

SaGa Frontier Red Character FAQ

by Jason E Smith

Updated to v1.0 on

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RED v1.0

After the intro sequence, you're dropped into the middle of the ship Cygnus. See the accountant for your pay, then see Hawk the engineer. Choose ready and you will be sent to Baccarat.

BACCARAT

Take some time to equip yourself before proceeding. Take a cure.

Take the elevator to the bar, and go down two levels on the stairs. Talk to the blue guy on the bottom of the row. Then take the elevator to parking. The bunny gets kicked out, and you change to hero. You now are faced with 4 blue groups and a armadillo thing. Take out the blues first. Now for the boss

NOTES

Use only sword attacks on this mission, when you learn the more powerful ones like swallowslash and doubleslash the boss becomes simple.

CYGNUS

See the accountant fore more cash, then back to Hawk, you end up in Shrike

SHRIKE

NAKAJIMA ROBOTICS

Here you can buy weapons/armor, and sell off some swords. Also a mec will repair mecs.

BIO RESEARCH LAB

All the people in this area will become monster battles if you touch them. Explore until you find a room that looks like a small library. Search the upper-left corner, and a passage will open. Go up the stairway that follows and fight the battle. Cotton will join you permanantly. After you get Cotton, you can't turn into Alkaiser during a battle unless he dies or is affected by a status effect (you must hide your secret identity).

MU'S TOMB

A small area is available to explore. There's a door near Roufas, the man with tan dreadlocks. The large chest contains a strong boss-like creature. As of yet, I've been unable to defeat him at this point.

SEI'S TOMB

This tomb contains a nice assortment of enemies. This is a good spot to get credits and to become stronger.

STREET

Talk to the girl on the playground and ask where Sei's tomb is, you will be attacked. Remember, watch your health, you're not a Hero in this battle. Try as you might, the greens kidnap Amy. To rescue her you have to go to Sei's tomb, which is NE of the street. You have to look hard, though, because the path to it is very hard to see. As well, there is an inn and a library containing basic information about the area.

SEI'S TOMB #2

First a small dialogue, then a boss battle against Sphinx. In this battle you start as Alkaiser, whether or not you have Cotton.

NOTES: Try to spend some time with Cotton in the Bio Research Lab and the Tombs before you talk to the girl on the street. Spend some time to get Red's blade attack GaleSlash, it will make the Sphinx an easy boss. Cotton will join you permanently if you rescue him.

CYGNUS

Same routine - money from the accountant, back to Hawk.

MANHATTAN

Only one shop in this whole city, but t sells great accessories

SHOPPING MALL

There's only one shop here, it sell accessories

CENTRAL GATE

Nothing here

C.T.C. Building

Nothing here

CYGNUS

See the accountant, then go towards Hawk. You'll meet Yuria. Watch the cut-scene The Cygnus is attacked by Pirates, and after a fairly easy battle Fuse joins.

For a full group see these rooms:

BJ&K: Kill the enemy in the medics room, leave, and return. Talk to BJ&K

Roufas: Go to the top floor, Roufas is in the center room with wood doors

Asellus: Go to the 2nd floor, all the way to the bottom. Asselus and White Rose will join you.

Go to the entrance to the bridge, but use the uppermost passage. You have to fight a battle here, and then try to enter the bridge. Then go back until you get to the emergency exit entrance. Go through, you have to run all the way. Now for the boss Platyhooks

NOTES:

All the additional characters have minimal skills when they join you. I good idea is to fight on the bottom level with the human characters to learn new techniques and to raise their stats. Also be sure to equip BJ&K with as much armor and weapons that he can carry, these will raise his stats considerably.

CYGNUS

Go see the medic, BJ&K will join you permanently. See the accountant as well.

Go see Hawk

KOORONG

Explore the shops, then return north to the laughing kids. You have to fight a battle. One Laser from BJ&K should kill it. Proceed left and then down, follow the guy that looks like a yellow mushroom. The only tricky spot here is when you encounter a gun shop. In the cave north of that there is a ladder in the center of the room, but it is very hard to see. After this it's a straight shot back to the Cygnus, no boss.

CYGNUS

See the accountant. Then see Hawk for the next mission

KYO

You can purchase mind magic in the Diojio, I suggest training as well. Alkaiser can defeat the enemy using Heaven/Hell sword attack. Go to Syoin and speak to the robot.

CYGNUS

Same deal, accountant then Hawk.

SHINGROW

The ruins are inaccessible when you arrive, so go to the palace. Wait in line. Be sure to take a good gun. You will be entered in the tournament, and should defeat all but the final enemy easily. Use your sword/fist attacks until he begins to counter with MadRush, and then use the gun you brought along. Following the tournament you will be allowed to wander the palace. When you encounter a small room with two men and a large jar next to the door, defeat the yellow men and search the jar for a passage to open. It may take several tries before you flick the switch. Proceed down and talk to the man, then try to grab the sword on the wall. The floor will close. Grab the sword, and go right until you come across a robot enemy. Take out the yellows with a GaleSlash, and kill the little guy. You will be called back to the Cygnus.

CYGNUS

Accountant. Hawk.

YORKLAND

At this point you leave the Cygnus, and have the options to travel freely.

RECRUITING

Get Lute: Go to Scrap, he is in the pub.

Get Rogue: Go to Luminous, he's standing there when you arrive. Rogue cannot go to Magic Kingdom.

Get Rabbit: Go to Kyo and visit the Garden

Get Thunder: Take Lute to Yorkland and talk to the big red guy.

Get Annie: Go to Koorong, Annie is the girl with yellow hair. To recruit her, talk to her

again and say yes.

Get Doll: Go to Shingrow, she is in the port.

Get Fuse: Go to Manhattan. Fuse is in the restaurant on the second floor.

Get Roufas or Liza: After defeating Shuzer, go into the building where you got Annie. Talk to Roufas.

Get Emelia: Go to Devin and choose to undertake the quest to master the tarot magic. Go to Baccarat and talk to the bunnies until Gnome appears. Follow him until he uses the elevator. Go down until you get to the next elevator. Take the elevator to the parking lot. Try to go into the sewer, and Emelia will ask to join.

THE FOUR EMPERORS

In Shingrow, the Ruins to the right will lead you to one of the BlackX Emperors. After defeating him once, you must return to the palace and defeat him again. This causes the Palace to blow up

In Kyo, Rabbit will point out a secret passage in the Syoin. Go through the mini-dungeon, and you will encounter a green man on a platform. Upon defeating him you will see the drugs and plant bombs around the room. Leave the dungeon. You will have to fight another BlackX Emperor. Keep a robot in your party, it can absorb a strong skill.

In Koorong, go to the subway with Annie and follow her directions. At the top of the building you must defeat Cyclops. Continue to the next building and you will have to battle Shuzer, the BlackX Emperor that killed your father. He will get away on a helicopter, but Red will follow him. You will then have to fight him with only Alkaiser. Make sure to take a MaxCure.

In Manhattan, Get Fuse, then go to the CCR Building. At the top you will fight Lady Campbell, a BlackX Emperor.

CYGNUS

See Hawk for a BlackX disguise.

BLACK RAY

On the 3rd floor of the Black Ray you will see Mblack, the Robot Emperor you defeated at Kyo. After this you will have to avoid him until you arrive by walking through 9 rooms in succession but not re-entering any. If you walk through a room you have been through before, you will have to battle him. If there is a robot in your party, it can absorb a powerful skill when you win.

BLACKX BASE

You have to climb to the top of the building. Eventually you will come to a locked door. To get the key you have to walk across the large pipes and talk to the two people on the other side. After this you have to fight a series of four bosses in a row. Then, with a chance to use a Sanctuary Stone, a battle with Mblack (again). Finally, you fight BossX. BossX has a tremendous amount of HP. If your not doing

10000+ damage

per round you'll be sitting there forever. But this is the last battle, and with it Red's story ends.

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