

# SaGa Frontier Blue Character FAQ

by Kate Zia

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*           SAGA FRONTIER(American version)       *
*           Chapter of Blue COMPLETE WalkThrough  *
*           REV 1.2                               *
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All right reserves :)  
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\* Special thanks to Etienne "Sakura" DEZilets for his Magic List and  
about Magic Gifts! :)

version 1.2: some corrections for the Despair help session.

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(1) OPENING

Blue has been chosen in the Magic Kingdom as a gifted Magic user. You are ordered to leave Magic Kindom and travel around the

world to gain all kind of magics and are told that your mission is to kill your twin brother Rouge. You always have a "RegionMap" item with you. When chosen to use it, it can take you to any city you've traveled to by magic. You started with the map screen after ceremony and you can choose to go to Luminous or Devin only. Use directional buttons to choose.

This character, Blue, is very flexible to play with. You can choose to go to any city and complete whichever subquest first. I guess you don't need to follow this walkthrough strictly.

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## (2) DEVIN

I personally would suggest you to go to Devin first. In Devin, go to the tent to trigger Rune event and a house near the white head fortune teller to trigger Tarot Card (Arcana) events. Then, you can go to any city you want by ships. Take a ship to Koorong since there's nothing much to do in Devin by now.

note: I suggest you to go to Devin first because you may want to get more human characters before going to Luminous. There, you can challenge the Light/Shadow Magic events but you can only challenge each magic event once. The more human characters with you, the more characters will gain the Light/Shadow Magic gifts. Only with gift that you can learn higher level magic you cannot buy in magic shops.

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## (3) KOORONG:

First of all, suppose the 1st floor is where the inn used to be. Go to the 1st floor and speak with the skeleton who stands in front of the leather shop. He will tell you about Gen in Scrap. Now go to Scrap. Don't go to the backstreet just yet since you are alone and not equip with powerful spells. You will need Gen since he is the only one who can make you accessible to Wakatu. (If you bring Gen to talk with the skeleton again, you will scare him away! :D) Get Gen early and use him a lot will have an advantage later in Wakatu.

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## (4) SCRAP

### 1) Pub

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Within the pub, you can get a lot of characters!! Since you will get more characters than you can accommodate in future, choose your characters carefully. Here are the characters you can get from Scrap's pub:

- C1. Gen: Find him near the left bottom corner of the pub. He can guide you to Wakatu to get the Saber Card for tarot magic.
- C2. T260: The robot who is sitting with Gen.
- C3. Riki: A little monster who can absorb enemy skills. His status will change after absorbing.
- C4. Lute: Located in the right bottom of the pub.
- C5. Mei-ling: She has Light Magic with her when you first get her.

You can choose to ignore some characters if you don't want them.

### 2) Factory & Office

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Not accessible. :(

### 3) Junk Shop

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With 600 credits you can get 3 items there. I heard of a trick that you can use here. I tried it and it works! First, pay the first 600 credits and get 3 items. Then go to the counter and choose "selling" and then the "Hyperion Bazooka" even you don't have it. There will be a low beep when you press on Hyperion Bazooka since you don't have that object. Close the selling screen and walk back into the junk shop to any box, you can get another 7 more items. Go to the counter again and indicate that you want to sell Hyperion Bazooka same as before. Sell RepairKits you got from boxes to gain more money for buying magics later. Continue until satisfy.

#### Notes:

- 1) Once you leave the junk shop, you will have to pay another 600 credits or more to access this trick again.
- 2) If you saved with yourself inside the junk shop during this trick, and quit the game, then load it back later, you can still continue your trick.
- 3) Not only Hyperion Bazooka can do this trick. Other stuffs can do this trick too, even if you don't have them. For instance:

Selling items:      Free Items for the Trick:

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RepairPack	none
HyperScale	1
BehemothRifle	2
Duel Gun	3
Super Missile	4
HG-Cannon	5
LightRifle	6
HyperionBazooka	7

After this, go to Luminous. You don't really need 100 credits to travel. Just use the RegionMap you have in your item list you can save 100 credits!

### (5) LUMINOUS

Go to Luminous using the map and go take the challenge of Light or Shadow magic. It is nice for Blue to have Light magic because the Sun Ray is very useful spell for training Blue. Buy two magics for Blue so that he has 8 magics as a total now. From now on, he "mastered" the magic and he can use the Sun Ray magic without any need of WP (well, if you are a Light magic user). You can try to buy just the Sun Ray magic if you don't have enough money, since you can learn the ones you don't have automatically after battles\*.

\* You will have to use magic in battles in order to learn new magics. If you use sword tech in a battle you will learn sword tech, and same theory applies to fighting skills.

- 1) [Light Magic]: Go to the cave just beside the Port and talk to the person there and agree to take the challenge. There is no fightings involved. You just need to use your brain and sort out how to deflect light towards the next door. After you've succeed to deflect the light,

the next door will open and you may enter to the next room with more complicated light-deflecting game. After 3 rooms, you are finished and you gain the gift.

- 2) [Shadow Magic]: Just go straight after leaving the Port and into a cave. Talk to the man there and you can take the "challenge". If you already got Light magic, your other characters will automatically leave and rejoin with the gift. If you havn't challenged Light Magic, you will be sent to Omble. After finding your own shadow, you will get the gift. You can get character Silence's shadow here in Omble too. After finding his shadow and offers help, leave Omble and talk to the person who stands in the corner of the cave. He will join.

Now, travel back to Koorong by ship.

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(6) KOORONG

You can buy nice items in Koorong. The only matter here is money. :P I don't think we'll have enough money at this point. Only if you have accessed the trick in Scrap's Junk Shop that you may able to get some of the nice items here. Reminder: 1st floor is where the inn locates.

1) 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 5020 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.

2) 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 (PowerCure) 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. Wait for someone to say "Next please" and walk into the room. The mystic Dr. Nusakan will join.

C6. Dr. Nusakan: A mystic who has Shadow, Mystic and Arcane magics with him when you first get him.

### 3) Sewer and Natural Cave

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On the left corner of the 2nd floor, there is a stairway which leads to the Sewer and then Natural Cave. The Hide Rune is in the Natural Cave. (See section (8)MAIN MAGIC QUESTS for detail)

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(7) MORE CHARACTERS TO GET

Other than Scrap's Pub, other characters you can find are:

- C7. Roufas: After triggering Rune event, go to Shrink's Mu's Tomb and find him in front of the 2-treasure-chest room. (goto a room left of screen after entering Mu's tomb.)
- C8. Cotton: In Bio Research Lab of Shrink. (See list no. 3 on section (9)OTHER QUEST for detail.)
- C9. EngineerCar: A robot in Nakajima Robotics of Shrink. Just talk to it and it will join.
- C10. Sei: In Sei's Tomb of Shrink. Train your characters first before fighting him. He will cure himself and 4 of his skeletons with 1000HP and ~450HP for each round automatically and attack you at the same time. Beware. Win over him and ask him to join you.
- C11. Thunder: The big Red guy standing near the cliff in the town of Yorkland. Get him after getting Lute.
- C12. Emilia: After triggered the Arcana(Card) event, go to Barracat and talk to the bunnies. After following the Gnome to parkade, Emilia will appear and join you.
- C13. Annie: After triggering the Rune event and finished one of the rune events. Go to Koorong, she is standing in front of the resturant on 2nd floor.
- C14. Liza: After you triggered the Rune event, she is in Koorong's restuarant. If you already got the rune, she won't join.
- C15. Slime: Slime will join after you get the vitality rune in Tanzer.
- C16. Fuse: After triggering Arcana event, go to IPRO.
- C17. Mermaid Mesathrim: Bring Dr. Nusakan to Owmi's Lord Mansion. (See section (9), list 5 for quest's detail)
- C18. Silence: In Omble. You must find Silence's shadow and offer help and he will join you.
- C19. Suzaku: Mosperiburg mountain when searching the shield card. Fight the snowman in the 3-boar area and go back to the cave where a frozen phoenix. There Suzaku will join.

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(8) MAIN MAGIC QUESTS

Lets go back to the magic quests. I will exclude the ones in Luminous. Blue can take quests on: Light or Shadow, Rune, Arcana, Time or Space, and Mind Magic. Take quests in the above order.

#### 1) [Rune Magic:]

Hide Rune: In Natural Cave of Koorong. There is a stairway on the 2nd floor (left side of the city). Go there and down. Pass the first hole on the ground and to the second one. Go down. Fight along until you reach a long stairway going up. Go up along the stair and there's a red door you can open. A robot is selling gun in the room. Near that red door it's a passage

you can get into. In the room, you can see a hole on the ground again. Get into there is the Natural Cave. Fight along and there will be a place you might had come across, a cave with many monsters floating in a pond. Fight the boss there and you will receive the Hide Rune. Just a reminder that there are plants' roots on the walls that you can climb.

Victory Rune: You can go to Mu's Tomb and access the right lower corner room after triggering the event. The big boss there is a Bone Dragon. you don't need to use any techs in the first round fighting it. Just attack the dead bones using normal attacks. Even if you use techs, you won't able to damage it in the first round. It will rise up and form a bone Dragon in Round 2. Now, you can use your techs to defeat it. ~17000HP

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. Easy if you have hit-all-magics and 2GaleSlash/GaleSlash. Don't use RegionMap to escape from Tanzer anytime or you will never be able to get this rune anymore.

Freedom Rune: In Despair. Talk to Annie who used to stand in front of the resturant on the 2nd floor of Koorong. You will automatically in Despair's entrance. Need help? See the note below.

Note: DESPAIR HELP

You are in the entrance. Follow Annie to a screen with many pipes and slimes on the pipes. Slide down, take the staircase (go up), go right, take the staircase (go down), then go right to leave the screen. Straight forward...until you are in a room with coveyer belt and an elevator. Take elevator if you want to explore the area a bit and get 1-2 items or leave the room if you want to continue. Finally, you will be in a room with many long blue tubes of sensors. You are not allowed to save in that room. Go back up the stair and save first before you enter this room. There are 3 entrances. Which one of the three is the entrance is random but it appears that the right road is rarely accessible. Try the left road first, and if it is accessible, continue with the map below. If not, you will have to fight strong monsters and try the middle road after winning the battle. This is a great place to upgrade your characters with new techs. They can learn new techs very fast in this area.

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entrance door		entrance door	

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Passing this room and another room, you will have to fight a boss Nidheg which has ~25000HP. One of its attack can damage all your characters 100HP in a turn.

## 2) [Arcana Magic:]

**Shield Card:** In IRPO. Talk to the secretary and she will lead you to Fuse. Fuse will ask you to get a flower for her and after you've done it, she will give you the card. There are basically 3 hard battles in there. 1) in a cave, there is a dragon with many treasures. The treasures are great but the dragons are hard to defeat. Try your best because this is the only time you can get into this place. 2) Left of the snow field with 3 boars, there is a snowman. If it is not there, go back to last screen and fight fairy, then go back to the 3 boar area until it appears. 3) The big boss is a Fire Bird with ~25000HP. Its HeatWave attack is very powerful.

**Gold Card:** Go to buy 4 Gold Ingot from Nelson. You can go to Nelson from Owmi. Then, 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 twice and the one near the table will give you the Gold card in exchange with 4 Gold Ingot.

**Grail:** In the altar of the Swamp in Yorkland after speaking with everyone in cellars in the South town and getting drunk. Got to the swamp through the NW road. You will

be in a drunk state when in the Swamp. Try to control your character to avoid all Squids. Recommend you try out the path first before getting drunk. The Squids will possess some techs that you've never seen before. For example, "Drunk", "MysticSwing" or something. Some character may become "Angry" in Drunk state that they can't use any tech. Be sure to equip waterproof items! Waterproof items: Pearl Heart(purchase in Manhattan's Shopping Mall), SeaStone(win from Squids in the swamp), or water-proof shields(such as the one you found in Sei's Tomb in Shrink). Then the MaleStorm won't affect your characters at all.

Saber: You must have Gen to go to Wakatu. In Wakatu, there are some very nice items. You just have to explore the area by yourself. (Don't just follow Gen all the time.) Gen will lead you on the way. After the 3rd time he leads you, he is going downward the screen. Don't follow him if you want some nice items. Go up the screen by yourself and left. You are in a place with cracked floor. You can jump over it (but not able to jump back) and walk along. You can get Twin Dragon sword with 41 AT power and an Ion Clog. There is a Blade Chamber too. There, Gen will separate from you temporarily. Talk to him and he will say something and the Blade God will respond and gives Gen a "CometBlade" with 55 AT power. Which sword you will receive or whether you can get anything is mainly depend on how many WP Gen has. Say, if Gen's WP~75, Gen will receive "MeteorBlade" instead. Use "RegionMap" to leave Wakatu and back. Follow Gen along this time. In a room, there will be 3 shadows on the wall. When Gen says "Listen Carefully", press the accept button (O) at the tone. You should be able to get the card. You may have to fight battles if you don't know how to play with this 3-shadow game.

### 3) [Time Magic]

Go to Mosperiburg, in a room, a big guy is sitting in a chair. Talk with him and he will bring you to a place where the time has stopped. Keep going up until you reach the big Sand-Timer. Touch it and it says "Sand spills over your hand" or something like that. Go back down to the entrance and it will bring you back to the guy in Mosperiburg. He will tell you to find Gozarus in Facinaturu. He will send you there when you are ready. Get into the village and in the middle house, there is a green guy selling things. You have to buy the "Sand Vessal" item with 1LP (and you lose this LP forever). There is a very nice sword with 70AT Power but it worth you 3LP! Then, you can use your "RegionMap" item to leave this place. (Another way to leave is to get a pink hair guy to help you with his ship. Go to the left house and it is locked. Beside this house is a stairway. Go up the stairway and ask the guy in there for help. Go back down to the left house and the door is opened now. Step in and fight along until you reach the guy's ship.) Go back to Mosperiburg and the guy will again send you to the place which time has stopped. Go up to the Sand-Timer to the crack, then climb the stair(in the room with sand-timer) and near the top of the timer, Blue will jump left and fix something. Then, the time begins to run again. Keep going up to the draw bridge and the draw bridge will lower. Inside is the TimeLord. He may use OverDrive spell on you that he will get 8 turns to damage all your characters. Be sure to wear JetBoot here because he used to use "QuickSand" spell but JetBoot can



avoid it. He has around 77000HP!

#### 4) [Space Magic]

Go to Devin. From the village, walk to the right and there is a shrine. After running along the very long staircase, you will see a girl standing under a tree. Talk to her and she will let you go to the space where SpaceLord created. Space Lord Kylin is in the door but it will ask you to take a maze challenge first. In the maze, first try to find a key on the floor to open a door. Then find a vase to shrink yourself to small size so that you can access the small doors now. Finally, find a switch to flip and you will see the "cup" downstairs opens. Find a road to go back down and walk onto the spoon and then to the cup and leave. In the room, Kylin is waiting and Blue will fight it. He is very strong and beware of his "ReverseGravity" spell which will damage all your characters 600-700HP!! I would recommend you to get the Time Magic instead because TimeLord is easier to defeat. I believe it should have around the same HP as the TimeLord's HP.

#### 5) [Mind Magic]

Blue can only get mind magic after killing his brother (or if Rouge kills Blue, then Rouge can get this magic.) Go to Kyo's magic shop in the left upper corner of the town. They will offer you a battle for Blue or Rouge before getting his Mind magic. After passing the test, he can buy 3 basic mind magics with 300 credits each. Each of your human characters will have a chance to fight for the gift too.

#### 6) [Life Magic]

Blue will inherit this magic automatically after defeating his brother Rouge.

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#### (9) OTHER QUESTS

Other than quests for searching magics, there are yet other sub-quests that you may be interested in.

#### 1) Mu's Tomb (CITY: SHRINK)

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Get into MU's Tomb and to the left. When you encounter the first room you enter. (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 if you just start the game. Remember to Save before fighting those two chests. You may wait till you get better armors and higher HPs to fight it. You may also choose to go to Sei's Tomb first and find some useful items before fighting the big chest monster. Beware that the Big chest monster has HP more than 10000.

#### 2) Sei's Tomb (CITY: SHRINK)

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This quest is even harder to FINISH than the Mu's Tomb. But you can get very useful items in early 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 600 HP each. If you have Light Magic with Blue, use "FlashFire" once will kill them all at once.

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, Use "FlashFire" to kill them at one instance. Get the item after fighting. That item will cancel physical attack randomly and it makes you water- and fire-proof, which is quite useful.

Go to the right bottom corner and enter the room. Turn left and enter to the next room. In that room, there are some machine like enemy. 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. 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 will lose 500 or more hit points deal to their attacks. If you are in the early stage of the game, I would suggest you to take 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. If you win Sei, you can either ask him to join or ask him to give you a powerful sword (AT 66).

### 3) Bio Research Lab (CITY: SHRINK)

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You have to fight along the way until you reach a room with many book shelves. Search the top left corner of the book shelf and a path will be reveal. Get into it, go along the stairs to the top floor, open the door and you will see the red door. Go into the red door you will fight a boss and get Cotton, a little monster.

Another big boss in this lab is a turtle. 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.)

#### 4) Ruins (CITY: SHINGROW)

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There are 2 ruins in Shingrow. Left ruin is for you to explore and get some treasures. Nothing much in the left ruin and no boss. Right ruin is suppose a BlackX base for Red's Chapter. In Blue's chapter, it is for you to explore and get some items. 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. No one is inside though. :P

#### 5) Lord Mansion (CITY: OWMI)

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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. If you have Dr. Nusakan with you, she will ask to join you. If you don't let her join, she will give you a Sea Stone instead.

note: Waterproof accessories are: eg. Pearl Heart and Sea Stone.

You can win them from monsters or purchase Pearl Heart from the store in Manhattan. Sea Stones are won from the monsters in Yorkland, I believe. Waterproof shields exist too.

#### ----- (10) MEET WITH ROUGE

Right after you get Space Magic or Time Magic, Equip Blue with the best possible spells (if you have Time Magic, Overdrive will be the best.) And walk back to the entrance. Blue will be forced to fight Rouge. No choice. Rouge is not hard to defeat. He has the same HP, LP...etc as you do. After he died, he will revive, (and so does Blue), until all of his LP are run out. Use Overdrive will help a lot and make this fight very very easy! The crytals above Blue and Rouge show which spell will be most powerful if used at that instance, but you may use other spells too. If Rouge/Blue died, they will become one and this guy(lets still call him Blue), will inherit all possible spells, including Life Magic.

#### ----- (11) FINAL QUEST

Of course you are not finished with the game yet. Now, you can choose to go back to Magic Kingdom or go to use up all your money on buying items since next is your final quest.

When ready, go to Magic Kingdom and you will see a ruined city. Fight the enemy in front of a bridge. Keep traveling to the top left

corner and there is a small white stair where you can climb up and onto the long railway. Climb up and near the end of the screen(left), there is somewhere where you can climb down to a pipe. Underground, there are 2 people lying on the ground. Talk to the one on far left he will say something about the seal. Then, near that guy there is a vein where you can climb down. In the middle on your way, you can choose to go right or left. Left and down will bring you to the statue and the right will bring you to the crystals. Go to the right and all the way down. Fight the 3 monsters there and collect 3 shimmering crystals right, left and center in order. If not in this order, you will have to fight monsters and the crystal will be back onto the shelf after battle. Now, climb up and left to the statue and talk to the right goddess. A new path will reveal. You can keep getting down from the goddess room. It is pretty straight forward since there is not much place for you to explore. You will also know why Blue and Rouge exists. Keep going until you see many people lying on the path and talk to the one in front of a stone crack. He will let you in to the crack and there is "Hell"! Once you enter, you and your allies' status will be fully restored.

The Hell looks like heaven but all the flying angels are monsters. You can always train yourself here if you think you are not good enough. On the stone where you first step into the scene of Hell, you can restore your allies' status(HP, LP...etc) So if your characters get tired, go back on top of the stone to restore. You can find items here in Hell too. When you are in a room with white smoke coming out of the ground and also with two big candles at the entrance, prepare to meet the final boss. Save(at least quick save) before meeting him. The final boss, King of Hell has around 120000HP! He will keep morphing during the fight until all of a sudden, the screen freezes and the words "The End" pop out. What a strange ending!

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(10) GIFTED/NON-GIFTED

Without the gift, you can still buy magics from shops and use them. So what is the different between being gifted or non-gifted? Here's the answer:

Basically, each type of magic in SaGa consists of two magic "levels" The "level 1" spells can be bought in shops, level 2 spells cannot. To see if a spell is level one or two, just look at the casting effect, it's different... (mind magic, for example, summons a grid with 9 squares with japanese kanji in it each time you cast.... the kanji are yellow with level one spells, and red with level two ones)

Having the gift allows you to master the highest spells, by using the lesser spells a lot during combat.

Example: You can buy 3 realm magic spells in the magic kingdom: Energy Chain, Implosion and Psycho Armor. However, if the caster has the realm magic gift, he can learn Psychic Prison and Vermillion Sand in battle.

Checking a Character:  
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You may check a character for whether he/she is gifted in a specific magic or not. Go to a shop and choose to buy magic. The seller will ask you who is buying. And a list of your character's names will appear on screen. Character's name appears in:

- 1) White: Non-gifted in both this magic and its opposite magic, or do not own any abilities in the opposite magic.
- 2) Green: Gifted in this magic.
- 3) Blue: Gifted in the opposite magic, or owned opposite magic.

A faster way: In the magic ability list, you may have noticed a small star besides some magic types, that means that character has the gift for that type of magic..

A Rough List of Spells and Gifts:

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- 1) Realm magic: Only Rouge and Blue have it, they start with it.
  - 2) Mystic Magic: Only mystics have this gift, they start with it.
  - 3) Mind Magic: Only humans can get the mind gift, by training at the dojo in Kyo (notice that if they fail the training, they won't be able to get the gift in the game) In Blue's chapter, with a divided mind, Blue cannot get this before killing his brother.
  - 4) Evil Magic: Only the mystic Zozma has the evil magic gift. (not able to collect Zozma in Blue's chapter)
  - 5) Light Magic: Only those who enter the light labyrinth will inherit the light gift. (Luminous)
  - 6) Shadow Magic: You have to go to Omble and find your shadow to get the gift. (Luminous)
  - 7) Rune Magic: You have to find the 4 runes to get this gift.
  - 8) Arcane Magic: And you have to find the 4 cards to get this gift.
  - 9) Space Magic: Only Kirin, the space lord has the the gift, but will sell you space magic if you do not ask him to join. However, In Blue's game, you have to kill him and steal his gift, and all the spells will be yours.
  - 10) Time Magic: Like Space magic, Only the Time Lord has the time gift, but will sell time spells if you do not ask him to join your party. The only way to get the gift is again, to kill him if you play as Blue.

11) & 12)

There's also two secret types of magic in the game, Life and Mirage.

Mirage magic and its gift is know by Princess Rei only, you can get her later in Asellus' quest if you explored her room in Fascinaturu in the beginning with White Rose with you (not Ildon). Life Magic is part of Blue's quest. Blue will inherit it automatically after fighting Rouge.

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(11) MAGIC LIST

Here's a list of all kinds of magic available:

Realm Magic:	Mystic Magic:	Light Magic:	Shadow Magic:
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Energy Chain	Fascination	Sunray	Power Grab
Implosion	Phantasm Shot	Starlight Heal	Hide Behind
Psycho Armor	Glass Shield	Flash Fire	Shadow Net
Gate	Mirror Shade	Flash Flood	Dark Sphere
Psychic Prison		Light Sword	Shadow Servant
Vermillion Sand		Mega windblast	
Rune Magic:	Arcane Magic:	Mind Magic:	Evil Magic:
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Victory Rune	Sabre	Mind Heal	Rava Shot
Vitality Rune	Shield	Spellbound	Pain Doubler

Hide Rune	Grail	Vanish	Death Curse
Freedom Rune	Gold	Life Wave	Sharp Pain
Wall Rune	Magician	Awakening	
Dwarf Rune	Death		
Stasis Rune	Tower		
Soul Rune	Fool		

Mirage Magic:      Life Magic:  
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Black Cat	Reviva
Nightmare	Sacrifice
Jackal	
Cockatrice	
Grim Reaper	

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(12) End of Walkthrough

All the walkthrus I created are supposed to be complete and stand alone walkthrus. Don't be amazed if you think you've seen some parts of a list/note/comment because I was trying to cut and paste from the Red's Chapter walkthru to make each walkthru stand alone. I don't want to write "please refer to Red's Chapter..." and you guys won't like it, right?

Any comments, suggestions, or questions you can e-mail me using the above address. Hope that this walkthrough will help you guys solve problems in Blue's Chapter. ^\_^

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