

SaGa Frontier Combo FAQ

by Shippu

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SaGa Frontier Combo FAQ

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Section 1: Disclaimer

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Special note: The most updated version is always most likely to be at GameFAQs [www.gamefaqs.com].

Section 2: Version History

Version 1.0 - June 19th - June 21st.

I got back into one of my favorite games, SaGa Frontier, and decided that a Combo FAQ was a good idea. I started playing and gathering combos, and I have 88 for the first version. I intend on updating it every week or so.

Version 1.2 - June 23rd

Discovered some new combos, 22 to be exact. Updated the disclaimer. Added the note that all combos are discovered and tested by myself. Added the new "Monster Combo" section.

Version 1.3 - July 2nd

Added the "How Combos Work" section, thanks to a well-appreciated suggestion from Charles Jones. But, no new combos. I apologize, more will come later. I think I've decided to work to maybe 1000 combos until I declare this FAQ "complete." My prediction is that I'll give up at around 300 or so. Let's hope that doesn't happen!

Version 1.4 - August 10th

Phew! Haven't updated in a long time. Today I'm adding some combos sent in by Erik Burger (ewie_erik*@yahoo.com), and they are very much appreciated. Thanks Erik! Also added the Special Thanks section, where I personally extend my

gratitude to those who have contributed to make this FAQ a better place for the children.

Version 1.6 - November 1st

Another biiiiiig updating gap. If I'm breaking your heart by being lazy on updating, you let me know and I'll try to fix that right up. I brushed up the thank you section, since I felt that YOU (yes YOU, specifically) needed to be thanked for reading this FAQ. Also I'm adding 15 combos sent in by Krugie2*[*aol.com](mailto:krugie2@aol.com) and two 5-hitters sent by MettleGoblet*[*aol.com](mailto:mettle_goblet@aol.com). Thank you both for your support (and an inspiration to update this FAQ)!

Version 1.7 - February 18th

First update of 2001! I haven't got to play SaGa in a while so the only thing keeping this FAQ alive is your contributions! Keep sending 'em in! This update features contributions from SpAm01*[*aol.com](mailto:spam01@aol.com) and Swift9985*[*aol.com](mailto:swift9985@aol.com). Thanks guys for your support!

Version 1.8 - March 20th

Another update. I am saddened to announce that I am unable to find my copy of SaGa Frontier, so your contributions are the only things that will keep this FAQ alive until I can actually get my house clean and find it. Nothing really new this FAQ, just the announcement of my lost copy.

Version 1.85 - August 4th

Wow, this FAQ is over a year old! Keep those submissions coming. I am updating with some contributions from Danny de Vlam (seifer_deathknight*[*hotmail.com](mailto:seifer_deathknight@hotmail.com)), MetalKid (metalkid*[*mail.geocities.com](mailto:metalkid@mail.geocities.com)), Scott Christian (christian*[*enter.net](mailto:christian@enter.net)), and from David and Troy via Yahoo! messenger. Thanks a lot for all your contributions everyone!

Version 1.9 - March 19, 2002

First update of 2002! The good news is, I have located my SaGa Frontier again, so I can finally start putting in some more work. This update is 100% reader contributions, so thanks a lot to the following for all your time and effort: Chris (country12582*[*excite.com](mailto:country12582@excite.com)), Jessi Moen (guinnesspig42*[*yahoo.com](mailto:guinnesspig42@yahoo.com)), Aaronlovesdaddy*[*aol.com](mailto:aaronlovesdaddy@aol.com), Frieza102*[*aol.com](mailto:frieza102@aol.com), ImPaLeDaZn*[*aol.com](mailto:impaledazn@aol.com), and Joshua Sakon (Josh*[*avci.net](mailto:josh@avci.net)). Thanks everyone, and sorry if I'm putting your submissions in ridiculously late!!

Section 3: How Combos Work

For those of you who don't get how to pull off those mad combos and think they just appear out of nowhere, here is an explanation of how they work.

As Charles Jones (cajon1*[*gateway.net](mailto:cajon1@gateway.net)) put it,

All combos longer than two hits are really just 2 hit combos strung together. In other words, if A B is a two hit combo, and so is B C, then A B C is a 3 hit combo. And if you later find a C D combo that works, you can make it into a four hit combo, A B C D.

Hopefully you will now be able to pull a few combos from this FAQ and put together some of the mad combos yourself, and submit 'em! Or, you can be lazy and look up the 5 hit combos that others have discovered! It's nicely balanced, don't you agree?

Section 4: 2 Hit Combos

Each combo goes in order. Example: In the combo "air throw - heaven/hell", the air throw comes before the heaven/hell.

Pre-combo notes: I put the name of the weapon/skill rather than the name of the attack when it comes to these combos. Ex: Hyper Blaster instead of Destruction Beam. I feel this is less confusing.

All combos have been discovered and/or tested by me and are guaranteed to work. While they might not work right away, a little persistence should make every one of them happen.

air throw - bear crush
air throw - heaven/hell
air throw - hyper blaster
air throw - kick
air throw - smash
air throw - still stream
air throw - swallow swing
air throw - triple thrust
AT missile - kick
AT missile - machine vulcan
babel crumble - energy chain
babel crumble - heaven/hell
chop - kick
dead end - heaven/hell
dead end - triangle kick
double slash - air throw
elf shot - vapor blast
energy chain - sliding
energy chain - still stream
firebreath - paralyzer
fist - double slash
fist - heaven/hell
fist - wheel slash
flash fire - hyperion bazooka
gale slash - crush beat
gale slash - dead end
gale slash - headwind
gale slash - scuffle
gale slash - still stream
gale slash - turbid current
hard slash - junk bazooka
haze to wheel - headwind
haze to wheel - smash
headwind - heaven/hell
headwind - focus shot
headwind - smash
headwind - trick shot
headwind - willow branch
hyper blaster - bolt thrower
hyper blaster - grain cannon
hyper blaster - still stream
hyperion bazooka - cross slash
hyperion bazooka - hyper blaster
hypno flash - bear crush
hypno flash - implosion
implosion - rosario impale
implosion - suplex
implosion - triple thrust
kamikaze crush - hyper blaster
kamikaze crush - hyperion bazooka
kamikaze crush - sky twister
kamikaze crush - triangle kick

lastshot - heaven/hell
lastshot - still stream
light vulcan - AT missile
light vulcan - beam cannon
lightning cannon - bear crush
lightning cannon - energy chain
lightning cannon - implosion
machine vulcan - AT missile
magic stone - smash
mec sonata - bound shot
mec sonata - hyper blaster
micro missile - machine vulcan
moonlight cut - air throw
moonlight cut - bear crush
no moment - cross slash
no moment - double slash
no moment - hard slash
no moment - still stream
ogre run - rosario impale
phantasm shot - double slash "Double Phantom Blade"
plural slash - grain cannon
plural slash - hyper blaster
plural slash - sun ray
pop knight - cross slash
pop knight - hyper blaster
pop knight - hyperion bazooka
rail cannon - machine vulcan
reverse gravity - suplex
rosario impale - no moment
rosario impale - swallow swing
rosario impale - triangle kick
rosario impale - triple thrust
saber - cross slash
saber - hyper blaster
saber - still stream
shadow counter - bear crush
shadow counter - double slash
sky twister - bear crush
sky twister - energy chain
sky twister - hyperion bazooka
sky twister - kamikaze crush
smash - paralyzer
sonic cannon - ghost cannon
still stream - heaven/hell
stun slash - double slash
sun ray - energy chain
sun ray - heaven/hell
sun ray - hyper blaster
sun ray - kamikaze crush
swallow swing - air throw
swallow swing - dead end
swallow swing - energy chain
swallow swing - hyper blaster
swallow swing - swallow swing
swallow swing - triple thrust
thrust - double slash
thrust - sharp shot
thrust - trick shot
triangle kick - AT missile
triangle kick - dead end

triangle kick - no moment
triangle kick - sky twister
triangle kick - triple thrust
triple thrust - heat smash
triple thrust - hyper blaster
triple thrust - sliding
triple thrust - still stream
triple thrust - turbid current
turbid current - dead end
turbid current - focus shot
turbid current - giant swing
turbid current - headwind
vermillion sand - bear crush
vermillion sand - rosario impale
vermillion sand - triple thrust
vermillion sand - willow branch
wheel slash - bear crush
wheel slash - dead end
wheel slash - energy chain
wheel slash - heaven/hell
wheel slash - sharp shot
wheel slash - swallow swing
willow branch - cross slash
willow branch - dead end
willow branch - headwind
willow branch - still stream
willow branch - thrust
willow branch - turbid current

Section 5: 3 Hit Combos

Each combo goes in order.

air throw - double slash - energy chain
air throw - energy chain - heaven/hell
air throw - hyperion bazooka - hyper blaster
air throw - tower - still stream
AT missile - AT missile - Machine vulcan
babel crumble - energy chain - still stream
blizzard - bear crush - swallow swing
bolt thrower - AT missile - machine vulcan
bolt thrower - cosmic rave - life sprinkler
centipede crush - stampede - ground hit
cosmic rave - turbid current - kamikazee crush
energy chain - sliding - heaven/hell
fist - implosion - triple thrust
headwind - rolling cradle - mega windblast "Atomic Sun"
hyper blaster - bound shot - hyper blaster
hyper blaster - grain cannon - bolt thrower
hyper blaster - hyperion bazooka - bound shot
hyper blaster - hyperion bazooka - ogre run
hyper blaster - sliding - sun ray
hyperion bazooka - bolt thrower - sun ray
hyperion bazooka - sliding - sun ray
implosion - triple thrust - suplex
kamikaze crush - air throw - bear crush
kamikaze crush - life sprinkler - plural slash
kamikaze crush - sky twister - hyperion bazooka
life sprinkler - rising nova - life sprinkler

lightning cannon - shadow counter - energy chain
lightning cannon - vermillion sand - triple thrust
maelstrom - hyper blaster - AT missile
missile - rolling cradle - air throw "Explosive Tornado Slam!"
moonlight cut - chop - kick
no moment - trick shot - still stream
ogre run - sky twister - rolling cradle
ogre run - sun ray - heaven/hell
plural slash - grain cannon - triple thrust
plural slash - hyper blaster - bolt thrower
plural slash - hyper blaster - triple thrust
pop knight - hyperion bazooka - hyper blaster
rail cannon - machine vulcan - AT missile
rosario impale - dead end - triangle kick
rosario impale - no moment - triangle kick
rosario impale - swallow swing - swallow swing
rosario impale - triangle kick - triple thrust
sky twister - AT missile - sliding
sky twister - hyper blaster - heaven/hell
smash - wheel slash - willow branch
sun ray - kamikaze crush - hyperion bazooka
sun ray - triple thrust - giant swing "Around the World"
suplex - wheel slash - hard slash
swallow swing - energy chain - hyper blaster
swallow swing - implosion - wheel slash
swallow swing - swallow swing - smash
swallow swing - swallow swing - swallow swing
swallow swing - triple thrust - still stream
triple thrust - turbid current - gold hand
turbid current - grain cannon - bolt thrower
vermillion sand - suplex - rosario impale
wheel slash - fist - smash
wheel slash - heaven/hell - fist
wheel slash - implosion - swallow swing
willow branch - headwind - trick shot
willow branch - thrust - sharp shot
willow branch - turbid current - thrust

Section 6: 4 Hit Combos

Each combo goes in order.

AT missile - air throw - triangle kick - hyper blaster
AT missile - AT missile - air throw - double slash
blizzard - triangle kick - no moment - still stream
energy chain - sliding - no moment - still stream
fist - chop - hard slash - smash
graviton - hard slash - ground hit - bound shot
graviton - hard slash - ground hit - sharp shot
graviton - rolling cradle - bound shot - plural slash
graviton - rolling cradle - sharp shot - plural slash
hyper blaster - sliding - energy chain - still stream
hyper blaster - tiger rampage - bound shot - AT missile
hyperion bazooka - air throw - hyper blaster - heaven/hell
hyperion bazooka - hyper blaster - cross shot - heaven/hell
hyperion bazooka - hyper blaster - cross shot - sliding
kamikaze crush - air throw - triangle kick - sun ray
kamikaze crush - bolt thrower - cosmic rave - life sprinkler
lightning cannon - implosion - triple thrust - bear crush

mega windblast - rising nova - magnetic storm - cosmic nova "Nuclear Fire"
mega windblast - turbid current - bolt thrower - plural slash
moonlight cut - chop - kick - sliding
phantasm shot - implosion - rising nova - cross shot "Spectre Shot"
pop knight - hyperion bazooka - bound shot - hyper blaster
pop knight - plural slash - corkscrew - no moment "Center Ring"
rosario impale - triple thrust - turbid current - triangle kick
swallow swing - shadow counter - implosion - willow branch
swallow swing - swallow swing - swallow swing - swallow swing
triangle kick - triangle kick - triangle kick - triangle kick
vapor blast - bound shot - bear crush - scream
vermillion sand - cross slash - rosario impale - suplex
wheel slash - double slash - ground hit - implosion

Section 7: 5 Hit Combos

Each combo goes in order.

AT missile - air throw - triangle kick - hyper blaster - sun ray
cosmic rave - mega windblast - life sprinkler - rising nova - life sprinkler
cross shot - sky twister - tower - time eclipse - reverse gravity "Natural Disaster"
dead end - hyperion bazooka - scuffle - rosario impale - corkscrew "Blood Matrix"
graviton - rolling suplex - beetlejuice - hyperion bazooka - plural slash
hyper blaster - hyperion bazooka - bolt thrower - sun ray - bound shot
implosion - triple thrust - lifewave - fist - bear crush
kamikaze crush - bolt thrower - plural slash - mega windblast - turbid current
kamikaze crush - bolt thrower - plural slash - turbid current - saber
laser cannon - implosion - triple thrust - bear crush - still stream
life sprinkler - rising nova - life sprinkler - rising nova - life sprinkler
maelstrom - hyper blaster - AT missile - saber - bound shot
re-al-phoenix - arctic breath - flame breath - thunder - tower
re-al-phoenix - arctic breath - flame breath - thunder - sharp shot
saber - hyper blaster - tiger rampage - bound shot - AT missile
sky twister - bound shot - still stream - tiger rampage - stampede "Final Fury"
swallow swing - swallow swing - swallow swing - swallow swing - swallow swing
tower - phantasm shot - magnetic storm - giant swing - cosmic nova
tower - phantasm shot - magnetic storm - giant swing - final strike
tower - phantasm shot - magnetic storm - giant swing - re-al-phoenix
tower - phantasm shot - magnetic storm - giant swing - sky twister "The End"
triangle kick - triangle kick - triangle kick - triangle kick - thunderbolt
triangle kick - triangle kick - triangle kick - triangle kick - triangle kick
triple thrust - triple thrust - rising nova - rising nova - rosario impale

Section 8: Monster Combos

Each combo goes in order. These are combos that I have seen monsters do. (Note, if you want to send in a monster combo, please send in what the monsters were and/or where in the game you saw it. Thanks)

battle song - double slash
battle song - stunslash
gale attack - dead end
stone gas - spoil

Total number of 2, 3, 4, 5 hit, and monster combos in this version: 261

Section 9: Special Thanks

Special thanks go out to:

Charles Jones (cajon1*[*gateway.net](mailto:cajon1@gateway.net)) for inspiring (and pretty much writing) the How Combos Work section.

And also to these people for contributing combos.

Erik Burger (ewie_erik*[*yahoo.com](mailto:ewie_erik@yahoo.com))

Krugie2 (Krugie2*[*aol.com](mailto:Krugie2@aol.com))

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AND YOU!!! For taking the time to read this FAQ!

Note: Remove the "*" from any email address in this FAQ to email that person.

Section 10: Final Word

My final word is, that we probably won't ever find every combo in SaGa Frontier and write them all down in one FAQ for people to look at. At least, this won't be done by just one person. Feel free to contribute any combos you may find to me, to put in this FAQ. You will get credited in the Special Thanks section, and most likely the updates section. (Come on, you know you want your name in this FAQ.) Your help is very much appreciated, thank you. Remember, the more you contribute, the more I update (what can I say, I'm lazy).

Please contribute combos, and direct all questions, comments, concerns, hate mail, etc. to Amajlaton*[*excite.com](mailto:Amajlaton@excite.com). (remove the "*" to email) I can also be contacted on Yahoo! messenger under the ID shippu_jinraikyaku. Thanks!

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