

SaGa Frontier Blue Character FAQ

by FreaK

Updated on

- S A G A F R O N T I E R -

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chapter of blue

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Disclaimer:-----O

A mere mortal like everyone else, I was able to write this FAQ thru sheer perseverance in playing the game and reading up on it. All material listed here unless otherwise stated, is spawned out of self-deduction and a mind-boggling element known as experience. Any incorrect data or translation is...human. This is my tribute to SAGA FRONTIER. Nothing more.

O-----13.8.97

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UPGRADES FROM V1.0

- Edited the Walkthrough and Characters section
- Added a new Fighting section
- Confirmed Game Secrets

C O N T E N T S v1.7 (20.10.97)-----O

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CHARACTER BACKGROUND AND MISSION SUMMARY-----O

"Blue is a young man exceptionally gifted with magical abilities. However, this ability is indelibly tied to the fate of his twin. For Blue to realize his full power, he must kill his own brother, who also bears the same cross. Though they travel apart, their fate will invariably draw them together. And only one will survive.

"Blue's home region, Magic Kingdom, is a fantastic environment where magic reigns supreme. Blue, whose huge potential as a magic user was recognised as a child, has been carefully raised with full knowledge of his awful destiny. Now that he has come of age, Blue must depart on a journey to hone his abilities as a magic user and eventually face his twin Rouge."
Telparc GAME Geisen News

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SPELLS-----O

- UNDERSTANDING THEM

An essential component in Blue's quest, he has to learn spells and master them.

There are several categories of spells available for collection that I currently know of.

- o Runes/Secret (tarot cards)
- o Nova (sun) /Lunar (night)
- o Demon/Ghost
- o Yin/Yang
- o Time/Space
- o Life (heart) /???

Spells can either be bought or acquired. Some are innate (ie. Mystics always come with Ghost magic). However, one can only learn one of the two types in their respective categories because they are opposing (eg. if one learns Nova spells, he cannot learn Lunar spells. Alternatively, if one learns Secret magic, he will be unable to learn Rune spells). This principle applies to ALL categories of spells. Blue himself (until he defeats Rouge) will not be exempt from this.

However, acquiring the spells themselves is usually not enough. For every type of spell, there is a "power-up", which enables the user to gain more if not all versions of similar type magic (exceeding what a normal human can acquire by simply training with them). This, of course, enables you to gain more powerful or effective attacks within a category. ALL power-ups MUST be specially acquired. When the power-up is found, a silver star will appear beside the category, signifying the character's capability to master all the spells. Some power-ups will be easier to get than others. The Runes or Secret power-ups are the most complicated (not to mention difficult) ones to get; considering the fact that it is Blue's mission to acquire one of them. Once he gets it, it won't be long before his battle with Rouge consummates.

There is also a "kick-up" factor, by which the user can intensify and even mold the effect of a spell through training with it and gaining level. For example, one of Blue's first spells, a simple 1 JP attack (0 JP if you are a master), can be up-ed to become a highly-damaging and paralysing attack.

- HIGHLIGHTS

o Runes

Has a HP auto-refill spell. Great for long battles.

o Secret

The "Shield" casts a spell that increases the defence of the entire party, reducing damage by approx. 100HP. It's always a good idea to use it when fighting a Boss or a powerful enemy.

The "Ta" or "Tower" is the ultimate attack: capable of damage close to 50,000! It does, however, deplete the caster of ALL JP and is unpredictable in its damage factor (a measly 1000+ HP is what you sometimes get). A worthy last resort/desperation move.

o Nova

"Chao Yun" meaning devastation wind. The hardest proximity whacker under 10JP.

The "Light Sabre" is a spell that creates a magical sword that 'up's the caster's stats tremendously. Gives the wielder automatic blocking ability and can be used as a base for learning sword attacks.

o Lunar

The HP drain attack is great for its ability to damage and heal at the same time. Also able to reduce enemy strength when practiced or of high level.

A spell that drains darkness from the surroundings, creating a shadow of the caster that will mimic the his next move as well as protect him from all attacks.

o Demon

It's simplest 0JP attack can become highly damaging and paralysing with practice. A great spell to fall back upon when you are conserving on JP.

Has a spell that prevents the enemy from casting any magic. Should the receiver attempt to do so, his magic will backfire and injure him instead. Invaluable against the Time or Space bosses.

o Ghost

Perhaps the most familiar Mystic spell of all: the "Genmu Strike". Capable of damage coupled with all sorts of side effects (eg. poison, sleeping, paralysis) to auto-death, depending on the user's as well as the enemy's level.

This Mystic spell creates a glass shield that protects the caster for the duration of the fight. Should the subject receive any physical attack, the shield will splinter and inject its broken shards into the attacker, inflicting major damage.

A protection spell positions 1 to 3 images of the caster on front of himself or his companions. The images protect the subjects from all attacks.

o Yin

A powerful healing spell that can restore HP up to 999! (Depending on the person's level) It's drawback: only works for the caster.

"Life". A powerful whacker (1000 odd HP for a good Blue) that only requires 1JP (if you're a master). Excellent spell for links.

o Yang (only seen in action by a red-headed mystic, Zozma)

A spell that sends streaks of white smoke into all enemies, inflicting damage of er, 666.

o Time

An auto-death spell that can also reduce the Quickness of the enemy drastically.

A 10JP spell that stops all time, allowing the caster to do 4 to 8 moves consecutively depending on caster's level. This spell, however, depletes the user of ALL JP (like Ta) and should only be used in desperation or when down to 10JP.

o Space

This spell creates a black hole which sucks in ANY effects (poison, sleeping etc.) from everyone. Useful against the last Boss.

o Life

This is simply the best spell ever. An auto-resurrection spell with NO deduction of LP! Casting it means you can never die!

For detailed instructions on how to get these spells as well as the power-ups, refer to the complete walkthrough section.

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COLLECTABLE CHARACTERS-----O

- RACE SYNOPSIS

The races that comprise the Saga community can be classified into four groups: humans, mystics, monsters and machines.

HUMANS

Versatile breed. Are capable of casting magic as well as physical fighting. When possessing a large number of techniques or spells, they become Masters and crowns are displayed. A Master is able to execute a move

using 1 less JP or WP. They can also be equipped with all kinds of armour, potions and accessories.

Another factor unique to humans is the ability to think up of new techniques during a fight. When that happens, a light bulb appears over the character's head and the person then executes the new move.

MYSTICS

An elitist breed, the ability of the mystic depends on his or her rank. The higher the rank, the more powerful and attractive he or she is. Versatile all-rounders, Mystics gain new attacks and increase their stats by absorbing enemy abilities using their mystic weapons. Can be equipped with everything.

MONSTERS

Monsters get better by draining good enemies and taking on new forms. Can only be equipped with accessories, and generally utilize only Monster attacks.

MACHINES

Specialists in guns but are unable to cast magic. Machines gain stats and attacks by obtaining new robot parts and programs from enemy machines. Can be equipped with more than one body armour.

- CHARACTER ANALYSIS

Below is a list of characters Blue is able to pick up.

Humans:

- o Gen

A bandanna-wearing fighter with a penchant for alcohol. His physical strength and intrinsic sword-fighting ability make him someone to be reckoned with.

- o Roufas (also known as Roufus)

Sports blonde dreadlocks and wears a pair of Star Trek-inspired sunglasses, making him immune to flare attacks. Versatile fighter.

- o Lute the Bard

A wandering and carefree minstrel with sapphire hair. Highly adaptable with a tendency to learn and execute only stylish attacks. Can be a tremendous asset to the team if given time.

- o Emilia the Ex-supermodel (also known as Emiria)

A blonde accused of murdering her husband, and now a fugitive case, is bent on finding the one who framed her. Has a talent with guns and fist fighting.

- o Fuse (also known as Hurge)

A green-suited IRPO officer with crimson hair. Possesses enormous potential in techniques; capable of mastering all ultimate attacks even without effort.

- o Meiren

A chinese girl who wears her purple hair in a ponytail. Initially appears to be a magic-user, but proves to be a better gun fighter.

- o Annie

Emiria's ex-cell mate. Another blonde in green shorts. The female version of Gen.

o Liza

A purple haired girl. Also a friend of Emeria. Despite her obvious femininity, has an extraordinary amount of strength.

Mystics:

o Nusakan the Doctor

Raven haired, and possesses an innate healing ability, due to his white coat. Cool and down-to-earth.

o Mesathrim the Mermaid

Injured in an accident with a fisherman, this mystic is currently recuperating in the abode of a young ruler. Capable of casting all Rune spells, and is immune to water attacks.

o Silence

An exotic blonde guy sporting butterfly wings. Apparently has connections to the IRPO.

Monsters:

o Coon

A naive monster on a quest for a magical ring that will save its dying homeland.

o Seioh the Skeleton

The remains of a dead king. Possesses auto-HP refill and some unique attack moves.

o Thunder

Lute's childhood friend. A towering brute with fiery-red fur.

o Cotton

A cute monster saved from torturific genetic experiments.

o Slime

A pale jelly-starfish that is actually a gigantic golden blob. whoopie.

o Suzaku (have been unable to collect)

An extremely high powered pheonix.

Machines:

o T260G the Robot

A robot with a hidden past; is on a quest to search out his mission and identity.

o Tokusyukousakusya

A robot with wheels like that of an army tank. Mighty resilient.

Who Blue collects will depend on his mission path, and what he does and collects during this period. It will not be possible to collect ALL the characters in one mission.

* For detailed instructions on how to acquire the characters listed above, refer to the complete walkthrough section.*

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'Growing up' a character to be a fearsome fighter is not much of a challenge. All it takes is an understanding of the nature of the different attacks, as well as how the different races react to them. *This guide is not exhaustive; it will mostly supply info on humans, which is more or less the most complex race to grow up and comprise the largest percentage of Blue's collectable companions. There is of course, the minutiae of the concepts by which the other races grow up; but that I feel, can be easily grasped through simply playing the game (especially if you play all seven characters).

- MASTERING TECHNIQUES AND SWORD FIGHTING

Humans. The only race capable of spontaneous learning, you'll find it worthwhile to invest time in them. Having covered spells, this section will focus on sword and technique(fist) fighting.

Learnable sword attacks and techniques can be classified into four levels: Novice, Veteran, Master and Ultimate. Obviously, what we would be interested in learning are Master and Ultimate level attacks as well as the best low-level attacks for conserving on WP.

To go about this, you'll first need to gain the two higher level of attacks and then move on to learn the lower class attacks. Is that possible? Definitely so. And why? To hasten the learning process.

o Learning Master attacks

To gain Master level attacks, the way to go about it is similar for sword and technique fighting. Fight harder enemies using your most powerful moves. How well your characters learn will depend solely on the level on your enemies. As well as the number of attacks already learnt. It is a good idea to group human fighters together when training as such. They'll learn better when isolated from the other races (such as monsters and machines). It's because when one person learns a cool new move, everyone usually follows suit.

A critical note: you MUST keep de-equipping your characters once they learn more attacks. Should the equipped moves fill up the available slots in the inventory, they'll stop learning. I usually make it a point to leave at least 2 slots empty; so as to retain the Master status as well as enable the character to learn a max of 2 moves per fight. In learning high-level moves, try to un-equip all the low-level ones and leave the highest-level moves behind.

If they aren't learning, it probably means that the enemies aren't hard enough (Dying is duh, an invalid reason). Find opposition that forces you to use extreme strategy to survive. The enemies in the Swamp or Laboratory for example. If that does not work (supposing you whack too hard even if low-level or keep linking), section your people out even more eg. three or two swordsmen to a team. The key here is make your characters realise that what they've got ain't good enough, which means that they'll have to learn new, better attacks to compromise.

You might also want to equip your swordsmen with two swords, so they can learn double sword blocks and attacks. For example, one particular Master level attack whereby the attacker jumps up in the air and shoots out fluorescent-green projectiles at all present enemies has a double-handed sword version which takes up the same amount of WP but does twice the amount of damage.

o Learning Ultimate techniques

Having gained Master level attacks, you'll next need to learn Ultimate ones. With regards to techniques, there four ultimates that one can learn:

1. This move jams four chinese words of destruction against a firestorm of crimson and orange, throwing the victim back with tremendous force.
2. Causes the background to turn black by which the attacker draws a glowing triangle around the enemy followed by emanation of three flashing dragons.
3. In the third attack, the executor jumps up and brings down a powerful tornado upon the enemy, wreaking havok.

These techniques can be most easily learnt fighting Bosses or sub-bosses. (I never fail to learn an ultimate when fighting the tortoise in the Lab.) Or in some cases, getting charmed (transference of enemy desperation, I guess).

4. DSC. The final and most damaging physical attack ever is a combination of several grab techniques executed in succession. It requires that the character learn AND equip six specific moves before it can be learnt.

o Learning Ultimate sword attacks

The nine sword ultimates come in a wide variety, and can be learnt in basically two ways. The first is similar to learning ultimate techniques. The most powerful move by which the executor teleports into four images of himself around his victim, slashes him repeatedly, slams him up, throws him down in an explosion of light and blood (worth 10WP) is learnt this way. An equip-able ultimate counter where the executor dodges an attack and counters back with multiple sword slashes can also be learnt.

The second is to use innate sword attacks. For example, three complimentary attacks named Snow, Moon and Flower respectively can only be learnt by using the default attack move of Japanese knives or 'dao's. All knives enable the fighter to learn these moves. Other ultimates are also learnt the same way through swords which are equipped with innate attacks (a similar comment always appears underneath the names of such swords.) Some specials are immediately apparent, as they appear in the move inventory upon equipping. Others have to be picked up, once again using the innate attack, which usually is deceptively unimpressive.

Once your characters have got their super moves down pat, learning lower class attacks is less than chicken feet. All you need to do is go fight a squid (or something of the sort) and select your lousiest, lowest-powered moves. They'll start learning like crazy (four to five lightbulbs within one fight is what you'll get) and in no time, they'll have learnt tons of attacks.

From personal experience, Fuse seems to be the most talented fist fighter and Gen the best swordsman. Both have managed to learn ALL ultimates in their respective skills. Blue is, quite honestly, the best overall. I've managed to make him a master in magic, techniques AND sword-fighting in one game. Of course, that's just my opinion ^_^

The key to linking is through the Link Attacks menu in your inventory. Creating massive links is a building process. 2-fold links can be built into 3-fold, 4-fold and finally into 5-fold.

First, find a 2-fold you like. Then equip it as the top priority link in the Link menu, which basically works as a notepad to tell the computer which links to do and which not to. Execute the link in the next battle coupled with other attacks from your non-linked characters. A 3-fold will emerge. If it doesn't happen, try new attacks, or rebuild and equip the first link using a different combination. Upon achieving the 3-fold, equip the attack above your previous link. Then use in the next fight. A 4-fold then emerges. Simply repeat the same process to build up on the link. It's that simple. However, should you break the link on purpose, you'll have to rebuild it from scratch again.

Whilst the above method (should be) officially correct, it is, admittedly tedious. I only do it to massive link super attacks (ie ultimates) which by normal methods, are difficult to link. There are shortcuts by which one can speed up the linking process.

Here are some basic guidelines:

o Link conducive attacks

- Opposing spells. Contradictory yet complimentary. Sounds like a paradox but really isn't. It's really kind of like two sides to a coin. For example, a Nova and Lunar spell executed within the same round have a high chance of linking. You can easily use this link with say, Demon and Ghost spells and form a decent four-fold.
- Elemental attacks. Eg. Gun-attacks of fire, lightning and water link fantastically.
- In general, a couple of specific attacks are highly linkable. Take note of attacks which frequently link, and try to use them to chain link your supers, for example.

o Access your characters

- Group characters of similar race together. Humans tend to link better amongst themselves, as is with robots. This is of course, vastly general and isn't always the case. In fact, a well-assorted team tends to make for more strategic fighting.
- Make sure you've reach a stage where learning becomes difficult. A light-bulb breaks a link. Always make it a point to train with the intent to learn until you can't learn any more (that means having learnt EVERY Master and Ultimate level attack or at least most), then start linking. In other words, link when you are secure in your best moves and therefore ensure ultimate whacking ability.
- Fight enemies with high HP or damage factors. Your characters aren't going to link if one person alone can kill off the opposition. The rule is simple: if they can't learn, they'll link. Period.

- BATTLE STRATEGY AGAINST THE LAST BOSS

This is a spoiler, duh.

The guy is quite simply, chicken feet if you know how to fight him. Even if you don't, he still isn't tough. But since he's the Last Boss, I guess I've gotta give some credit. Here's how to make him fodder.

o Prep Up

- Stock up on 'Wang Neng Yiu' or the Oil of a Thousand Uses. Alternatively, you can equip the 'Blackhole' Space spell.
- Equip the two Life(heart) spells of mass-healing and auto-resurrection.
- Equip the Infinite Time and Secret spells as well as the Shadow Night spell.
- Equip the best attacks you've got.
- Prioritize your most damaging links.
- Make sure you aren't low on WP and JP. Utilize 'Jie Guo Shi' if needs be; it restores everyone.

o The Battle

- For the first round, get someone (other than Blue) to cast the secret Shield Spell. Blue casts the auto-resurrection on himself. Everyone else whacks.
- The Boss should try to poison/paralyse everyone early in the fight. How badly your characters react to the special effects would depend on your level. You can either choose to ignore it, use Wang Neng Yiu or the blackhole spell. The blackhole however, cancels out the resurrection spell and the shield spell, meaning that you've have to recast them again.
- When everyone is sufficiently low in HP, get Blue to cast the mass-healing spell by which everyone is refilled with Blue's HP points (he himself however loses 1LP). This spell will be your only form of healing during the fight, so don't cast it too often (twice is more than enough). Blue himself will be covered by the resurrection spell. After he dies and is resurrected, simply recast the spell again.
- When you've whacked to guy about 50,000HP, activate the infinite Time spell. This will be the final killing move. The spell will stop all time and cancel out move turns of everyone except Blue's. You'll now have eight consecutive turns to do your spells and kiss your JP goodbye. Activate the Night spell as the first spell to be cast followed by seven rounds of Tower (if you have DSC, all the better). After the Night spell is cast, and in activating the first Tower, Blue's shadow will come out of him and mimick his move. And that will continue till ALL eight turns are used up! That means, Blue gets to do FOURTEEN rounds of Tower (or DSC) before he's finished! And that's all it takes to completely annihilate the Boss.

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BLUE'S COMPLETE WALKTHROUGH-----O

-This walkthrough assumes knowledge of info previously relayed.

At the start of Blue's quest, he is given the choice of 2 starting points. The iridescent orb signifies Luminous; the angular yellow ball Duvan. The starting point does not affect the outcome of Blue's story; so feel free to select either option.

If you selected Luminous, Blue will now have the choice to learn either Nova or Lunar spells as well as collect their power-ups. Remember: He can only learn one or the other. First, walk up and into a shop that is carved into a boulder. This merchant sells Nova spells. Speak with him and test out his ware. Don't buy from him yet, unless you are sure it is his spells you want. Now exit and head right. You'll see a another merchant holding a staff. Speak with him and test out his Lunar spells. Decide which one you prefer, Nova or Lunar, and buy a spell from the respective merchant. At this point. you'll no doubt notice you'll have a lack of money, so buy only the most expensive one (\$600). This way, Blue can learn the lower class attacks of the same type a lot easier when he practices his new spell.

Now for the power-ups. For Nova users, head west. You'll enter an area where 2 nondescript stone walls stretch out into a cluster of crystallic boulders. Now speak with the guy standing there and you'll be sent to the Beam Labyrinth. The objective here is to adjust the mirrors so as to manipulate the beam of light to shine upon the exit. (Note: you cannot exit this area by normal means, neither can you save.) Do so (you shouldn't have much difficulty) and when a door opens, enter the second room. Do the same as before, except that you'll also need to change light sources (the hexagonal crystals). Another door will open, and Blue will enter the third room. Here, you'll need to make use of the mirrors, light sources as well as the colour filters to manipulate specific colours of light beams to shine upon the pentagon on the north wall of the room. When you succeed in doing so, walk up to the pentagon.

Here's what the different colour lights do:

Red	- Powerful Enemy
Dark Blue	- Weaker Enemy
Pale Blue	- An item
Purple	- Another item
Yellow	- \$400
White	- Exit and Power-up!

For Lunar spell buyers, the path to the power-up is through the merchant you bought the Lunar spells from. If you walk up north from the merchant, you'll notice a golden haired man locked within the pillars. You can ONLY free him and get him to join your party if you buy Lunar spells and go for the power-up. Speaking with the merchant will result in you being sent to Ombre. I'll recommend that you take time to train and gain level FIRST before entering this area. Companions would help, tremendously. (On how to acquire characters, read on) Coz the enemies here have a habit of whacking you into non-existence when you are low-level. So be patient. You'll get your power-up later.

Now that you got your Nova power-up or Lunar spells, you need to go to Duvan to buy Runes or Secret spells. Open your inventory (second option in menu) and utilize Teleportation (it's a potion Blue has originally been equipped with). You're now back to the starting destination menu. Select Duvan, the yellow ball, and you'll be transported there. Alternatively, you can go via airport, but who in the right mind would want to do that!? In any case, you might want to visit the Luminous airport, another room-in-a-boulder, because chances are you'll notice a disappearing man at the four-

seater. That guy is your brother, Rogue. He disappears because you're not supposed to meet him...yet.

Now you're at Duvan. Those who selected Duvan as a starting point, start here (and after you're done with this place, don't forget to go to Luminous to do as written above). Walk around and talk to everyone. What you'll need to take note of is the merchant in the tent (who sells Rune spells) and the gypsy tarot card reader in one of the mushroom houses (who sells Secret spells). Test out their spells, decide with type you prefer and purchase them (You can buy the entire range if you like). This is where you will choose the path of your main mission on which you will soon embark - the quest for the corresponding power-up. After having bought your spells, talk to your trader and keep selecting the first option. He or she will tell you about the power-ups and where to get them. You'll also be handed 'empty' cards or stones in which to collect the power-ups. Blue can also decide to favour both of them to keep his initial choices open.

Once you've acquired your spells, you'll need to train them up and earn more money to buy more spells (as well as enhancements). This would also be a good time to pick up some companions.

Part 2 <> Finding Companions

First, travel to Kowloon. Exit the airport and descend one level. You need to interact with the purple-haired man standing apart from the other merchants and passers-by. He'll relay some information with regards to either Runes or Nusakan to you. Then approach the caped skeleton further up. He'll tell you about Gen and Wakatsu. Walk left, and you'll enter Backstreet A. Fight the 3 bird-like enemies (using magic), and enter the little shack amidst the debri. Talk to the despondent-looking person and wait for the doctor's prompt. Then enter the adjoining room, talk with Nusakan and select the first option when it comes up. You've now got your first companion!

Leave the shack, and enter the sewer just beside it (in the meantime, giving those irritating birds hell because they had the nerve to fly into you). Once in the sewer, go around the bend and collect \$200. Of course, whacking all the naive-looking things that attempted to barr your path. By the way, the sewers in Kowloon are an excellent training ground for low-level characters.

Go back to the airport and talk to the receptionist. The destinations in the first menu are:

- Manhattan
- Shrike
- Luminous
- Magic Kingdom
- Kyo
- Yorkland
- Duvan
- Other places

Second menu: IRPO

- Mosperiburg
- Scrap
- Owmi
- Baccarat
- Shingrou (Shinlo)
- Wakatsu
- Other places

Once Blue has visited a place, he is able to teleport there.

Now select Scrap. Feel free to explore the place. Go to the Lounge. Here you can pick up Gen, Lute, Coon, T260G and Meiren. So now you've got 6 companions. Great. Leave the place. If you exit via mercenary airport, you'll have to pay a \$100 service charge.

Teleport over to Yorkland. Go south and walk up to the fiery red-skinned monster standing beside the windmill. Select 'OK' when the option comes up. Thunder will walk into you (he just joined your party) and Lute will walk out. Talk with Lute.

Now go to Shrike. Enter the hotel at the Street (the cross-shaped junction), talk to the receptionist (select 1st option) and sleep. Sleeping restores everything (LP,JP,WP) lost during battle. This will soon be a regular place for restoration later in the game, since it is one of the two places where you can sleep for free. Exit the hotel and walk left. Enter the bookshop and read some excerpts from the books on the shelves.

Exit the Street and go down to the Factory. Walk to the corner of the room and talk to the robot sitting there. He will join your party.

Now leave and walk up north into the countryside. Hop down from the top of the waterfall, across the stream and into the woods. You'll now enter Seioh's Tomb, your first dungeon. SAVE. Run past the first 2 screens (fighting the enemies you accidentally bang into), and into a room with 3 stone pedestals. You'll need to collect 3 items in this mausoleum to place onto the pedestals to activate the opening in the north wall. Explore the place, and train while you're at it. You should soon be able to group the characters into primary and secondary teams once you are familiar with how each character fights. Here what you need to find: A sword, a shield and an accessory. DON'T equip them; (as tempting as it might be) you'll have to use them to open the door back in the first room. Now go back to the room with the pedestals. Place the items in this order:

West wall - Accessory

South wall- Sword

East wall - Shield and the door at the north wall will

open. Walk through it and you'll now enter the Boss area. SAVE. Walk up to the coffin and a fight with Seioh will ensue.

Once you defeat him, he will offer you his sword. If you choose to accept it, select the first option. And if you graciously decline (second option), he will join your team instead.

Head now for the Laboratory. Traverse its corridors till you come to three flights of stairs. Ascend to the third level and enter through the automatic doors. Destroy the enemies masquerading as scientists and you'll free the monster confined to the experimental paraphernalia. It will become your cohort. Now descend to the ground floor infested with exotic and hideous undergrowth. Roundabout the building on the right and enter it. Climb the ladder, defeat the console controller and activate LOCK OFF. Leave the building and enter the structure on the left. SAVE. Approach the damsel standing there and a Boss fight with an armoured turtle will commence. Once it is defeated, Blue can cross the ledge to retrieve the turtle shield in the wooden chest.

Teleport over to Owmi. Walk west and enter the quaint inn. Sleep. This is the other place where you can sleep for free. Travel north from the inn and into a resplendent mansion. Explore the place and retrieve the items in the treasure chests in the attic as well as the room facing east

in the basement. Once in the basement, go through the door facing south and you'll enter another dungeon (the cute 'lil caterpillar thingie that wiggles around enthusiastically at your presence says everything). Go past 2 rooms, making sure you collect all the items. Massacre the annoying squid that blocks the entire stairwell and once you're done, walk through the inconspicuous opening in the west wall of the adjoining room. Blue now finds himself in front of a pool. Walk up to the pool, and a mermaid will swim up to you. Speak with her and she will join your ranks. In the meantime, your other mystic, Nusakan, will walk out of you. Talk to him and then leave the place. Continue exploring the dungeon below (you can either glamorously descend the stairs or drop down unceremoniously from above. Either way, the natives here won't be any less fond of you) and pick up everything.

Now that you've accumulated quite a bit of cash, you might want to buy more spells. Teleport to Kyo. Head for the Buddhist temple. Walk up to the girl and speak with her. You MUST approach her across the counter; if you go to her side, she will ignore you. Try out her Yin spells and buy them. Later on in the game, Blue will have to return here to acquire the Yin power-up.

For those who've yet to collect the Lunar power-up in Ombre, you can now attempt the battle the place and its inhabitants. Nova spell users, skip this part. Go back to Luminous, and talk to the merchant whom you purchased the Lunar spells from. Keep selecting the first option and you will be sent to Ombre, region of shadows. (Only Night magic using companions will be able to accompany you here). Upon setting foot here, Blue's shadow will depart from him. The objective is to get it back. Now walk up, and talk to the shadows that roam this place. One shadow in particular will relay vital information to you. Now ascend the stairs into the gothic architecture. Run past the shadows under and beyond the arch and up another level (Conflict will be, at times, unavoidable). From this room, run up the stairs and into the next room. Go right and talk to the merchant (a shadow holding a scythe). You can choose whether or not to buy his products. Now, return back to the first room and go left. Walk through the passageway, and you'll find yourself in a room with many shadows. Talk to each of them and one by one, they will shift over into the adjacent room. Exit and return to the first room. This time go north (there is an item to collect on the way) and you'll now be in the room where all the shadows have been herded to. SAVE. Blue must now attempt to find his own shadow (which isn't remotely difficult; the dangly ponytail thingie's just way too hard to miss). Talking to it will cause it to move up into the room above. Note: All other shadows will be enemies; you'll have to fight them if you do not talk to the correct one. When you've succeeded in getting Blue's shadow into the room above, follow it up and talk to it. A Boss fight will commence, where Blue and his companions have to fight their own shadows. You'll be able to leave the place once you defeat them. Once out, go to Silence and you'll be able to free him and take him into your party.

Now that you're done, Blue can now officially embark on his quest for the Secret Card (or Rune) power-up.

Part 3(a) <> The Quest for the Cards

In order for Blue to acquire the Secret spell power-up, he must collect four different cards. They are: Shield, Money, Sword and Chalice. Alternatively, he will have to seek out four Runes if he is to claim the Runes spell power-up. *Rune users refer to Part 3(b) instead*

Teleport to IRPO (Inter-regional Police Office). Now walk up to the receptionist and talk to her. Blue will shortly find himself in a conference

room with his first two characters seated at a table. An IRPO officer will approach you and offer his assistance. You will then be sent into a snowy region.

Follow the narrow path up until the second screen. There is a small opening beneath a ledge (don't miss it!). Enter it to fight a dragon and collect all the freebies inside. Continue up into the mountain. Then take the north-east pathway; the north-west one leads into a cave with a boulder that has a fiery phoenix (which incidentally, is collectable) engraved on it. Blue will then enter a high-ceilinged cavern with a few boars roaming the snow-littered ground. To the left of this cavern is a cute snowman thingie that huddles against the wall. If you are high on HP and are a considerable whacker with tons of JP/WP to spare, you can have a go at it. Leave this cavern via the stone stairway and follow up the wayward path to a hilltop. Now walk up and talk to the flowers (which is kinda self-deprecating but hey, Blue's a sensitive type of guy). Have fun with the Boss, and when you're done, you'll be transported back into the room in IRPO. The Shield card will spin into your possession (your first card!) and Fuse will also be able to join your team, permanently.

Teleport to Nelson. Enter the bar/cafe and talk to the helmeted guy. He sells gold. Buy exactly four pieces of gold from him. You'll need this later. If you're feeling filthy rich, you can also buy from the dealer in Kowloon, who sells the same thing at a much higher price.

Teleport to Baccarat. Ascend two levels and talk to the rabbit-eared blonde standing in front of the jackpot machines. A gnome will appear and lead the two of you up another flight of stairs. Now take the lift down to the Carpark. (You might see the blonde girl and the gnome within one of the elevators, but the doors will close upon your approaching). Once in the carpark, walk over to the open sewer hole and descend. The blonde will then drop down on a rope and approach you. Emiria now joins your party. Go down into the cavernous sewer. Run under the ledge and down the leftmost opening. Then enter the first opening on the left. Go down the stairs and up through the northern cavern mouth. Blue now enters a cave ornamented with a plethora of gold coins and other gilded ornaments. Talk to one of the busy-looking gnomes and he'll tell you how much they love gold (duh!). Now talk to the gnome on the upper right twice, and Blue will hand him the gold he bought. Note: if he possesses any less than four pieces, the gnomes will steal the gold from him, and nothing will be accomplished. The Money card will fall from above and Blue will hop over to retrieve it.

Blue will find himself transported back to the Kowloon airport. Now walk up and talk to the receptionist and select Wakatsu as a destination. Gen will walk out and get the receptionists to agree to transport you there. By now you'll have guessed that Gen will be a key character in the finding the location of the Sword card and retrieving it, which is true. Once at Wakatsu, approach the Charon lookalike and he will ferry you over to the abandoned city. Walk up the stairs and 2 impish-looking kids will open the doors for you. Gen will then walk out of you and lead the way. (Blue can also sidetrack to pick up items such as two high-powered swords.) Follow him until Blue comes to an area with dilapidated buildings and debris randomly scattered around. Gen will tell you : "There's nobody around" then walk back into you. Walk through the skeleton of a framework and into a rundown Japanese house. Ascend the stairs up into the next level. Now turn right, (yes, there actually is a opening, as inconspicuous as it looks) walk through the doorway and ascend the stairs. You are now in a room with three miniscule lamps facing each other. Now walk up and in between them. The lights will turn on and three morphing shadows will appear on the wall. In regular intervals, a clank of swords will be heard. Blue must make all

the shadows display as three crossed swords, side by side. To do this, listen to the clanking of the swords, and then press the "Accept" button at EXACTLY the same time as the clank sound. Gen will help you by telling you to use your ears to listen. It's easy; you should get it at first try. If, for some reason you do fail, the team will have to fight enemies. Once you succeed, the Sword card will appear.

Now for the final card. Teleport to Yorkland. Go west from the crossroad and you'll enter a well populated part of the town. There are 4 houses you can enter. You'll need to interact with the people inside to find out information on the card of the Chalice. Keep talking to them until everyone of them mentions something about the Chalice and gives you a sample of their wine. Now exit back to the crossroad and enter the Swamp. Run through the swamp until you see a flight of stairs. Blue should be feeling the intoxicating effects of the wine and will stumble out if left alone. If that happens, or if you accidentally take the wrong path, you'll have to restart from the entrance of the swamp. Meanwhile, have your fill of whacking the enemies (or squids, if you are of higher level). No mercy. There is also a path through the swamp where Blue can avoid ALL enemies, but is extremely hard to traverse (especially in his drunken state). Run up the stairs and into a room. Walk up to the Chalice and lo and behold, the Chalice card falls down. All four cards: Shield, Money, Sword and Chalice, will then spin together and merge into one. And there you have it: the Secret spells powerup!

Part 3(b) <> The Quest for the Runes

First, teleport to Kowloon. Enter alley B (the one where 2 bandits attempt to rob you.) Decline their kind offer, then whack the hell out of them. Now go down the grimy stairs and enter the second sewer hole further down. Once in the sewer, go straight and around the bend, and then up the stairs. Blue will now be on the rooftops of a couple of dilapidated shacks. Now descend the sewer hole furthest to the north and into another section of the sewers. Go left and climb the ladder. At the top of the stairs is a red door. Behind it is a robot that sells pretty good guns and gun related stuff. Now go right and into the manhole. Descend from the ladder and then enter the sewer hole on the left. (The stone steps lead out of this place.) Now what Blue needs to do is enter the little shack; he'll have to roundabout to do it. Try to avoid the enemies if you can (not that they're much of a threat, but simply to avoid excessive annoyance).

Once in the cavern, Blue can explore the place and pick up stuff. He will eventually come across a darkened cave containing a cluster of beetles. One beetle will jump at him, and a Boss fight will commence. It will be a good idea to whack the three smaller beetles first before attacking the big one. That way, you won't have the bugger getting himself healed after each round. Once annihilated, the rest of the beetles will make themselves scarce and Blue will walk up further into the cave. The Protection rune will draw itself out of the air and disappear into your possession.

Now for the next rune. Teleport to Shrike. Go southwest and into the countryside. Hop up the pebble staircase and enter the mausoleum. First go left and enter the first opening. Walk up and talk to Roufas. He'll join your team. Then open the door behind him and fight some enemies. Now return to the opening of Shuraiku. This time go right. Select the first option when it comes up. Blue enters another part of the dungeon. Fight past the next two screens until you see a stone staircase with a treasure chest beside it. There are two paths Blue can take here. He can go southeast to pick up items or descend the staircase to fight the Boss. If you choose to collect the items, you'll have to start again from the side where you picked up

Roufus (like that's such a big deal). Fine. Once down the staircase, Blue enters a room with a square enclosure. To the extreme left, is a huddle of enemies. You can attempt to herd the idiots into the square enclosure (they'll stay there) or you can fight them. Either way, your objective is to enter the opening on the left. Once through, keep going north until you enter a cavern with the remnants of some monstrous creature lying in slumber. Walk up to the stone boulder to awaken the guy. For the first round, just punch him to REALLY wake him up. Then whack him. Duh. The rune of Victory will be yours.

For the next rune, go to the Kowloon airport and select any destination. You'll fly, but in a much cooler contraption and to a new place: Tanzer. Now walk up and watch the automatic sequence of the bandits around yak. Once they're done, walk up to Fei-On (the guy with the top-knot) and talk to him. He'll lead you and a bunch of nomads to their hideout village. Cross the bridge and enter the cavity at the extreme right. Talk to Fei-On and decide to co-operate with him. He'll then lead you out into the dungeon. Follow his lead and his instructions. Blue will have to traverse the maze via some weird vacuum doorways and sponge-like orifices. Eventually, he'll enter another section of the dungeons with paths as slides. Explore around, and when Fei-On suddenly appears out of nowhere, select the first option to fight the Boss. The fight is easy. I mean, REAL easy. You can even relegate it to your secondary team. When the fight starts, you'll notice that all your characters have a new starter move. Select the new move for your slowest character. And get your four fastest characters to whack those idiotic blobs. They should be habis before you're half done, and the way to the Energy Rune will be cleared. The last person will do the move on the Rune and then retrieve it. And you're done. In just one round. After Blue finds himself back in the Kowloon airport, he'll notice he'll have a new character - a blob. The little bugger sneaked in during all the prior commotion. Blue cannot prevent its entry; and will have to contend with it. (In some cases, Fei-On is collectable provided that Meiren belongs in the company; considering the fact that he is her estranged husband. Unfortunately, this is not possible in Blue's story.)

Now for the last rune. Ascend to the upper level of Kowloon and enter the red door. You'll notice that it is no longer Roufus standing there, but a purple-haired girl. Talk to her to get her to join your team. Now go out and talk to Annie. She'll then accompany you to Despair. Follow her lead until you come to a room with metal poles positioned at regular intervals from each other. There are actually invisible laser beams being emitted from the poles, creating a maze. There's one one path through and Blue will have no choice but to navigate blindly (if he makes a mistake, he'll have to fight enemy robots). You can also activate laser beam visibility prior to coming here. Continue from here until you see a rotating fan. Walk up to the fan and talk to Annie. A caterpillar thingie with a skull for a head will approach you. Defeat the thing (man, the bosses around here are just too damn easy) and proceed to the next room. Walk up to the boulder, and voila, the rune of Release. All four runes will draw themselves out of the air and disappear. Blue now has the Rune powerup.

Part 4 <> The Showdown of the Twins

With an arsenal of spells, there is only one more compulsory category left for Blue to acquire: the Time or Space spells. Before you do anything, be sure to train with your Card or Rune spells so as to learn all the spells within the category.

To get the Space spells, Blue will need to teleport to Duvan. Keep walking left two screens from the airport and up the mountain path. Major

SAVE at this point; once you proceed further, there is no turning back. Now walk up to Rei Hime, the purple-haired mystic standing meekly beneath the autumn trees and talk to her. Blue will then be sent into Kirin's Field, a realm of candy. Explore this place (you need to do several things to get around, such as flipping switches, shrinking yourself and playing around with weird but cute looking gadgets) until you reach a pearly-white translucent flight of stairs. Walk up under the ledge and a Boss fight with Kirin, the dragon-horse will commence. In unique cases, Kirin is a collectable character, but since Blue requires its spells, he'll have to fight for it. Once the Boss is defeated, Blue will possess the entire range of Space spells. The following sequence is automatic.

For those interested in Time spells, head for Mosperiburg. Ascend the marble staircases until you enter a throne room. Blue will then walk up and converse with gothic-looking guy (yes, that IS a guy). He will then be transported to Time Kingdom. Walk past the next few screens (there is only one path) until you come to a gigantic shattered hourglass. Walk up to the sand pile, (Blue will comment) and return to Mosperiburg. This time, the guy will send you to Fascinateur, the native land of the mystics and Asellus' starting point. Explore the incinerator (the cave with the crimson-pink glow) and then travel south. In the root town, Blue can buy Mystic spells as well as an excellent +70 sword with an innate ultimate move AND counter (worth 3LP). To leave this place, Blue can simply teleport out, but will be unable to return to Time Kingdom. To truly complete the place, Blue needs to buy an item worth 1LP from a merchant (last option in the menu) to activate the clockworks in Time Kingdom. Then ascend the mushroom staircase to the extreme left of the town and talk to the mystic boy sitting at the table. Blue will negotiate with him to give him a lift to Owmi. Now leave the house and enter the door at the foot of the staircase. Talk to the starfish and a bookcase will shift aside, revealing an opening. Run through the cave to rendezvous with the mystic boy. When back at Mosperiburg, Blue will be sent back to Time Kingdom. Now go back to the hourglass, and run up the brick stairs behind it. Blue will get everything up and running. Great. Now proceed left, till you come to a drawbridge (you can of course, take the time to satiate the burning desire of those hopping things just dying to meet you). Activate the drawbridge, and walk through. A fight with Tokinokimi, the Time Boss will commence. In unique cases, this mystic is a collectable character, but since Blue requires his spells, he'll have fight and defeat him. Upon termination of the Boss, Blue will then acquire all the Time spells he needs. The following sequence will be automatic.

The scene changes. Wayward cliffs claw out to the infinite sky, their silhouettes sinister and stark against the pale unforgiving visage of the moon. Companions stand in a single ascending file, helpless but grim spectators to the two brothers, who meet at last.

So basically what Blue needs to do is kick his brother's butt. Which doesn't take a decent effort, really. The fight goes like this: each brother will be given two rounds to do each of his own spells on himself or his opponent. The rotating crystals morph into the shades of spells that are supposed to be cast. For example, when it is time for Nova spells to be cast, the crystals morph and the menu/title bar will display "Nova". This means that Nova spells when cast at this time will be at their most powerful. All other types of spells can also be cast, but are less effective. The rotation is even, and fair. After Blue gets to do his spells, Rouge gets to do his. The objective is to fight to till one person loses all life points, that is, all seven of them. Rouge will have the same LP, HP and JP as Blue at this point, but not the same stats (so training would help). You'll notice that for every spell category that Blue is able to cast, Rouge will possess the opposite. Note: the longer Blue takes to

explore, train, etc. before the fight, the more spells Rouge will get. That, you'll find, will be to your advantage later.

Now if Blue chooses to lose (in his bid to show his brotherly love and desire for reconciliation), Rouge will instead become the main character.

Part V <> The Omega

You'll remember that you have yet to collect the Yin powerup. Now you can do so. Open your inventory, gawp at your current array of spells and teleport to Kyo. Go to the Buddhist temple. If you're using Rouge, you'll have to rebuy the Yin spells. Now talk to the girl OVER THE COUNTER, then go into the adjoining room. Walk up to the Buddha statue. Now all of your human characters have to fight on a one to one basis. Once that is over, the Yin powerup is yours.

Now you can go ahead to the final stage, or hang around to train and learn all the new spells (the squids at the Yorkland swamp would be nice). Once you're ready, activate Teleportation and select the new destination: Magic Kingdom.

Once there, all you are greeted with is a landscape of devastation. There is nothing you can do here, so go north, on top of the pipes and down underground. You'll see the remnants of your people littered around. The guy on the left is still alive. Talk to him, and after relating some information, he'll die in your arms. Go further down, all the way past the statues of the three goddesses and to the bottom level. Fight the enemies there and then walk up to the three glowing crystals. Retrieve them in this order: right, left, center. Now climb back up to the ledge, cross over and descend onto the statues. Time to do some breast-walking. Walk to the centre goddess and talk. The crystal you collected with rise and open the way to a new room with two rows of floating babies. Talk to the two people, and find out the truth about the two of you, Blue and Rouge. Some enemies will catch up with Blue and kill his friends. Now go back out, and climb down the statues and out of the screen. More devastation. There's a room in the corner containing a pedestal with information on the nature of the three goddesses. Keep walking north and talk to your comrade lying in the center of the path. This is it. The point of no return. Select the first option and proceed into the final dungeon. (Before you do so, make sure you've stocked up potions: healing, JP, WP restore, and others. Hell, just spend all your money, since you won't have any use for it later.)

This place looks like a kid's idea of heaven. It's of course, an illusion. And the innocent cherubs that flutter around are enemies. You can decide to run into them, considering the fact that this is your last training session. Explore the place; there are items to pick up around here (including one that is being guarded by a sword-wielding dragon) till you come to the foot of a flight of stairs, flanked by pedestals that emit white smoke. SAVE. Then walk up.

Your last boss, the King of Hell, will keep morphing during the battle. After the fifth transformation or depletion of approx 100,000 HP, the game will end.

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SaGa Frontier does provide a new/secret area to the players who persevere, known as the 'Programmer's Room'.

Here's an idea what you'll find there: a gathering of the seven Last Bosses in the throne room in Mosperiburg, along with a SD version of the gothic guy accessing how you've played the game. Coupled with that lots of miscellaneous stuff and gaming secrets.

Here's how to get there: at the start of the game, select any character. The next screen will prompt you select a memory block. Select the third option (fourth if you're using your second memory slot). The subsequent screens will require that you enter your name, bloodtype, etc.

Everytime you start a new character, remember to select the first option in the memory block menu (second for second slot). Upon completion of all seven characters, the new area is automatically accessible.

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