBreast   | BloodChalice | SH-Anklet    |             |

|               |                 |                  |                  |              |
|---------------|-----------------|------------------|------------------|--------------|
| Aperider      | - LuckyCoin     | Yolk Hat         |                  |              |
| Arachne* (1)  | - -----         | HarmoniumEarring |                  |              |
| Arachne* (2)  | - -----         | HarmoniumArmor   |                  |              |
| Armorpilla    | - ShellShield   | Protector        |                  |              |
| AutoBuffer*   | - DOBBY Bazooka | MemoryBoard      |                  |              |
| Axebeak       | - FeatherCharm  |                  |                  |              |
| Basilisk      | - -----         | CelestialLeather |                  |              |
| Banshee       | - FlowerAmulet  | DarkRobe         |                  |              |
| BatKnight     | - -----         |                  |                  |              |
| Battleaxe     | - Buckler       | Budowear         |                  |              |
| Battlefly     | - MagicStone    | WingAmulet       |                  |              |
| Berva* (1)    | - -----         |                  |                  |              |
| Berva* (2)    | - SecretBoard   | SH-Anklet        | PowerBelt        | OctopusBoard |
| Berva* (3)    | - -----         |                  |                  |              |
| BigDigger     | - -----         |                  |                  |              |
| BigSlime      | - -----         |                  |                  |              |
| BigSlime* (2) | - -----         |                  |                  |              |
| BirdMec       | - LightVulcan   | Bolt Thrower     |                  |              |
| BlackDragon   | - Protector     | DragonShield*    |                  |              |
| BlackFighter  | - RubberSuit    |                  |                  |              |
| Blackgarb*    | - -----         |                  |                  |              |
| BlackKnight*  | - PlutoArmor*   |                  |                  |              |
| BlackX*       | - PurpleEye     |                  |                  |              |
| BlueFighter   | - RubberSuit    |                  |                  |              |
| Bone*         | - -----         |                  |                  |              |
| BossX*        | - -----         |                  |                  |              |
| Butch         | - UnluckyCoin   | CelestialLeather |                  |              |
| Cactus        | - StunNeedle    |                  |                  |              |
| CancerMec     | - RepairKit     | LightVulcan      | Osc-Sword        | LightBazooka |
| Chariot       | - JunkHelm      | ElectroArmor     |                  |              |
| Chimera       | - FangAmulet    | CelestialLeather | BehemothRifle    |              |
| Cockatrice    | - WingAmulet    | CelestialLeather |                  |              |
| CrimeLady     | - AGUNI-MBX     | Infrascopes      |                  |              |
| CrystalTree   | - BoltCrystal   | HarmoniumEarring | HarmoniumArmor   |              |
| Cyclops       | - PurpleEye     |                  |                  |              |
| D-Tractor     | - -----         |                  |                  |              |
| Dancer        | - PowerCure     | DanceShoes       |                  |              |
| DarkFairy     | - UnluckyCoin   | KrisKnife        | SilverMoon*      |              |
| DeathLord*    | - -----         |                  |                  |              |
| DeadKnight    | - BoneBreast    | FiendRod         | TwiggyRod        |              |
| Demongoat     | - FiendRod      | GhostCannon      |                  |              |
| DevilSquid*   | - OgreGlove     | SH-Anklet        |                  |              |
| Diva*         | - -----         |                  |                  |              |
| DragonLord*   | - -----         | DragonShield*    | SprigganSuit*    |              |
| Dragonpup     | - FangAmulet    | BoltCrystal      |                  |              |
| Dullahan      | - -----         | PlutoArmor*      | DurahanShield*   |              |
| EarthDragon*  | - GolemSuit     | HyperionBazooka* | SprigganSuit*    |              |
| ElectroSheep  | - BeastLeather  | LightVulcan      |                  |              |
| Ettin         | - SnakeOil      | FeatherCharm     | WingAmulet       | SH-Armlet    |
| FatDevil      | - UnluckyCoin   | TwiggyRod        | Obsidian*        |              |
| FireCrystal   | - FireCrystal   | SolGrail         |                  |              |
| FireSage*     | - FireCrystal   | HarmoniumBangle  |                  |              |
| Fishman       | - PearlHeart    |                  |                  |              |
| Flamefolk     | - FireCrystal   | PowerBelt        |                  |              |
| FlyMec        | - Junk          |                  |                  |              |
| FrillNeck     | - PearlHeart    | BlueElf          |                  |              |
| Furdo*        | - -----         |                  |                  |              |
| Gargantu*     | - BeastLeather  | BehemothRifle    |                  |              |
| Gaeatoad      | - SnakeOil      | BehemothRifle    |                  |              |
| Gargoyle      | - UnluckyCoin   | SteelAmulet      |                  |              |
| Gekko         | - SnakeOil      |                  |                  |              |
| Gelatin       | - BoltCrystal   | ThunderCharm     |                  |              |
| Genbu         | - -----         | GenbuShield*     | SeaStone         |              |
| GenocideHeart | - -----         |                  |                  |              |
| Ghost         | - DarkRobe      | BloodChalice     |                  |              |
| Ghostrider    | - SteelAmulet   | DarkRobe         |                  |              |
| Giant         | - -----         | Obsidian*        | GenbuShield*     | PowerBelt    |
| GoatGiant     | - MaxCure       |                  |                  |              |
| Goblin*       | - Buckler       | Junk             |                  |              |
| Golem         | - EMES Tag      |                  |                  |              |
| Grappler      | - Budowear      | PowerBelt        |                  |              |
| GreenFighter  | - RubberSuit    |                  |                  |              |
| GreenSage*    | - -----         | HarmoniumBangle  |                  |              |
| Gremlin       | - Junk          | UnluckyCoin      | SilverSpread     | SplashSword  |
| Griffin*      | - -----         | CelestialLeather | WindShell        |              |
| GriffinJr     | - -----         |                  |                  |              |
| Gunbird       | - KillerRifle   | AGUNI-MBX        |                  |              |
| Guncart       | - BrokenRifle   |                  |                  |              |
| Gunfish       | - PearlHeart    |                  |                  |              |
| Harpy         | - ShellShield   | WingAmulet       | FeatherCharm     |              |
| Hedgehog      | - StunNeedle    | FangAmulet       | CelestialLeather |              |
| Hell'sLord*   | - -----         |                  |                  |              |
| Hellhound     | - FireCrystal   | FireLeather      |                  |              |
| Hermes        | - MachineVulcan | HEAT Bazooka     | BigMissile       |              |
| HQCore*       | - -----         |                  |                  |              |
| HugeSlime*    | - -----         |                  |                  |              |
| HunterKnight* | - -----         |                  |                  |              |
| IceCrystal    | - IceCrystal    | BoltCrystal      | SleetCoin        |              |
| Iceworm       | - ShellShield   | HyperScale       | GolemSuit        |              |
| IronHopper    | - Protector     |                  |                  |              |

|               |                |                  |                  |            |
|---------------|----------------|------------------|------------------|------------|
| Jotnar*       | - IceCrystal   | PurpleEye        |                  |            |
| K9Mec         | - WaterCannon  | ExcelShield      |                  |            |
| KillerBee     | - StunNeedle   | WingAmulet       | ShellShield      |            |
| KittyClawer   | - BeastLeather | HarmoniumEarring | Catsocks         |            |
| KittyKicker   | - BeastLeather | DanceShoes       | Catsocks         |            |
| Kraken        | - MaxCure      | SeaStone         |                  |            |
| kraken        | - -----        |                  |                  |            |
| Kylin*        | - AngelArmor   | HarmoniumArmor   | HyperScale       |            |
| KylinJr*      | - -----        |                  |                  |            |
| LadyBlade     | - Osc-Sword    | ElectroArmor     | Obsidian*        |            |
| Ladyhawk      | - Hyperwear    | Twin Dragon      |                  |            |
| Lamia         | - PearlHeart   | WonderBangle     | MoonlightRobe    |            |
| Lich          | - BloodChalice | DarkRobe         |                  |            |
| LionPrincess1 | - -----        |                  |                  |            |
| LionPrincess2 | - GoldenLion*  |                  |                  |            |
| LiquidMetal   | - SteelAmulet  | SH-Anklet        | SH-Armllet       |            |
| LivingArmor   | - PowerCure    | LivingArmor      |                  |            |
| LivingAxe     | - Junk         | SteelAmulet      |                  |            |
| LivingGlove   | - ArmorGlove   | ShadowDagger     |                  |            |
| LivingLance   | - Junk         | SteelAmulet      |                  |            |
| LivingMirror  | - KrisKnife    |                  |                  |            |
| LivingMusket  | - SteelAmulet  | LivingRifle      |                  |            |
| LivingSword   | - Glirandy     |                  |                  |            |
| Lummox        | - -----        |                  |                  |            |
| Lunatic       | - -----        |                  |                  |            |
| Mandrake      | - Cure         | PowerCure        |                  |            |
| Manticore     | - StunNeedle   | CelestialLeather | HarmoniumEarring |            |
| Mariche       | - -----        |                  |                  |            |
| MaskBuffer    | - MemoryBoard  |                  |                  |            |
| MaskCat       | - LuckyCoin    | LaserScope       |                  |            |
| MaskedGiant   | - -----        |                  |                  |            |
| MasterRing*   | - -----        |                  |                  |            |
| MasterRing(2) | - -----        |                  |                  |            |
| MBlack*       | - WarLordArmor |                  |                  |            |
| MBlackII*     | - -----        |                  |                  |            |
| MBlackIII*    | - -----        |                  |                  |            |
| MecDobby      | - RepairKit    | DOBBY Bazooka    |                  |            |
| MecDobby100   | - RepairKit    | DOBBY Bazooka    | Bolt Thrower     | HG-Cannon* |
| MecGod*       | - GolemSuit    |                  |                  |            |
| MegaTitan*    | - RottenMeat   |                  |                  |            |
| Mellow        | - PearlHeart   | SplashSword*     |                  |            |
| Mimic         | - PowerCure    | HarmoniumBangle  | SilverMoon*      |            |
| Minidragon    | - FangAmulet   | FireLeather      |                  |            |
| Minotaur      | - MaxCure      | PowerBelt        |                  |            |
| Mollasite*(1) | - -----        |                  |                  |            |
| Mollasite*(2) | - RottenMeat   | MoonlightRobe    |                  |            |
| Mystic        | - CombatSuit   | RuneSword        | StardustRobe     |            |
| Nidheg*       | - BoneBreast   | BloodChalice     |                  |            |
| Nidheg*(Jr)   | - BoneBreast   | BloodChalice     |                  |            |
| Nightshade    | - BloodChalice | LifeCandy        |                  |            |
| NomadFighter  | - RubberSuit   | RubberShoes      |                  |            |
| Ogre          | - Protector    |                  |                  |            |
| OgreLord      | - Iron Clogs   |                  |                  |            |
| Orlounge*     | - -----        |                  |                  |            |
| Pickbird      | - WingAmulet   |                  |                  |            |
| PinkFighter   | - RubberSuit   |                  |                  |            |
| Platoonpus    | - CottonShirt  | Egg Hat          |                  |            |
| Platyhooks*   | - KillerRifle  | FireCrystal      | IceCrystal       |            |
| PlatyKing     | - FireCrystal  | IceCrystal       | BoltCrystal      |            |
| PrimaBronza   | - SteelAmulet  |                  |                  |            |
| PrimaMaska    | - SteelAmulet  |                  |                  |            |
| Quakeworm*    | - HyperScale   | GolemSuit        |                  |            |
| R&R           | - RepairKit    | HyperScale       | SuperMissile*    |            |
| Rabbat        | - FangAmulet   | LifeCandy        |                  |            |
| Rabbat (Mask) | - LifeCandy    |                  |                  |            |
| RABI*         | - -----        |                  |                  |            |
| Razorback     | - BeastLeather | FangAmulet       |                  |            |
| RedDragon     | - FireCrystal  | FireLeather      | GoldenFleece     |            |
| RedFighter    | - RubberSuit   |                  |                  |            |
| Rockbaboon    | - BeastLeather | SnakeOil         | OgreGlove        |            |
| RockScout     | - PowerCure    | LivingArmor      |                  |            |
| Rocky         | - Cure         | BeastLeather     |                  |            |
| Rouge*        | - -----        |                  |                  |            |
| Scorpion      | - StunNeedle   | ShellShield      | Protector        |            |
| Shade         | - -----        |                  |                  |            |
| Shadow        | - PowerCure    | ShadowDagger     |                  |            |
| Shaman        | - MagicStone   | Magicwear        | SilverSpread     |            |
| Shellworm     | - ShellShield  | Protector        |                  |            |
| Shrieker      | - FlowerAmulet | ShadeRobe        |                  |            |
| Shuzer*(1)    | - -----        |                  |                  |            |
| Shuzer*(2)    | - -----        |                  |                  |            |
| Shuzer*(3)    | - KillerRifle  | BehemothRifle    | GrainCannon      |            |
| Shuzer*(4)    | - -----        |                  |                  |            |
| SickleBug     | - HyperScale   | Twin Dragon      |                  |            |
| SirDemon*     | - FiendRod     |                  |                  |            |
| Siren         | - BoltCrystal  | HarmoniumBangle  | FireCrystal      |            |
| Skeleton      | - BoneBreast   |                  |                  |            |
| Skulldrake*   | - BoneBreast   | FireCrystal      | EMES Tag         |            |
| Skullasaurus  | - BoneBreast   | EMES Tag         |                  |            |
| Skylab        | - GrainCannon  | Bolt Thrower     | HyperBlaster     |            |



|               |                |                  |              |            |
|---------------|----------------|------------------|--------------|------------|
| Slime         | - LuckyCoin    | UnluckyCoin      |              |            |
| Sluggger      | - RubberShoes  | RubberSuit       |              |            |
| Snakeman      | - UnluckyCoin  | PearlHeart       |              |            |
| Snowfolk      | - IceCrystal   | SleetCoin        |              |            |
| Soldier       | - AGUNI-CP1    | ExcelShield      | KillerRifle  |            |
| SonicBat      | - BeastLeather | BloodChalice     | PurpleEye    | WingAmulet |
| SpearValkyrie | - IceCrystal   | HarmoniumBangle  | AngelArmor   |            |
| Sphinx        | - WingAmulet   | CelestialLeather |              |            |
| Sporepile     | - Cure         | PowerCure        |              |            |
| Spriggan (1)* | -----          |                  |              |            |
| Spriggan (2)* | -----          |                  |              |            |
| Spriggan (3)* | -----          |                  |              |            |
| Spriggan (4)* | -----          |                  |              |            |
| Spriggan (5)* | -----          |                  |              |            |
| Sprite        | - MagicStone   | FlowerAmulet     |              |            |
| Straysheep    | - BeastLeather | SilverSpread     | Catsocks     |            |
| Succubus      | - StardustRobe | TwiggyRod        | Magihat      |            |
| Sunflower     | - MaxCure      | GlowRobe         |              |            |
| Suzaku        | - FireLeather  |                  |              |            |
| SuzakuJr*     | -----          |                  |              |            |
| SwordMec      | - RepairKit    | AGUNI-CP1        |              |            |
| Swordsman     | - Cure         | LeatherGlove     | LeatherBoots | FiberVest  |
| SwordValkyrie | - ExcelShield  | RuneSword        |              |            |
| T-Walker      | - FlashBomb    |                  |              |            |
| Tanzer*       | - RING/Thief   |                  |              |            |
| Thundragon    | - BoltCrystal  | DragonSword*     |              |            |
| Tidi*         | -----          |                  |              |            |
| TimeLord*     | -----          |                  |              |            |
| Titania       | - TwiggyRod    |                  |              |            |
| Trapvine      | - Cure         | MaxCure          | FlowerAmulet |            |
| Treant        | - FlowerAmulet | MaxCure          | ShadeRobe    |            |
| Trisaur       | - FangAmulet   | BeastLeather     |              |            |
| TrisaurJr     | - FangAmulet   |                  |              |            |
| Unicorn       | - UnicornTear  | Magihat          |              |            |
| UnicornJr*    | -----          |                  |              |            |
| Undine        | - MagicStone   | PearlHeart       |              |            |
| Unknown       | - PurpleEye    |                  |              |            |
| Virgil*       | -----          |                  |              |            |
| Virus         | -----          |                  |              |            |
| VitalityRune  | -----          |                  |              |            |
| Vulcan*       | -----          |                  |              |            |
| VulcanII*     | - LightVulcan  | AGUNI-CP1        | Bumper       |            |
| WaspMec       | - LightVulcan  | Thunderbolt      |              |            |
| Waterfolk     | - IceCrystal   | BlueElf          |              |            |
| WaterSage*    | - GenbuShield* | HarmoniumBangle  |              |            |
| WereRhino     | - Budowear     | GolemSuit        | SH-Anklet    |            |
| WhipJelly     | - PowerCure    | MagicStone       |              |            |
| Wonderdog     | - CottonShirt  |                  |              |            |
| Wormbrood     | - ShellShield  | Protector        |              |            |
| Wyvern        | -----          | CelestialLeather | WindShell    |            |
| Xeno          | - FangAmulet   |                  |              |            |
| YellowFighter | - RubberSuit   |                  |              |            |
| Yeti          | - IceCrystal   | OgreGlove        |              |            |
| Zeroworm      | - ShellShield  | HyperScale       | GolemSuit    |            |
| Zombie        | - AGUNI-CP1    | CottonShirt      |              |            |
| Zyphon        | - MaxCure      | WonderBangle     | WindShell    |            |

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Note: The Second BigSlime is actually the MagmaSlime from Riki's quest. For some reason, the MagmaSlimes still have the name "BigSlime". ^\_^

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### 8. Shopping List

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Well, I figured since there shops are so few and far between, why not a shopping list? Next to an item or weapon shop, it will say either "buy" or "sell". That simply means that you can only buy or sell the particular items there. All Magic Shops are buy only.

---Koorong---

#### Weapon Shop 1 - Buy

|              | Cost  | Type   |
|--------------|-------|--------|
| LaserKnife   | 330   | Sword  |
| SamuraiSword | 490   | Katana |
| CeramicSword | 640   | Sword  |
| TwinSword    | 800   | Sword  |
| Osc-Sword    | 1,100 | Sword  |
| Katana       | 1,390 | Katana |
| RuneSword    | 2,850 | Sword  |
| ZeroSword    | 4,000 | Sword  |

#### Weapon Shop 2 - Buy

|            | Cost | Type |
|------------|------|------|
| AGUNI-SSP  | 140  | Gun  |
| EasyRifle  | 260  | Gun  |
| AGUNI-CP1  | 230  | Gun  |
| TroopRifle | 640  | Gun  |

|             |       |     |
|-------------|-------|-----|
| EagleGun    | 980   | Gun |
| SniperRifle | 1,180 | Gun |
| AGUNI-MBX   | 1,550 | Gun |
| LethalGun   | 4,020 | Gun |

Weapon Shop 3 - Buy (In Back Alley)

|               | Cost  | Type  |
|---------------|-------|-------|
| Flame Thrower | 1,800 | Laser |
| SonicCannon   | 1,100 | Laser |
| Thunderbolt   | 1,100 | Laser |
| HEAT Bazooka  | 4,020 | Laser |
| BigMissile    | 3,200 | Laser |
| GrainCannon   | 3,300 | Laser |
| MachineVulcan | 1,550 | Laser |
| HyperBlaster  | 4,020 | Laser |

Item Shop - Buy

|             | Cost  | Type |
|-------------|-------|------|
| Cure        | 20    | Item |
| PowerCure   | 150   | Item |
| MaxCure     | 400   | Item |
| Antistone   | 80    | Item |
| SnakeOil    | 80    | Item |
| Magi-Water  | 200   | Item |
| XMagi-Drink | 1,000 | Item |

Armor Shop 1 - Buy

|             | Cost  | Type  |
|-------------|-------|-------|
| FiberVest   | 250   | Armor |
| ArmorVest   | 860   | Armor |
| CombatSuit  | 710   | Suit  |
| PoweredSuit | 5,200 | Suit  |
| Defendwear  | 250   | Shirt |
| Hyperwear   | 350   | Shirt |
| ArmorGlove  | 250   | Glove |
| CyberGlove  | 300   | Glove |

Armor Shop 2 - Buy

|             | Cost | Type   |
|-------------|------|--------|
| JunkHelm    | 130  | Helmet |
| Yolk Hat    | 170  | Helmet |
| FiberHood   | 210  | Helmet |
| InfraScope  | 250  | Helmet |
| LaserScope  | 300  | Helmet |
| MirrorGlass | 300  | Helmet |

Armor Shop 3 - Buy

|              | Cost | Type  |
|--------------|------|-------|
| LeatherBoots | 70   | Boots |
| RubberShoes  | 130  | Boots |
| JetBoots     | 250  | Boots |
| FeatherBoots | 210  | Boots |

Leather Shop - Sell

|                  | Price | Type   |
|------------------|-------|--------|
| LeatherBoots     | 7     | Boots  |
| LeatherGlove     | 10    | Glove  |
| HardLeather      | 45    | Armor  |
| BeastLeather     | 100   | Armor  |
| FireLeather      | 400   | Armor  |
| CelestialLeather | 800   | Armor  |
| DragonShield     | 3,000 | Shield |

Gold Shop - Buy/Sell

|           | Cost    | Type |
|-----------|---------|------|
| GoldIngot | Various | Item |

This shop works like this: The more gold you buy, the higher the price gets, and the more gold you sell, the less you get for it. Bleh, don't waste your money here.

Inn - 10

Port:

Manhattan, Shrike, Luminous, Magic Kingdom, Kyo, Yorkland, Devin, IRPO  
Mospeliburg, Scrap, Owmi, Baccarat, Shingrow, Wakatu

---Shrike---

Shop at Nakajima Robotics - Buy

|           | Cost | Type |
|-----------|------|------|
| RepairKit | 20   | Item |

|                 |       |       |
|-----------------|-------|-------|
| ElectroArmor    | 1,480 | Armor |
| MissilePod      | 300   | Laser |
| LightVulcan     | 450   | Laser |
| LightningCannon | 750   | Laser |
| LaserCarbine    | 1,100 | Laser |
| IonCannon       | 1,250 | Laser |
| Bolt Thrower    | 1,880 | Laser |

Other Shop at Nakajima Robotics - Sell

|              | Price | Type   |
|--------------|-------|--------|
| Knife        | 10    | Sword  |
| BroadSword   | 20    | Sword  |
| KukriBlade   | 20    | Katana |
| LaserKnife   | 30    | Sword  |
| SamuraiSword | 50    | Katana |
| CeramicSword | 60    | Sword  |
| TwinSword    | 80    | Sword  |
| Osc-Sword    | 110   | Sword  |

Inn - Free

Port:

Koorong, Manhattan, Shrike, Luminous, Magic Kingdom, Kyo, Yorkland, Devin

---Manhattan---

Shopping Mall - Buy

|                  | Cost   | Type      |
|------------------|--------|-----------|
| PearlHeart       | 1,500  | Accessory |
| FireCrystal      | 1,500  | Accessory |
| IceCrystal       | 1,500  | Accessory |
| HarmoniumEarring | 1,500  | Accessory |
| BloodChalice     | 4,000  | Accessory |
| PurpleEye        | 8,000  | Accessory |
| WonderBangle     | 10,000 | Shield    |
| RING/Schemer     | 3,000* | Ring      |

\*You can never buy the RING/Schemer. Every time you get enough money, the ring has been sold to lord of Owmi, and you can't get it.

Port:

Koorong, Manhattan, Shrike, Luminous, Magic Kingdom, Kyo, Yorkland, Devin

---Magic Kingdom---

Item Shop - Buy

|             | Cost  | Type      |
|-------------|-------|-----------|
| MagicStone  | 30    | Item      |
| Magicwear   | 100   | Shirt     |
| Magi-Water  | 200   | Item      |
| XMagi-Drink | 1,000 | Item      |
| BoltCrystal | 1,500 | Accessory |
| RuneSword   | 2,850 | Sword     |

Realm Magic Shop

|             | Cost |
|-------------|------|
| EnergyChain | 300  |
| Implosion   | 500  |
| PsychoArmor | 300  |

Port:

Koorong, Manhattan, Shrike, Luminous, Magic Kingdom, Kyo, Yorkland, Devin

---Kyo---

Item Shop - Buy

|              | Cost | Type      |
|--------------|------|-----------|
| MagicStone   | 30   | Item      |
| LuckyCoin    | 30   | Item      |
| UnluckyCoin  | 30   | Item      |
| FangAmulet   | 150  | Accessory |
| WingAmulet   | 150  | Accessory |
| FlowerAmulet | 150  | Accessory |
| SteelAmulet  | 150  | Accessory |
| Budowear     | 210  | Shirt     |

Mind Magic Dojo

|            | Cost |
|------------|------|
| MindHeal   | 300  |
| Spellbound | 300  |
| Evaporate  | 300  |

Port:

Koorong, Manhattan, Shrike, Luminous, Magic Kingdom, Kyo, Yorkland, Devin

---Luminous---

Light Magic Shop

|               | Cost |
|---------------|------|
| SunRay        | 300  |
| StarlightHeal | 300  |
| FlashFire     | 600  |
| FlashFlood    | 300  |

Shadow Magic Shop

|            | Cost |
|------------|------|
| PowerGrab  | 600  |
| Hidebehind | 300  |
| ShadowNet  | 300  |

Port:

Koorong, Manhattan, Shrike, Luminous, Magic Kingdom, Kyo, Yorkland, Devin

---Ombles---

Item Shop - Buy

|              | Cost | Type  |
|--------------|------|-------|
| Cure         | 15   | Item  |
| PowerCure    | 100  | Item  |
| MaxCure      | 300  | Item  |
| MagicStone   | 100  | Item  |
| ShadowDagger | 160  | Sword |
| DarkRobe     | 300  | Armor |

Port - None

---Owmi---

(No Shops)

Inn - Free

Port: Koorong, Nelson

---Devin---

Lure of the Rune

|              | Cost |
|--------------|------|
| VictoryRune  | 300  |
| VitalityRune | 300  |
| HideRune     | 300  |
| FreedomRune  | 300  |

Arcane Palace

|        | Cost |
|--------|------|
| Saber  | 300  |
| Shield | 300  |
| Grail  | 300  |
| Gold   | 150  |

Port:

Koorong, Manhattan, Shrike, Luminous, Magic Kingdom, Kyo, Yorkland, Devin

---Scrap---

Junk Shop - Buy

|         | Cost                      |
|---------|---------------------------|
| 3 items | 100, 300, 600, 1000, 3000 |

The junk shop works like this: You pay the lizard thingies at the counter (the price varies depending on how far you are into the game), then you go into the room and pick 3 items from the various boxes scattered around.

Junk Shop - Sell

|                 | Price  | Type  |
|-----------------|--------|-------|
| RepairKit       | 20     | Item  |
| HyperScale      | 2,000  | Armor |
| BehemothRifle   | 3,000  | Gun   |
| DuelGun         | 3,500  | Gun   |
| SuperMissile    | 5,500  | Laser |
| HG-Cannon       | 6,000  | Laser |
| LightRifle      | 8,500  | Gun   |
| HyperionBazooka | 10,000 | Laser |

Inn - 10

Port - Koorong only (Costs either 10, 100, or 10,000 Credits\*)

The port in this town requires a payment to leave. On most cases, it's 100 credits, but sometimes it's 10,000 Credits (In which case, they don't want you to leave). If you complete the Caballero Factory, (and only T260G and Riki can do this) The port's price will drop down to 10 Credits.

Note: If you don't have 100 Credits payment to leave, you'll still be able to leave, but you won't lose any money.

---Nelson---

Armory - Buy

|              | Cost  | Type   |
|--------------|-------|--------|
| Buckler      | 200   | Shield |
| ShellShield  | 500   | Shield |
| WarLordArmor | 2,300 | Armor  |
| ZeroSword    | 4,000 | Sword  |

Gold Shop - Buy

|           | Cost | Type |
|-----------|------|------|
| GoldIngot | 500  | Item |

Port - Owmi only

---Facinaturu---

Gozarus' Mystic Shop - Buy

|                 | Cost | Type      |
|-----------------|------|-----------|
| Asura           | 3 LP | Sword     |
| Tao-TiehPattern | 2 LP | Accessory |
| ShadeRobe       | 1 LP | Armor     |
| SandVessel      | 1 LP | Item      |

Mystic Magic

|              | Cost |
|--------------|------|
| Fascination  | 300  |
| PhantasmShot | 500  |
| GlassShield  | 300  |

Port - Koorong only

---Junk---

Item Shop - Buy

|              | Cost   | Type  |
|--------------|--------|-------|
| Cure         | 30     | Item  |
| PowerCure    | 200    | Item  |
| MaxCure      | 600    | Item  |
| Antistone    | 100    | Item  |
| SnakeOil     | 100    | Item  |
| RepairKit    | 20     | Item  |
| HyperBlaster | 10,000 | Laser |
| GrainCannon  | 10,000 | Laser |

Port - Scrap only (One way)

---Shingrow---

(No Shops)

Port:

Koorong, Manhattan, Shrike, Luminous, Magic Kingdom, Kyo, Yorkland, Devin

---Wakatu---

(No Shops)

Port - Koorong only

---Baccarat---

(No Shops)

Port - Koorong only

---Yorkland---

(No Shops)

Port - Koorong only

---Mosperiburg---

(No Shops)

Port - Koorong only

---IRPO---

(No Shops)

Port - Koorong only

---Victoria---

(No Shops)

Port:

Koorong, Shrike, Luminous, Kyo, Devin, Owmi, Nelson

---TimeLord's Region---

Time Magic

|             | Cost  |
|-------------|-------|
| DelayOrder  | 300   |
| TimeLeap    | 600   |
| ChaosStream | 1,500 |
| TimeEclipse | 600   |

Port - None

---Kylin's Paradise---

Space Magic

|                | Cost  |
|----------------|-------|
| VaporBlast     | 400   |
| Vanish         | 400   |
| ReverseGravity | 1,200 |
| LightShift     | 400   |

Port - None

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9. Character List  
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---Heroes---

Red

Race: Human/Male

Skills: Sword/Fighting

Chapters Obtained: Red

Method for Obtaining: You start with him, he's the hero.

---

Blue

Race: Human/Male

Skills: Magic

Chapters Obtained: Blue

Method for Obtaining: Once again, he's the hero.

---

Asellus

Race: Half-Mystics/Female

Skills: Sword/Magic/Mystic Skills

Chapters Obtained: Asellus, Red, Emelia

Methods for Obtaining

Asellus: She's the hero, you start with her.

Red: She's in a room on the Cygnus, you can only get her when the Cygnus is under attack by pirates. But after defeating the pirates, Asellus will leave your team and you can't get her back.

Emelia: On your first visit to Trinity Base, exit the harem room and she and White Rose will be standing next to a balcony, talk to them and a monster shows up. Defeat the monster and they join you.

---

Emelia

Race: Human/Female

Skills: Sword/Gun

Chapters Obtained: All

Methods for Obtaining

Emelia: She's the hero, you start with her.

Everyone Else: Go to Devin and choose to collect the Arcane cards, then go to Baccarat and talk to the bunny lady in purple on the floor with the slot machines. Climb to the highest floor until you see her and a gnome go into an elevator. Now go back down and go to the parking lot, the manhole is opened. Start to climb down and Emelia will join (or at least offer to).

---

Lute

Race: Human/Male

Skills: Sword

Chapters Obtained: All

Methods for Obtaining

Lute: He's the hero

T260G: Talk to him in the Scrap Pub and then go north to the Caballero Factory. Enter the building on the right and defeat the slime thingy, Lute will run in and join you.

Everyone Else: Just talk to him in the Scrap Pub, he'll join with no hesitation.

---

T260G

Race: Mec/Type 1

Starter Skills: None

Chapters Obtained: T260G, Blue, Riki, Lute

Methods for Obtaining

T260G: He's the hero

Blue, Riki, Lute: Talk to him in the Scrap Pub, he'll join you under the name "T260".

---

Riki

Race: LummoX

Starter Skills: Tail, TailHit, Heal

Chapters Obtained: Riki, Blue, T260G, Lute, Emelia

Methods for Obtaining

Riki: He's the hero, you...do I really need to go through this again???

Blue, T260G, Lute, Emelia: Talk to him at the Scrap Pub, he'll automatically join your party.

---Humans---

Alkaiser

Race: Human/Male

Skills: Sword/Fighting (Alkaiser Skills)

Chapters Obtained: Red

Method for Obtaining: Make sure Red is either alone in battle, has a team of only Mecs, or every human/monster/mystic character in his team is either dead or has a status ailment (besides poison). The Command "AlkaiserChange" will appear in Red's Command window, use it and Red will become Alkaiser until the end of the battle.

NOTE: Alkaiser can not gain HP, WP, or any stats.

---

Alkarl

Race: Human/Male

Skills: Fighting (Alkaiser Skills)

Chapters Obtained: N/A

Method for Obtaining: He fights only in the opening battle against Shuzer at the beginning of Red's Chapter. You can't even get him with GameShark...

---

Rouge

Race: Human/Male

Skills: Magic

Chapters Obtained: Red, Blue, Asellus, Emelia, Lute

Methods for Obtaining

Blue: When fighting Rouge, simply lose to him and he'll be the new hero.

Red, Asellus, Emelia, Lute: He's at the Luminous port, just talk to him.

---

Roufas

Race: Human/Male

Skills: Sword/Gun

Chapters Obtained: Red, Blue, Emelia, Lute

Methods for Obtaining

Red Method 1: When the Cygnus is being attacked, Go into the big wooden door on the highest floor, Fuse will convince Roufas to join you once inside.

(Note: Roufas leaves after defeating Platyhooks)

Red Method 2: After getting Annie on your team, Go back to the restaurant in Koorong and talk to Roufas there. You now have a choice of getting either Roufas or Liza on your team, Choose Roufas to get him to join.

Red Method 3: Choose Liza at the restaurant, then see Blue and Lute's method.

Emelia: Go talk to him at Mu's Tomb, he'll join no questions asked. Roufas will join you later anyway, that's just the method for getting him on your team early.

Blue and Lute: Choose to collect the runes, and then talk to him at Mu's Tomb.

---

Gen  
Race: Human/Male  
Skills: Sword/Fighting  
Chapters Obtained: All

Methods for Obtaining

T260G: Gen will automatically join T260G after Thyme gets kidnapped  
Riki: Talk to Gen in the Scrap Pub, then leave. He will join you when you leave.  
Everyone Else: Make sure you're collecting Arcane Cards. Try to travel to Wakatu, then talk to the skeleton in the lower section of Koorong, he will tell you about Gen who is getting drunk in the Scrap Pub, which is where you'll now find him.

---

Fuse  
Race: Human/Male  
Skills: Fighting/Sword  
Chapters Obtained: All

Methods for Obtaining

Red Method 1: When the Cygnus gets attacked, Fuse will automatically join.  
(Note: Fuse will leave after Platyhooks has been defeated)  
Red Method 2: Talk to him in the Burger shop in Manhattan  
Everyone Else: Collecting Arcane cards, go to IRPO and talk to the receptionist. Fuse will step out and offer to give you the Shield Card if you help him. You'll go on a mini-quest to a mountain in Mosperiburg. When you finish that, Fuse will join you.

---

Fei-on  
Race: Human/Male  
Skills: Fighting  
Chapters Obtained: All but Blue  
Method for Obtaining: Just talk to him and agree to help him protect his people from Nomad.  
(Note: He will automatically join Red and Riki)

---

Mei-ling  
Race: Human/Female  
Skills: Sword/Gun/Magic  
Chapters Obtained: Blue, Emelia, Lute, Riki, T260G  
Method for Obtaining: Just talk to her in the Scrap Pub and accept her offer to join.  
(Note: Mei-ling will automatically join Riki)

---

Annie  
Race: Human/Female  
Skills: Sword/Gun  
Chapters Obtained: All but T260G

Methods for Obtaining

Red: Talk to her outside the Koorong Restaurant and accept her offer to take you to Shuzer Base.  
Emelia: She will join in Despair from the beginning  
Everyone Else: If you have the Hide, Victory, and Vitality Runes, Talk to her outside the Restaurant in Koorong. She'll offer to take you to the last Rune in Despair, agree and she joins you.  
Sometimes Annie will offer to take you to Despair without having the other runes; I believe this is random though.

---

Liza  
Race: Human/Female  
Skills: Fighting  
Chapters Obtained: Red, Blue, Emelia

Methods for Obtaining

Red: After getting Annie on your team, go into the Koorong Restaurant and talk to Roufas. You'll now have the choice of getting either Roufas or Liza on your team. Choose Liza and she'll join you.  
Blue: Get Roufas on your team and talk to Liza before getting the Hide Rune, she'll join.  
Emelia: She'll automatically join you in Despair in the beginning.

---



Doll  
Race: Human/Female  
Skills: Sword/Magic  
Chapters Obtained: Red  
Method for Obtaining: Talk to her in the Shingrow Port and agree to help find her brother.

---

Capt. Hamilton  
Race: Human/Female  
Skills: Sword/Gun  
Chapters Obtained: Lute  
Method for Obtaining: Talk to her in the Owmi Restaurant, she'll leave and board the ship to Nelson. Follow her, and once on the ship, talk to her in the Captain's Quarters, she'll join.

---Mystics---

White Rose  
Race: Mystics/Female  
Skills: Mystic Skills, Light and Mystic Magics  
Chapters Obtained: Asellus, Emelia, Red

Methods for Obtaining

Asellus: She's an important part of the storyline, look for her in her bedroom of Chateau Aiguille after Ildon joins you.  
Emelia: In Trinity base, the same place as Asellus is.  
Red: On the Cygnus during the attack, Same as Asellus. She leaves after beating Platyhooks.

---

Ildon  
Race: Mystics/Male  
Skills: Mystic Skills/Magic  
Chapters Obtained: Asellus  
Method for Obtaining: Talk to Orlouge in the Throne room of Chateau Aiguille, Ildon will join you after some talk. He'll leave after you leave the chateau though.  
To get him back, beat the sages and Lion Princess and look in one of Asellus's random happenings locations - Ildon will show up and rejoin, permanently this time.

---

Mesarthim  
Race: Mystics/Female (A Mermaid actually)  
Skills: Mystic Skills/Mystic and Rune Magic  
Chapters Obtained: All but T260G

Methods for Obtaining

Asellus: Asellus will automatically meet this water mystic on her first trip to Owmi, after completing lord manor though, Mesarthim will leave you. To get her back, see everyone else's methods.  
Everyone Else: Return to the underground lake passage beneath Lord Manor (it's a room to the left to the giant squid). If you have a mystic (or Asellus) on your team, Mesarthim will offer to join.  
Note: You \*cannot\* get Mesarthim if you have Silence in your team (because he's mute, and scares her), even if you have another Mystic (like Nusakan). The exception is probably in Asellus's scenario.

(Quick question...HOW can Mesarthim wear boots?)

---

Zozma  
Race: Mystics/Male  
Skills: Evil Magic (The only one who can use it too)  
Chapters Obtained: Asellus, Emelia

Methods for Obtaining

Asellus: After completing the Dark Labyrinth, he'll join you.  
Emelia: At the Trinity base, go right from the harem room, up the stairs, and into the second room there. You'll fight a few monsters, defeat them and talk to the guard. It's actually Zozma in disguise.

---

Rei  
Race: Mystics/Female  
Skills: Mirage Magic (Once again, She's the only user of this magic)  
Chapters Obtained: Asellus  
Method for Obtaining: Visit Rei's room in Chateau Aiguille at the start of Asellus's quest when only White Rose is with you. After completing the Dark Labyrinth, talk to the Girl at the shrine in Devin, she will reveal

herself as Princess Rei and offer to join you.

---

Dr. Nusakan

Race: Mystics/Male

Skills: Mystic Skills/Various magics

Chapters Obtained: Riki, Blue

Methods for Obtaining

Riki: While trying to save the billionaire's daughter from the evil spirit Mollasite, Mei-ling will tell you about a doctor in Koorong who could help the little girl. Go now to Koorong's Backstreet (the lower one with the birds) and enter the building there. Talk to the guy and enter the back room. Mei-ling will tell Nusakan about the problem and he'll join you.

Blue: Ask the purple haired guy in Koorong about runes and he'll tell you about Nusakan. Go to Nusakan's office and he'll now join you.

---

Silence

Race: Mystics/Male

Skills: Magic

Chapters Obtained: All but T260G and Riki

Method for Obtaining: In Omble, find the shadow of Silence and agree to help him escape. When you leave, talk to Silence, the man standing in the shadows and he will join you.

---

TimeLord

Race: Mystics/Male

Skills: Time Magic

Chapters Obtained: All but T260G, Riki, and Blue

Method for Obtaining: Get the gift for Light or Shadow Magic, and Rune or Arcane Magic. From here, do the same thing you would do in Blue's Chapter, except now, instead of fighting you, the TimeLord will either offer to join you or sell you Time Magic.

---Monsters---

Thunder

Race: Ogre

Starter Skills: Feint, GroundHit, Dash, BoltBreath

Chapters Obtained: All

Method for Obtaining: In Yorkland, talk to the orange giant next to the windmill, it's Thunder. If you have Lute on your team, Thunder will offer to join you.

---

Cotton

Race: Tidi

Starter Skills: Assist, Heal, Needles, SuperSonic

Chapters Obtained: All

Method for Obtaining: In the Bio Research lab, Cotton is a prisoner. Find him and defeat the mad scientists who are guarding him. Cotton will jump out and join you. (To find out more, see Red's Chapter)

---

Slime

Race: Slime

Starter Skills: Solvent, HPDrain, Spoil

Chapters Obtained: All but Riki

Method for Obtaining: In Tanzer, defeat the big slimes and collect the Vitality Rune. When you are about to leave, this little pest sneaks into your team!

---

RedTurnip

Race: Mandrake

Starter Skills: Bloodsucker, BrainCrush, SleepGas, Fang, SeedVulcan, Scream, Ink, ElfShot

Chapters Obtained: Asellus

Method for Obtaining: When you are in the Dark Labyrinth, find and talk to the little turnip monster there. When you leave, it will join you.

---

Sei

Race: DeathLord

Starter Skills: Kusanagi, MinionStrike, Deathsynthesis, HPDrain, SacredSong

Chapters Obtained: All

Method for Obtaining: Find the 3 items in Sei's Tomb, and place them on the alter. Enter the secret room and fight Sei, if you will, he will offer to join you or give you something.

(Note: Sei will join Riki without fighting)

---

Suzaku

Race: SuzakuJr.

Starter Skills: FireBreath, FireBarrier, Wing, GliderSpike

Chapters Obtained: All

Method for Obtaining: When on the Mosperiburg mountain (while searching for the Shield Card), fight the fairy in the very first area. Then go past this area until you come to an icy area where 3 boars are running around. There should be a snowman. (If there isn't a snowman, just keep going back and defeating the fairy until it appears.) When the snowman finally appears, defeat it (it's tough) and return to the cave where you may have seen a frozen Phoenix before, now that the snowman has been defeated, the Suzaku is thawed out and flying around the room. Talk to him and he will join.

---

Kylin

Race: KylinJr.

Starter Skills: All Space magics + Kylin'sSong and Photosynthesis

Chapters Obtained: All but Blue

Method for Obtaining: Get the gifts for either Light or Shadow magics, and the gift for Rune or Arcane magic and go to the shrine at Devin ask Rei about Space Magic, she will send you to Kylin's Paradise. Follow Blue's walkthrough here and when you reach the end of Kylin's Maze, he will either join you or teach you Space Magic.

---Mecs---

EngineerCar

Race: Mec/Type 6

Starter Skills: Crosshair, RangeFire

Chapters Obtained: All but Asellus and Emelia

Method for Obtaining: Just talk to him at Nakajima Robotics, if you have any sort of mec on your team, EngineerCar will offer to join you.

---

BJ&K

Race: Mec/Type 4

Starter Skills: HypnoFlash

Chapters Obtained: Red

Method for Obtaining: Talk to him in the nurses office in the Cygnus.

---

Rabbit

Race: Mec/Type 2

Starter Skills: Jammer

Chapters Obtained: Red

Method for Obtaining: Talk to him in the Kyo Garden (after Red has left the Cygnus)

---

ZEKE

Race: Mec/Type 3

Starter Skills: None

Chapters Obtained: T260G

Method for Obtaining: Find the robot mouse in Sei's Tomb and return it to the men at Nakajima Robotics. They will unveil ZEKE who will then offer to join you.

---

Leonard

Race: Mec/Type 6 (He's not really a type 6 mec...that's just what it says.)

Starter Skills: HypnoFlash, EnergySupply

Chapters Obtained: T260G

Method for Obtaining: After finding the power source in the Shingrow Ruins, return to Leonard labs and this robotic version of Leonard will join you.

---

PzkwV

Race: Mec/Type 5

Starter Skills: ShootingMastery

Chapters Obtained: T260G

Method for Obtaining: When Leonard joins you, go back to the laser shop in the backstreet of Koorong and talk to the shopkeeper mec. He will offer to join you.

---

CommonMec

Race: Mec/Type 7

Starter Skills: ??

Chapters Obtained: N/A

Method for Obtaining: You seem to only be able to get this character using GameShark. Perhaps it was a deleted character, or maybe we simply haven't found out how to get him yet. So far, our best guess is that this is the mec from Scrap who runs the Inn... (He IS the only Type 7 mec in the game, other than T260G, (who can change his body type) so...)

---Quick Reference List---

A \* Next to the X means that character won't stay with you the whole game

|           | Red | Blue | Asellus | T260G | Emelia | Lute | Riki |
|-----------|-----|------|---------|-------|--------|------|------|
| Red       | X   |      |         |       |        |      |      |
| Blue      |     | X    |         |       |        |      |      |
| Asellus   | X*  |      | X       |       | X      |      |      |
| Emelia    | X   | X    | X       | X     | X      | X    | X    |
| Lute      | X   | X    | X       | X     | X      | X    | X    |
| T260G     |     | X    |         | X     |        | X    | X    |
| Riki      |     | X    |         | X     | X      | X    | X    |
| Rouge     | X   | X    | X       |       | X      | X    |      |
| Roufas    | X   | X    |         |       | X      | X    |      |
| Gen       | X   | X    | X       | X     | X      | X    | X    |
| Fuse      | X   | X    | X       | X     | X      | X    | X    |
| Fei-on    | X   |      | X       | X     | X      | X    | X    |
| Mei-ling  |     | X    |         | X     | X      | X    | X*   |
| Annie     | X   | X    | X       | X     | X      | X    | X    |
| Liza      | X   | X    |         |       | X      |      |      |
| Doll      | X   |      |         |       |        |      |      |
| Hamilton  |     |      |         |       |        | X    |      |
| WhiteRose | X*  |      | X*      |       | X      |      |      |
| Ildon     |     |      | X       |       |        |      |      |
| Mesarthim | X   | X    | X       |       | X      | X    | X    |
| Zozma     |     |      | X       |       | X      |      |      |
| Rei       |     |      | X       |       |        |      |      |
| Nusakan   |     | X    |         |       |        |      | X    |
| Silence   | X   | X    | X       |       | X      | X    |      |
| TimeLord  | X   |      | X       |       | X      | X    |      |
| Thunder   | X   | X    | X       | X     | X      | X    | X    |
| Cotton    | X   | X    | X       | X     | X      | X    | X    |
| Slime     | X   | X    | X       | X     | X      | X    |      |
| RedTurnip |     |      | X       |       |        |      |      |
| Sei       | X   | X    | X       | X     | X      | X    | X    |
| Suzaku    | X   | X    | X       | X     | X      | X    | X    |
| Kylin     | X   |      | X       | X     | X      | X    | X    |
| Eng. Car  | X   | X    |         | X     |        | X    | X    |
| BJ&K      | X   |      |         |       |        |      |      |
| Rabbit    | X   |      |         |       |        |      |      |
| ZEKE      |     |      |         | X     |        |      |      |
| Leonard   |     |      |         | X     |        |      |      |
| PzkwV     |     |      |         | X     |        |      |      |

-----  
 10. Character Growth, Learning Special abilities, ect.  
 -----

There are many methods to learning new abilities, here's how it's done.

---Learning Swordskills---

Learning swordskills is a relatively easy process, but it can prove to be quite time consuming. Start by using your most basic attack, that is, just attack with your sword. Asura and Kusanagi are the lone exception to this rule, as their magical-based attacks cancel the learning process. Your sword fighters seem to learn better with straightforward swords equipped, not Knives or Rods. If you're not learning, it probably means the enemy is too weak. Use your basic attack on enemies that are stronger than you are, and the learning rate skyrockets. Two good examples here are the Bio Research Lab in Shrike, and the Swamp at Yorkland, as the enemies here are usually much stronger than you. Another reason you may not be learning, it that you don't have any open slots on your skill list. You MUST have at LEAST one open space, or you won't be able to learn. I suggest equipping a maximum of 6 sword skills. This way, you can learn up to 2 attacks per battle, while still being mastered. To learn Katana Techs, simply attack with katanas, learn katana techs seems to be more random than anything else. To learn 2 sword attacks, you MUST have 2 swords equipped, and like katana techs, 2 sword attacks seem to pop up at random. Deflect, CrossDeflect, Kasumi, and Godless are learned randomly from the enemy attacking you. Some lower level sword skills may lead to upper level swordskills if used enough. This can be a way to learn super skills faster, or maybe it's the only way to learn them at all... Here are some examples:

|              |     |                |     |               |
|--------------|-----|----------------|-----|---------------|
| Thrust       | --- | ThunderThrust  | --- | TripleThrust  |
| DeadEnd      | --- | RosarioImpale  | --- | LifeSprinkler |
| WheelSlash   | --- | Haze-to-Wheel* |     |               |
| HeadWind     | --- | TurbidCurrent  |     |               |
| NoMoment     | --- | Still Stream   |     |               |
| SwallowSwing | --- | GaleSlash      | --- | 2GaleSlash    |
| Smash        | --- | BearCrush      |     |               |
| Heaven/Hell  | --- | DeadEnd        |     |               |

WillowBranch ---> RisingNova  
ShadowCounter ---> LifeSprinkler  
ShadowCounter/MoonlightCut ---> Blizzard ---> Tres Flores  
\*I believe the ONLY way to learn Haze-to-Wheel is by using WheelSlash.

There are many others, but these are just a few prime examples.

After several basic moves have been mastered, you're very likely to learn a few master, or "Ultimate" attacks. These include RosarioImpale, Haze-to-Wheel, and LifeSprinkler.

#### ---Learning Fighting techniques---

Learning fighting techniques is basically the same as learning swordskills, except you must use punch instead. Fighting skills, while generally weaker than swordskills, contain a secret skill which is more powerful than any swordskill...but it's somewhat difficult to learn...it's name?...DSC... DSC (or Dream Super Combo, as the guide book calls it), can only be gained by learning and equipping four specific fighting moves: Sliding, Suplex, BabelCrumble, and GiantSwing. DSC, when used, will use anywhere from 3 moves: (all except GiantSwing, inflicts minimal, but still high damage), 4 moves: (all the moves listed, VERY powerful), or 5 moves: (All 4 moves plus an extra Suplex thrown in at the end; inflicts over 20,000 damage!)

Like swordskills, some fighting moves can only be learned by using certain other fighting moves. Here are some examples:

AirThrow ---> Suplex, BabelCrumble, LocomotionG, GiantSwing, SkyTwister  
Kick ---> Sliding, Rotation Kick, TriangleKick, Corkscrew  
Sliding ---> OgreRun  
Fist ---> GoldHand

Ultimate attacks include Corkscrew, Lastshot, SkyTwister, and of course, DSC!

#### ---Alkaiser Techniques---

Learning Alkaiser's special skills is very similar to learning normal sword and fighting skills, except for the fact that only Alkaiser can learn and use them. Start by using Alkaiser's RaySword until you learn BrightFist. Here is the easiest way to learn his skills:

RaySword ---> KaiserWing, KaiserSmash  
RaySword ---> BrightFist  
BrightFist ---> (All Other Alkaiser techs except Re-Al-Phoenix)  
Al-Phoenix ---> Re-Al-Phoenix

Al-Phoenix and Re-Al-Phoenix are both ultimate moves capable of massive damage. FinalCrusade can only be learned from beating any of the BlackX Emperors (Berva, Shuzer, Arachne, MBlack), it can't be learned normally.

#### ---Magic---

Learning Magic is EASY! If you have the gift for a type of magic, simply use a spell from that category and you may learn a new spell of that class at the end of the battle. This is determined by Intelligence, the higher it is, the easier it is to learn new magics. Best of all, you don't need empty slots in your skill list to learn new magic either.

The Ultimate magics in each category are as follows (According to the game):

Realm: VermilionSand  
Mystic: MirrorShade  
Light: LightSword  
Shadow: DarkSphere  
Rune: StasisRune (ehem...the game maker was obviously blind)  
Arcane: Tower  
Mind: LifeWave  
Evil: RavaBarrire (Unobtainable)  
Time: OverDrive  
Space: Vortex  
Life: Both Sacrifice and Reviva  
Mirage: ???

#### ---Gun Techniques---

These are learned like magic. Simply use a basic gun attack or another gun tech and you may learn a new one at the end of battle. You don't need free slots to learn these.

#### ---Mec Skills---

Used by Mecs, These can be absorbed by any enemy mec. do a variety of things from restoring mecs WP, to skills that let you avoid dangerous attacks, to attacks capable of massive destruction. Of course, to get more powerful programs, you must defeat more powerful enemies. Also, be sure to absorb any boss mecs (MBlack, MecGod, etc.) as they always have good programs waiting for you. Certain Mecs have certain skills that only they can use, and are enhanced by the weapons or armor they currently have. Here are some examples:

Type 1: None  
Type 2: CounterECM, SatelliteLinker  
Type 3: KAMIKAZE-Crush  
Type 4: None  
Type 5: None (Shoot-All)

Type 6: Crosshair, RangeFire, EnergySupply  
Type 7: HammerCrush  
Type 8: None

I don't know type 4, 5, and 8's special skills because I haven't really bothered to play around with them yet.

NEVER underestimate the power of Mecs!

#### ---Monster Skills---

Monsters, like mecs, gain their skills from absorbing enemy monsters. When you absorb a monster, you gain a new skill and your monster will most likely change it's form. Also notice that monsters have 8 slots for skills, but one of them is reddish orange. When you absorb a skill, it appears here. If you like it, you can move it out of that slot, thus enabling you to keep that skill permanently. And if you don't like a skill you currently have, or have all 8 slots full, absorbing a new monster will delete the skill in the orange slot and replace it with the new skill.

#### Example:

Say Riki learns MagicHeal by absorbing an enemy. Go to his Equip Ability screen and move MagicHeal from the bottom slot, to one of the empty slots. Now, the next time he absorbs an ability, it will go into the bottom slot, and he can use both it and MagicHeal.

Easy enough?

#### ---Mystic Skills---

Mystics can absorb monster skills in their "MysticSword", "MysticGlove", and "MysticBoots" if they kill an enemy with them. Not only does this allow use of some pretty powerful abilities, but it also raises their stats.

### ----- 11. GameShark Codes -----

Now I'm not usually one for putting GameShark codes on my FAQs, but I found these codes to be most interesting.

Each character has two sets of codes by his or her name. The top one is used for Abilities, and the bottom one is for Items

|           |                                          |                                          |                                |
|-----------|------------------------------------------|------------------------------------------|--------------------------------|
| Red       | 800102** **** Blue<br>300102** 00**      | 800104** **** Asellus<br>300104** 00**   | 800105** ****<br>300105** 00** |
| Emelia    | 800100** **** Lute<br>300100** 00**      | 800101** **** T260G<br>300101** 00**     | 800106** ****<br>300106** 00** |
| Riki      | 800107** **** Rouge<br>300107** 00**     | 800108** **** Roufas<br>300108** 00**    | 800109** ****<br>300109** 00** |
| Gen       | 80010A** **** Fuse<br>30010A** 00**      | 800103** **** Fei-on<br>300103** 00**    | 80010B** ****<br>30010B** 00** |
| Mei-ling  | 800110** **** Annie<br>300110** 00**     | 80010C** **** Liza<br>30010C** 00**      | 80010D** ****<br>30010D** 00** |
| Doll      | 80010F** **** Hamilton<br>30010F** 00**  | 80010E** **** WhiteRose<br>30010E** 00** | 800112** ****<br>300112** 00** |
| Ildon     | 800113** **** Mesarthim<br>300113** 00** | 800114** **** Zozma<br>300114** 00**     | 800115** ****<br>300115** 00** |
| Rei       | 800116** **** Silence<br>300116** 00**   | 800117** **** TimeLord<br>300117** 00**  | 800119** ****<br>300119** 00** |
| Thunder   | 800121** **** Cotton<br>300121** 00**    | 800122** **** Slime<br>300122** 00**     | 800125** ****<br>300125** 00** |
| RedTurnip | 800127** **** Sei<br>300127** 00**       | 800123** **** Suzaku<br>300123** 00**    | 800126** ****<br>300126** 00** |
| Kylin     | 800124** **** Eng. Car<br>300124** 00**  | 8001F0** **** BJ&K<br>3001F0** 00**      | 80011D** ****<br>30011D** 00** |
| Rabbit    | 80011A** **** ZEKE<br>30011A** 00**      | 8001C0** **** Leonard<br>3001C0** 00**   | 8001B0** ****<br>3001B0** 00** |
| PzkwV     | 8001E0** ****<br>3001E0** 00**           |                                          |                                |

Fill in the 1st set of \*\* in the abilities code (top) with the following numbers:

18 = Slot1  
1A = Slot2  
1C = Slot3  
1E = Slot4  
20 = Slot5  
22 = Slot6  
24 = Slot7

26 = Slot8

Fill in the 1st set of \*\* in the items code (bottom) with the following numbers:

28 = Slot1  
29 = Slot2  
2A = Slot3  
2B = Slot4  
2C = Slot5  
2D = Slot6  
2E = Slot7  
2F = Slot8

%%%Magic and Skills%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Fill in the second set of \*\*\*\* in the abilities code with the following numbers:

|                      | Notes                                                                                |
|----------------------|--------------------------------------------------------------------------------------|
| 0000 Slash           | (Normal Sword Attack)                                                                |
| 0001 StunSlash       |                                                                                      |
| 0002 DoubleSlash     |                                                                                      |
| 0003 HardSlash       |                                                                                      |
| 0004 Thrust          |                                                                                      |
| 0005 CrossSlash      |                                                                                      |
| 0006 Smash           |                                                                                      |
| 0007 SwallowSwing    |                                                                                      |
| 0008 ThunderThrust   |                                                                                      |
| 0009 Heaven/Hell     |                                                                                      |
| 000A WheelSlash      |                                                                                      |
| 000B WillowBranch    |                                                                                      |
| 000C Deflect         |                                                                                      |
| 000D BearCrush       |                                                                                      |
| 000E DeadEnd         |                                                                                      |
| 000F HeadWind        |                                                                                      |
| 0010 TripleThrust    |                                                                                      |
| 0011 Kasumi          |                                                                                      |
| 0012 NoMoment        |                                                                                      |
| 0013 GaleSlash       |                                                                                      |
| 0014 2GaleSlash      |                                                                                      |
| 0015 Still Stream    |                                                                                      |
| 0016 TurbidCurrent   |                                                                                      |
| 0017 CrossDeflect    |                                                                                      |
| 0018 RisingNova      |                                                                                      |
| 0019 RosarioImpale   |                                                                                      |
| 001A TwinSword       | (TwinSword's Main Attack)                                                            |
| 001B Haze-to-Wheel   |                                                                                      |
| 001C LifeSprinkler   |                                                                                      |
| 001D Godless         |                                                                                      |
| 001E Asura           | (Asura's Main Attack)                                                                |
| 001F AsuraRevenge    | (Asura's Counterattack)                                                              |
| 0020 MoonlightCut    |                                                                                      |
| 0021 ShadowCounter   |                                                                                      |
| 0022 Blizzard        |                                                                                      |
| 0023 Tres Flores     |                                                                                      |
| 0024 Katana          | (Normal Katana Attack)                                                               |
| 0025 RaySword        | (25-27 are Alkaiser-only skills)                                                     |
| 0026 KaiserWing      |                                                                                      |
| 0027 KaiserSmash     |                                                                                      |
| 0028 DestructionBeam | (Doesn't Work)                                                                       |
| 0029 MaginRampage    | (Doesn't Work)                                                                       |
| 002A ClawBit         | (Doesn't Work)                                                                       |
| 002B ClawBit         | (Doesn't Work)                                                                       |
| 002C ClawBit         | (Doesn't Work)                                                                       |
| 002D ClawBit         | (Doesn't Work)                                                                       |
| 002E Counter         |                                                                                      |
| 002F CounterChop     |                                                                                      |
| 0030 CounterFist     |                                                                                      |
| 0031 CounterBckFist  |                                                                                      |
| 0032 CounterThrust   |                                                                                      |
| 0033 CounterSlice    |                                                                                      |
| 0034 KO Punch        |                                                                                      |
| 0035 KO Kick         |                                                                                      |
| 0036 KO Fist         |                                                                                      |
| 0037 KO Kick         |                                                                                      |
| 0038 KO Swing        |                                                                                      |
| 0039 KO Run          |                                                                                      |
| 003A DragonBeat      | (These 'Dragon' abilities probably work, but we don't have any idea how to use them) |
| 003B DragonFist      |                                                                                      |
| 003C DragonSlide     |                                                                                      |
| 003D DragonBckFist   |                                                                                      |
| 003E DragonSuplex    |                                                                                      |
| 003F DragonSwing     |                                                                                      |
| 0040 Shot            | (Normal Gun Attack)                                                                  |
| 0041 SharpShot       |                                                                                      |
| 0042 FocusShot       |                                                                                      |
| 0043 TotalShot       |                                                                                      |
| 0044 TrickShot       |                                                                                      |
| 0045 ReactionShot    |                                                                                      |
| 0046 CrossShot       |                                                                                      |

|      |                |                                        |
|------|----------------|----------------------------------------|
| 0047 | StunShot       |                                        |
| 0048 | BoundShot      |                                        |
| 0049 | QuickDraw      |                                        |
| 004A | TwoGun         |                                        |
| 004B | TestShot       | (Does 1 Damage)                        |
| 004C | IronclogShot   | (Doesn't Work)                         |
| 004D | HyperGaze      | (Doesn't Work)                         |
| 004E | JudgementX     | (Doesn't Work)                         |
| 004F | ProtonRocket   | (Doesn't Work)                         |
| 0050 | MysticalChange | (Doesn't Work)                         |
| 0051 | AlkaiserChange | (Doesn't Work)                         |
| 0052 | MagmaTouch     | (Doesn't Work)                         |
| 0053 | MagicStone     | (Doesn't Work)                         |
| 0054 | SonicWave      | (Doesn't Work)                         |
| 0055 | BrightFist     | (55-5D are Alkaiser-only skills)       |
| 0056 | SparklingRoll  |                                        |
| 0057 | FlashTurn      |                                        |
| 0058 | Al-Blaster     |                                        |
| 0059 | Al-Phoenix     |                                        |
| 005A | Re-Al-Phoenix  |                                        |
| 005B | ShiningKick    |                                        |
| 005C | DeflectLance   |                                        |
| 005D | FinalCrusade   |                                        |
| 005E | Dark Phoenix   | (Doesn't Work)                         |
| 005F | LightningWeb   | (Doesn't Work)                         |
| 0060 | Punch          | (Normal Punch Attack)                  |
| 0061 | Kick           |                                        |
| 0062 | AirThrow       |                                        |
| 0063 | Chop           |                                        |
| 0064 | Sliding        |                                        |
| 0065 | RollingCradle  |                                        |
| 0066 | SwayBack       |                                        |
| 0067 | Fist           |                                        |
| 0068 | BackFist       |                                        |
| 0069 | CrushBeat      |                                        |
| 006A | RotationKick   |                                        |
| 006B | KO Throw       |                                        |
| 006C | Suplex         |                                        |
| 006D | GiantSwing     |                                        |
| 006E | GoldHand       |                                        |
| 006F | BabelCrumble   |                                        |
| 0070 | TriangleKick   |                                        |
| 0071 | OgreRun        |                                        |
| 0072 | Scuffle        |                                        |
| 0073 | LocomotionG    |                                        |
| 0074 | DragonTurn     |                                        |
| 0075 | Lastshot       |                                        |
| 0076 | Corkscrew      |                                        |
| 0077 | SkyTwister     |                                        |
| 0078 | DSC            |                                        |
| 0079 | Contact        | (Does Nothing)                         |
| 007A | Shock          | (Enemy Attack, Stuns all enemies)      |
| 007B | Beat           | (Enemy Attack, just punches the enemy) |
| 007C | Touch          | (Does Nothing)                         |
| 007D | SwingDDT       | (Enemy Attack, Physical Attack + Stun) |
| 007E | VandalFlip     | (Enemy Attack, Physical Attack + Stun) |
| 007F | PowerBomb      | (Enemy Attack, Physical Attack + Stun) |
| 0080 | Fang           |                                        |
| 0081 | FangCrush      |                                        |
| 0082 | DaggerJaw      |                                        |
| 0083 | Beak           |                                        |
| 0084 | Horn           |                                        |
| 0085 | StunGaze       |                                        |
| 0086 | CharmGaze      |                                        |
| 0087 | StoneGaze      |                                        |
| 0088 | DeathGaze      |                                        |
| 0089 | Hypnotism      |                                        |
| 008A | Bloodsucker    |                                        |
| 008B | Grasp          |                                        |
| 008C | Petrify        |                                        |
| 008D | DoubleAxe      |                                        |
| 008E | BrainCrush     |                                        |
| 009F | Beat           |                                        |
| 0090 | Scissors       |                                        |
| 0091 | PowerBeat      |                                        |
| 0092 | Psychout       |                                        |
| 0093 | Chop           |                                        |
| 0094 | Feeler         |                                        |
| 0095 | Claw           |                                        |
| 0096 | DeathGrip      |                                        |
| 0097 | PoisonGrip     |                                        |
| 0098 | GhostTouch     |                                        |
| 0099 | DeathTouch     |                                        |
| 009A | StunTouch      |                                        |
| 009B | Blade          |                                        |
| 009C | GaleAttack     |                                        |
| 009D | GroundHit      |                                        |
| 009E | HeatSmash      |                                        |
| 009F | IceSmash       |                                        |
| 00A0 | TitasWave      |                                        |



00A1 Thrust  
00A2 Kick  
00A3 Trample  
00A4 GriffithScratch  
00A5 Tail  
00A6 TailHit  
00A7 Sweep  
00A8 SpinAttack  
00A9 Stinger  
00AA PoisonNeedle  
00AB Feint  
00AC MinionStrike  
00AD Heal  
00AE Coils  
00AF Tackle  
00B0 Dash  
00B1 Headbutt  
00B2 Stampede  
00B3 Wing  
00B4 GliderSpike  
00B5 Oscillation  
00B6 FireKiss  
00B7 Spore  
00B8 SeedVulcan  
00B9 Solvent  
00BA Needles  
00BB FireBarrier  
00BC IceBarrier  
00BD BoltBarrier  
00BE CounterFear  
00BF PsyReflector  
00C0 Kusanagi  
00C1 GasFlame  
00C2 FireBreath  
00C3 FlameBlast  
00C4 ArcticBreath  
00C5 BoltBreath  
00C6 BoltBlast  
00C7 Ink  
00C8 WaterCannon  
00C9 StinkGas  
00CA PoisonGas  
00CB StoneGas  
00CC SleepGas  
00CD TripGas  
00CE MadAttack  
00CF BeetleJuice  
00D0 AcidBreath  
00D1 DeadlyMoss  
00D2 SphinxRiddle  
00D3 Kylin'sSong  
00D4 HPDrain  
00D5 Seduction  
00D6 Pheromone  
00D7 Flash  
00D8 SpiderNet  
00D9 BladeNet  
00DA Ectoplasnet  
00DB Thunderbolt  
00DC PainPowder  
00DD PoisonMist  
00DE IllStorm  
00DF Windblast  
00E0 Tornado  
00E1 SacredSong  
00E2 MagicHeal  
00E3 Assist  
00E4 Spoil  
00E5 GremlinTouch  
00E6 HeatWave  
00E7 MightyCyclone  
00E8 Maelstrom  
00E9 ElfShot  
00EA Supersonic  
00EB Lullaby  
00EC Scream  
00ED Siren  
00EE Da-dum  
00EF LightBall  
00F0 Tremor  
00F1 Quake  
00F2 QuickSand  
00F3 Rock  
00F4 MagneticStorm  
00F5 BattleSong  
00F6 SadSong  
00F7 Silf  
00F8 Ignis  
00F9 LifeRain  
00FA DivingPress

|      |                 |                                                   |
|------|-----------------|---------------------------------------------------|
| 00FB | PoisonGun       |                                                   |
| 00FC | CentipedeCrush  |                                                   |
| 00FD | BoomerangHook   |                                                   |
| 00FE | Photosynthesis  |                                                   |
| 00FF | Deathsynthesis  |                                                   |
| 0100 | Sunray          |                                                   |
| 0101 | StarlightHeal   |                                                   |
| 0102 | FlashFire       |                                                   |
| 0103 | FlashFlood      |                                                   |
| 0104 | LightSword      |                                                   |
| 0105 | MegaWindblast   |                                                   |
| 0106 | Kyon'sSmile     | (Deleted Spell (?) Attacks with Sword)            |
| 0107 | Salamander      | (Enemy Spell, Fire damage to one enemy)           |
| 0108 | PowerGrab       |                                                   |
| 0109 | Hidebehind      |                                                   |
| 010A | ShadowNet       |                                                   |
| 010B | Kyon'sSmile     | (Deleted Spell (?) Attacks with Sword)            |
| 010C | DarkSphere      |                                                   |
| 010D | ShadowServant   |                                                   |
| 010E | FireySpirit     | (New Spell, takes one LP from user)               |
| 010F | Macumba         | (Enemy Spell, causes status ailments on enemy)    |
| 0110 | VaporBlast      |                                                   |
| 0111 | Vanish          |                                                   |
| 0112 | ReverseGravity  |                                                   |
| 0113 | LightShift      |                                                   |
| 0114 | DarkShift       |                                                   |
| 0115 | Vortex          |                                                   |
| 0116 | SatelliteBeam   | (Same as Mec SatelliteBeam)                       |
| 0117 | Graviton        | (Same as the Graviton used by BossX/BigDiggers)   |
| 0118 | DelayOrder      |                                                   |
| 0119 | TimeLeap        |                                                   |
| 011A | ChaosStream     |                                                   |
| 011B | TimeEclipse     |                                                   |
| 011C | TimeTwister     |                                                   |
| 011D | OverDrive       |                                                   |
| 011E | Revolution9     | (MasterRing's Attack. Raises Stats)               |
| 011F | Revolution9     | (MasterRing's Attack. Attacks all enemies)        |
| 0120 | EnergyChain     |                                                   |
| 0121 | Implosion       |                                                   |
| 0122 | PsychoArmor     |                                                   |
| 0123 | Gate            | (No matter how you look at it, it does nothing..) |
| 0124 | PsychicPrison   |                                                   |
| 0125 | VermilionSand   |                                                   |
| 0126 | Regeneration    | (New Spell, but doesn't do anything)              |
| 0127 | BackFire        | (Damages Caster)                                  |
| 0128 | Fascination     |                                                   |
| 0129 | PhantasmShot    | (Normal Spell)                                    |
| 012A | GlassShield     |                                                   |
| 012B | PhantasmShot    | (Normal Spell, but has no description)            |
| 012C | MirrorShade     |                                                   |
| 012D | Selection       | (Orlounge's Spell. All status ailments on enemy)  |
| 012E | BrokenGlass     | (Just breaks glass, nothing happens)              |
| 012F | BrokenGlass     | (Breaks glass and severely damages target enemy)  |
| 0130 | MindHeal        |                                                   |
| 0131 | Spellbound      |                                                   |
| 0132 | Evaporate       |                                                   |
| 0134 | Lifewave        |                                                   |
| 0135 | Awakening       |                                                   |
| 0133 | IronPole        | (Spriggan's Attack. Hits All Enemies)             |
| 0136 | Yell            | (Enemy Spell. Speeds up all allies)               |
| 0137 | Drunk           | (Status ailments on all non-mec enemies)          |
| 0138 | RavaShot        |                                                   |
| 0139 | PainDoubler     |                                                   |
| 013A | DeathCurse      |                                                   |
| 013B | SharpPain       |                                                   |
| 013C | RavaBarrire     | (Full Spell)                                      |
| 013D | MagiDefense     |                                                   |
| 013E | RavaBarrire     | (Just the attack animation)                       |
| 013F | Possession      | (Enemy Spell. Kills caster and drains all LP)     |
| 0140 | Saber           |                                                   |
| 0141 | Shield          |                                                   |
| 0142 | Grail           |                                                   |
| 0143 | Gold            |                                                   |
| 0144 | Magician        |                                                   |
| 0145 | Death           |                                                   |
| 0146 | Tower           |                                                   |
| 0147 | Fool            |                                                   |
| 0148 | VictoryRune     |                                                   |
| 0149 | VitalityRune    |                                                   |
| 014A | HideRune        |                                                   |
| 014B | FreedomRune     |                                                   |
| 014C | WallRune        |                                                   |
| 014D | DwarfRune       |                                                   |
| 014E | StasisRune      |                                                   |
| 014F | SoulRune        |                                                   |
| 0150 | Reviva          | (Full Spell)                                      |
| 0151 | Sacrifice       |                                                   |
| 0152 | DirtyFang       | (JackalSword's Special Attack, uses WP)           |
| 0153 | ElementDissolve | (SplashSword's Special Attack, uses WP)           |
| 0154 | BraveHeart      | (Lordstar's Special Attack, uses WP)              |

|      |                 |                                               |
|------|-----------------|-----------------------------------------------|
| 0155 | Enemy Fire      | (Enemy Attack. Hits all enemies)              |
| 0156 | Reviva          | (Just the revive animation, restores full HP) |
| 0157 | CounterMagician | (Low hit-rate instant death spell)            |
| 0158 | BlackCat        |                                               |
| 0159 | Nightmare       |                                               |
| 015A | Jackal          |                                               |
| 015B | Cockatrice      |                                               |
| 015C | Reaper          |                                               |
| 015D | MillionDollars  | (CometBlade's Special Attack, uses WP)        |
| 015E | ShadowHold      | (ShadowDagger's Special Attack, uses WP)      |
| 015F | SilverFang      | (SilverSpread's Special Attack)               |
| 0160 | DodgeDrain      |                                               |
| 0161 | DodgeTouch      |                                               |
| 0162 | DodgeGale       |                                               |
| 0163 | DodgeSmash      |                                               |
| 0164 | DodgeTail       |                                               |
| 0165 | DodgeNeedle     |                                               |
| 0166 | DodgeTackle     |                                               |
| 0167 | DodgeWing       |                                               |
| 0168 | DodgePowder     |                                               |
| 0169 | DodgeRiddle     |                                               |
| 016A | DodgeSeduction  |                                               |
| 016B | DodgeFlash      |                                               |
| 016C | DodgeNet        |                                               |
| 016D | DodgeThunder    |                                               |
| 016E | DodgeTremor     |                                               |
| 016F | DodgeRock       |                                               |
| 0170 | DodgeGaze       |                                               |
| 0171 | DodgeDeathGrip  |                                               |
| 0172 | Kyon'sSmile     | (Deleted Skill, Unknown Effect)               |
| 0173 | Kyon'sSmile     | (Deleted Skill, Unknown Effect)               |
| 0174 | Kyon'sSmile     | (Deleted Skill, Unknown Effect)               |
| 0175 | Evasion Laser   |                                               |
| 0176 | Evasion Rocket  |                                               |
| 0177 | Evasion Bullet  |                                               |
| 0178 | Virus           |                                               |
| 0179 | Kyon'sSmile     | (Deleted Skill, Unknown Effect)               |
| 017A | ShootingMastery |                                               |
| 017B | CombatMastery   |                                               |
| 017C | TigerProgram    |                                               |
| 017D | DragonProgram   |                                               |
| 017E | MaxwellProgram  |                                               |
| 017F | SelfRepair      |                                               |
| 0180 | Blaster         |                                               |
| 0181 | BlasterSword    |                                               |
| 0182 | Paralyzer       |                                               |
| 0183 | SonicBlaster    |                                               |
| 0184 | WaterCannon     |                                               |
| 0185 | BeamCannon      |                                               |
| 0186 | Magnablast      |                                               |
| 0187 | Vulcan          |                                               |
| 0188 | BoltCannon      |                                               |
| 0189 | FlameThrower    |                                               |
| 018A | BoltThrower     |                                               |
| 018B | PlasmaBullet    |                                               |
| 018C | HE-Rocket       |                                               |
| 018D | RandomBaz       |                                               |
| 018E | Missile         |                                               |
| 018F | MecSonata       |                                               |
| 0190 | BeamSword       |                                               |
| 0191 | ECM             |                                               |
| 0192 | Hammer          |                                               |
| 0193 | StarLightShower |                                               |
| 0194 | KAMIKAZE-Crush  |                                               |
| 0195 | AT-Missile      |                                               |
| 0196 | MicroMissile    |                                               |
| 0197 | InterceptSystem |                                               |
| 0198 | RailCannon      |                                               |
| 0199 | MachineVulcan   |                                               |
| 019A | Shock Soldier   |                                               |
| 019B | Pop-Knight      |                                               |
| 019C | Laser           |                                               |
| 019D | Graviton        |                                               |
| 019E | Bit             |                                               |
| 019F | SatelliteLinker |                                               |
| 01A0 | RepairPack      |                                               |
| 01A1 | CosmicRave      |                                               |
| 01A2 | LogicBomb       |                                               |
| 01A3 | Jammer          |                                               |
| 01A4 | HypnoFlash      |                                               |
| 01A5 | PluralSlash     |                                               |
| 01A6 | CounterECM      |                                               |
| 01A7 | V-MAX           |                                               |
| 01A8 | CrossHair       |                                               |
| 01A9 | RangeFire       |                                               |
| 01AA | Magnify         |                                               |
| 01AB | V-END           |                                               |
| 01AC | HammerCrush     |                                               |
| 01AD | EnergySupply    |                                               |
| 01AE | Shoot-All       |                                               |

|      |                 |                                                  |
|------|-----------------|--------------------------------------------------|
| 01AF | GhostCannon     |                                                  |
| 01B0 | MysticSword     | (None of the skills from here on work except for |
| 01B1 | Needle          | MysticSword, MysticGlove, and MysticBoots.)      |
| 01B2 | Lance           |                                                  |
| 01B3 | BloodSucker     |                                                  |
| 01B4 | Blade           |                                                  |
| 01B5 | MagicHeal       |                                                  |
| 01B6 | GremlinEffect   |                                                  |
| 01B7 | Hypnotism       |                                                  |
| 01B8 | FireBreath      |                                                  |
| 01B9 | Oscillation     |                                                  |
| 01BA | PsyNet          |                                                  |
| 01BB | HeatSmash       |                                                  |
| 01BC | Flash           |                                                  |
| 01BD | GriffithScratch |                                                  |
| 01BE | Portrait        |                                                  |
| 01BF | Portrait        |                                                  |
| 01C0 | MysticGlove     |                                                  |
| 01C1 | Da-dum          |                                                  |
| 01C2 | WaterCannon     |                                                  |
| 01C3 | DeadlyPowder    |                                                  |
| 01C4 | Spoil           |                                                  |
| 01C5 | PoisonousBlow   |                                                  |
| 01C6 | Feeler          |                                                  |
| 01C7 | Psych-out       |                                                  |
| 01C8 | SpreadBlaster   |                                                  |
| 01C9 | HellWing        |                                                  |
| 01CA | GrapeShot       |                                                  |
| 01CB | ArcticBreath    |                                                  |
| 01CC | IceSmash        |                                                  |
| 01CD | Crystalizer     |                                                  |
| 01CE | TigerRampage    |                                                  |
| 01CF | TigerRampage    |                                                  |
| 01D0 | MysticBoots     |                                                  |
| 01D1 | Sweep           |                                                  |
| 01D2 | PowerKick       |                                                  |
| 01D3 | ThunderBall     |                                                  |
| 01D4 | BladeNet        |                                                  |
| 01D5 | Assist          |                                                  |
| 01D6 | Spiders         |                                                  |
| 01D7 | Suffocation     |                                                  |
| 01D8 | Tremor          |                                                  |
| 01D9 | MysteryTap      |                                                  |
| 01DA | QuickSand       |                                                  |
| 01DB | ThunderBolt     |                                                  |
| 01DC | Assasinate      |                                                  |
| 01DD | TitasWave       |                                                  |
| 01DE | Portrait        |                                                  |
| 01DF | Shoot-All       | (I'm guessing this is MBlack's Attack)           |
| 01E0 | Bit             |                                                  |
| 01E1 | PoisonDamage    |                                                  |
| 01E2 | PowerSave       |                                                  |
| 01E3 | BervaCounter    |                                                  |
| 01E4 | MoonScraper     |                                                  |
| 01E5 | GodHand         |                                                  |
| 01E6 | LordCannon      |                                                  |
| 01E7 | Lord'sDinner    |                                                  |
| 01E8 | Vulcan          |                                                  |
| 01E9 | ChainHeat       |                                                  |
| 01EA | IronBall        |                                                  |
| 01EB | Retribution     |                                                  |
| 01EC | SpaceContact    | (Never seen this before...)                      |
| 01ED | Carnage         |                                                  |
| 01EE | Hypnotism       | (This is probably the one that hits all enemies) |
| 01EF | LifeSteal       |                                                  |
| 01F0 | HyperBazooka    |                                                  |
| 01F1 | BusterLauncher  |                                                  |
| 01F2 | Smile           |                                                  |
| 01F3 | 3Mistresses     |                                                  |
| 01F4 | AntiStone       |                                                  |
| 01F5 | Sabers          |                                                  |
| 01F6 | Call            |                                                  |
| 01F7 | RunAway         |                                                  |
| 01F8 | StunNeedle      |                                                  |
| 01F9 | Salmonella      | (Never seen this before...)                      |
| 01FA | FlashBomb       |                                                  |
| 01FB | MagicStone      |                                                  |
| 01FC | FinalStrike     |                                                  |
| 01FD | Trample         |                                                  |
| 01FE | HeavyRailCannon | (Never seen this before...)                      |
| 01FF | Defense         |                                                  |

A few notes here...

1) Note that skills will disappear completely if sealed... To make it so they don't, fight one battle, and they'll appear on the appropriate lists. Monster skills don't have a space on the skill list, so they'll disappear if sealed no matter what. Also, sometimes mec skills won't appear in your skill list if sealed, even if you fight a battle first... I have no idea what causes this, or how to fix it...

- 2) Any skills that aren't normally available to you cost 0 WP/JP to use.
- 3) The Mystic Sword, Glove, Boots are simple attackers. They don't absorb enemies unless given to a Mystic.
- 4) If a spell lists "Doesn't Work", it means just that: It doesn't work. It appears on your skill list, but doesn't show up in battle. In addition, skills labeled "Alkaiser Only" only work for Alkaiser. (Duh)
- 5) The game never designed for a character to have all 12 types of magic spells, so giving them all to one character will make their spell window look glitchy. For the most part, it works fine, but to prevent this from happening, only give 10 types of magic to a character.
- 6) If you use a code to get a skill that is the effect of a laser gun (PlasmaBullet, SonicCannon, etc), it is usually very weak, doing only 30 or so damage. Others of them (Flame Thrower, Bolt Thrower, etc) do about 500 damage.
- 7) Oddly enough, You can give human skills to Mecs, and Mec skills to humans, and they actually work! I haven't fully tested this, though, so it's probably safer just to give the skills to who they belong to...
- 8) Although they're listed as magic, special sword skills like DirtyFang, ElementDissolve, and BraveHeart all cost WP, not JP. Also, during battle, Salamander appears to cost 5 JP. In actuality, it costs 5 WP.
- 9) Hardly important, but if you get any skill that's listed as magic, but isn't available normally, don't expect the 'spell starter' effect, (The swirling orbs that appear when you cast a spell), it doesn't appear. (Exception: RavaBarriere and MagiDefense)

====Weapons and Items====

Fill in the second set of \*\* in the items code (bottom) with the following numbers

In the item descriptions, if you see a '\*', it means the item is available normally, but I suggest getting it anyway. If you see a '\*\*', it means the item is really rare, and probably easier to use GameShark to get. I also recommend getting these. If you see a '\*\*\*', it means the item can't be found without GameShark. (To my knowledge)

---Items---

- 00 Cure
- 01 PowerCure
- 02 MaxCure
- 03 Antistone
- 04 SnakeOil
- 05 LifeCandy \*
- 06 NotUse \*\*\* (Restores HP)
- 07 Backpack \*
- 08 RepairKit
- 09 RottenMeat
- 0A FlashBomb
- 0B MagicStone
- 0C LuckyCoin
- 0D UnluckyCoin
- 0E StunNeedle
- 0F NotUse \*\*\* (No Effect)

---Swords---

- 10 Knife
- 11 BroadSword
- 12 KukriBlade
- 13 ShadowDagger
- 14 FiendRod
- 15 LaserKnife
- 16 SamuraiSword
- 17 CeramicSword
- 18 TwinSword
- 19 SilverSpread \*\*
- 1A Osc-Sword
- 1B Katana
- 1C JackalSword
- 1D NotUse \*\*\* (Atk 39)
- 1E Glirandly \*\* (Can't be unequipped)
- 1F RaySword \*\*\* (Atk 45, Boosts all stats and HP immensely)
- 20 RuneSword
- 21 Twin Dragon
- 22 SplashSword
- 23 TwiggyRod
- 24 CometBlade
- 25 ZeroSword
- 26 Obsidian
- 27 Kusanagi
- 28 Murakumo
- 29 IronPipe \*\*\* (Atk 15)
- 2A DragonSword \*\*
- 2B SilverMoon \*\*
- 2C Asura \*
- 2D GoldenLion \*\*
- 2E Lordstar
- 2F LightSword \*\*\* (Atk 80, All stats +10)

---Guns---

30 AGUNI-SSP  
31 EasyRifle  
32 NotUse \*\*\* (Atk 44, Bullets: 2)  
33 AGUNI-CP1  
34 KillerRifle  
35 TroopRifle  
36 EagleGun  
37 SniperRifle  
38 BehemothRifle  
39 AGUNI-MBX  
3A DuelGun  
3B LivingRifle  
3C ZenGun  
3D LethalGun  
3E BrokenRifle  
3F LightRifle \*\*

---Lasers---

40 HandBlaster  
41 LaserCarbine  
42 HyperBlaster  
43 BeamCannon  
44 LightningCannon  
45 SonicCannon  
46 WaterCannon  
47 JunkBazooka  
48 LightVulcan  
49 MachineVulcan  
4A Thunderbolt  
4B FlameThrower  
4C BoltThrower  
4D IonCannon  
4E GrainCannon  
4F HG-Cannon \*\*  
50 GhostCannon  
51 LightBazooka  
52 HEAT Bazooka  
53 HyperionBazooka \*\*  
54 DOBBY Bazooka  
55 MissilePod  
56 BigMissile  
57 SuperMissile \*\*

---Mec Boards/Weapons---

58 BeamSword (Can't be unequipped)  
59 MegaBeamSword (Can't be unequipped)  
5A Hammer (Can't be unequipped)  
5B LaserCannon (Can't be unequipped)  
5C AT Missile (Can't be unequipped)  
5D AT Missile (Can't be unequipped)  
5E RailCanon (Can't be unequipped)  
5F MicroMissile (Can't be unequipped)  
60 RailCannon (Can't be unequipped)  
61 RailCannon (Can't be unequipped)  
62 MachineVulcan (Can't be unequipped)  
63 LaserCannon (Can't be unequipped)  
64 MinorLaser \*\*\* (???, Can't be unequipped)  
65 LaserCannon (Can't be unequipped)  
66 DragonCannon \*\*\* (???)  
67 JunkVulcan \*\*\* (RangeFire effect if used in battle)  
68 SatelliteBeam \*\*\* (Can't be unequipped)  
69 BitSystem (Can't be unequipped)  
6A MediPack (Can't be unequipped)  
6B RepairPack (Can't be unequipped)  
6C RepairPack (Can't be unequipped)  
6D OctopusBoard  
6E NakajimaBoard  
6F NakajimaBoard2  
70 V-Special \*\*\* (Auto V-Max, Can't be unequipped)  
71 V-System (Can't be unequipped)  
72 JunkParts  
73 RailCannon (Can't be unequipped)  
74 MemoryBoard  
75 SecretBoard  
76 LastRing \*\*\* (???)  
77 TrainingGun \*\*\* (Does 1 damage to enemies when used)

---Shields---

78 Buckler  
79 ShellShield  
7A ExcelShield  
7B GenbuShield  
7C DragonShield \*\*  
7D Mizukagami \*  
7E DurahanShield \*\*  
7F WonderBangle

---Armor---

80 FiberVest  
81 HardLeather  
82 ArmorVest  
83 ElectroArmor  
84 WarLordArmor  
85 DarkRobe  
86 BlueElf  
87 GlowRobe  
88 MoonlightRobe  
89 StardustRobe  
8A ShadeRobe  
8B Accelerator (Can't be unequipped)  
8C Mini Plant (Can't be unequipped)  
8D MecBody (Can't be unequipped)  
8E FortBody (Can't be unequipped)  
8F ECM System (Can't be unequipped)  
90 FireLeather  
91 CelestialLeather  
92 HyperScale  
93 AngelArmor  
94 PlutoArmor \*\*  
95 BeastLeather  
96 Protector  
97 SlimyArmor \*\*\* (Def +8)  
98 JerryArmor \*\*\* (Def +6, Can't be unequipped)  
99 BoneBreast  
9A LivingArmor  
9B HarmoniumArmor  
9C SkeleMail \*\*\* (Def +16, Can't be unequipped)  
9D MasterRobe  
9E GoldenFleece  
9F MysticMail (Can't be unequipped)

---Suits---

A0 CombatSuit  
A1 JumpSuit  
A2 CyberSuit  
A3 PoweredSuit \*  
A4 SprigganSuit \*\*  
A5 RubberSuit  
A6 GolemSuit  
A7 WhiteDress \*\*\* (Def +40, Stops Blind)

---Shirts---

A8 CottonShirt  
A9 SilkShirt  
AA Magicwear  
AB Budowear  
AC Defendwear  
AD Hyperwear  
AE PowerBelt \*  
AF Mysticwear \* (Can't be unequipped)

---Helmets---

B0 JunkHelm  
B1 Yolk Hat  
B2 FiberHood  
B3 LaserScope  
B4 MirrorGlass  
B5 InfraScope  
B6 Egg Hat  
B7 Magihat \*\*

---Gloves---

B8 LeatherGlove  
B9 ShellBracer  
BA ArmorGlove  
BB CyberGlove  
BC OgreGlove  
BD NornsBangle  
BE SH-Armllet \*  
BF HarmoniumBangle

---Boots---

C0 LeatherBoots  
C1 RubberShoes  
C2 JetBoots  
C3 FeatherBoots  
C4 Iron Clogs  
C5 Catsocks  
C6 SH-Anklet \*  
C7 DanceShoes

---Accessories---

C8 FangAmulet  
C9 WingAmulet  
CA FlowerAmulet  
CB SteelAmulet  
CC FireCrystal  
CD IceCrystal  
CE BoltCrystal  
CF BloodChalice  
D0 HarmoniumEarring  
D1 EMES Tag \*  
D2 WindShell \*  
D3 FeatherCharm  
D4 SeaStone  
D5 PurpleEye  
D6 MellowRing \* (Can't be unequipped)  
D7 PearlHeart  
D8 KrisKnife  
D9 UnicornTear  
DA Tao-TiehPattern  
DB FovosGrail \*\*\* (Def +1, Doesn't seem to have a special effect)  
DC SandVessel \*  
DD AngelBroach \*\*  
DE CharmNecklace  
DF RING/Guardian \*\*  
E0 RING/Merchant \*\*  
E1 RING/Thief \*\*  
E2 RING/Schemer \*\*  
E3 RING/Hero \*\*  
E4 RING/Hermit \*\*  
E5 RING/Healer \*\*  
E6 RING/Fighter \*\*  
E7 RING/Lord \*\*  
E8 BrokenBumper  
E9 Junk  
EA Magatama  
EB Bumper  
EC JunkPart \*\*\* (Def +1, Can't be unequipped)  
ED SleetCoin  
EE SolGrail  
EF ThunderCharm

---Other Items---

F0 GoldIngot  
F1 VirgilKey  
F2 BlackXKey \*\*\* (Does Nothing (?))  
F3 SmallStone  
F4 RuneStone  
F5 Card  
F6 ArcanaTarot  
F7 SandVessel  
F8 NotUse \*\*\* (No Effect)  
F9 NotUse \*\*\* (No Effect)  
FA Magi-Water  
FB XMagi-Drink  
FC SanctuaryStone \*  
FD RegionMap \*\* (\*Note\* See Below)  
FE NotUse \*\*\* (Unknown Effect)  
FF (Nothing)

Here's a trick when using the item codes. As long as the switch on the Game Shark is on, you can't "unequip" the item. That is, you can un-equip it and it'll appear back on your inventory, but you still have it equipped. You can do this to get 99 of any items, Except items (Mec Weapons, MysticMail, etc.) that can't be unequipped normally.

\*Note\* If you give the RegionMap to anyone else (besides Blue), and try to use it to get to Magic Kingdom, you'll end up in the destroyed version from the end of Blue's quest.

====Team Member Select====

Well, I had no intention of adding this code, but I got several requests for it after adding info about CommonMec. Anyway, this code is straight off of GSCCC (GameShark Code Creators Club, <http://www.cmgsgccc.com/>), but it doesn't seem to work right. Everytime I use this code, it adds the selected character to my party, but removes all formation screen sprites. Furthermore, at least one of my team members always changes into some kind of glitch character with 999 HP, JP, and WP, but when I try to access his/her stat screen, the game crashes... The only reason I'm really adding this code is to see if someone can fix it. GSCCC did a lousy job with it, I must say...

Anyway, here's the deal... To get this code to 'work', you need to input the following code: (Although I've gotten the code to 'work' without it.)

Finally... Do \*not\* mail me asking how to get this code to work. ONLY mail me if you've found a way to fix this code so it doesn't remove formation



sprites, and gives you a perfect character.

30012806 00\*\*

This tells the game how many team members you have.

Replace \*\* with:

- 00 - Zero Party Members (Impossible)
- 01 - One Party Member
- 02 - Two Party Members
- 03 - Three Party Members
- 04 - Four Party Members
- 05 - Five Party Members
- 06 - Six Party Members
- 07 - Seven Party Members
- 08 - Eight Party Members
- 09 - Nine Party Members
- 0A - Ten Party Members
- 0B - Eleven Party Members
- 0C - Twelve Party Members
- 0D - Thirteen Party Members
- 0E - Fourteen Party Members
- 0F - Fifteen Party Members

And now for the code itself... The way the code works, is that it puts a team member in the selected slot, by replacing what is currently there. There are two codes for each line. I believe that the top one is for the character's sprite, and the bottom one if for the character's stats. Thus, you can mix and match characters. (Make T260G into a Human, for example.)

| Character 1   | Character 2   | Character 3   | Character 4   | Character 5   |
|---------------|---------------|---------------|---------------|---------------|
| 3001287C 00** | 3001287D 00** | 3001287E 00** | 3001287F 00** | 30012880 00** |
| 30012CEC 00** | 30012CED 00** | 30012CEE 00** | 30012CEF 00** | 30012CF0 00** |
| Character 6   | Character 7   | Character 8   | Character 9   | Character 10  |
| 30012881 00** | 30012882 00** | 30012883 00** | 30012884 00** | 30012885 00** |
| 30012CF1 00** | 30012CF2 00** | 30012CF3 00** | 30012CF4 00** | 30012CF5 00** |
| Character 11  | Character 12  | Character 13  | Character 14  | Character 15  |
| 30012886 00** | 30012887 00** | 30012888 00** | 30012889 00** | 3001288A 00** |
| 30012CF6 00** | 30012CF7 00** | 30012CF8 00** | 30012CF9 00** | 30012CFA 00** |

And replace \*\* with:

- 00 - Emelia
- 01 - Lute
- 02 - Red
- 03 - Fuse
- 04 - Blue
- 05 - Asellus
- 06 - T260G
- 07 - Riki
- 08 - Rouge
- 09 - Roufas
- 0A - Gen
- 0B - Fei-on
- 0C - Annie
- 0D - Liza
- 0E - Capt. Hamilton
- 0F - Doll
- 10 - Mei-ling
- 11 - Woman (?)
- 12 - White Rose
- 13 - Ildon
- 14 - Mesarthim
- 15 - Zozma
- 16 - Rei
- 17 - Silence
- 18 - Dr. Nusakan
- 19 - TimeLord
- 1A - Rabbit
- 1B - Leonard
- 1C - ZEKE
- 1D - BJ&K
- 1E - PzkvV
- 1F - EngineerCar
- 20 - CommonMec (Deleted Character?)
- 21 - Thunder
- 22 - Cotton
- 23 - Sei
- 24 - Kylin
- 25 - Slime
- 26 - Suzaku
- 27 - RedTurnip
- 28 - Emelia (Half-Mystic. Probably supposed to be Asellus's mystic form.)

%%%All Spaces on the RegionMap%\*\*\*\*\*

Put in this code:

80012B7E 0000  
80012B80 0000

Now use the RegionMap, all the spaces will be selectable. The 6 spaces that are normally blank work, but the areas they bring you to are somewhat glitchy...

====MagicStones of Doom====  
(This is an exclusive code, found only in this FAQ.)

First put in this code:

8001E024 03E7  
8001E028 03E7  
8001E030 0063  
8001E032 0063  
8001E034 00FA  
8001E036 00FA  
8001E038 00FA  
8001E03A 00FA

After activating the code, give MagicStones to the 5th character in your party, and everytime he/she uses a MagicStone, it will do 65535 HP damage to all enemies!

There is, however, one side effect. There are some minor graphical glitches. Nothing major, just wanted to warn you.

---

## 12. Credits

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- a amebix e@aol.com for a few additions to some charts.
- Emelia (anyone\_777@hotmail.com) for being the first to point out the porno book in the Shrike library.
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and special thanks to my mother, for helping me fix many (grammical and

punctuational) mistakes. And for putting up with me through this whole thing.

-----  
If you'd like to help me with this FAQ, mail me at YelseyKing@aol.com, using the preferred subject line of "SaGa Frontier" or "FAQ" or something like that.

Yeah, I'm sure you've seen this on EVERY other FAQ, but I'll say it anyway:

This FAQ may be used on any page as long as it is not altered, I am given full credit for it, and I would like to be notified first if possible. Please don't try to steal my work, I don't want to have to start an idiot list...

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