

# SaGa Frontier Blue Character FAQ

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*                               SAGA FRONTIER                               *
*           Chapter of Red COMPLETE WalkThrough           *
*                               REV 2.1                               *
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All right reserves :)  
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Rev 2.1: Some corrections for Rune/Arcana Events from Rev 2.0

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(1) Opening:

Red in the car talking to his father about BlackX. An enemy attacks. There is no way to win this battle. After fainting, someone will come to save you and turn you into Alkaisar. From now on, you can turn into Alkaisar the hero in battles\*.

\*There are conditions to turn into Alkaisar. You must not let people know your identity so your battlemates must be either all fainted/dead/blinded/paralyzed, or your battlemates left fighting in the field with you is a robot...to access "Alkaisar Change" ability.

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(2) Cygnus

Go up the stair there should be 3 rooms with a man standing in front of the doors. Go to the left room for 200 credits. The middle room is nursery but of no use. Then go back down stairs and down one floor again, go to the machinery room and talk to the captain. Choose "Ready!" and you will start your first mission.

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(3) Baccarat

Not much to explore here in the casino. Just keep going up, and whenever you see a blue bare head man/monster, go talk with him. There should be one alone himself and another 4 together. After talking to all of them, they will flee. Go back down and find wherever has elevators. Equip yourself first because after that you will have to fight battles. Go to the elevator, and the elevator will open asking you where you want to go. Choose Parking and you will enter a scene with yourself already changed to Alkaisar. Those blue guys will run to you. You can run around them to avoid them coming too close to you. Make a quick Save and run into one of the blue guys. You can learn techniques from fighting. So if you are not satisfied with the result (eg. did not learn anything within a battle), you can choose quick start and fight again.\*

\*You must not reset the playstation by either turning it off and on again or pushing the RESET button on the playstation. If you want to do the quick start, just use R1+L1+Start+Select, or you will lose your data with the quick save function.

If you have learned some nice techniques, then the boss will be very easy. Yet, I think even using just the "RaySword" skill you have from the beginning will be good enough. It should give a 400 or so damage to each enemy. The boss should have around 2000 or so hit points. The blue guys should have around 250 hit points.

After defeating this boss, you will end up in Cygnus again. Go take your pay of 200 credits and go back to the captain. Remember to Save.

Trick:

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Hey, at this point, Do you notice something? If your character,

for instance, Red, has 6 fighting skills (eg.3 Sword & 3 Physical), and if you equip 6 skills onto your Ability slots, you are known to be "mastering" the physical attack skills. On the Ability List page, a head with a crown will appear on the meter above. The advantage is that whenever you use a tech, you will take 1 point less than usual. For example, usually, using DoubleSlash skill needs 1 WP, but after "mastering", it costs you 0 WP. Same thing applies to Magic users. You must put ONLY magics on the Ability list in order to access this trick.

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(4) Shrike

There are 3 side quest in this city. The main mission is on the "Street" but don't go to the "Street" for now. You may go to the "Street" and into the top left corner for library or the top right corner for hotel. In the library, there are history books, legendary books and city map that you can read. They gives hints on the side quests you are going to accomplish in this city. You may go to the hotel anytime you want for a rest. It's free. Beware NOT to go to the bottom street restaurant or you will end up fighting the main mission without able to fight side quest in advance.

Nakajima Robotics:  
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The only useful thing here is that you can buy some new weapons here. The armor they sell has the same defensive ability as what you are wearing. I think the original one is even better because it can cancel blindness attacks. So, the only useful weapon there is the most expansive gun. ^\_^

Bio Research Lab:  
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I think it is nice to level up yourself first before fighting on. So I would suggest fighting the human-turn-into-monster guys in this lab. The guy near the front door of this lab is often the easiest to defeat in this lab.

Some quick notes:

- For level up, you must be in Red form, not Alkaiser form to defeat enemies. When Red's HP raises, Alkaiser's HP will raise too.
- You can learn more techniques here. And be sure to "Seal" some of your techniques and always leavetwo Ability slots open in order to learn new techniques.
- One more thing, if the enemy is easy to defeat, it would be harder to learn new techniques. So, be patient and fight.

If you are intending to level up yourself, be prepare to die often. So use quicksafe every time you win a battle in "Red" form. Why dying often? It is because the enemy will sometimes give really hard attack (Combinational, special skills..etc) that will kill you in one instance. You starts off with 90 HP, level it up until satisfy. (It is hard to say when will you satisfy because the enemy will become harder as you level up. :( but you will not die that easily if you get higher HP)

HINT: I used to train myself up using the monster in front door since it is easier. Fight it, go to the left, there is a "passage", get into there and back again, the guy you just fight will appear again. Fight him again...etc. (the passage is in the top left corner of the screen with an arrow on the floor.

The monsters you are encountering with will vary. For example, in the beginning, the guy in the front door used to turn into a reddish or something like that. After you level up, somehow he will begin to turn to a flower type monster which is harder to defeat. When you think it is too hard to defeat them, go to MU's Tomb and fight the monsters there. Go to Sei's Tomb to get some useful items first before getting back to here. (See Mu's Tomb section and Sei's Tomb section below)

Okay, back to the quest itself. There is only 1 way to get to the "boss" office. The only way is to follow the stairs and walk until you are in a room with book shelves. Search the top left corner and one of the bookshelf will move aside revealing a path. Get into there and you ended up in the place where there are many stairs. Go up the stairs until you reach the top floor, open the door and you will see a red door room. Then enter the red door there fight the "boss". After that, Cotton the little monster will join you. You may equip it with accessories if you have enough. (Accessories can be won from battles)

note: Now, with Cotton you cannot change to Alkaiser anymore. That's why I suggest you to level up yourself first before getting any further.

MU's Tomb:

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Get into MU's Tomb, you can't access the lower right corner passage just yet. Go to the left, the first room you encounters and enters. (There is nothing in the bottom room.) Pass the room and get into another room with two persons standing there. There is a room that you can enter with stone door. There you have to fight 3 slimy monsters and there will be two treasure chests there. Both of them contains monsters. The small one is easier to defeat. But the Large one is almost impossible to defeat at this state. Remember to Save before fighting those two chests. If you really want to defeat it now (since you can go back to the town later, you may fight later), you will have to go to Sei's Tomb first and find some useful items. Beware that the Big chest monster has Hit Points more than 10000.

Sei's Tomb:

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This quest is even harder to FINISH than the Mu's Tomb. But you can get very useful items in this stage (3 items/weapons). Enter the cave, then move along the path to the lower bottom and enter the room. That is a room with 3 small altars and a large one in the middle. Ignore them for now. These 3 small altars will light up after you get all 3 items. Now just get into the room next to this room and first, get the sword. This sword has 33 attack power and is very useful. In the room next to the altar room, go down the stair and just beside the stair to the left of the character, there is a cracked floor. Step onto it you will fall downstairs. There you can get the sword but before that you will have to fight 2 skeletons with around 800 HP each. In this fight you must turn into Alkaiser in order to win because you are still too weak against those skeletons. After winning the battle, equip the new sword. You can use this sword and hit enemies with 400 or so damage if you have doubleslash technique. Now you can train your character more easily without needing to turn into Alkaiser.

Go back upstairs and to the topper right corner of the room

(the room near the altar room), there lies two skeletons. Get there and press the accept button facing the hole on the wall (there lies another item) and the skeletons will jump up and attack you. Same as before, but you can choose to turn to Alkaisar or not depending on your HP. Get the item after fighting. That item will cancel physical attack, fire and water attacks randomly, which is quite useful.

Go to the right bottom corner and enter the room. There should be some machine like enemy there. Turn right and follow the road, one of the holes on the wall holds the last item. But again, you have to fight with 2 skeletons when you touch the item. Now you get all 3 items and you can head back to the altar room.

In the altar room, you can open a secret passage using the 3 items but I think it is just useless to do it right now since you will never win this battle. To open the secret passage, go to the 3 altars (which is lighted with red green and blue fires), and place your 3 items on the altar. The passage will appear but you will lose your 3 items. You cannot get it back! If you get into the secret room, there is a coffin and there lies Sei's bone. The skeleton will jump up and fight you saying you are a robber of tomb. Before starting the fight, you, the main character (no matter whether Cotton is here or not) will lose 500 or more hit points deal to their attacks. So I guess you just cannot fight this battle now, especially without good armors and weapons in hand. Therefore, I suggest taking the 3 items and run away with them for now without opening the passage. With these items, return to Mu's tomb and fight the large treasure chest monster you will have a chance to win.

Street:

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Finally the Street's main scene. Go to talk to anybody in the street restaurant and BlackX appears. They fight you and Cotton(if you have it). If you have accomplish (some) of the above side quest, it should be very easy for you to defeat them. After that, BlackX will grab a girl away. You have to go to Sei's Tomb to save her. You will not able to access other places except Sei's Tomb and after this fight, you will be forced to go back to Cygnus. Without choice, you will have to get your pay cheque again and go to the captain again and choose "Ready!" This will bring you to the next mission.

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(5) MANHATTAN

The main mission is on Cygnus but you can get into the city and have a look before boarding back to Cygnus. No side quest.

Shopping Mall:

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A shop in this city sells great accessories. Yet they will cost you at least around 1500 dollars each. Well, do you have that much money? :P

There is also a restaurant you can get into but of no use.

Central Gate and C.T.C Building:

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No use/not accessible. CTC building will be accessible later in the game.

Cygnus:

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Head back to "Port" and board on Cygnus. Go to the room next to the machinery room. There stands the worker girl(Yuria)you know in Cygnus. She will let you know there are weapons in the ship. Follow the scene. The Cygnus is attacked by Pirates, and after a battle Fuse will join. You may need to train her.

There are 4 more characters that you can get in Cygnus:

BJ&K: Kill the enemy in the nursery room, leave, and return. Talk to BJ&K. BJ&K is supposed to be the nursery robot in the room.

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

Asellus and White Rose:

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

There are some tricks to fight battles in this mission. If you miss the trick, you will have to fight very strong monsters and probably will die. If you follow the trick, you will only need to fight weaker monsters. There are mainly two tricks.

- 1) Okay, you first started in the main entrance. If you are planning to go up, keep right sticking to the wall as much as possible. When you arrive to the upper floor, you will see a monster standing in front of the door to the control room. Ignore it for now and keep sticking to the right wall running away from it. If it saw you, you will have to fight with 4 strong monsters circling your characters around. You will have to fight that monster again later (a must!) but it is better if you can come to the room from the entrance in front of that monster. Then the monsters won't surround you and they will be easier.
- 2) Okay, starting from the main entrance again. If you planned to go straight, keep left, take a peep...there is a man like person standing in front of the room. It's a monster. Don't be fooled. Don't go near it or it will chase after you and it is very strong also. Walk to it's left and stand at the wall's corner(where it cannot see you), one of your character (Fuse) will leave you and stand there. Don't worry. Turn around and go to the other side of the room so that you can sandwich the monsters in between. Once you arrive to the other side of the room, Fuse and you will jump out together and fight with the monsters in between. They are much more easier monsters.

To end the mission, you will have to first defeat the monster standing in front of the door to the bridge to control room, as I've mentioned in trick number 1 above. Then, try to enter the bridge. You and Fuse will talk for a while. Then, you will need to go to the main entrance of Cygnus and choose "Ready!" Start running as you just appear in the screen. If you stand there for a while before you start running, you might not able to reach the other side and being blown away. Run straight and up to the stairs (you cannot climb the stairs so just run over it.) Don't ever stop or you'll get blown away. After that, you will fight a battle with Platyhooks which ends this mission.

NOTES:

- 1) Level up in Cygnus:  
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A note to this mission. I think there is a need to level up my newly joined characters, especially their HP. There is one monster in the game that is the easiest to defeat and therefore to level up your characters. Somewhere in the view-room, there is a girl standing with back facing you. Talk to her and she turns into a monster. That's the one! Yet, after battling with it, you will have to run around the other two monsters who are chasing after you and escape outside the room. Those two monsters are hard, but not impossible to defeat. If you think you are good enough to fight them, you may try.

2) Interesting battle:

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To end the mission, you have to take a risk being blown away on the bridge outside the main entrance. If you take the safe bridge towards the control room, you will need to fight a very hard battle with some machines. Yet, even if you managed to defeat them, you will "die" and end up starting over again using "Quick Start" or "Load Game". It is because they have hostages in that room and you must not go into the control room using the "safe" bridge.

3) Character not joining:

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There is a character in a room of Cygnus who doesn't join no matter what. :(

4) Another Trick:

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Well, since you will not able to nurse yourself back to health in Cygnus, you may run out of Life Point or Work Point fighting many monsters. Here's a trick to recover LP, WP...etc in Cygnus. Since you have 7 characters and since you only need 5 characters to fight for each time, there will be 2 characters "resting" in every battle. The resting characters will recover 1 LP and 5 WP after every battle. This way you can alternately make some of your character "rest" and fight battles with your other characters so to let your characters to recover before fighting the last battle in Cygnus. Use the girl I mention in point 1) will be a good way because that monster is so easy to defeat, you don't need to use any special skill for the fighting characters and also will recover for the resting characters at the same time. Red must be in the first fighting group. So if you want him to rest, then put other characters to fighting group slot 2 and fight battles using group 2 not group 1. Note that robots won't recover their LP even resting(except in a hotel).

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(6) KOORONG

Koorong, a city to get very nice weapons/guns/armors! Yet, the very strong items are very expensive(as expected). There's an inn there which costs 10 credits per stay. For now, I will call the floor with an inn the 1st floor for convience.

Getting nice items:

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Selling leathers: 1st floor booth

Getting Boots: 1st floor booth

Armor: A very impressive armor with defensive power of 50 selling for 4020 credits. It is on the 2nd floor, left corner of city.

Swords: A secret passage is hidden near the Armor store. There is a hole on the ground there where you cannot see near the left corner of armor shop. Once getting into there, there are 2

robots in the sewer. The lower one sells swords. The best one sells at 4000 credits. 60 AT power.

Guns: Again in the secret passage just like the swords'. The upper robot sells good guns. Best one 4020 credits with 60 AT power. Another place which sells guns is in the ruin area where you are going to chase a yellow hat guy. There is a red door near the top of a long stair which can be opened and there is a robot in there selling guns.

Cures: On the 2nd floor using the right most stairway, there's a shop which sells cure items. Located near the Gold shop.

Small area to explore:

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Beside the city on the 1st floor, you can go to the "backstreet" if you travel to the left of the city. There will be 3 bird monsters flying around. Go downstairs there are 2 places to explore.

- 1) A hole on the ground: climb down to the hole and there you have to fight a few monsters and get an item in the corner.
- 2) A door which can be opened: Near the hole there is a room you can get into. Go talk to the white guy and watch a scary scene. Nothing much will happen.

Main Story line:

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You start on the 1st floor. Once you arrive 2nd floor, you will fight a man who turned into monster by drugs. Then, your quest is mainly to chase after the yellow hat guy. It went to the stair near the armor shop. On 2nd floor, you will see your previous battlemates but none will join you.

Once you get to the stairs near the armor shop to the ruin, you will see the yellow hat guy standing near a hole. You don't need to get into the first hole because there's nothing there. Go to the hole where the yellow hat guy stands and he will flee downstairs. Go downstairs, there is a "memory board" for your robot. It is located in the upper corner of the screen. Straight forward battles...until where you have to go up to a long stair. There is a red door where you can open and buy guns. Near that door there is an entrance you can get into. Inside there you see the yellow hat guy go down to the hole on the ground again. You can go down with him if you wanted to get a few items like armors and Magi-Water in the cave there. If you just wanted to end this mission, walk to the upper part of the room, you should be able to jump to the cracked ground from there and to the right bottom of the screen. There is a sewer again. The stair in the sewer won't lead you to anywhere. Follow the road to the bottom right where there is a passage. Get into there. Go up the stair that's inside Cygnus. Don't travel left or you will end up in Koorong again and have to start all over. Travel right and you will end your mission. No boss in this mission. One suggestion: Try to gain at least 900 credits before proceeding to the next town.

Go to get your 200 credits again and go to captain to start your next mission.

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(7) KYO

There is a shop in this town. The Garden has nothing in it. Go to the shop if you are interested. Remember to keep 900 credits in



your pockets. Go to the Magic shop in the left upper corner of the town. They will offer you a battle for Red before getting his Mind magic. The battle is easy if you have the best sword from Koorong and "Double Slash" skill. (I killed the monster in one blow with that.) Then you can buy 3 mind magics with 300 credits each. After that, you may go to the right upper corner of the city to talk to the robot and you will end this mission. (You may go back to board Cygnus to end this mission too.)

Go to get your 200 credits and go to captain again.

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(8) SINGROW

You cannot get to the ruins for now so go to the palace. Be prepare to enter a battle with yourself changing to Alkaisar. None of your companions will help you in the battles. After talking to the clerk in the front desk, you will change to Alkaisar. Wait in line again and talk to the clerk for battles. There are 4 battles. The Semi-final and the final bosses are having a lot of hit points (around 10000 and 14000 respectively). I have no problems fighting them with the best equipments in hand. After winning the battle, you can wander in the castle trying to chase Dr. Klein. From the main hall, go to the left stair. The right stair has nothing important. There is a hall with 3 rooms. The left one with King, Queen and a servant. The Queen will restore your HP if you talked with her. The upper right room there's a guy and a dull-red container. You can get something from the container. Then, go to the lower right room, there you have to begin fighting with 2 yellow fighters. After that search the jar to open an underground passage. In that room, there's a man complaining about the hole on the floor. Go and try to grab the "sword" in the hole of the wall, the ground will close. You can grab the "sword" again and get the item. Straight forward after this.

Calling back to Cygnus, you may go to get your money and to the captain. This time, you will choose to leave Cygnus and not being a crew anymore. After this, you can travel to anywhere you want and finish all the side quests.

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(9) YORKLAND

You ended up in Yorkland. There are 4 roads to choose from. The right road and the bottom leads to city with nothing important in it for now. The left road leads to a swamp with many powerful (!! ) monsters. You may choose to ignore it for now until you get more better trained characters. The top road leads to Port and you can travel to Koorong from that road. From Koorong, you can travel to everywhere.

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(10) CHARACTERS TO GET:

All these characters will pretty well fill up your blank slots. :) You can choose to get which character. When your 15 character slots fills up, the extra characters will not appear on the character slots (they won't really join your party). You cannot dismiss any of your joined characters (except Lute, if you choose to go to Magic Kingdom, he will leave your party automatically).

- 1) Lute: Scrap's pub.
- 2) Rogue: Luminous' Port.
- 3) Rabbit: A robot rabbit in Kyo's garden.
- 4) Thunder: Take Lute to Yorkland, talk to big red guy in the right

city.

- 5) Annie: In front of Koorong's resturant.
- 6) Doll: Shingrow's port.
- 7) Fuse: Manhattan's resturant
- 8) EngineerCar: A robot in Shrink's Nakajima Robotics.
- 9) Sei: Finish the side quest in Sei's Tomb and ask Sei to join. In that battle, Sei and his 4 knights will cure themselves with 1000 and ~450 HP in every turn. So be sure to have powerful techniques with you.
- 10) Roufas/Liza: Defeat either one of the emporers, go into the resturant where Annie used to stand and talk to Roufas. You can choose Liza or Roufas. You should know Roufas' abilities already. Liza is a girl using Throw (Fighting) techniques.
- 11) Emelia: Go to Devin. Take the quest to master tarot magic. Go to Baccarat and talk to the bunnies until Gnome appears. Follow him until he uses the elevator. Take the elevator to parkade and Emelia will join.
- 12) Fei-On & Slime: After you triggered the Rune event, you may occasionally sucked into Tanzer, a monster, when you travel from one city to another. Follow the bare-head guy to his lair and talk to him and he will join. Slime will join after you get the vitality rune.
- 13) Gen: After triggering the Card event\*, go to Koorong and talk to the skeleton standing in front of the leather shop. Then go to Scrap's Pub and grab Gen.

\* Condition: only if you are not collecting any rune, or if you have finished collecting ALL 4 runes that the card events is accessible.

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#### (11) SIDE QUESTS

Here's some side quests you can accomplish after this point. I will exclude the ones I've mentioned in section 4 (Shrink).

##### 1) Light Magic Challenge:

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In Luminous, you can take the challenge of learning light magics. The quest is mainly trying to defect lights using mirror towards the next door and the next door will open for you. There is no monsters to fight with.

##### 2) Shadow Magic Challange:

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In Luminous, you can also take challenge of learning shadow magics. Actually, there's nothing really a challenge. They just send your characters away and they will automatically come back with the gift in 2 seconds.

##### 3) Tarot Magic:

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In Devin, there are 2 kinds of magic events you can trigger: Rune magic and Card Magic. You have to collect 4 cards and 4 runes to receive the gift of having those magics. They are as follows:

One important note: If you are starting to collect Runes, you will have to finish all 4 runes first before starting to collect Arcana (Cards). Vise Versa.

[Rune Magic:]

Hide Rune: In Natural Cave of Koorong, there's a place you might had come across, a cave with many monsters floating in a pond.

Victory Rune: You can go to Mu's Tomb and access the right lower corner room after triggering the event.

Vitality Rune: Travel between any city to any other city, you may run into the monster which swallows the ship. Defeat the slime and "Touch" the Rune when possible to end the battle. A note: the boss should be located in the screen where you can slide down from veins to veins. There is a place where you can skip across a vein and you'll have to skip before you can reach the boss lair.

Freedom Rune: In Despair. Annie is supposed to be the person who lead us to Despair. I got Annie before triggering the rune event, so she didn't talk about Despair when I got her. Try get Annie AFTER triggering the event. Or if you already have her in your party, try going to Koorong's resturant and "meet" her again. It is supposed to work.

[Card Magic:]

Shield Card: Supposed to be in IRPO, speak to the secretary and Fuse should give you the Card.

Gold Card: Supposed to buy 4 Gold Ingots. Go to Baccarat and talk to the bunnies. A Gnome will appear. After seeing him get into the elevator, go to another floor and take the elevator to Parkade. There's a hole in the ground you can chase the Gnome. You must enter a secret path in order to get to the Gnome cave. The path is in a room where there are a machine monster, a jumpy dragon monster, and a flower monster. The secret passage is located in the wall near where the flower monster is. Enter the path, the Gnome cave is located at the top part of the screen. Talk to the Gnomes, one of them will ask you for 4 Gold Ingots to exchange for the Card.

Grail: In the altar of the Swamp in Yorkland after speaking with someone in the town and getting drunk. Got to the swamp through the NW road and the town you should go is through the SW road. Although in your drunk state, try staying away from the monsters in the swamp. If you walk too close to them, they will jump to fight you. Be sure to equip Pearl Heart or waterproof shields or Sea Stone to avoid tidal waves techs from the monsters.

Saber: You must have Gen to go to Wakatu. Supposed to speak

to the skeleton in Koorong and get Gen in Scrap. The skeleton is the one who stands in front of the shop which buys leathers from you. Go to Scrap's Pub and Gen is the guy on the bottom left corner. Then, go to Wakatu with Gen.

note #1: You can also get Time/Space magic in this game. Time magic from Mosperiburg and Space magic from Devin.

#### 4) Swamp:

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In Yorkland, there is a swamp if you follow the left road. There are many powerful monsters there. You can avoid them if you walk carefully, but you must equip waterproof accessories (waterproof shield or Pearl Heart) because those monsters can call out a tidalwave and cause around 700 damages on all of your characters. With those waterproof accessories, you won't get hit by that. The swamp is connected to the quest listed in point 3, Grail Card.

#### 5) Ruins:

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In Shingrow there's a ruin in the left corner as sub-quest. There are many nice weapons and armors in that ruin you can get. I can say the ruin is pretty big. The right ruin leads to one of the four emperors.

#### 6) Lord Mansion:

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In Owmi, a person in front of a building will tell you that the Lord Mansion is located up north. Go there and right after you enter, turn right and run to the "wall", there is a path lead to a basement with monsters. In the main building itself, there should be 1 or 2 treasure boxes you may search before or after the quest. In the basement, there are a lot of treasures. Be sure you have 5 waterproof accessories/shields because there is a big octopus blocking the road. Let the all 5 fighters of a group equip with the 5 waterproof accessories before fighting it. After that, you may encounter with a room with a pond. A mermaid will appear but after she saw you don't have Asellus with you, she will flee. So basically, this quest is for getting treasures.

#### 7) Bio Research Lab

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Another big boss in this lab of Shrink.... In the room with many stairs, travel down (opposite of getting Cotton) and leave the room. You are then in a room full of many plants. The room located at the top left corner is locked. So try going to the building at the right most of the screen. You have to sneak from beside the building. Once you are in front of that right most building, get into the room. Turn right and climb the stair. You don't really need to fight the guy standing in front of a machine. Just sneak beside him, go to the machine and press accept button. The lock will be off. Now go out and back to the top left corner building. The door should be able to open. Within the room, there is a treasure box and a girl blocking the way. Talk to the girl you will have to fight the Turtle monster. It is VERY strong and beware of its Quake attacks. Find something to equip so that you can float in the air such as Jet-shoes. Also, its "IronBall" attack is very strong (It can attack your characters 4 times in a turn with IronBall falling on your characters.) Be sure you equip your best armor. It's HP is around 75000HP!! It is definitely not for early

stage of the game. The treasure box contains Dragon Shield which protects you from all types of attacks. (It is rare but occasionally, you may obtain Dragon shield by fighting dragons too.)

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(12) THE FOUR EMPERORS

The 4 Emperors battles are ranked from the easiest to the hardest in order of difficulties.

1) Kyo:

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After getting Rabbit, you will see the yellow hat guy you were chasing in Koorong walking to the Training Room. Go to Training room and Rabbit will point out a secret passage behind the door. There should be no trouble fighting along...until you reach a room with a green guy standing on top of the stair unmoved. Fight him and search around the big "bowl" with liquid in it. Red will then automatically set up bomb. Walk to the main entrance and exit you will fight the boss with around 50000 HP. He is not that hard of a boss.

2) Koorong:

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Subway with Annie in group. Go to the cracked ground room and Annie will show you the way. She will leave but rejoin again after you climbed up the staircase. The road is very straight forward. After a while you will encounter Cyclops. The Cyclop has around 40000HP and all of your characters will start the fight with around 55% of your full HP. After that, let Red's group rest a bit and use another group to fight for a while. Keep going up and enter a room with a big black, round decoration on the wall and two lion statue. Search one of the lion and a path will appear. Shuzer is inside the room. You will fight Shuzer on top of building and he has around 20000HP. He flees but Red will follow him and fight him again in Alkaiser's form by himself. This time, Shuzer has only around 13000HP. Equip shield so that you can delete most of his attacks.

3) Shingrow:

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The Ruin on your right leads to one BlackX Emperor. There are stone doors that you will enter and go to another room. At some point, if you go the wrong way, the stone door won't budge and a yellow guy will appear and fight with you: all characters will start a fight with abnormal status: stun or mess. Defeat them and choose another path to walk. There are mainly 3 sub-bosses to fight. 1) A big Toad, 2) 2 girls 3) Big slimes. In the room of big slime, search the big round decoration on the wall and enter. Barve is inside. Defeat him in the ruin and he will flee. And you will have to defeat him again in the castle's arena. Get into the castle and go to the left stair. Follow the path you will see King and Queen and a servant. Talk to the Queen and she will recover all your HPs. Then enter the arena. Barve has a lot of HP. I believe around 70000 or so.

4) Manhattan:

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CTC Building to fight Campbell with Fuse in group. There are a few sub-bosses to fight but they are quite easy (even easier than the monsters you are fighting on the way.) Explore rooms and there are some items you can get. Then you will have to run along stairs with monsters spreading around the stairs. After every group of monsters you fight on stairs, you will fight a sub-boss. You won't able to get

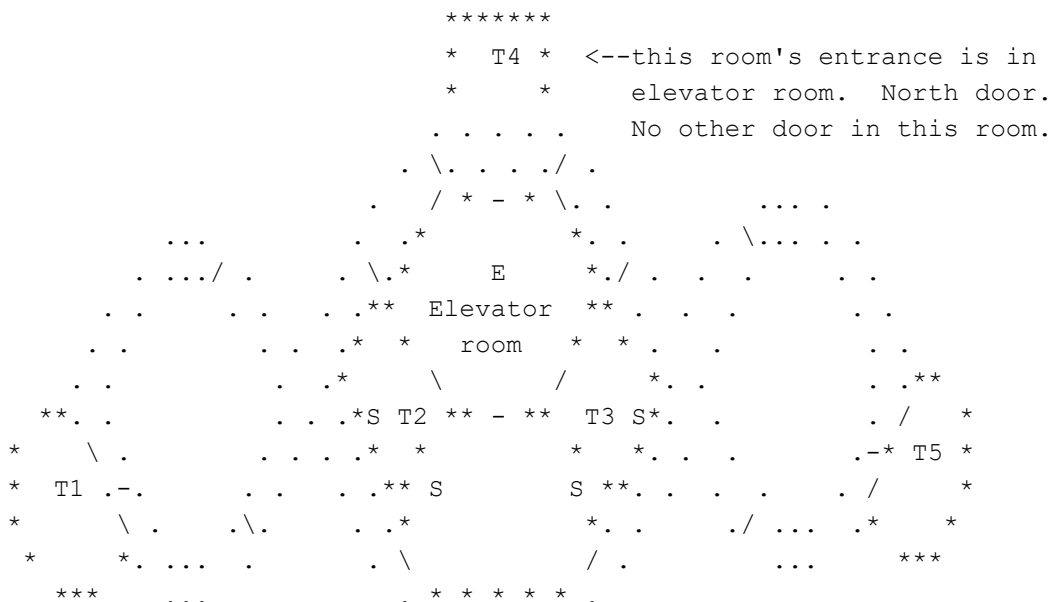
back down stairs before you finish the quest. Before the boss battle, you will meet with a girl standing in the corner of the top floor of the stairs. Go talk to her and say "Thanks". She will give you a ThunderBolt gun. Then, go left there's a hallway. Put your best characters to form a team and save. Beyond that hall you have to fight a guy with 3 machines. Kill the guy first because he has less HP. Remember to reserve some WP if you mainly depend on techniques to win battles. After this battle, you will automatically begin the battle with Campbell, a spider like monster. She is pretty tough so be sure your characters have enough HP. Her attack may cost 150+ HP loss in a turn for all characters. She should have around 50000 or so HP. Bring Cure items/magics with you. After this battle, you will learn fighting technique "Final Crusade" for Alkaisar.

After all these, a call from Cygnus and you are in Koorong. If needed, you can still go to buy stuffs in Koorong. If you had enough, go to the booth and board Cygnus. Go talk to Hawk and he will help you sneak into the Black Ray.

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 (13) BLACK RAY

You are in the Black Ray and dressed in the form of red BlackX fighter. You can walk around the Black Ray and get familiar with the ship. Don't go to 3rd floor yet because the boss is in the room there. Before that, you must figure a path that you will not encounter a room twice in 10 turns. Draw yourself a map of 2nd floor will come in handy. Decide what treasure you want to have and mark them down on the map. Save before proceeding. If you are confident enough, you can go to 3rd floor and enter the north room, either door. Then you are being chased by the BlackX II boss. You MUST NOT encounter a room or a path between doors twice before it says "About to reach BlackX base." If you are still between 1000MM to 9000MM to BlackX base and the boss catches you, you are basically dead. When it announces "About to reach BlackX base," you can fight BlackX II. He is pretty strong with around 60000 to 70000 HP. After BlackX II loses, he will activate self-destroy mode of Black Ray but you will end up in the base after the plane crushing.

Here's a map for 2nd floor which may help (bare with my drawing. I hope the drawing will come out okay):



Symbol:            Description:

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*           wall of a room
.           wall of the path
/ or \ or - door
E           Elevator
S           Stair
T           Treasure
T1         Treasure #1: SprigganSuit
T2         Treasure #2: WarLordArmor
T3         Treasure #3: Ion Clogs
T4         Treasure #4: SilverMoon
T5         Treasure #5: OctopusBoard
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(14) BLACKX BASE

After crashing of Black Ray, you are in BlackX Base. There are many very powerful treasures (mainly guns). I even get a gun with attack power of 80! I think I get it from a monster though. The path is straight forward. The only trick is that when you go to a room with red pipes and slimes, you can walk on the red pipe and go to a room on the right bottom corner. There are two people there. One will give you a key and also cures you when you speak to him again after getting the key. Finally you will encounter a room with a boss (BlackX) standing there. Be sure you have recovered enough since you will have to fight battles continuously from now on. Be sure to SAVE too! Fight with BlackX who has around 30000HP. Don't use up all your WP unless you plan to use another group to fight for the next few hard battles. You will meet with Dr. Klein automatically after the fight with BlackX. He then get you to fight with 3 upgraded monsters:

- 1) Berva: total of around 30000HP
- 2) Arache: total of around 45000HP
- 3) Shuzer: total of around 50000HP

The monsters will come in turns until you destroy them all. They are pretty tough and you cannot rest between battles. Here are some notes about these battles:

- 1) Berva: He often uses BervaCounter which will damage your characters with 350 to 450HP. He counters you when you use techniques to fight close to him. For instance, "DoubleSlash", "Headwind", ...any techniques which will touch his body he will BervaCounter you. It is best to use guns or Gale attacks. He won't Counter you with those techniques.
- 2) Arache: Her attack RavaBarrier will damage all your characters with 170HP or so.
- 3) Shuzer: He is strong in attacks. His MagneticStorm will cause a lot of damages to all characters. Beware.

After all these exhausting battles, you will come onto screen again. Make sure to SAVE! You will have to fight the last two battles after this. You don't really need to cure yourself because your enemy: MBlack III (a robot) will cure you before fighting you. He has around 105000HP. You can use all your gun's bullets or WP as much as you want in this battle, because the next and also the last battle will begin with your characters fully recovered. BossX is the last boss you will face with. He has around 120000HP and often

try to charm you, put you to sleep or stun you. Damage him as much as you can when you still capable of. After this battle, the chapter of Red will come to an end. Something interesting about Hawk you will know about. :)

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(15) END OF WALKTHROUGH

That's about it! I hope this WalkThrough will greatly help you guys solve problems in Red's story. If there's any problem or comments, please contact me using e-mail I mentioned above. Thanks! ^\_^  
And please, send me e-mail if you wanted to post it anywhere else.

This walkthrough is best viewed using Courier New word style.

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