

# SaGa Frontier Skill FAQ

by Aya Brea

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## SAGA FRONTIER SKILL FAQ

Version 4.5

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Note: This is a guide made for the US version of SaGa Frontier. There are many SaGa Frontier FAQs there out on the net but I thought some skills need explaining. This FAQ will explain the use of various techs, skills and magic, how to learn them easily and where to obtain them as well as some tactics and tricks I've discovered. This FAQ does not, however, include an item list, enemy list, mystic weapon list and a few other lists. (It doesn't say "List FAQ" up the top does it?)

This is my first attempt at writing an FAQ so any help will be appreciated. English is not my first language so it's very likely that some parts may not make sense or is grammatically incorrect. Some data maybe wrong, left blank or I just forgot to put them in. Please e-mail me with any mistakes or if you want to contribute to this FAQ or you have a problem with the game.

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## REVISION

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V1.0 - 12/Apr/99

- First version. Everything is in but still missing a few things such as quotes and skills description.

V1.2 - 14/Apr/99

- Updated the section about SaGa Frontier 2 now the game has been confirmed for a US release.

V2.0 - 16/Apr/99

- Added the "General tips" section and fixed up more errors. Should be ready for public viewing.

V3.0 - 13/May/99

- Tidied up my FAQ with line breaks so it's much easier to read.  
- Fixed up few skill descriptions with the help of the readers.  
- Fixed up the information on elemental barriers.  
- Added the "Last boss guide" section.  
- Added the "Wanted" section.  
- Various other stuff that I can't remember.

V4.0 - 23/Jul/99

- Fixed mistake under "Infinite Credit Trick", a minimum of 10,000 Credits is required! (Nothing's ever cheap in this game)  
- Added "The Dex Drive" section with some fascinating facts about the characters you never got to play with!  
- Added the "About me" sections.  
- Added more detailed explanations on Asellus' story, in her section under "Character evaluation".  
- The same goes with Emelia's story, also in her section.  
- Added stuff about the porno book under "Well known tricks".  
- Added an extra original trick!  
- Added an extra tip and guideline under "Combos".  
- Added data about a fourth barrier to the "elemental barriers".  
- Added the reason why not to bother with free Monster skills in the "How to build your Monster" section.  
- Just a couple more quotes.  
- Fixed more of those embarrassing errors.  
- Various little stuff.

V4.1 - 7/Aug/99

- Not much, just changed my e-mail address.  
- Add a note to LifeSprinkler

V4.2 - 8/Sept/99

- Added the exact requirement for evolving EnergyChain  
- Added some information on Woman and CommonMec, the glitch characters under "The Dex Drive" section. Care to check it out?  
- Added my alternate e-mail address.

V4.3 - 27/Oct/99

- Added stuff on the SatelliteBeam skill and BitSystem under the Mec's section. As well as some stuff under Rabbit's evaluation.  
- Ah hah! So Type 5 Mec's special skill is the Graviton  
- Someone finally gave me the definition on what the bullets are for under "Gun techs"!! Wanna see what it all means?  
- Corrected some errors on CommonMec  
- Put some line breaks in

V4.4 - 22/Dec/99

- Added more information on the Gameboy SaGa games
- Added more stuff about Asellus' original hair color
- Added the alternate way of reciting TimeLord as Asellus
- Added an explanation on how the Defend command works in battle
- Added the "Speed Skill Learning" trick

V4.5 - 25/May/00

- Added the "Speed Skill Absorb" trick
- INT increases the number of slots available to Mecs, added that
- Added the Living Rifle to Mec's items
- Added the weird trick "Medicine on steroids!"
- New info added to TimeLeap
- A cool trick for fighting MasterRing
- Corrections here and there

#### CREDITS

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- \* Square, for making this amazing game.
- \* Nefdar, for his most excellent FAQ which inspired me for writing this FAQ.
- \* Asura <lord\_asura@yahoo.com> for his detailed FAQ on Monsters. And also Masterman for the info on the Mariche.
- \* Thanks to everyone who wrote an FAQ on this game as well as everyone who submitted a trick or helped them on it.
- \* Thanks to everyone who wrote an FAQ on Romancing SaGa 3, which helped me complete the game.
- \* <Ariana.anthony@pacific.net.sg> (aka Mega Man Legends) for telling me about VermillionSand and LifeSprinkler. And thanks for chatting with me.
- \* A MAJOR thanks to Dimetric Simone Houston <dhousto@tiger.lsu.edu> for info on BoundShot, combos, Asellu's ending and Asellus' original hair color. (Ha ha ha!)
- \* <Cbarryfft1@aol.com> for the data on EnergyChain.
- \* Drew Coon <dcoon@techteam.com> for the information on AsuraRevenge and elemental barriers.
- \* Kaminarill@aol.com for various notes, comments and the awesome LightSword trick!
- \* Eric Hohertz "Czar Dragon" <eric\_hohertz@rocketmail.com> for his information on Dex Drive data.
- \* MichaelJH1@aol.com
- \* Gary Hinger <ghinger@nwnlink.com> for his information on CommonMec and Woman.
- \* MindWanderer <mindwanderer@juno.com> for the information on the BitSystem, SatelliteBeam and Rabbit.
- \* PrinceJoel <PrinceJoel@aol.com> for the explanation of bullet consumptions of gun techs.
- \* Mec Cande <thelaent012@hotmail.com> for more notes on Asellus' hair and the alternate way of getting TimeLord in Asellus' quest.
- \* BastionZM@aol.com for explanation on the "Defend" command in battle.
- \* CaptainNemo7189@aol.com for the "Speed Skill Learning" trick
- \* Beowult <Mr\_RPG@yahoo.com> for a lot of cool tricks, like extra slots for Mec trick, Living Rifle and and the "Speed skill absorb" trick. :)
- \* "cajon1" <cajon1@gateway.net> for the info on TimeLeap, Vortex trick on MasterRing and corrections on SnakeOil.

## WANTED

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- \* Quotes quotes quotes!
- \* Any helpful insights on Emelia's story (see below).
- \* Any tips, tricks, glitches or just plain weird stuff. Don't be afraid to send them in!

## ABOUT ME

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The reason that I am putting this section into my FAQ is that a number of people thought I was a female!!! Yes that's right, I'm a guy! (I'm kinda getting sick of people calling me "Miss" or "Girlfriend".) The reason why I'm using the name "Aya Brea" is that first, it goes well with my e-mail address. Second, I'm a huge fan of Aya Brea and Parasite Eve and finally, I'm known as "Aya Brea" by my friends on the net, so there's not much point in changing it. And besides, "Aya" is a unisex name!

Now about me. I'm living in New Zealand, some might call it the "stinkin' hell hole" (a quote taken from this game.) I have just turned 17 and am currently doing a Commerce degree in Marketing in the university. (I was doing Computer Science but that was as boring as hell!) I like playing the PlayStation and some of my favourite games are SaGa Fronteir, Star Ocean: The Second Story, Street Fighter Alpha 3 and of course, Parasite Eve. I've enjoyed writing this FAQ very much so hopefully you've enjoyed reading it as well. Look for future FAQs from me.

Come visit my website some time at:

<http://www6.50megs.com/vanceayahan>

I know, it's pretty good for my standards but I have been very lazy lately (no motivation.) Come and see what you think.

BTW, my ICQ # is 15185682 and you're welcome to come and have a chat with me sometime.

## INTRODUCTION

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Hello and thanks for reading my SaGa Frontier Skill FAQ. This FAQ is designed to explain the use of most of the skills, how to learn them and which ones are the best for a certain situation. However, it's intentionally designed for a human but I will include special sections on various other races and list some of the more useful skills for them. Near the end of this FAQ, I will also include a character evaluation, which none of the existing FAQs had. This will include where to find a certain character, the skills they're best at and a bit about their backgrounds. There are also various miscellaneous stuff that I found quite interesting. So I hope you'll have a fun time reading this FAQ and I hope that you guys will find this useful.

## HISTORY OF SAGA

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Another masterpiece RPG series made by Square. The SaGa series were largely accepted as a popular RPG in Japan for many years. For those

of you who are not familiar with the past SaGas or the SaGa series itself, here's a short summary of it.

Non-linearity is the strength (or weakness, depends on your taste) of the SaGa series. You are basically free to go anywhere you want and do what ever you want. Reduced linearity usually means reduced story and character development, and this is what really turns some people off, so if story development like those of Final Fantasy is your main priority in an RPG, then I suggest you to not even touch one of these games! SaGa series uses a rather unique levelling up system, it's similar to that of Final Fantasy 2 (Japan) in that you'll gain what you use during combat. Instead of a certain amount of experience points you gain after the battle which when a certain amount has been cumulated, will cause your character to go up a level. In SaGa, the experience are in the form of stat boosts (which depends on which game you're playing) can either gain you a direct stat boost (ie. raise in strength) or a proficiency level. You might gain stats after every fight but you might gain hardly anything at all. Also in SaGa, instead of running into a random fight every random numbers of steps you take, you'll be able to see he enemy as it comes at you and you can try to avoid it.

#### GameBoy SaGa

Believe it or not, SaGa Frontier is actually the seventh game in a series known as SaGa. (Or Romancing SaGa) The first 3 SaGa games were made for the GameBoy and appeared in the US as Final Fantasy Legend 1, 2 and 3. (I am not sure of what their original names were, so if you know, mail me and tell me.) Now I don't know what exactly possessed them (the publishers) to change the title of the game, but my best guess would be that they felt it would achieve better sales number by adopting the name of SaGa's cousin series Final Fantasy. Anyone who has played any of these GameBoy SaGas would probably call them "weird". These games consist of various races that have different powers and powers up differently, this feature had been retained in SaGa Frontier. (Yay!!) I have played FFL2 and 3, FFL2 is more of a FF/SaGa hybrid at 50% each and FFL3 is almost completely FF style. Anyway, FFL2 consisted of difference races, random skill/stats gain but had random encounters. FFL3 however, had a crap race system and has both random encounters AND experience! I guess it could be considered as an outcast. :)

#### Romancing SaGa

Romancing SaGa is the first "real" SaGa game IMO. It made its debut on the Super Famicom in Japan in 1991. Now I can not say for certain but I think this is the first game in the series to introduce the free scenario system, which when translated into the game, means multiple quests with different heros. There were 8 different characters to choose from, 4 male and 4 female. The characters range from a prince to a pirate to a thief and many more. Your initial stats are determined by various questions asked by the game before you start. You are allowed 6 characters in your team simultaneously and they can learn different skills depending on what type of weapon they use in battle. However, the equipment system still follows the traditional "body-part" system, meaning you can only equip a certain item on a certain body part, like a helmet on the head. This is also the first game to use the excellent spontaneous learning system. (Or light bulbs.) After the battle, your characters will gain stats directly. Also, conflicting schools of magic like that of SaGa Frontier is also in this game, some of the spell types made it into Frontier, such as Mirage and Evil. I have not given this game

much of a go because I can't understand it...

#### Romancing SaGa 2

Romancing SaGa 2 came out in Japan in 1993. The graphics had been greatly improved. I think there are 7 playable characters but it's kinda hard to tell since you can't select your hero from the beginning. The game uses a generation system sorta like Phantasy Star 3. When the king/queen dies, the main character switches to one of the king-queen's children. This game introduced the weapon/spell proficiency system. Weapons and their techs falls into a few types, they're given a value from 0 to above 40. The higher the value of the proficiency level, the more damage you'll do when you attack with that type of weapon or weapon tech. The same goes with magic, the more proficient you are with the magic type, the more powerful are your spells. After the battle, instead of gaining basic stats, your proficiency level might rise if you have used that type of weapon/spell during battle. This is, IMHO, less flexible than gaining straight stats because your when you switch your character to another weapon type, they're very likely to be proficiency level zero, which means they'll do VERY little damage even with a powerful weapon! The "free style item equip system" made its debut in this game. Also, you can seal your skills after you learn them but they'll be gone forever! Note that techs and magic are held by separate slots, 7 for techs and 7 for magic. I haven't played this game much either.

#### Romancing SaGa 3

This is probably my second favourite SaGa game after Frontier. It came out in Japan in 1995. There are 8 characters again for this game, and can also customize their stats by the question the game asks you after you select the character. The weapon/spell proficiency is still here but they've made it better. You can seal your techs to equip it later, but only on one condition... You have to master it first. How do you do that? Well, when you first learn a tech, it will be in red in the menu. If you use it enough times, you'll master it so you can seal it to equip it later. Even better is that when you master a tech, ALL your party members will be able to equip it as well! There are also tons of party formations to play with. Each character's intros were also well done, using the RE2 style intermingling except it has 8 main characters! But the bad news is that, instead of having completely different quests like SaGa Frontier, RS3's quests are just slightly different. Each character has mostly the same storyline and same bosses, this hinders greatly on replay value of the game, no surprise that I've only clocked it once.

#### SaGa Frontier

Released in Japan in 1997 and came to the US shores a little later. This is the game this faq is all about so read on for all (well, most of anyway) your SaGa Frontier needs. One note worth mentioning is that the classic parchment world map was eliminated in this game, making it impossible to tell what the world of SaGa Frontier looks like. (No, Blue's RegionMap does not count because it's just a series of shapes and polygons stringed together, not parchment.)

#### SaGa Frontier 2

It has been released in Japan recently. Although Square has EA behind them over in the US, no one can say for sure whether that this game will get published in the US, since the response for SaGa Frontier was not very good. I think I'll have to go jump off the

building if they don't translate it. (Did you hear that Square? Now you're obligated to bring it over!)

UPDATE! A US release of SaGa Frontier 2 had been confirmed. Keep your eyes peeled during the first few months of 2000.

From what I've heard, the "free scenario system" has been stripped bare but will bring back the "generation system" that's been used in Romancing SaGa 2. Also, I was not pleased to see from the screenshots that the weapon/spell proficiency system is back again. Weapon types includes Swords, Axes, Spears, Staffs, Bows (YES!) and Fighting. The combos are back too but I am not sure if they're customizable. You can only have a maximum of 4 characters in your party. The game looks cute though, kinda reminds me of FFT.

#### STARTING THE GAME

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Let's start with the basics! Upon starting the game and choosing your character, you'll be able to make a new System's Data File. You don't have to do it if you don't want to and it won't hinder or affect your game in any way. But I recommend in doing that because after completing all 7 quests, you'll get a few cool bonuses and you get to meet the programmers. (But most of them are boring anyway so.....) The game will ask for your stats such as name and star sign, I don't know what effect this has (or anything at all) so just put in anything you want. Also, it's important that you wait 'til the System's Data screen to come up after viewing the character's ending to update your System Data.

I assume that you're familiar with the button configuration of this game because I will not waste my time explaining it, it's not too complicated so take your time to learn them. One important note, the Quick Save option (pressing the Triangle and R2) is EXTREAMLY handy in this game and it only takes a second, you should get into the habit of using this often! But remember, NEVER push the restart button or turn the power off when you're using QS, it'll erase it! So before you turn off the power, use the normal save option in the menu.

#### MENU

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Pressing the Square button on the field screen will get you to the main menu. The 3 vertical columns represent your 3 teams, each having 5 slots to fill your team members with. The window on the right is your command window and the little one below it is the miscellaneous window, containing information such as the current place (or Region) you're currently in and your credits (money). These are the commands:

- Status
- Item
- Position
- Equip Weapon
- Equip Ability
- Config
- Save

---Status---

Contains all the important information about a certain character in



your current party. On the top left corner is your character's picture, as well as a few basic stats:

\* Name: The... name of the party member. You can usually recognize them by their picture.

\* Sex: The gender of your character, I don't think it affects the game in anyway. Note a Monster or Mec has "Neutral" gender.

\* Race: Very important as how to develop the character. Note for a Mec, this will tell you which type they are and for a Monster, it's the form that they're currently possessing.

The following 4 stats are what I call "power points".

\* HP: Hit Points. Measure the physical endurance a character has. When this drops to zero, the character will fall unconscious and will be unable to act and is vulnerable to attack. Each attack that hits an unconscious character will cause them to lose an LP. (See below) An unconscious character can be healed by any healing methods. Your HP will be fully refilled once a fight is over.

\* LP: Life Points. The number of "lives" your character has before they "die". You can lose these when you get hit while your character is unconscious. (See above) Once you lose them all (which is not very easy to do) then your character is considered "dead". They'll still occupy a slot in your team but all their power points (HP, WP etc.) will be zero! And they'll be removed from your team during combat. (Meaning that they'll not be there.) However, you can "revive" a "dead" character by staying at an inn or using a SanctuaryStone, anything that refills all of your character's power points. If your main character runs out of these then it's Game Over! Be careful because some enemy attack can drain LP directly, also some skills will also drain LP. The first number is your current LP and the second number is your maximum LP.

\* WP: Waza (Japanese for technique) Points, also known as Weapon Points. These are the potential your character has in releasing a powerful technique. Each time you use a skill/technique that has a WP cost, the cost of that skill will be subtracted from your current WP. When your WP gets too low, you will no longer be able to use that skill so use these sparingly! These will NOT refill after a battle. You can refill your WP by staying at an inn. The first number indicates your current WP and the second number is your maximum WP.

\* JP: Jutsu (Japanese for magic) Points, there are no English equivalent so this is also known in the States as the Ja-something Points. The potential a character has in casting magic spell. Like WP, each time you cast a spell, the cost is deducted from your current JP value, when it gets too low, you'll be unable to cast some/all spells. These also will NOT refill after battle. You can refill these by lodging at an inn etc. Again, the first number is your current JP and the second is your maximum JP.

On the left hand side of the window is your character's "hidden" statistics. These stats won't be shown in battle but they all affect your character's actions in a certain way, so they're just as important as your basic stats, although some are more important than others:

\* Strength (STR): The power of your character. Affects the ability your character has at inflicting damage with physical attack and skills. Perhaps the most important skill for your Human swords and fighting characters.

\* Quickness (QUI): The agility of your character. Affects your ability to dodge an attack (indicated by the pop-up "miss") and how fast your character will act during battle. (If they have high QUI, they'll act early.) It is sometimes advantageous to act later in the round.

\* Intelligence (INT): Affects the speed at which the character learns magic with the help of "gifts" and the effectiveness of mechanical weapons (cannons/lasers). I think this may also affect how fast your character will learn gun techs. Kaminarill@aol.com told me that INT also affects the speed where you learn physical attacks... not I'm not too completely sure about that.

=> Beowulf told me that increasing INT will raise Mec's skill slots! Maybe that's why some of the boards does it, because it gives them an INT boost! Cool, so now you can't complain that you ain't got enough slots. (The max is still 8 though.)

\* Will (WIL): The accuracy of weapon attacks. Also the higher the WIL, more damage can be done when using a gun tech or a spell, as well as the effectiveness of a spell (such as the death effect of the Arcane Magic "Death"). Finally, the higher the WIL scores, the more likely you'll achieve additional status effect of some skills (ie. The petrify effect of Cockatrice, the Stun effect of AirThrow and the Palsy effect of Blizzard.) The most important statistic of a magic/gun user! (#see below)

\* Psychic (PSY): The resistance your character has of avoiding negative status alignments. Less useful than most stats, but very helpful occasionally. Also affects the speed you recover from status (except for Stone as it cannot be recovered from naturally). A character having high PSY is virtually immune to negative status! I am not sure if PSY resists Feint effects. (#see below)

\* Vitality (VIT): It's supposed to be the resistance towards attack and the Sleep status. I haven't quite figured it out yet but I think that this will act with your character's Defence values against enemy skills. (Not physical attacks) A character having high VIT will take significantly less damage than someone with low VIT against an enemy skill such as Stampede, but remember, your character's Defence will play a roll in this too!

\* Charm (CHA): Perhaps the most useless stat of all. This affects your character's ability of evading a charm attack, as well as how successful your character is at attempting to charm an enemy. Helpful in rare occasions so just don't bother too much with this.

\* Defence (DEF): The resistance your character has against physical attacks, the higher your Defence, the less damage you take from physical attacks. You'll increase your DEF values by wearing any type of armor. A monster has inherited natural DEF value but all DEF values of a Human/Mystic/Mec is artificial, meaning a character other than a Monster will have zero DEF if all armor had been removed.

# Something is leading me to believe that PSY affects your character's ability to cause status (sorta like how CHA affects your evade and hit % of Charm attacks.) I have to check on that.....

On the right side of the character status window will either be the current equipment or skills equipped on the character. You can press up/down to alternate between the two and pressing O will take you to the Equip Weapon/Ability option. (Explained below)

NOTE: A human has a bar-like thing on the upper-right of the window. This deals with mastering techs explained later.

#### ---Item---

This option will show all of the items you have collected during your journey. Pressing the select button will sort the items by type. Pressing Up/Down will move the cursor up or down. Pressing Left/Right will act like the PageUp/PageDown keys on the keyboard. The bottom window displays the characteristics of a certain item, if any, when you put the cursor over the item's name. You can carry as many different items as you want but you can only carry a maximum number of 99 of one item. Select the item twice will use the item.

Each item has a symbol next to its name, these indicates the nature (or type) of the object. A sword symbol indicates the item is either a sword or Katana, a gun symbol means the item is either a gun or cannon, a bottle is an item and a ring is an accessory. All other items are self-explanatory. If the symbol looks like Claire's "Vaccine Case" from RE2 then that's a Mec circuit board.

#### ---Position---

Selecting this option will take you to the 3 vertical columns containing your party members. You can select a member and put them into another column/slot by pressing the O button again on with the cursor on the desired spot. If the desired spot is already being occupied then those two characters will "swap places".

Note: A character on the top of the column is more vulnerable to attack (meaning the enemy is more likely to select that member as their target) and this vulnerability decreases as you move down a column. So it's a good idea to put your weak characters on the bottom slot so they won't get killed in one hit like Nina from BOF3!

#### ---Equip Weapon---

Two windows will show up when you select this. The left-hand window indicates what equipment a character is currently possessing. You'll immediately notice that this window has been divided into 2 sections if your character is a Human or Mystic, indicated by the red highlighting above the bottom section. You may click on a slot (whether it's empty or not) and another window containing the equippable items. The window on the right shows your character's statistic. Some items when equipped, may boost a certain stat, when you equip one of these items one or more of these stats may increase, indicated by a color change. If it's green then that statistic has risen, if it's red then that stat had fallen.

The first 4 slots are the items your characters will be holding on their hands. You can place a weapon (sword, gun, cannon), an item (Cure, MagicStone) or a shield. This is what I call the "free style item equip system" because you can equip any combination of the

above mentioned items. (ie. I could have my character equipped with 4 swords or 4 shield or any combinations in between.)

Note: If you don't equip an item, you'll be unable to use any items, even if they're in your inventory! (Unless you have a BackPack that is.)

Note: I do not know what good does equipping multiple shields do. If the multiple shields can each block a different attack then you can block against any of them without any problem, but I do not know if your evading rate will increase if you equip multiple numbers of the same shield. Um... I've been told that equipping multiple shields WILL increase evade %s. Do it if you to (or if you cannot think of anything else you'd rather equip).

The next 4 slots will be the equipment worn on the body of the character, in other words, armor. You can wear only one item per type. (ie, you cannot wear 2 shirts etc...) Types of armor include armor, shirt, suit, gloves, boots and helmet. If you choose to wear a suit (which is a good idea) then you won't be able to fit in any armor, helmet, gloves or boots, meaning you can only wear a shirt to go with it. On top of that, there're accessories. They tend to have low DEF ratings but has some other effects. (Such as a stat boosts, built-it skills or protection vs. certain type of attacks)

For a Monster, you're given only 4 slots. These are for equipping accessories only, as a Monster cannot use any other items.

For a Mec, you'll get 8 slots. However, unlike Humans and Mystics, a Mec can equip anything including multiple numbers of the same item!!! (ie, my Mec can equip 3 CyberSuits.) As for an added bonus, any items equipped on a Mec will give a stat boost!! Some items will increase stats more than others so try your hand on as many equipment as you can to find the ones which gives the highest boost! Mecs are also the only race who and use the special Mec circuit boards. (Humans can equip them too, but they won't have any effect!) There are many types of boards, each gives different stat boosts and have different effects on a Mec. (Some of them give the Mec extra skill slots while others allow them to use a certain skills when equipped with the right skill.)

Note: Some items can not be removed. The names of these items are highlighted in red for Humans and Mystics or Purple for a Mec.

---Equip Ability---

This will allow you to equip, de-equip or exchange your character's skills. The left-hand window contains all the skills your character is currently being equipped with. The right hand window is the menu containing the type of skills your character has learnt. They line up like this:

Sword  
Gun  
Fighting  
Magic  
Special  
Dodge  
Seal

If you select Magic, another menu containing the magic type will appear and you'll have to select one of these to access your magic

list.

If you have not learnt a certain type of skill or your race permits you from using them, then that option will be in grey and you will not be able to access it.

To equip a technique, first select the slot you want the skill to go in. (Doesn't matter which one.) Then select the type of skill you wish to equip and another window containing all the skills you have access to and select the desired one. Easy!

After you've learnt a number of attacks, it's important that you "Seal" some of them because you may not learn any more if you have no empty slots. Select the skill you wish to seal and select "seal" on the menu, that skill will then be put into the correct skill type list, which you can equip later.

A Human has 8 slots and they have access to all but Special (except under certain circumstances.) A Mystic has only 4 slots for them to equip magic (which is no where near enough!) and underneath it are their 3 Mystic Weapon (Sword, Glove, Boots) skills, these skill CANNOT be sealed! (Note a Mystic can have 3 additional techs absorbed from enemies but they can be used in combat only so they can't be accessed from here..) A Monster will also have 8 slots. The skill in the last slot has a different color and is used to exchange skills with enemies. A Mec has a number of skills depends on their model. Circuit boards may add additional slots, to a maximum of 8. Mecs can use only Special skills. Skills, skill types, racial abilities and how to learn certain skills will be explain later in this FAQ.

---Config---

This option allows you to customize various stuff such as sound and color. The first thing I do when I start a new game is to change the text color, I can't stand those ugly orange fonts!!!!

---Save---

You can save you game here. As well as the Quick Save option.

Note: From what I've heard, the Japanese version of the game contains an extra option "Combo". I think you can put in your favourite combo and if you're using all the right skills in combat, the game will prioritize that combo, with a 100% rate of success or somethin' like that.

Note2: According to Eric Hohertz, the implementation of the "Combo" option was planned in the US version, as the file was found in the CD, but they somehow didn't get around to it. What a shame. :(

THE WORLD

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The world of SaGa Frontier is divided into "Regions". Each "Region" may be a town, a country, a planet or even another plane of existence! Because there're no World Maps in SaGa Frontier, it's almost impossible to tell what exactly a Region is, how big it is or which Region is closest to it. You can travel between the Regions on a Region Ship. These are airplanes, spaceships, ferries or any other unusual transportation mediums. Region Ships are usually free of charge and there is a port in every town approachable by Region

Ships. Each region has a unique theme or belongs to a specific time era or culture. For example, Kyo is very Japanese, Chateau Aiguille is very Gothic and Manhattan is very modern!

There are 2 different maps in a Region, the area map and the field map. You can do very little in a field map and not all Regions have field maps. This is very much like the World Map in BOF3 or Wild Arms. When you walk on to an area you may enter, the name of that area will appear on the screen. Pressing the O button will bring you to the area map. That means some Regions have multiple accessible areas. Take Manhattan for example, you may access "Port", "Shopping Mall", "C.T.C Building" and "Central Gate" from the field map. Most Regions (like Koorong) however, have no field maps so you can navigate them easier.

#### The RegionMap

Blue has an item called a RegionMap. This will work with Blue's "Gate" spell to teleport him to a Region he has already visited. You can use this by choosing "Item" in the menu and select the "RegionMap" twice. This will then take you to a new screen with various cool looking floating icons, each one of these represents a Region. They're arranged in groups. Pressing left or right will bring up a new group of icons and pressing up or down will cycle through the icons, pressing O will teleport you there. The best thing about the RegionMap is that you can use this almost anywhere! So the next time you worked your way through the dungeon only to discover that you have to climb your way out again, you know what to do! (Well, when you're playing as Blue anyway.)

#### BATTLE

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Unlike most other RPGs where a random battle happens without much warning, you can actually see them coming and therefore avoid enemies in SaGa Frontier. You will see enemies running around in some places. If you get close, they'll chase after you. If you happen to touch one of them, you'll engage in combat.

On a new screen, you can see the enemies you have to fight. On the top of the screen is a pink colored window that shows the names of the characters in your first team. Pressing left or right will let you switch teams. You can move the cursor over a character's name by pressing up/down and pressing the Triangle button will move them to the back row. Although I never use it, I think the back row is immune to some attacks. When ready, press O and this will start the fight!

SaGa Frontier is the first Square title in years to not use the famed ATB, so combat is more traditional, similar to that of Suikoden or BOF3. You can give each character an action at the beginning of the round and during the round that character will carry out that action. Pressing up or down in the command window will scroll through the list of actions, pressing left or right will cycle through all types of available actions such as changing the weapon (and the skills associated with it), using items or magic. Pressing R1 will make your character defend. A defending character will take reduced damage from attacks. Pressing the O button will select the desired action. Now enter the command for your next character. The order in which your characters act is based on their QUI scores as well as certain amount of randomness. If a character

is some how disabled (stunned, unconscious etc.) then their actions will be eliminated. The order in which your character will act is very important when it comes to building combos. (See below.)

NOTE! BastionZM@aol.com sent in the explanation for the Defend command and the switching row option prior to combat. Here's what he has to say:

"I saw that one part when you describe the pink screen before battle, and the different positions. I didn't get that for a while either, but it has to do with when you hit R1 and use Defend. If you're in the front position when you use Defend, it won't work. You'll just jump back into the real position. Then when you're in the real position and use defend you're character will stop moving and actually defend. So the pink position thing is so you can start out the battle with someone defending, instead of wasting a turn jumping into the real position."

:)

When the round ends, a new screen comes up with each character's HP, LP, WP and JP. Pressing any button will take you back to battle. Occasionally, numbers will pop up above a character after an action done by an enemy or party member. A white number indicates damage taken, a green number means the target gained HP and red numbers means a lost in LP. If your character rolls away from the attack, then that character has equipped a Dodge skill specific for dodging that attack. A "click" sound means that a shield has blocked the attack. (If you think that's bad, you should hear the brain crushing "beep" from Romancing SaGa 3!) If "miss" comes up, then the target had been missed by the attacker, which is determined by the WIL of the attacker and the QUI of the target. If your entire team falls unconscious (or is petrified) or your hero loses all his/her LP, then you're wiped out and it's Game Over! If all enemies are defeated (or ran away... or in some unusual circumstances), then the battle is over and you won! Then you'll be rewarded for your hard work. Your Monsters and Mecs will be able to absorb enemy Monsters and Mec, if you fought any, by selecting the name of the enemy you wished to absorb. Then your Human characters will get their statistic boost depends on the skills they used, as well as any new gun techs or magic they have learnt. Then your Mystics will get their share and finally you'll get any items or money the enemies dropped.

After battle, every character in your party that was not involved in the fight will gain some of their lost LP, WP and JP back from resting. Everyone in your other teams will gain back about 5WP, 5JP and 1LP per fight. Because of this, you can gain back to your full stats without even staying at an inn, very handy in long dungeons. Note Mecs will not gain any LP back this way.

#### Negative Status Ailments

Some attack specializes in crippling your characters by inflicting a bad status, these will hinder your characters but you may also use status attacks to your advantage. If used correctly, you may effectively debilitate them or eliminates them completely. Negative status includes:

\* FEINT <The character falls unconscious>

Also known as Death. Not a real status of course but many attacks

have this effect, this also takes place when a character's HP drops to 0. A fainted ally can be revived but a fainted enemy is dead.

\* VENOM <Indicated by purple bubbles above one's head>  
Also known as Poison. This will cause the target to loose about 10% of their maximum HP each round.

\* PALSY <Indicated by a green ring above one's head (not a halo!)>  
Also known as Paralyze. A paralyzed character cannot act.

\* STUN <The word "stun" pops up>  
Looses the ability to perform an action in that round.

\* BLIND <The character is shaded in black>  
Hit rate of physical attack decreases.

\* STONE <The character is in grey and all animation is stopped>  
Also known as Petrify. Cannot act or take damage. A petrified enemy will be eliminated. If all your characters are petrified, then it's Game Over.

\* SLEEP <Indicated by "zzz" above one's head>  
Cannot act.

\* ANGRY <Indicated by steam above one's head>  
Cannot use any techs or magic. They can use only most basic action and these may or may not take place, having the effect of Blue Mess as well.

\* MESS is divided into 3 degrees:

- 1) BLUE MESS <Indicated by blue stars above one's head>  
You may enter a command for a character affected by Blue Mess but it may or may not take effect.
- 2) YELLOW MESS <Indicated by yellow stars above one's head>  
You may enter a command for a character affected by Yellow Mess but it may affect either the party or the enemy.
- 3) RED MESS <Indicated by red stars above one's head>  
The character affected will perform a random action of either your party member or the enemies.

\* CHARM <Indicated by a heart above one's head>  
Perform an action in favour of the opposite party. (For some reason, my character keeps on using Cures on the enemy... weird!)

Note Angry, Mess and Charm is like a triangle. A character affected by ether one of them is immune to the other two.

#### Curing Bad Status

Fortunately, most bad status can be cured. I do not recommend curing every status you come across because if you keep on doing that you'll never get any hits in! Especially against bosses, just take care of the most serious ones like Charm or Red Mess. Also, when you get to the last boss, your PSY scores should be high enough to avoid most status and even if you did catch a cold, you'll most likely to get rid of it immediately the next round. Also, equipping accessories like PurpleEyes will avoid many status as well. In normal fights, you may feel free to ignore the status but you should win the fight fast. The cures are listed below, note that it's possible that I have not seen all the skills in the game so I might be missing out a few.



FEINT: Any healing skills, items or magic  
VENOM: Cure items, SnakeOil, Grail, Vortex, MagicHeal, Heal, StarlightHeal  
PALSY: SnakeOil, Grail, Vortex, MagicHeal  
STUN: None!  
BLIND: SnakeOil, Grail, Vortex, MagicHeal, Heal  
STONE: SnakeOil, Anti-Stone, Grail, Vortex  
SLEEP: Getting hit, SnakeOil, Grail, Vortex, MagicHeal  
ANGRY: SnakeOil, Grail, Vortex, MagicHeal  
MESS: SnakeOil, Grail, Vortex, MagicHeal, Heal  
CHARM: SnakeOil, Grail, Vortex, MagicHeal

Note: Ok ok, I was wrong. SnakeOil DOES cure the Stone status (thanks to Cajon1 for pointing it out) even though I think it shouldn't somehow. Although I could have sworn to have seen it happen and didn't negate the status (or was that in RS3?) Anyhow, I'm now too sure whether MagicHeal cures Stone anymore, probably not.

#### Positive Status

Not all status are bad, there are many helpful ones when used, may cause your character to gain HP each round, or make your characters do much more damage or double your character's actions! It's a very good idea to spend the first round using these when facing a big boss, where you'll gain the benefit of these the most.

Note all positive status will be removed by Vortex!!!

#### Elemental barriers

Since this is in the manual, I feel obligated to put it in. There are three way in which a character can activate this. The first is when a character is attacked by an elemental attack (Fire, Ice or Lightning), an energy barrier of the corresponding element will surround that character. That character himself is immune to the effect but whenever an enemy attacks him with a short-ranged attack, the enemy will take damage from the barrier. The barrier will wear off with time. Also, a character affected by that barrier will take significantly less damage from elemental attacks of hat type. I don't know if your can activate more than one barrier at one time this way. Note elemental magic will not cause a barrier but most Monster skills and elemental cannons will!

The second way is to absorb a "Barrier" ability as a Monster from another Monster. This skill cannot be used in battle and the command for it simply won't appear but your Monster automatically has the barrier and it will last all through the fight. It's also a free skill. You \*CAN\* have more than one barrier at a time (thanks to Drew Coon for that) by absorbing more than one skills but your Monster will counter with only one attack (probably the one occupying the higher slot in your skill menu). However, the resistance towards the elements still applies.

The third way is to use an accessory during battle. You will have to use it in battle to achieve the effect, just wearing it won't do anything and the accessory is then consumed. Those accessories can be bought in Manhattan or picked up from enemies.

There is also a fourth type of barrier that I'm sure that you've all came across, and that's the "Fear" barrier used by various undead

enemies. Upon making contact with this dangerous barrier, the character will immediately be affected by a Red Mess status, very deadly! Your Monsters can also gain the power of this barrier by absorbing a skill called CounterFear from enemy Monsters that uses it (Liches are common enemies that uses it, while some other rare enemies have it too, but it tend to turn you into an undead). Unfortunately, characters of other races cannot gain the power of this type of barrier. IMO, this skill is better for the enemy than it is for you...

## RACES

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All characters in the world of SaGa Frontier belongs to one of the races, the races includes Humans, Mystics, Monsters and Mecs. Each of these races has strengths and weaknesses, but are all powerful (or useful) in their own way. A different race has its own racial abilities and has to be built up in a different way. You will meet up with these races during your journey and they may be willing to join you. You should try out different races when you first start the game to find the one you feel most comfortable with. (And it's a Human most of the time.)

### ---Humans---

Humans are arguably the best race in SaGa Frontier because they have the most damage potential as well as versatile skills. A Human starts out very weak but is very likely to be the most powerful race in the long run. A Human can choose from four types of skills to learn from, each having their advantages. They can be swords, fighting, guns or magic. Occasionally, when a Human is exposed to a dangerous attack, they may discover the nature of the attack so to prevent the attack (or a similar one) at a later date. That Human has then learnt a dodge tech. Humans are the only race that has the ability of instantly learning a new sword, fighting or dodge skill in the midst of battle. Guns and magic techs can be learned after the battle if you have used an attack or magic of that category. All Human techs will be explained in detail below.

When a Human equips at least 6 physical skills (any sword, fighting or gun skills will qualify) without any magic then they're considered a "master" in physical attacks and a crown will appear on the bar to the upper right corner of their status screen. Any physical skills when then cost 1WP less which is really useful since some skills will be free of cost! Like wise, if you equip at least 6 spells without any physical techs then they'll become a "master" in magic and their JP cost will also be lowered by 1!

To build up a Human character, they must participate in a fight and survive. Then character will then improve on the skills he/she used during the fight. Each type of skill will increase statistics that's appropriate at using the skill more effectively. For example, you won't gain INT if you used a sword throughout the fight, because you don't need to be intelligent to use a sword effectively, but on the other hand, you're very likely to gain STR because the damage you do is dependant on your STR ratings. There also seems to be a "learning curve" of some kind if you change your character's attack type, they'll pick up the stats of the new skill slowly but this should last only for a few fights so feel free to change your character's attack types. The stats gained will be listed below:

HP: All. But physical attacks seem to increase them the most.

LP: You can not increase this at all!

WP: Swords, Fighting, and Guns.

JP: Magic only! \*

STR: Swords and Fighting.

QUI: All will increase Quickness so don't worry if your character specializes in Magic or some slow skills.

INT: Guns, but Magic increases this the most.

WIL: All, because it affects all types of attacks. Guns seem to increase this the most.

PSY: Guns and Magic.

VIT: Swords and Fighting.

CHA: Gaining this is more random than anything so you may get a CHA boost for anything you do, but don't expect to get this boost very often. It's not very useful anyway!

DEF: You gain DEF by equipping better armor!

\* This is really weird! Doll got Charmed once and she used a Cure on the enemy and the battle ended in the same round. At the end, she gained JP!!! So is it possible to gain JP through using items??

Note that you do not need to use an action of that category to gain experience, all you need to do is to attempt the action! A situation where this applies is if one of your characters got rid of all the enemies before another character can act. Similarly, you can learn a new gun tech or magic by attempting to use it. It's a cheap trick but hey, it works so I'm not complaining! Also because of this, it's a good idea to get your slower characters into guns and magic since they're so slow, they almost never gets to hit so it's unlikely that they'll do very well with swords or fighting.

If your Human character does nothing in a fight, (ie, Defend) then they'll still gain stats. They'll most often get HP but occasionally WIL or VIT or something like that will pop up. I believe this is random though.

I do not recommend this but if you want to mix multiple mediums during the fight, you can end up gaining the stats from both categories, but it seems that the chance for you to gain stats will be halved. Similarly, you can learn a new spell and a new gun tech after the battle (I did) but it's very likely you'll get nothing! Still, you're more likely to gain anything by fighting more powerful enemies.

Another point I need to make is the experience you get after a boss fight. So you'd expect your characters to level up like crazy after a tough boss?? Well, I'm sorry to say it but it will not happen that way, it's actually quite the opposite! Most of the time your characters will get hardly anything!!! I don't know what causes this but it's perhaps because your character will most likely to mix techs (see above) in a boss fight so your chance of gaining stat will be reduced. So just don't expect to get too much from a boss.

---Mystics---

Mystics have a lot in common with Humans only not as good. A Mystic resembles an exceptionally beautiful Human, they have a very long lifespan and they actually get prettier with age!!! Actually, a Mystic has more in common with a Vampire since they sleep in coffins and their skin tend to be pale. Also, Mystics has blue blood!

Like Humans, a Mystic can improve his skill after a battle is over, thus gaining a stat boost. Unfortunately, they can only gain CHA, HP, WP, JP and they do tend to get them slowly. They can gain other stats by absorbing monsters with their racial abilities MysticSword, MysticGlove and MysticBoots. These skills when used in battle have one of three effects:

- 1) Also the most common effect. The skill will do damage to the enemy (usually low), this is CANNOT be used in a combo. If the enemy is killed by this attack then they'll be absorbed.
- 2) A critical hit! This will do no damage but will absorb the enemy instantly but it does not happen very often.
- 3) Instant death effect. The skill eliminates the enemy but they are NOT absorbed! Also, an enemy killed by this can not be used for an Absorption by a Monster or Mec after the battle.

You can distinguish the absorbed and instant death effect by just looking at the enemy. If they disappear then it's the instant death effect but if their image gets dragged into the Mystic, then they're absorbed.

An absorbed enemy will give your Mystic a stat boost as well as a new skill that will appear under the skill. This skill appears in battle only so you might not know what skills you got until you get into a fight again. The same enemy will give you different skills (but not different stat boost) when absorbed with a different Mystic Weapon (ie, a Suzaku will give FireBreath when absorbed with Sword, HellWing with Glove and TitasWave with Boots.) If you use a Mystic Weapon to absorb a new enemy, then the initial absorption will be lost (both the skill and the stat boost) while being replaced by the new monster. You can see what enemies are absorbed by the weapons at the Equip Ability screen. Just move the cursor over to the desired skill and the name of the enemy absorbed will be in the bottom window. Some enemies like Mecs and Humans can not be absorbed, therefore only the effect 1 and 3 can be achieved when using the Mystic Weapon.

When you first recruit a Mystic, you may find that they're missing some of their Mystic weapon (or in the case of Mesarthim, missing all the weapons!) but you don't need to fear because they can gain the rest of their weapons through fighting, like Humans. Just use whatever in the fight and you might get a new weapon after the fight.

To wrap it up, Mystics can also use magic. All Mystics has the natural gift for Mystic magic and they can learn new magic the same way as does Humans. Unfortunately, they get only 4 slots to equip any magic, which is never enough! Few Mystics (TimeLord, Zozma, Rei) are well known for the fact that they can use unique (not to mention powerful) magic types, which can be a whole lot of fun!

Mystics can equip anything a Human can but they can not learn weapon techs like Humans so equip them carefully. I usually equip weapons that give a stat boost or built-in ability, such as the RuneSword. Most Mystics have their own stinkin' armor called MysticMail that can not be removed so concentrate on a high DEF instead of giving them accessories. Note Dr. Nusakan and Mesarthim can equip heavy armor or suits so you can equip them like Humans, they're about as good as a Mystic can get. Give Mystics a try, but when you play the game a few times, you'll probably find them boring! (I do!)

### ---Mecs---

Mecs are robots, Cyborgs or androids made by man for combat or research purposes. Mecs are divided into 8 types. Type 1 and 8 are unique body-types and the others are more common types. Each type has their advantages and can use some abilities unknown to other Mecs.

A Mec is given 8 slots to equip WHATEVER they want!! This can include multiple suits of armors, which will give them very high DEF scores. However, a Mec has 1 to 4 non-removable items, depend on their serial type, these can be Mec bodies (which will give them a low DEF), unique weapons and items allowing them to use special abilities. Every item when equipped will give your Mec a statistic boost, which is also the only way your Mecs can gain stats. But the stats a Mec gain is often quite unbalanced. I found it very hard to gain a reasonable PSY, VIT and INT score. When equipping a Mec, try using the weapon that gives the best stat boosts. A Mec can also equip the various types of "Boards" which will give them a stat boost and it will work with some of the Mec skills to give your Mec the use of some new skills. The most important stats for a Mec are HP, STR, QUI, INT and WIL.

Mec skills are hard to come by. First you must fight a robotic enemy of some type and after the battle, the game will ask you if you want to absorb the enemy Mec with your Mec, very much like a Monster. If you absorb a skill you already have, you'll get the message "Recharged" which means that all your WP is refilled. Also, when you absorb a new skill, it goes straight to your "Special Ability" list in your Equip Ability menu, so you have to equip it before you can use it. Mecs gets a limited number of skill slots, which depends on their type. Circuit boards can increase the number of slots your Mecs has available, to a maximum of 8 slots.

Mecs cannot use magic and have no JP. They probably don't need them.

Mecs can be extremely powerful if equipped with the right items and good skills but since most likely to gain nothing from a fight, I'd not recommend using Mecs too much because your other units can use some of the experience for winning the battle.

### ---Monsters---

Monsters are what's at the heart of every RPG but they're a little different in SaGa Frontier. Just because a character is a Monster doesn't mean that he's bad, they're just another race like Humans and Mystic.

A Monster will be given eight slots to fill with abilities. The skills they already own will be listed up the top and you'll probably notice that the last slot is highlighted in purple. Each time you win a fight, you'll be given a choice to whether or not you want to absorb the enemy Monster, if you fought one that is. If you do, your Monster will gain a new skill from the enemy Monster and it will end up on the last slot. (The game will choose a skill from the enemy Monster randomly. If it ends up giving you a skill you already have, you'll get the message "Couldn't absorb anything"). You can also absorb Mystic enemies (from their Mystic weapon perhaps) and you'll sometimes get one of their nifty Mystic spells. Now you can move that skill around and preferably to an empty slot up the top because if you absorb a Monster with your last slot filled, you'll

lose that skill! If you have all eight of your slots fill, swap the skills around and put your most useless skill or the one you don't want in the last slot so the next time you absorb something you might get something better. It's very important to move your skills around often so you can accumulate all the important skills to build your perfect Monster. Don't get lazy because you may let many excellent skills slip away! Also note that whenever your Monster absorbs another skill, their WP and JP are refilled, very handy!

I hope you got that. I tried doing an example but it sounded senile so I didn't, sorry.

After absorbing a new skill from an enemy Monster, your Monster have a chance of morphing into another Monster race, depends on the skills you got and the skills you already have. Absorbing a new skill can mean your Monster might morph into another Monster who uses that skill. The weaker Monsters are very easy to become, they often have only one key skill so if you get that one, you're almost guaranteed to morph into that Monster. The more powerful Monsters will have more key skills and they're very hard to absorb, so to if you wish to become a certain powerful Monster, you can have an easier time if you get all the skills from another Monster.

If your Monster does morph, and there's a good chance that they will, your Monster will take on the statistics of the new form. Usually the Monsters you meet later in the game will have fairly high stats but are very hard to become because their key skill/s are so hard to get. So if you became a Kraken for absorbing say, Maelstrom, you'll take up their STR, VIT, WIL etc, doesn't matter what your Monster used to be. Their WP, JP, LP and HP will also follow suit. If your Monster tries to become a very powerful race of Monsters then they'll assume a weaker form of it, indicated by a "Jr." after its race name.

However, their HP can be improved. Each Monster has a base maximum HP, this is a constant like their STR and other scores. Each time you absorb a skill that you've never had before, your maximum HP is raised by 4. If your Monster morphs, these "add-on" maximum HP will be transferred to your new form. So if your Monster absorbed every enemy you come across, they can become very powerful with high HP, but Humans are better IMO and they take less effort to build up. Also, it's possible to gain skills you've had before, in that case, you get that skill back with no HP bonus.

Monsters are the only race with natural Defence scores (these are also depend on the current form of your character), however, since Monsters can not equip anything except accessories, they'll often turn out to have less DEF scores than your other units. Since they can only equip accessories, try equip a variety of them that protects vs some attack because the immunity of certain attacks are more valuable than the 2 or so DEF increase of a slightly stronger accessory. I usually don't bother with Monsters but I do recommend you give them a try because if you have the patience to build up a Monster with a solid form and absorb so good skills, your Monster will be very powerful! I will add in a guide to how to build the (almost) perfect Monster.

Note Monsters generally can not use magic but there are a few exceptions because a Monster does have JP, a LOT of JP!!! Some magic can be absorbed by your Monster, such as RavaShot (that's right,

Evil magic!) or VaporBlast, but they're very rare! Also, if you get Kylin on your team, you'll get all of the Space magic! Another way of having your Monsters use magic is to use the built-in tech from some accessories, (such as the PurpleEye, which casts PhantasmShot.)

## COMBOS

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The best new feature in SaGa Frontier is the ability to chain together 2 or more attacks (to a maximum of 5) of your choice to form your own custom combos. You may mix and match skills and abilities in combos but to some extent, a normal attack (such as a sword slash) cannot be comboed. Actions that qualify as combo linkers (with few exceptions) includes any sword, fighting, gun or magic tech, any Monster or Mec skills, Mystic weapon attacks (not the weapons themselves but the attack you get when absorbing an enemy), offensive item uses, built-in attacks and cannon blasts. Basically, any action that causes a window to appear showing its name.

A combo will occur when one character who acts after another when they're both using attacks that are complementary, a level 2 combo will occur. Instead of combining their attacks together like that of Chrono Trigger or Phantasy Star 4, each element in the combo is done right before the last element finishes and the damage occur after the last action. Attacks chained in combos will do more damage than those same attacks done normally. I can not give the exact mechanics for combos but a level 2 combo seemed to work so that the damage of the most powerful attack is doubled and the damage of the other attack is added to it. I haven't got a clue what higher level combos work. You can add attack before the first action or after the second action to link in another character's attack, a level 3 combo will form. You can build a level 5 combo that way involving all your characters which will certainly make you wow!

Most attacks are complementary, meaning that most attacks can combo with almost every other attack. Some are not though, no matter how many time they occur adjacent to the other, a link will not form! A good example is Tres Flores which will ONLY go after MoonlightCut. The order which you do the attacks also matters. Some attacks goes only before or after another one, I cannot think of an example right now. This is important as how you want to combine your attacks so the most linkable attacks are manipulated to the ends so they can link more attacks together. For example, I have a four character party each of them is doing: Haze-to-Wheel, RisingNova, SkyTwister and LifeSprinkler. The following orders of action may occur, considering that the enemy does not act between the characters. (A - is a link, a space meaning the attacks cannot link.)

```
Haze-to-Wheel-LifeSprinkler-RisingNova-SkyTwister 1 x LV4
SkyTwister Haze-to-Wheel-LifeSprinkler-RisingNova 1 x LV3
Haze-to-Wheel-SkyTwister LifeSprinkler-RisingNova 2 x LV2
SkyTwister RisingNova-LifeSprinkler Haze-to-Wheel 1 x LV2
```

See, you'd want to make your characters act in the order of the first example, which does the most damage. It's a good idea to plan out your actions so that the fastest character will do the first action and try having the following actions done by characters with decreasing QUI scores. This is not fool proof though, sometimes the game will not link even if you have 2 attacks right next to another.

Here are some guidelines on combos, these must be met most of the time:

- 1) If an enemy acts between 2 complementary attack made by your characters then the link will be broken, obviously.
- 2) If your Humans sees light bulbs (ie, they learn something) the link will be broken.
- 3) All your attacks must target the same enemy to link.
- 4) The combo will be single targeted unless an element in the combo is a multiple target attack, in that case, the remaining enemies will be affected by that specific attack only! (ie, no damage bonus)
- 5) Healing (or support) techs that affects your own characters will not combo.
- 6) An attack in the combo that has a status effect will be inflicted on the enemy, the only exception is Feint or Stone. If the main purpose of that attack is instant kill then the enemy is dead (unless the enemy is immune to it) but if the attack has a "bonus status" effect (ie, Feint effect of GiantSwing, Stone of Cockatrice) then it is not guaranteed to take effect.
- 7) If one attack from the combo does no damage or the enemy is immune to it (such as Sliding-BackFist, or ShadowHold-StunSlash) then the enemy will take no damage from that attack but the attack linked to it will still gain a damage multiplier, doing more damage than it should.
- 8) It's actually possible to chain together attacks where none of the attacks do damage! (I have! HideBehind-HideBehind is an obvious one but try CharmGaze-TripGas for a challenge!)
- 9) Don't hope to combine multiple numbers of multi-targeted attacks because it's almost impossible!!! I have no idea why but I think the game won't allow it because it's too powerful. #
- 10) All attacks that's in the combo cannot be blocked. In other words, anything that gets blocked will not link. For example, all five of you use Fist, an attack that combos with itself on a Dullahan. You may see the first character do his Fist and a level 4 combo follows immediately after that. That's because the initial Fist had been blocked! Any "broke-link" moves will take place before the actual combo so the actual combo won't be ruined.
- 11) A combo will most likely take place on enemies who have high HP. A link will not form if a single attack is enough to kill off an enemy. Because of this, you may feel free to target your enemies since you will not waster your combos.
- 12) Most skills of similar strength combos well together so don't even try to link say, LifeSprinkler with DoubleSlash (ie, Master attacks combo well with other Master attacks.) Look for similar WP/JP consumptions if you're desprate, but I wouldn't worry too much.

# MichaelJH1@aol.com told me he has linked 3 multi-target attacks together, thanks Michael. The example he gave me was: FlashFire-WheelSlash-SuperSonic.

Given the guidelines, here are some methods or tips on linking skills. Note that these are quite general and many links don't obey these "rules".

- 1) Standing attacks and charging attacks works well, I guess everyone knows this way by now but this method is extremely general because it's sometimes hard to tell whether an attack is standing or charging. (ie, Thrust) NoMoment-BoundShot is a good example.
- 2) Multiple cannon/laser blasts will work so well that I couldn't be bothered to list them any more.



3) The same skills. This also the easiest way to combo, since you're dealing with the same attack, it doesn't matter which order you do them in. Only a handful of skills fall into this category.

CrossShot, BoundShot, DarkSphere, Fist, SwallowSwing are great examples.

4) Opposite schools of magic, Light and Shadow, Time and Space, Realm and Mystics etc. Implosion-PhantasmShot is an example. Some skills can be thought of as belonging to a certain school such as ShadowCounter can be thought of as a Shadow spell.

5) Upwards and downwards attacks. One attack propels the enemy into the air while another nails them back on to the ground.

RosarioImpale-RisingNova-SkyTwister is a great example. Some attacks are quite confusing to determine whether it's an air attack or ground attack, such as TripleThrust. This is also my favourite type of combo method, you'll get the hang of it after a few tries.

6) Add the combos together! Every link exists as a level 2 combo, you link 2 level 2 combos to form a level 3 etc. So if you seen CrossShot-Implosion and Implosion-LifeWave, combine them into a CrossShot-Implosion-LifeWave combo.

7) Throw random skills together and hope to get lucky. I use this a lot and I got a few level 5s out of it but sometimes I get nothing! Pretty risky.

8) Most 1WP/JP skills combo fantastically well with other 1WP/JP attack, works well for the beginning...

#### HUMAN SWORD SKILLS

=====

Out of all the skills a Human can learn, Sword skills are the best IMO, because it does have a good balance of offence, defence, multi-attack and unblockable techs. They're nothing like Cyan's SwordTech from FF6 because you don't need to charge up for 2 millenniums to use them. All sword skills fall into 3 virtual categories: sword techs (which can be learned from using any swords), Katana techs (which can be learned from only sword with the label "Katana" in the item description) and 2-sword techs that can be learned only if you have 2 swords equipped. All sword techs are physical in nature, which means the damage caused is dependent on your character's STR ratings and the attack power of the sword you're using the sword tech with. The latter is especially true with Katana techs. Too many people complain that the Katana techs do too little damage, which is probably because they're using a crappy Katana. (Consider this. The best swords you can buy are ZeroSwords with attack of 60 and the best Katana you can buy are Katanas with 34 attack power!) If you ever get your hands on a "SilverMoon", use a Katana tech with it and you'll be pleasantly surprised! Sword skills are the all-round skills because they're strong against all types of enemies.

To learn one of these, you have to use a sword-based attack, either a basic sword attack or another sword tech. Occasionally, a light bulb will flash above a character's head and they will do something different. This attack will cost the WP acquired for the original attack, which means it's free if you learnt it from a normal attack but you will have to pay if you learnt it from something else. These attacks will go into your free slots and you can immediately use it again the next round if you have enough WP. If you don't have any skill slots free, you can't learn sword skills! Here are some guidelines for more effective learning (these also apply to learning fighting techs):

1) Use normal attacks! You'll learn skills a LOT faster that way,

however, you'll probably want to use more advanced skills as your base attack to learn some higher level attacks. See below.

2) To learn higher level attacks, use a skill that's very similar in nature to the attack you wish to learn, look for similar animations! For example, split-body effects of TurbidCurrent can eventually turn into LifeSprinkler, where your character will also turn into multiple forms. Also, you can learn ThunderThurst from Thrust because they both use the "thrust" action. I will list the easiest way I know of learning these cool attacks below.

3) Fight more powerful enemies, you'll have a better chance of learning. The more you're likely to get killed the better! It's very important that you take sometime out to learn attack at the Bio-lab in Shrike.

4) Always de-equip techs you don't need to create room so you can learn. Try to leave 2 slots open and fill the rest with physical techs, this will allow you to learn a maximum of 2 attack for fight while still gets to keep the crown for physical attacks.

5) Being a master in physical attacks may make learning a bit easier.

6) Use the right type of weapon. Use a Katana if you want the Katana skills and equip 2 swords to learn the 2-sword skills. Also, some skills are easier to learn when using the right type of weapon, this is listed below.

7) Try not to mix in other races because Humans tend to learn better when isolated from other races.

8) Having more than one sword user attack in the same round will make learning sword skills a lot easier. I usually have all my Human swordsman train together.

9) You can learn a counter tech randomly when the enemy attacks you. You must use a sword-type attack (normal attacks will do) to learn a sword counter/deflect tech. It's no good just having a sword equipped but not using it.

10) Magic swords like Asura and Kusanagi have no normal sword slash attack so you can not learn with a normal attack. You can however, use another sword skill as a base attack (ie, DoubleSlash) but it's not as good unless you're trying to learn very advanced attacks. It's generally not a good idea to learn techs from a magical sword. From experience, the characters I give the magical swords to learns skills slower than all my other characters.

#### ---Sword Skill List---

The sword skills are divided into 4 levels: Novice, Veteran, Master and Ultimate. You'll most likely to learn them in order of ascending power. Strangely, all Katana techs fall into the Ultimate category. I use the following terms to describe a skill, I'll use these throughout this faq.

Cost: The amount of WP or JP needed to use that skill.

Target: What targets are affected.

- \* Single enemy: one enemy.
- \* Single ally: one ally.
- \* All: All enemies and allies.
- \* All enemies: All enemies.
- \* All allies: All allies.
- \* User: The character who uses that skill
- \* Line of sight: Hit all enemies in a straight line.
- \* Cone: Select the main target to be the end of the cone and all enemies within the cone-shaped range is affected.
- \* Circle: Select the main target to be the centre of the circle

all enemies within the circle-shaped range are affected.  
The diameter of the circle is fixed.

- \* Radius: Not the same as Circle. The user will be the centre of circle. Target an enemy to be the outer edge. The distance between the use and the target is the radius and enemies in that circle area are affected.

Note: The main target of Circle or Cone type ranges usually take a lot more damage than all other affected targets.

None of the skills below are of the Circle and Radius type range but they exist in the game so I thought I'd mention them. Spore is a Circle and Quicksand is a Radius type attack.

Type: The type of attack it is and or if any special effects.

- \* Normal: Short-ranged and is blockable.
- \* Long-range: A long-range move that doesn't involve in touching the target, can't be countered.
- \* Throw: A throw (fighting tech) which counts as long range and can't be blocked, however, certain enemies (EarthDragon) are immune or resistant to Throws.
- \* Unblockable: This attack can't be blocked and has 100% hit rate.
- \* Ground: Misses flying enemies.
- \* Auto-Defence: This may automatically take effect if you're attacked.
- \* Defence: Like Auto-Defence but you must choose it at the beginning of the round to use it.
- \* Auto-Counter: Like Auto-Defence but your character will evade the enemy's attack and counter it.
- \* Counter: Like Defence, you must choose this at the beginning of the round.
- \* Healing: Heals the ally
- \* Miscellaneous: Has various effects explained in the evaluation.

Status: Any status (positive or negative) effect the tech may cause.

The texts in the <> brackets are the description of the technique, some attacks are very hard to describe so excuse me if the description is vague. The text after the <> is the evaluation of that tech.

Learnt from: The easiest way I know to learn that skill. All techs can be learnt from a normal basic attack unless I note otherwise.

---Novice Sword Skills---

StunSlash

Cost: 0WP

Target: Single enemy

Type: Normal

Status: Stun

<A backward slash>

This does very little damage and may stun the enemy. Maybe used to disable an enemy when used every round by a quick character but note that this will not work everytime.

Learnt from: Normal attacks, very easy to get.

DoubleSlash

Cost: 1WP

Target: Single enemy

Type: Normal

Status: None

<Two continuous sword slashes>

Does double damage with the sword and is free if you have a crown.  
Can be used as a normal attack to reduce the cost of Asura or Kusanagi.

Learnt from: Normal attack, you should have no trouble learning this.

HardSlash

Cost: 2WP

Target: Single enemy

Type: Normal

Status: None

<Your character charges towards an enemy followed by a hard slash>

Does about the same damage as Doubleslash but is highly comboable, combines with itself as well as many other attacks. Works fairly well against bosses early in the game.

Learnt from: Normal attack

Thrust

Cost: 2WP

Target: Single enemy

Type: Normal

Status: None

<A wave-like piercing action with a sword>

Not useful at all because this attack tend to miss a LOT!!! (You'll miss about half of the time and even more if you're using Annie.)  
The damage is not too great either but you can learn better attacks with this. De-equip this can soon as you get ThunderThrust.

Learnt from: Normal attack, you'll also get this fast.

CrossSlash (2-Sword)

Cost: 2WP

Target: Single enemy

Type: Normal

Status: None

<A slash with each sword in each hand>

Must have 2 swords to learn this. Does very good damage for 2WP.

Learnt from: Like all 2-sword techs, they pop up unpredictably every now and then. Luck is your best bet but DoubleSlash will make learning this easier.

Smash

Cost: 3WP

Target: Single enemy

Type: Normal

Status: None

<Your character spins around and smashes the enemy with their sword, invoking a puff of smoke>

So-so attack power and combo ability, I usually ignore this if I have better skills.

Learnt from: Normal attack but you shouldn't have much trouble learning this either.

---Veteran Sword Skills---

SwallowSwing

Cost: 2WP

Target: Single enemy

Type: Long-range

Status: None

<Your character throws 2 blue ring-like objects with their sword that cuts the enemy>

Does very good damage and it has at least the combo ability of HardSlash. You can chain 5 of these together to take down an enemy with a barrier easily. Note that this move is anti-air, meaning that flying enemies will take a lot more damage than usual.

Learnt from: Normal attacks, not too hard to learn.

ThunderThrust

Cost: 2WP

Target: Single enemy

Type: Normal (?)

Status: None

<A charge that pushes the enemy backwards followed by lighting sparks>

Does good damage and combos well, especially method number one. (See combos section for details.) I'm not sure about this but I think it does lightning elemental damage.

Learnt from: Thrust, but you'll often go straight to TripleThrust. If you try using a normal attack then good luck because it's almost impossible!

Heaven/Hell

Cost: 3WP

Target: Single enemy

Type: Normal (?)

Status: Stun

<Your character jumps above the enemy and brings down a thunder-like slash then a horizontal slash as you land>

Does about 1000 damage if you're powerful which is very good for 3WP. Probably the best low-level sword tech and the stun effect is actually quite common.

Learnt from: DoubleSlash can occasionally lead to this. I have learnt Heaven/Hell a few times with Smash as well. Otherwise this is harder to learn than most other lower level sword skills.

WheelSlash

Cost: 4WP

Target: Cone

Type: Long-range

Status: None

<Your character swings his sword as a spinning wheel similar to the Dreamcast symbol appears in front of each enemy effected and cuts them>

Probably the first multi-target sword tech you'll learn. Does serious damage to the main target but less on all the other targets. Useful until the point where you get GaleSlash because it's hard to target effectively and not as powerful as other mid-level techs.

Learnt from: Normal attacks.

WillowBranch

Cost: 4WP

Target: Single enemy

Type: Normal

Status: None

<Your character jumps towards the enemy and do an upward slash, bring up a wall of flame-like material around the enemy>

Does so-so damage for 4WP but you might have better attacks already when you get this.

Learnt from: Normal attacks. Using a Katana make this slightly easier to learn.

Deflect

Cost: 1WP

Target: User (any ally)

Type: Auto-Defence

Status: N/A

<A character jumps in front of the attack and erects a translucent circular barrier with his sword to block the attack directed at them or another team member>

An EXTREAMLY useful defence maneuver that your characters will learn early. It's probably the best defence move in the game because you can block an attack directed at any of your team members. This works especially well when you have a crown in physical attacks because this tech will cost nothing! Have all 5 characters with this will block 50% of all physical attacks. Never de-equip this for your sword users. Note this cannot block multiple target attacks.

Learnt from: Randomly when the enemy attacks. Easier to learn than it sounds since it can block any character in your team.

BearCrush

Cost: 5WP

Target: Single enemy

Type: Normal

Status: None

<Your character spins around and smashes the enemy like Smash and invokes sparks as well as a "buzz" sound, as if the enemy had been electrocuted>

Well, it's definitely better than Smash at both damage potential and combo ability but it could be better. I think this (and Smash) has slightly better damage capacity when used against fragile enemies like skeletons.

Learn from: Smash, obviously.

DeadEnd

Cost: 6WP

Target: Single enemy

Type: Normal

Status: Feint

<A charge, a slash and then a over-head downward pierce>

Good and the feint effects are quite helpful. It's like a slightly improved version of Heaven/Hell and it's not bad in the middle of the game. It's fair against bosses but I find this move hard to link.

Learnt from: Thrust (or ThunderThrust) is the easiest way to learn this but Heaven/Hell might do the trick as well.

---Master Sword Skills---

HeadWind

Cost: 5WP

Target: Single enemy

Type: Normal

Status: None

<Your character charges the enemy, a horizontal, circular chain of rings appear around the enemy as well as a diagonal sword slash>

The best sword tech in terms of damage per WP. Does exceptional damage for 5 WP and it's usually more powerful than skills with higher costs like DeadEnd, TurbidCurrent and NoMoment!!! A must have when you're trying to dish out heavy damage and saving WP at the same time! As an added bonus, this can lead to both TurbidCurrent and NoMoment.

Learnt from: I haven't found an easier way to get this yet but the charging animation of HardSlash may very well be related to this but I need to confirm this. Most characters (except Annie) will have no trouble learning this from powerful enemies. Also, if you're not too strong, you can learn this from ShadowCounter.

TripleThrust

Cost: 7WP

Target: Single enemy

Type: Long-range

Status: None

<You charge the enemy, hit them into the air, jump and nail them back down to the ground in a ring of orange vapors>

Does very good damage and combos well with method 5. Very likely the first 7WP attack you get so don't use it too much or your WP will be drained away very quickly unless against bosses, in that case, this attack will be your best asset! Believe it or not, this attack is long-ranged!

Learnt from: Thrust and ThunderThrust make learning this a piece of cake but you can learn this very easily even without them! Every character who will ever use a sword is likely to learn this, it's really that easy! Just make sure you're fighting a powerful enemy.

Kasumi

Cost: 4WP

Target: User

Type: Auto-Counter

Status: None

<Your character spins back to avoid the attack and counters with 2 powerful sword strikes>

Kasumi is the best defence move in the game along with Deflect. Again your sword users should never de-equip this especially against bosses. This may not work as often as Deflect and can't block attacks for the rest of the party but the extra damage (1000+ minimum) is extremely helpful against those powerful monster and bosses. You cannot counter multiple target attacks with Kasumi.

Learnt from: Being attacked by a powerful enemy. Not too easy to learn so just hang in there and you'll get this some how.

NoMoment

Cost: 7WP

Target: One enemy

Type: Unblockable

Status: Distracted

<Your character will charge right through the enemy with a piercing sword leaving a light blue trail, causing sunlight to hit the screen. The enemy will then turn its back on the party>

One of the more useful moves in the game because it's unblockable. The damage done is pretty average (actually it's very hard to do heavy damage with this) but combos well with method 1. Definitely use this (if you don't have any better unblockable attacks) against those annoying bosses with big shields or barriers. An attack against a target with its back turned as a higher hit rate (which is useful against enemies with shields.)

Learnt from: Not hard to learn at all! You can learn this from HeadWind easily. Also using a Katana will make this easier to learn.

#### GaleSlash

Cost: 5WP                                      Target: All enemies  
Type: Long-range                                Status: None

<Your character leaps into the air and throws one green gale blade (probably chlorine) for each enemy>

Good multi-target move as well as being long-range at the same time. This move is also anti-air. I do not recommend using this (or the 2-handed version) on bosses because links are hard to find (and you most likely get level 2 combos). Even on multiple bosses, you should really be concentrating on taking out one at a time, not all of them together.

Learnt from: SwallowSwing will definitely lead to this.

#### 2GaleSlash (2-Sword)

Cost: 5WP                                      Target: All enemies  
Type: Long-range                                Status: None

<Look exactly like GaleSlash but your character throws 2 gale blades for each enemy>

An improved version of GaleSlash as it uses both hands and 2 swords. Does double the damage of GaleSlash while costing the same WP!!! Use this against those encounters with multiple enemies and this usually wipes the screen clean. See note on 2 sword techs below to find out how to use this even more effectively.

Learnt from: Randomly like all 2-sword techs but you can also get this from SwallowSwing (rare) or GaleSlash.

#### StillStream

Cost: 7WP                                      Target: One enemy  
Type: Normal (?)                                 Status: None

<A wave of steam-like substance forms a trail between your character and the enemy. You then charge the enemy as the steam out-spreads in a circular shape around the enemy>

Perhaps the most damaging 7WP attack out of the 5. I haven't used it much as by the time I get this, all my characters already has LifeSprinkler.



Learnt from: This is EXTREMELY hard to learn when using a normal sword, NoMoment can speed this up a bit. The trick is to use a Katana, it's much easier that way. A normal Katana strike can learn this easily at times but you can still speed up this by using NoMoment with the Katana.

TurbidCurrent

Cost: 7WP Target: One enemy  
Type: Long-range Status: None

<Your character splits into 5 bodies and zig-zag across to the enemy. They each conjure up a large, white vertical ring as well as a green line on the ground, which meets together in the centre where the enemy resides, forming a large 5 pointed star shape with the rings and the green line>

(Hope you got that, the animation's very complicated y' know)

This cool looking attack proves to be an excellent starter in combos. The damage done is average though, like NoMoment. Still, there are better sword techs.

Learnt from: The rings of HeadWind can net you this quite easily. You can also try ShadowCounter if early on in the game. Otherwise not easy to learn.

CrossDeflect (2-Sword)

Cost: 1WP Target: User  
Type: Defence Status: N/A

<Your character will cross their swords to form a large circular greenish translucent barrier, which blocks the enemy's attack>

I have no idea why this is in the Master section. Basically, this is Deflect with 2 swords that's not as good because it's not automatic and you can defend yourself only. Also, if this had not been triggered then your character will have done nothing that round but standing around looking stupid. If you have to be extremely defensive then you might want to give this a try, but you might as well use Godless (below.)

Learnt from: Randomly when being attacked but this is more random than others because this is also a 2-sword tech. Having Deflect might make this faster though.

RisingNova

Cost: 7WP Target: One enemy  
Type: Normal Status: None

<You jump in front of the enemy and uppercut them into the air with your sword, causing them to explode into a vertical beam of flames. Fits its name nicely>

One of my favourite sword techs, it's very good looking (especially the color of the flames.) It does exceptional damage and is the most excellent when it comes to upward/downward type combos! (See above) Also, this connects extremely well with LifeSprinkler. I usually give at least one character this when fighting the last boss.

Learnt from: WillowBranch. Using a Katana will make it slightly easier to learn.

RosarioImpale

Cost: 8WP

Target: One enemy

Type: Long-range

Status: None

<You jump high into the air (and split into 5 forms) and each one of them comes down around the enemy at a 90 degrees angle from one another. Each one of them causes a purple line to light up between them and the enemy. The last image to come down is right above the enemy's head and will cause the camera to turn to show that the purple lines had been turned into the shape of a large purple cross>

This looks very cool and the cross will do extra damage against undead enemies. The damage done is good enough to use this on the last boss and this combines freely with other "upward" attacks or LifeSprinkler.

Learnt from: TripleThrust and DeadEnd are the only way to learn this. That's right, the "only" way because I have never learnt this from anything else! If this is not true, mail me and tell me.

---Ultimate Sword Skills---

Haze-to-Wheel

Cost: 9WP

Target: All enemies

Type: Long-range

Status: None

<Your character will blink out of the screen and split into multiple forms (one per enemy) then re-appears in front of the enemies. Then an upward slash will bring out a large orange spinning wheel for each enemy which cuts them>

This will do SERIOUS damage (2000 or so) to all targets on screen. But since the cost is too high, use 2GaleSlash instead, you'll kill most of the normal enemies that way. If you're up against multiple powerful opponents, then give this a try, you won't be disappointed.

Learnt from: WheelSlash only! Again I have never learnt this from anything else. Have all 5 characters use WheelSlash on a Dullahan and at least one of them will learn it! It's actually pretty easy when you know how.

LifeSprinkler

Cost: 10WP

Target: One enemy

Type: Unblockable (Limited)\*

Status: None

<Your character blinks and splits into 4 bodies, they surround the enemy and beat them up with quick sword combos in the mess of sword slashes, blood and fury. The images then uppercut the enemy into the air and slam them down again onto the ground, forming a spiral of flames>

The ultimate of the ultimate sword skills. This does the most damage out of all the sword skills and is extremely reliable because it's unblockable. It also combines extremely well with other upper-level attacks (RisingNova in particular), doing horrendous damage! Try to get this on your sword users before the final boss.

Learnt from: There is no easy way of learning this. ShadowCounter is the simplest and best way I've found and TurbidCurrent can lead to this as well. Basically, learning this is all about luck. I \*have\*

learnt this with a normal sword attack but I guess I was extremely lucky. Make SURE you are fighting a very powerful enemy (Dullahans works fine) when you're trying to learn this.

\* A weird thing happened to me once, I think it's a glitch though. I was playing as Blue against either Hell's Lord or the Dragon Guardian. I cast Overdrive then ShadowServant and LifeSprinkler 6 times. On the fifth LifeSprinkler Blue actually MISSED!!!!!!!!!! (No sign of the "miss" message but he did no damage.) His character still did the animation but the sword slashes and red backgrounds were gone! Then his shadow came along and didn't miss! I have no idea what happened. How can an unblockable attack miss??

NOTE: Mage Man Legends told me that LifeSprinkler missed a lot in his game, so maybe this technique is only "Limited Unblockable"..

Godless

Cost: 5WP

Target: User

Type: Counter

Status: None

<Your character will spin away from the attack and turns into 6 illusions, each charge the enemy with a different animation (ie, HardSlash, NoMoment, MoolightCut etc)>

The ultimate counter and a very good defensive move when you want to go on offence as well, it does HUGE damage (3000+) to the attacker and you're free of damage. But this is not as good as it sounds because you can counter only direct physical attacks and this tend to not take effect occasionally. Also, the fact that you cannot counter multiple target attacks makes this less useful than say Kasumi. Like CrossDeflect, if your character is not attacked they will do nothing that round, wasting your time!

Learnt from: Randomly when attacked, but having Kasumi equipped will certainly make learning this easier.

MoonlightCut (Katana)

Cost: 4WP

Target: One enemy

Type: Normal

Status: None

<A moon appears as the background darkens, your character rushes forward and makes a sword slash in the shape of a crescent moon as the Kanji character for "Moon" overlays the enemy>

Just because it's an ultimate attack doesn't mean that it's good. Please tell me if you have found any use for this pretty but low damage attack. The only use I've found is that it links before Tres Flores and you can make a level 3 combo Blizzard-MoonlightCut-Tres Flores which does heavy damage and mimics the classic SaGa sword skill Midare Setgetsuka or something like that.

Learnt from: Using a Katana. Katana techs are also quite random, you can sometimes learn Katana skills from weak enemies. ShadowCounter can rarely lead to this.

ShadowCounter (Katana)

Cost: 4WP

Target: One enemy

Type: Long-range

Status: None

<The background goes completely black, your character kneels as spot

lights are centred on your character and the enemy. You character's eye blinks causing the enemy to flash, the camera zooms in and a sword slash can be heard as a line of blood overlays the enemy>

A very useful Katana tech because it can do quite a bit of damage if you have a good Katana and it's long range. But the real reason to bother with this is the learning capacity this tech has. It can lead to HeadWind, TurbidCurrent, LifeSprinkler and all the Katana techs, all are good ones. This also has great combo ability and combines with itself for big attacks.

Learnt from: Easy. Simply attack with a Katana and you'll get this fast, even early in the game.

Blizzard

Cost: 6WP

Target: One enemy

Type: Long-range (?)

Status: Palsy

<Your character charges the enemy like NoMoment, causing white mists to form as translucent white spikes rise up from the ground and strikes the enemy. The Kanji character for "Snow" will overlay the enemy and triggers a snowstorm>

A very classy looking attack but not too useful except to make the Katana combo I mentioned above. Also the Palsy effect happens very rarely.

Learnt from: Katana attack can lead to this, as will ShadowCounter and MoonlightCut.

Tres Flores

Cost: 9WP

Target: One enemy

Type: Normal

Status: None

<The background goes blurry purple, a pink flower overcast the enemy and images of your character begins to form front of you. You then jump straight up, bringing a red line up into the sky as the Kanji character for "Flower" overlays the enemy and the flower gets sliced into thousands of flower petals which flies about the enemy>

My favourite sword skill as well as the most beautiful one. It's also the second most damaging sword attack (next to LifeSprinkler.) But the odds are that you'll be stuck with a crappy Katana until very late into the game, you're very likely to pass this excellent skill up. This is not as good as LifeSprinkler though because it's blockable, it's short-ranged and it's the WORST skill for combos in the whole game but it's certainly a lot easier to learn. It will only go after MoonlightCut for some reason but if you find any other links for Tres Flores, please send them to me.

Learnt from: Any Katana skill or Katana attack.

---Alkaiser Sword Skills---

These sword skills can be learnt only by Alkaiser with his RaySword.

KaiserWing

Cost: 1WP

Target: One enemy

Type: Long-range

Status: None

<Alkaiser flips into the air and throws a blue-ish wheel at the

enemy>

An okay long-range tech I guess but you're most likely to have something better. Also the fact that you have to change into Alkaiser to use this really hinders its usefulness. I usually seal it immediately. Also, note this skill is anti-air as well, use it if you don't already have SwallowSwing.

Learnt from: RaySword

KaiserSmash

Cost: 4WP                                      Target: One enemy  
Type: Normal                                      Status: None

<Alkaiser spins around and delivers a big blow like Smash but the color that appears over the enemy is blue>

Alkaiser's version of Smash, not much better than the real one.  
Alkaiser's sword skills are useless.

Learnt from: Raysword

---Special Sword Skills---

These are not really sword skills, just built in skills of certain sword. You cannot learn these, they comes and goes with the sword. I will include only the useful ones.

Asura (Asura)

Cost: 4WP                                      Target: One enemy  
Type: Long-range                                      Status: Feint

<You rush to the enemy with a quick sword combo then jump into the air as the blade extends and finish off with a big vertical over head slash. Looks kinda like Cloud's Omnislash>

Very powerful early on in the game and it's a good weapon to equip on your Mystics and Mecs so they can use this skill. The Feint effect doesn't happen very often though. Later in the game this will do very little damage to be helpful. (Less than 1000.)

AsuraRevenge (Asura)

Cost: 4WP                                      Target: User  
Type: Auto-Counter (Special)                      Status: Feint

<You rush the enemy with a quick sword combo then you jump into the air as the blade extends. A translucent yellow sphere overlays the enemy. You'll do a vertical overhead slash then a horizontal slash, the sphere will be cut in half and explode>

This is a very pretty attack and you should see it at least once. It's an automatic counter built-in tech but it's a bit different than other automatic counters.

- 1)            You must use the command "Asura"
- 2)            You must be attacked before you can use "Asura"
- 3) You will take the damage of the attack.
- 4) According to Drew Coon, if your character falls unconscious after they take the hit, a shadow of that character will rise and take on the part of AsuraRevenge. Thanks a lot!

This tech is very useful to dish out extra damage against a boss but

it has the above conditions you must meet, so it's better to give this to a slow character and put him on the top slot of the team so he'll get hit more often. Note AsuraRevenge will do more damage than Asura.

Kusanagi (Kusanagi)

Cost: 3WP Target: One enemy  
Type: Long-range Status: None

<A light-green downward blade action>

Does good damage especially used by a powered up Mec. Also, good for combos as well. Note King Sei has the Monster skill version of this skill but it's exactly the same.

MillionDollars (CometBlade)

Cost: 7WP Target: All enemies  
Type: Long-range Status: None

<Your character swings the sword and meteors with pink and purple tails fall from heaven>

Very pretty. This can do about as much damage as Haze-to-Wheel for a lesser cost. A very good built-in tech, pretty and very powerful. Give it to a Mec or Mystic so they can take advantage of this attack.

Other built-in sword attacks includes ElementalSplash (instant kill), BraveHeart, FinalStrike and ShadowHold (Palsy). Don't ever use FinalStrike (unless you want to see the nifty animation) because it does next to no damage, breaks the sword and costs 10WP!

---Tips on Sword Skills---

- 1) The automatic techs (Deflect and Kasumi) can only take effect if you choose a sword type attack so don't bother equipping these if you're planning to use other type of actions during the fight, even if you have a sword equipped.
- 2) When using a 2-Sword attack, always use it with the stronger sword equipped. The game takes the attack value from the sword you use and doesn't care about your second sword. Say if you use 2GaleSlash with ZeroSword, you'll do the same damage if your second weapon is a Knife or Asura.
- 3) If you have 2 swords and Kasumi equipped, always use the stronger sword (if possible) when using a single sword tech because Kasumi is used with the current sword you're using that round.
- 4) The aim for a sword user is definitely LifeSprinkler, try to get ShadowCounter as early as possible and try to learn his. I also recommend Tres Flores if you have the access to a SilverMoon (Asellus and Red can get one later in their game, other characters may win them randomly.)
- 5) Good multi-target attacks are 2GaleSlash (make sure at least one of your guys has this) and Haze-to-Wheel.
- 6) If you like combos, then definitely get RisingNova (or RosarioImpale) on a character so they can combo with LifeSprinkler.
- 7) Since Tres Flores is such a terrible combo linker, you may want to have the person using it activate ShadowServant to double their damage.
- 8) Sword skills are the best so don't be afraid if you have a team of all sword users, you don't actually need DSC to finish the game. (From experience, I actually don't want to use DSC after I killed a

few of the final bosses because it takes away the fun of comboing.)

9) The number one sword user in the game is Gen but Emelia, Lute, Mei-Ling and Annie are good too.

10) I can not stress this enough but make sure that your sword users are using strong swords when preparing for the last boss (or any boss.) The Kusanagi is very good and the Asura is well worth investing 3 of your LP on. Also, you might want to cast the Light magic LightSword on the characters who hasn't got these as it gives you a very strong sword to use. If not, you should have at least a ZeroSword. Don't bother if you ain't goin' to use sword skills.

11) The first time your sword user learns a new skill cannot be blocked. For example, Mei-Ling learns GaleSlash when fighting a Dullahan (who can block), that GaleSlash is unblockable. If Mei-Ling wants to use GaleSlash again then it might get blocked.

## HUMAN FIGHTING SKILLS

=====

If you want to be an all out brawler then fighting skills are the way to go. There are basically 3 types of fighting moves: Punches, kicks and WWF style wrestling throwing techs. Fighting skills are usually weaker than sword skills at equal levels but it contains a hidden skill that's more powerful than any attack in the game (well, maybe not Tower), one of the two and half SaGa Frontier's equivalent of Knights of the Round. Like sword skills, fighting skills are also physical in nature. The STR of the characters determines the damage caused, this is more important to fighting skills than sword because sword skills take values from both the STR and the sword power, while fighting skills takes the STR value only. Fighting skills are usually weak against slime-type (soft) enemies but are strong against fragile enemies like robots and undead (skeletons in particular.)

These are learnt almost exactly like the sword attacks so look there for the ways and tips for learning. One note worth adding is that you should use the corresponding type of fighting attack to learn the one you want, for example, use a throw tech is you want to learn throwing techs, use kicks to learn kick techs. You can learn higher kicks from punches though but throwing skills can only be learnt from another throwing skill.

### ---Fighting skills list---

Like sword skills, fighting techs are also comes in 4 levels. There are less fighting skills in the game so don't complain if your character is not learning very often.

#### Punch

Cost: 0WP Target: One enemy

Type: Normal Status: None

<A basic punch>

Well, not a real fighting tech because you don't need to equip this to use it and everyone has this, even other races but they are not able to learn from it.

### ---Novice Fighting Skills---

#### Kick

Cost: 0WP Target: One enemy

Type: Normal Status: None

<A flying kick>

Does a tiny bit more damage than Punch and is comboable. You can use this to learn better kicks.

Learnt from: Punch

AirThrow

Cost: 1WP

Target: One enemy

Type: Throw

Status: Stun

<Your characters steps forward as the enemy is lifted into the air and spins around and around. Then you drop them head down onto the ground>

This is a must for learning better throwing techs. All throwing tech except this one and RollingCradle cannot be learned from anything else. It has high combo ability but this is often a hindrance when you're trying to learn techs.

Learnt from: Punch

Chop

Cost: 1WP

Target: One enemy

Type: Normal

Status: Blind

<A light jab>

Not good at all. It does slightly more damage than Punch and may cause Blindness but there're much better skills to spend your valuable 1WP on!

Learnt from: Punch

Sliding

Cost: 1WP

Target: One enemy

Type: Ground

Status: Stun

<Your character runs and sliding beneath the enemy, bringing a trail of sand>

A very important skill because it's the first part of the secret skill DSC. Other than that, it's a moderately damaging skill that's not too useful. It can combine with itself though.

Learnt from: Punch or Kick.

RollingCradle

Cost: 2WP

Target: One enemy

Type: Throw

Status: Stun

<Your character grabs the enemy and rolls along the ground>

Not very good. Most lower level fighting skills are not too useful so excuse me if I'm not commenting too much on these.

Learnt from: AirThrow can do the trick but you can get this from Punch.



SwayBack

Cost: 1WP

Target: User

Type: Defence

Status: N/A

<You lean back to avoid the attack>

The only defence fighting skill but it's not very good. You can dodge direct physical attacks only, no long-range attack. Also you can only defend yourself so Deflect is better. If this is triggered before your action then your attack will follow immediately, I think the damage of your attack is increased this way.

Learnt from: Randomly when attacked by enemies.

---Veteran Fighting Skills---

Fist

Cost: 3WP

Target: One enemy

Type: Normal (?)

Status: ?

<You jump forward to hit the enemy as beams of light shine from the enemy>

Does ok damage (around 600 average) but the only real reason to bother with this is that it combos with almost every skill in the game! It's no doubt the best combo linker! So the next time you wonder how to link your combo, give this a try.

Learnt from: Punch

Backfist

Cost: 2WP

Target: One enemy

Type: Normal

Status: None

<Cammy's Spin Knuckle move from Street Fighters that cause the enemy to loose lotsa blood. Actually, this looks more like Zangief's Glowing Fist attack>

Another one of those useless fighting attacks. Will do more damage than Fist though and can lead to other useless skills.

Learnt from: Punch

CrushBeat

Cost: 4WP

Target: One enemy

Type: Normal

Status: None

<You run over to the enemy to deliver 2 uppercut punches with orange sparks>

This is actually not bad early on in the game. Try comboing it for better results. This still do less than 1000 damage though, you can see how weak fighting techs are.

Learnt from: Punch or Backfist

Rotation Kick

Cost: 3WP

Target: One enemy

Type: Normal

Status: None

<A forward flip kick>

Another solid low-level attack. Links are hard to find though.

Learnt from: Kick

KO Throw

Cost: 2WP Target: User  
Type: Auto-counter Status: Stun?

<You grab the enemy's punch and flip them over, head down on to the ground>

Another lousy counter move. Does good damage (though not as good as Kasumi) but it's less reliable than Kasumi as it will only counter short-range attacks. What makes it even worse is that it counters only punches while very few enemies use punches. I have never seen this take effect more than say 3 times per game.

Learnt from: Randomly when attacked

Suplex

Cost: 4WP Target: One enemy  
Type: Throw Status: Stun

<This attack has about 5 different animations from DDT, a body slam, a waistlock suplex, a suplex whip and an air suplex for combos and DSC>

A very good throwing move that does much better damage than all other 4WP attacks. Also combos pretty well. This is DSC move number 3 so make sure you get it!

Learnt from: AirThrow and rather easy to get

GiantSwing

Cost: 6WP Target: One enemy  
Type: Throw Status: Feint

<You grab the enemy and swing them around a few times then release them, throwing them on to the ground. Occasionally you'll be able to throw the enemy right off the screen>

Another solid throwing move and the Feint effect is extremely useful. This is DSC move number 4. Also note that this attack combos with itself for "giant" damage.

Learnt from: AirThrow but Suplex may sometimes lead to this as well.

---Master Fighting Skills---

GoldHand

Cost: 6WP Target: One enemy  
Type: Long-range Status: VIT down

<You lean back to gather energy and charge the enemy with your fist, causing them to exploding into a great ball of flame as the sun shines at the screen>

Very good attack move but somewhat hard to learn. This will cause VIT down on the enemy which is helpful. If you do get this early then by all means USE IT! It's about as good as a non-throwing

medium level fighting tech gets. Can combo with itself but other than that, average combo ability.

Learnt from: Fist but it's risky since Fist is such a good linker so have all your other units use normal attacks and try to learn this one at a time. (If your other characters are using skills, you'll combo about 80% of the time)

BabelCrumble

Cost: 5WP

Target: One enemy

Type: Throw

Status: Stun

<A frankensteiner throw>

DSC move number 2 and also the hardest to learn IMO. This is probably the best (and my favourite) throwing tech in the game. The damage done is pretty good, about 1000 minimum.

Learnt from: AirThrow. As I have said, this is sometime very hard to learn if you don't get it early. Some characters of mine never got to use DSC because they simply won't learn this move, strange! (Even Fuse won't learn this sometimes!) Also, I have learnt this a few times by using Kick.

TriangleKick

Cost: 7WP

Target: One enemy

Type: Long-range

Status: None

<A kick that bounces off the edge of the screen sends out blue sparks when collide with the enemy>

Very good damage for a fighting tech, 1000 minimum. Good combo abilities and links with itself. Better than GoldHand as well as easier to learn, make sure your fighting characters has this because all the ultimate fighting skills are hard to learn.

Learnt from: Kick or RotationKick but Punch often leads to this for some weird reason.

OgreRun

Cost: 6WP

Target: Line of sight

Type: Ground, Long-range

Status: Stun (?)

<Your character will send a wave of sand at the enemies which will flip them head over heels>

Damage is average but the fact that this has a range of Line of sight makes this skill hard to use effectively. You can usually target one enemy and two if you're really lucky. Use this if you haven't got anything better. Note this is a ground attack that will miss flying enemies. A flying enemy doesn't always have to be in the air. As a rule of the thumb, if it has wings, it's probably flying. If the enemy is highlighted in green when you flip 'em over, then it's affected.

Learnt from: Sliding can lead to this I think but it's also very easy to learn without it, just make sure you're fighting a powerful opponent.

Scuffle

Cost: 4WP Target: One enemy  
Type: Normal Status: None

<You throw the enemy off the screen and jump off to beat them up.  
Looks like a typical cartoon scene>

Wow, I had absolutely no idea that this was in the master section.  
Come to think of it, this does do very good damage for 4WP, though  
it's hard to find a link for it. This looks like a throw but it's  
not, it's blockable too!

Learnt from: CrushBeat can get you this quickly, so will Backfist.

LocomotionG  
Cost: 5WP Target: One enemy  
Type: Throw Status: Stun

<You waist lock suplex the enemy anywhere from 6 to 9 times>

This looks really painful but it's not. It does barely more damage  
than a normal Suplex! I usually don't bother with this. If I want a  
throwing tech I use BabelCrumble or GiantSwing, not some attack that  
do fake damage!

Learnt from: AirThrow or Suplex can net you this eventually.

DragonTurn  
Cost: 3WP Target: User  
Type: Auto-counter Status: None

<You grab the enemy's leg and swing them around a few times above  
your head and throw them away>

This is perhaps the most useless tech in the whole game! Why?  
Because this attack reverses kicks and the enemy hardly ever use  
kicks. I have learnt this once and seen it only once but I don't  
think it's of any use.

Learnt from: When getting kicked by the enemy I guess. If you're  
desperate about learning this useless tech then find a Shieker  
(those green plant-like things that uses SuperSonic) and let them  
kick you a few time. Fei-On sometimes comes with this skill learnt.

---Ultimate Fighting Skills---

LastShot  
Cost: 9WP Target: One enemy  
Type: Unblockable Status: Feint

<The background turns fiery red and 4 Kanji characters appear as you  
rush to the enemy and deliver the fist of death, throwing it back in  
an orange trial>

Now you're really getting to the good stuff. His is IMO the best  
normal fighting attack because it does very good damage (2000-3000)  
and it's unblockable like LifeSprinkler. I haven't found any very  
good links for this attack yet though. The 4 Kanji characters meant  
something along the lines of "The fatal blow". The feint effect is  
very rare but I don't think you need it.

Learnt from: GoldHand is your best bet but it's still quite hard to

learn.

CorkScrew

Cost: 9WP

Target: One enemy

Type: Long-range?

Status: None

<The background darkens as you draw a green triangle around the enemy. The triangle then turns into a prism as three dragons appear and swirl around the target>

Another excellent fighting tech. This does perhaps slightly more damage than LastShot but is blockable. This can do about 3000 damage. Combine this with LifeSprinkler for a big attack. Learn DSC and either LastShot or CorkScrew and you're all set for the last boss. I don't see how but this is actually the ultimate kick attack!

Learnt from: TriangleKick I guess but Fuse and Liza often get this from their normal attack.

SkyTwister

Cost: 10WP

Target: One enemy

Type: Normal

Status: None

<Your character jumps high into the air and brings down a fierce light blue tornado which engulfs the enemy>

I don't like this very much as the damage is not too great and it's too expensive. It does combo a lot better than the last 2 ultimate attack, especially with method 5. This is not even a long-range attack!

Learnt from: This is not a throwing tech but AirThrow can definitely lead to it. You'll often get this very early, but it won't do very much damage at all, so it's a rather waste of WP.

DSC (Dream Super Combo)

Cost: 18WP

Target: One enemy

Type: Throw

Status: Stun?

<You Slide, BabelCrumble, Suplex and GiantSwing randomly and Suplex again if you're really lucky>

The ultimate physical attack and KOTR equivalent of SaGa Frontier. Although it costs a crazy amount of WP, it has HUGE damage potential. The damage done is affected by your STR, how many moves your DSC had done and the DEF of the enemy. Because each boss has different DEF ratings, it's hard to give a damage approximation since it can do anywhere between 3 and 5 moves. A 5 part DSC will do over 22000 damage on GenocideHeart but barely over a thousand on MasterRing!!! It's always worth the effort of getting this on one or two characters before you meet the last boss. Note DSC cannot be comboed since it's a combo all one its own already. Also it's a good idea to use stat boost items and magic to raise your strength. Don't use this if your character has low STR because the damage done is not worth the heavy price tag.

Learnt from: It's not learnt like any fighting techs. You have to first learn 4 separate fighting moves: Sliding, BabelCrumble, Suplex and GiantSwing. Equip them all and DSC will appear in your command window.

### ---Alkaiser Fighting Skills---

Like Alkaiser sword skills, these can only be used by Alkaiser but thankfully, Alkaiser's fighting skills are much better than his sword skills.

#### BrightFist

Cost: 0WP Target: One enemy  
Type: Normal Status: None

<A punch that causes the light to be reflected at the screen>

A free tech that does about 200 more damage than his regular punch so this is not bad. This is also the base skill to learn more advanced Alkaiser fighting skills, the regular punch won't do. Also you'll get this very early.

Learnt from: RaySword

#### SparklingRoll

Cost: 2WP Target: One enemy  
Type: Long-range Status: None

<Two continuous Backfists done in two different directions>

Slightly better than a regular BackFist. Still, I always get better Alkaiser techs before I get this.

Learnt from: BrightFist

#### FlashTurn

Cost: 4WP Target: One enemy  
Type: Long-range Status: None

<Looks exactly like Fist except that the beams of light are purple colored>

Another one of those useless techs that's doomed to forever collect dust in the unused list.

#### Al-Blaster

Cost: 2WP Target: One enemy  
Type: Long-range Status: None

<Looks a lot like the LightBall Monster tech. Alkaiser shoots 4 glowing yellow colored balls at the enemy>

Another one of those take-off skills, Alkaiser skills are so un-original! This is another useless skill since the damage done is too little to be helpful.

Learnt from: BrightFist

#### Al-Phoenix

Cost: 7WP Target: One enemy  
Type: Long-range Status: None

<Alkaiser charges towards the enemy in a beam of flames. Imagine the Ifrit summon from FFVII>

Another one of Alkaiser's rip-off skills. Still not much better than other fighting skills though does just over 1000 damage, I think even TriangleKick is stronger than this. But keep this equipped because it can get you Alkaiser's ultimate attack later! I think this will do fire-elemental damage.

Learnt from: BrightFist

Re-Al-Phoenix

Cost: 10WP

Target: One enemy

Type: Long-range

Status: None

<Alkaiser leaps into the air and turns into a phoenix then fly off the screen. A green curse moves in and locks onto the target as the phoenix fly across the screen and engulf the target in flames, leaving a fiery red trail>

The ultimate Alkaiser fighting skill and the only one that's original! This is also the most damaging fighting skills in the game not including DSC. It does even more damage then LifeSprinkler (about 4000-6000) and combos well with it! A LifeSprinkler-Re-Al-Phoenix-LifeSprinkler combo can do over 23000 points of damage and believe me I have done it! Like Al-Phoenix, this will also do fire-based damage. The only disadvantage is that you have to be Alkaiser to use this skill, which is not a problem since you only get this at the end of Red's chapter where he's Alkaiser already but you won't be able to use this conveniently in 2nd Div.

Learnt from: You can not get this normally. When you fight MBlack III, use Al-Phoenix after he uses his Dark Phoenix attack and you'll get this. Alkaiser will "upgrade" his Al-Phoenix for this because after the battle if you check the skill option you'll find that your Al-Phoenix tech is gone, being replaced by this. Al-Phoenix had been put back into your unequipped list. You do not need an empty slot for this either.

ShiningKick

Cost: 1WP

Target: One enemy

Type: Long-range

Status: None

<Alkaiser kicks the enemy causing the light to be reflected at the screen>

The kick version of BrightFist. This will do more damage than BrightFist and it is free if you have a crown. Use this if you want but there are still better techs out there.

Learnt from: BrightFist

DeflectLance

Cost: 5WP

Target: One enemy

Type: Long-range

Status: None

<Alkaiser jumps to the edge of the screen to charge up then jumps at the enemy and kicking them>

A TriangleKick-rip-off. This is probably the best low level Alkaiser tech, it can do quite a bit of damage and it's not even hard to learn! Early in the game, all you have to equip is this and BrightFist (these are the only 2 attack that I find useful) and

you're all set!

Learnt from: BrightFist or ShiningKick.

FinalCrusade

Cost: 2WP, 1LP

Target: All allies (Special)

Type: Healing

Status: N/A

<Alkaiser jumps into the air as a sphere of white clouds form around him, blue embers showers Alkaiser's allys and they're healed>

A very useful skill especially it's one of the only 4 mass-healing skill in the whole game (and only specific characters has.) This will heal all your allies except Alkaiser himself for Alkaiser's maximum HP plus one so keep his HP maximum high! Alkaiser will loose 1LP after using this so be careful when using this too many times. An important note is that if Alkaiser has a ShadowServant activated when he uses this, he will loose 2LP! So don't use this when you have a shadow. This spell did 1999 points of healing when I used it but it's not possible (because yo can't have over 999 HP). I guess Alkaiser's HP can go beyond 999 but the game will only allow a maximum of 999 HP. The calculation will take Alkaiser's actual HP (>999) but in reality he has only 999 HP.

Learnt from: Cannot get normally. Alkaiser will automatically learn this after he beat any of the 4 BlackX Emperors.

---Tips on Fighting Skills---

- 1) Like sword techs, it's no good equipping an automatic fighting tech if you're goin' to use something else because they simply won't be triggered if you don't select a fighting skill.
- 2) The characters you train in fighting should have 2 aims: to get DSC and either CorkScrew or (preferably) LastShot (SkyTwister works fine too, but not as good.) The reason for the first is obvious, DSC is the most powerful attack in the whole game. If you get this your character will be god-like powerful. The reason for the second is because some bosses (EarthDragon, Kylin) are immune or highly resistant (MasterRing) to throwing techs, having one of the ultimate normal skills can let you combo for good damage.
- 3) Most low-level fighting skills are useless so don't bother with them.
- 4) The number one fighting character in the game is Liza but Fuse and Fei-on are excellent choices too.
- 5) If you don't know what attack to give to a fighter in a boss fight, have them use Fist. It usually ties the attacks from your other characters together to form good combos.
- 6) To some extend, the first time a new skills is learned is unblockable, like sword skills. The only exception is when you learn a new throwing skills on an enemy immune to that, your character will simply do thing but that new skill will be added to your list.

## HUMAN GUN SKILLS

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Gun skills are generally the worst skills a Human can learn because, hey, there are only 10 of them! It's also not easy to fully master gun skills, even (or should I say especially) for gun experts! For some reason, character who're good with guns (Roufas, Emelia, Mei-Ling) have a tendency of refusing to learn the last gun skill! (It's usually TwoGun.) Guns attacks are physical but they're completely



independent on your character's STR, it's not how hard you can pull the trigger! Like Chrono Trigger, guns are more powerful when your accuracy increases, which is measured by your WIL. Guns are usually weak against undead enemies but can be remedied with its own special skills. I don't know what type of enemies it's strong against though (probably soft-type.)

Gun skills however have 2 major advantage. The first is that all gun techs are long range attack, which means you don't have to worry about those enemies who uses counter skills and barriers no more. The other advantage is that most gun skills have high combo abilities and most of them can combo with themselves and is interchangeable with other gun skills.

NEW!! Yay, thanks to PrinceJoel, I finally know what all those bullets and bullet consumptions are for. As you've already know, every gun has a bullet capacity and every regular attack costs one bullet. All gun techs have bullet consumptions too and different techs costs different amounts of bullets. Here's what PrinceJoel told me:

"Its kind of like this: The amounts of bullets in your gun depect (approxamatly) how effective techs are (like Stunshot, Total shot, etc.) for example:

"Stunshot is a tech that uses all your ammo. The more bullets you have left, the more effective it is.

"Totalshot is where you shoot all enemys. Strangly enough, sometimes it blasts more bullets than you may have, but again, the more bullets, the more effective it is.

"Focus shot and Cross shot have a capacaty of bullet uses at one time: 5. Any less and it won't be as effective.

"All other gun techs (that I know of) use only one bullet, which the amount dosen't effect.

"When you get to zero on bullets, it will automatically refill, exept during a tech."

Got that? Go basically, different guns are more effective when used in different ways. For example, the AGUNI-MBX is not that powerful in terms of strength but has the most bullets, so it might be even more powerful/effective compared to say a LethalGun with a higher amount of attacking power but lower ammunition when you're using TotalShot or StunShot. Also, guns like a LightRifle have a very high attacking power but only has a single bullets won't be very effective with any other the attacks listed above, except for the techs that takes a single bullet.

As for the refill part, basically, your gun will only refill when its ammo drops to EXACTLY zero at the END of the last round. So say, if you're using CrossShot with an EagleGun which has 6 bullets, you'd end up having 1 bullet left afterwards. Now if you want to use CrossShot again, it will not be very effective since it will not refill during the attack. However, if you use BoundShot instead, you'll use up all your ammo at the end of that round so the gun will refill automatically the next round!

Thanks again to PrinceJoel who saved my day!

Gun skills are learnt in a completely different way than sword and fighting skill. First, you won't be seeing any light bulbs because gun skills are learnt AFTER battle. Use a gun skill or a normal gun attack (cannons and lasers don't qualify) and you might gain another

gun skill after the battle is won, at the experience screen. Here's some tips on learning gun skills:

- 1) You seem to learn gun techs faster if your character has higher INT.
- 2) You learn gun skills faster when you use more advanced attacks.
- 3) You only have to `_attempt_` a gun attack to learn another one, because of this, get your slow characters to use guns.
- 4) Get your characters to use guns when you're fighting weak enemies (such as during the Rune/Arcane quests) because the enemies are so weak, it's unlikely you can learn any sword or fighting skills so you might as well get some gun skills.

---Gun Skills list---

SharpShot

Cost: 2WP                                      Target: One enemy  
Type: Long-range                                Status: None  
Bullets required: 1

<Cursors moves around and locks on the target as you pull the trigger>

Barely better than a normal gun blast but against certain types of enemies this will do a critical hit, the damage is doubled but still not too good. This gun attack doesn't combo too well though. SharpShot cannot miss but can be blocked easily.

FocusShot

Cost: 4WP                                      Target: One enemy  
Type: Long-range                                Status: None  
Bullets required: 5

<You send rapid bullets in rectangular shock waves>

Fairly powerful but it's not as good as CrossShot or BoundShot IMO and the animation is so repetitive. (There are about 5 techs in this game that uses the same animation.) Good for combos.

TotalShot

Cost: 4WP                                      Target: All enemies  
Type: Long-range                                Status: None  
Bullets required: All

<Looks exactly like FocusShot except it affects all enemies>

Definitely not a good combo material but it's a fair multi-target attack (should do around 600 damage) but should really be used along with TwoGun to really cause damage. Also if you have QuickDraw and TwoGun then you can probably kill all the enemies before they can attack. But there are still much better multi-target attacks.

TrickShot

Cost: 2WP                                      Target: One enemy  
Type: Long-range                                Status: None  
Bullets required: 1

<Fires a bullet over the enemy's head and rocks fall onto the enemy's head>

This is supposed to be an unpredictable move that is good against enemies who are strong against gun attacks (like undeads), and it

does its job well. Unfortunately that's the only real reason to bother with this skill. This will do slightly more damage than SharpShot but there are still better gun techs.

ReactionShot

Cost: 3WP  
Type: Counter  
Bullets required: 1

Target: User  
Status: None

<Interrupts enemy's attack by firing a counter shot>

This is actually very good, perhaps the best manual-counter skill in the whole game. Not only will this counter direct physical attacks, it will also counter long-rang attack AND magic as well! And you'll take no damage from the attack! It can counter most low level magic such as SunRay, PhantasmShot and VaporBlast with ease. It still cannot counter multiple target attack though. The damage is fairly strong but this is even more fun with TwoGun. Just go on defence and watch the enemies suffer at their own action! But there are very few situations in the game where you have to go on defence. Also note, like all counter skills, it may not take effects at times. (That's what I really hate about counter skills!)

StunShot

Cost: 1WP  
Type: Miscellaneous  
Bullets required: All

Target: All enemies  
Status: Stun

<Shooting rapid bullets at all enemies like a machine gun>

StunShot will do no damage at all but attempt to Stun all enemies. This is useless because the success rate is very low and some enemies can cause this to fail completely for some reason. You can equip QuickDraw to use this like SharpPain but I don't think it's very good so just pretend this skill didn't exist.

CrossShot

Cost: 4WP  
Type: Long-range  
Bullets required: 5

Target: One enemy  
Status: None

<You shoot 5 bullets at the enemy and the last bullet at the centre will invoke a large rotating cross>

This is one of the best gun attack in the game and will also do extra damage against undead, this will solve the problem with using guns on undead enemies. The damage is not bad but the real reason to use this is to combo it, you can chain 5 of these together for 10,000+ damage! It's even better with the TwoGun skill. This will use 5 bullets so don't use this skill if you managed to get your hands on a powerful LightRifle. Also I think CrossShot cannot miss but it can be blocked by enemies with shields.

BoundShot

Cost: 5WP  
Type: Long-range  
Bullets required: 1

Target: One enemy  
Status: None

<You shoot a bullet which rebounds a multiple number of times off the wall and snipes the enemy, leaving a purple colored trail>

According to Demetric Houston, the number of time the bullet bounces is proportional to either your INT or WIL (probably WIL). Anyway, the higher your stats are the more times the bullet will bounce (twice minimum, to a maximum of 5 times) and the more damage you'll do.

Demetri said that when your stats are at 99, BoundShot with TwoGun (LethalGuns x2) will bounce 5 times and do a whoppin' 67,000+ damage! Impressive huh? At other times, it does similar damage to CrossShot but it's not good against undead. Also has very high combo ability and can combo with itself or CrossShot for good source of damage. It's slightly stronger than CrossShot in combos. This only cost one bullet so feel free to use this if you have a LightRifle.

QuickDraw

Cost: OWP	Target: User
Type: Miscellaneous	Status: N/A
Bullets required: N/A	

<Nothing>

If you have this, then you'll always get to act first when you first use a gun. This could be better if it lasts all through the fight but that would be TOO powerful. I think QuickDraw will boost your speed after the initial gun fire but I'm not too sure. This is a very good support skill for gun skills and if you're planning to use guns, then definitely get this. See below for combo abilities.

TwoGun

Cost: OWP	Target: User
Type: Miscellaneous	Status: N/A
Bullets required: varies	

<You will perform two of the same gun attacks at the same time, with slightly different animation>

The ultimate support gun skill, this will double the damage of all gun skills (given that your character has 2 guns) all for the cost of nothing! It's as if every gun skill had become 2GaleSlash! This is also the reason to bother with gun tech so make sure you get this!

---Tips on Gun Skills---

- 1) Like 2-sword attacks, always use the stronger gun when using a 2-gun skill for the same reason: the game takes the attack value from the gun you use (then doubles it) and not both guns.
- 2) All you need to be a good gun user is QuickDraw, TwoGun, TotalShot and either CrossShot or BoundShot (or both). The rest are useless if you have these.
- 3) Magic users make decent potential gun users too because they have high INT and WIL from their magic casting backgrounds, but make sure you build up their WP so they're not likely to run out.
- 4) The number one gun user I know from experience is Roufas but Emelia, Mei-Ling, Doll and Captain Hamilton are also good choices.
- 5) Make sure you're equipping strong guns. The LethalGun has a whopping attack power of 60 and can even be picked up from the Junk Shop right at the start of the game for free. (See tricks section) Use the LightRifle if you're lucky enough to get one but make sure the character who's using it has BoundShot because it has only a single bullet.

## MAGIC

=====

Magic in SaGa Frontier are categorized into schools, you can think of them as a "type" or "element". Most of these have an opposite school. You generally cannot have both at the same time since opposite schools cannot coexist at the same time. If you own magic from one school and you want to the opposite, you must give up your magic to learn the its opposite.

Magic comes in two levels. The lower levels are common and you can usually find them on sale in some Regions. The upper level spells are more difficult to obtain because you must learn them yourselves. How, you ask. Well, to learn the upper level spells, you must obtain the "gift" for that type of magic. You can think of the "gift" as the "gifted" knowledge of the elementary structure behind the spells of that school. Upon obtaining the gift, your character can use this knowledge to discover a new spell influenced by that school. To do this, you must use or attempt to use a spell of that school in battle and you may learn at new spell when you win, like how you learn gun skill. Both lower level (if you don't have it already) and higher level spell can be learnt this way.

Magical Regions such as Luminous, Devin, Kyo, Facinaturu, Magic Kindom and a couple of hidden Regions will have certain types of lower level spells for sale. You can also obtain valuable information about where and how you can obtain the "gift" for that kind of magic. Obtaining the gift maybe simple or complicated depends on which type of magic you're seeking. The "gifts" for some schools are not obtainable, they're reserved for certain characters and after certain events. When you approach someone who sells magic, you have a few options, "Buy spells" is obviously one of them. You can "Ask about the gift" (if the "gift" is obtainable) in which they will tell you where the "gift" is and how to acquire it, they may also ask if you want to try attaining it. You may also "Get an explanation", this will let you try out the spell before you purchase it. You'll be thrown into battle against some zombies where you can choose which spell to cast, whom to target and see the effects (and the nifty animation.)

Only Humans and Mystics can use magic. Monsters generally cannot casts spells but they will be ableto use them under certain conditions because, hey, what's the point of a Monster having JP if they can't use it??!! Mystics generally make a better magic user than Humans because magic is their main weapon, it's sad but true. Magic is less effective as offence in SaGa Frontier IMO than other games but they can be very good tools and support for other types of skills. I recommend you give magic to as many characters you can because they're very helpful and I do recommend you take on those optional magic quests.

Here are some guidelines on how to learn magic skills faster:

- 1) A higher INT helps you to learn spells faster.
- 2) Using more advanced magic makes you learn faster.
- 3) Like gun techs, try learning them from weak enemies since you ain't likely to learn a fighting or sword tech.
- 4) Also, you're qualified to learn magic when you attempt to use magic.
- 5) Being a master in magic helps you learn magic better.
- 6) Try purchasing as many magic of that type as possible because

since you can't learn a spell a spell you already have, you'll learn an upper level spell everytime you learn.

7) If you haven't got enough money (or refuse to do the infinite credit trick) then buy one spell of that type and you'll eventually get the whole set of the magic overtime.

#### MAGIC LIST

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Upper level spells are marked with an \* (the official symbol in the game). The message in "" are the description of each school of magic from Magic Kingdom. Also in the spell description is where to absorb that spell (if possible) when you're a Monster.

---Yin-Yang---

#### Light Magic

"Use elements of Light and heat. Counters with Shadow Magic."

Light Magic can be bought in Luminous. You can challenge the Luminous labyrinth to obtain the gift. Only Humans and Mystics may enter the labyrinth. If your main character has the opposite magic (Shadow) then all your remaining characters who qualify for obtaining the gift will walk in and come out with the gift. This also happens when you're playing as T260 or Riki. You may challenge the labyrinth only once!

#### SunRay

Cost: 1JP	Target: One enemy
Type: Long-range	Status: None

<A beam of sunlight shines down at the enemy>

Weak single attack spell that's easily blockable by enemies with shields. Does little damage (one or two hundred) but the damage is greatly reduced (to 2 digits) by plant-type enemies for some reason. (I think it's because they have PhotoSynthesis). It does double damage against undead for fair amounts of damage (but you'd probably have something better like CrossShot and RosarioImpale). It's free when you have a crown but still, there are better free spells. The best use of this spell is to learn better Light spells.

A Monster can absorb this spell from the Trents and SunFlowers.

#### StarlightHeal

Cost: 2JP	Target: One ally
Type: Healing	Status: N/A

<A beam of moonlight shines and a star falls from heaven as the ally is healed>

Just because this is a healing spell doesn't necessarily mean that it's a good spell to have. IMO, this is what makes Light magic so depressing. Fine so it's a healing spell that works on even Mecs (to a lesser degree) but it heals too little to be of much use. The most healing I have ever seen this spell do is barely over 370. This is fairly useful near the start of the game but it's no where enough when fighting the bosses when they can do 300 points of damage each round to all your guys. You'll never get any hits in that way! So

take my advice and dump this for better healing spells like MindHeal and MaxCure!

The Unicorn uses this spell so go after it if you want it but the Unicorn also has better healing spells like MagicHeal and LifeRain so don't bother.

#### FlashFire

Cost: 4JP Target: All enemies  
Type: Unblockable (?) Status: Blind

<Your character leans backward and brings out large rings of fire which moves outwards along the ground from the caster>

A fairly weak mass-attack spell but it's not bad early on in the game, can do from 400-800 damage. It can take out large quantities of weak enemies with ease but you'd want something better because this spell is too weak to use on higher level enemies, who are quite resistant to this spell for some reason. De-equip this when you get MegaWindBlast.

#### FlashFlood

Cost: 5JP Target: All enemies  
Type: Instant death Status: Feint

<A strong current of light particles forms a stream-like force, attempting to sweep away the enemies>

I don't know what to think of this spell. It attempts to instantly kill all the enemies but this is really less useful than it sounds because the chance of sweeping away an enemy is hopelessly low. I have swiped the screen clean with this though but my word is don't waste your time on this spell, use multiple target damage attacks instead (or the Arcane magic Death.) It's not completely useless but there're much (and I do mean MUCH) better ways of getting rid of an enemy. It has some cool effects though, so make sure you see this at least once. I almost forgot to mention that an enemy killed this way wouldn't drop anything (money nor items.)

#### LightSword\*

Cost: 7JP Target: User  
Type: Miscellaneous Status: N/A

<A pair of long sword flies diagonally across the screen then moves above the caster, the sword then falls into the caster's possession>

Not a bad spell and also one of the advantages of Light magic. This summons an ultra-powerful light sword that acts as a real non-Katana sword. You can use any sword skills you have equipped that can be used by any normal swords. You can even use it to learn new sword skills. I think this is the most powerful sword in the whole game (even more powerful than the GoldenLion that Asellus can get.) It's a good idea to have your non-Katana using sword users use this on the first round of the last boss (if they chose Light magic that is.) The damage is a lot better than an Asura or Kusanagi (about an extra 800 or so when using LifeSprinkler). Although the damage is not too great (compared to ShadowServant), the advantage of using LightSword is that they retain the ability to combo. If you're want more damage potential at the price of combos then choose Shadow magic. (See below.)

Also, I've been told that once this spell has been activated, your character will gain the bonus effect of Deflect as well!

MegaWindBlast\*

Cost: 9JP

Target: All enemies

Type: Long-range

Status: None

<The sun appears in the background as it emits fully textured solar wind blasts at all the enemies>

This spell is obviously better than it looks. The other advantage of Light magic and the most damaging mass-attacking spell (does 1500-3500 damage) in the whole game (it's stronger than even Haze-to-Wheel.) This is the second most damaging spell so give your magic users Light magic so they can use this spell, but this still can't compete with the physical techs like LifeSprinkler, that's why magic isn't a very effective source of offence. If you're planning to use magic users in the final battle then let them use this. The only disadvantage is that those annoying enemies with shields CAN actually block this spell so use something else against them.

Shadow Magic

"Manipulates shadow and illusion. Counters with Light Magic."

You may buy Shadow Magic from Luminous. You must go through Omble (the dark section of Luminous) to obtain the gift and only Humans and Mystics may enter. Any Monsters or Mecs that enter Omble cannot get back out. To get to Omble, ask the person who sells the spells about Shadow Magic and he/she'll ask if you'd like to get to Omble. Like Light Magic, if your character can't get the gift because they have the opposite (or is 260 or Riki) then all your other characters who qualify will enter Omble and come out with the gift.

PowerGrab

Cost: 1JP

Target: One enemy

Type: Healing

Status: STR down

<4 images of the enemy splits out of the enemy's body and absorbs into yours>

I called this a "healing" type magic but it's actually not quite, it's more of "draining" type, you will steal the enemy's HP. This looks to be really weak to be of much use (you'll usually absorb 100 or so HP) but if you really beef up the WIL scores of a Mystic then you can absorb about 800 or so HP, which is more than you'll need and you'll still be able to do damage, all for a small price of 1JP. I'm not sure if you this works on the bosses though but if it does, it's probably the best healing spell in the game, more soon. Note if you try to use this on an undead enemy (or some other supernatural enemy) you'll get the message "miss", that's because you cannot drain an undead (it's better than loosing your HP in the Final Fantasies.) This also causes "STR down" every now and then.

HideBehind

Cost: 1JP

Target: One enemy

Type: Miscellaneous

Status: Distracted

<You send out many white treads, which conjures up an illusion of



the caster behind the enemy. The illusion taps the enemy's back and runs away>

Very likely to be the most useless spell in the game. This will cause the enemy to be distracted, meaning your hit-rates will be raised and damage might be raised slightly also. You can sometimes "miss" the enemy as well. This can combo with itself for an even more useless effect (enemy turns its back and immediately turns back) but it's funny to watch. This will go before TimeEclipse as well, but the added effect is also useless. (What's the point distracting someone if they're to be Petrified?) So IMO, the only reason to get this spell is that so you can master all the Shadow Magic faster. (See above.)

ShadowNet

Cost: 3JP

Target: All enemies

Type: Miscellaneous

Status: Palsy

<The caster sends out an equal number of white rings as the number of enemies along then ground, which will turn into a net and wrap up the affected enemies>

You can attempt to Paralyze all the enemies with this spell. This spell is like the Shadow version of FlashFlood because it has low success rates. If you want to use these status-affecting spells then you'd better get someone with a high WIL or the spells will never be too effective. Another fact I don't like about status affecting spells is that the effect always wears off too soon! Palsy is not as good as instant death but it's still useful at times (rarely) against enemies immune to death so go for this if you want. Use it against multiple enemies and you should catch some of them with the nets.

DarkSphere\*

Cost: 4JP

Target: One enemy

Type: Unblockable

Status: None

<Various energies is accumulated together allowing the creation of a black vortex, it flows towards the enemy and compresses them>

This is the SaGa Frontier's version of Demi. It's a gravity-based magic but that doesn't make it any different to all other spells in this game, as it doesn't do damage proportional to the target's HP. I wonder why this isn't a Space magic. It can do very good damage (500-2000) and combines brilliantly well with itself and other skills. However, this is still not a good offence source on the bosses (even with powered up Mystics.)

ShadowServant\*

Cost: 9JP

Target: User

Type: Miscellaneous

Status: N/A

<Swirly mist surrounds the caster as shadows in the form of bubbles is gathered together to form an exact duplication of the caster which will then over lay the caster>

This is the to-die-for spell that can double all you damage potential but it's somewhat risky to use. The shadow mimic you summon will perform every action you take, doubling the damage or healing done, which when paired with LifeSprinkler, Tres Flores or

Tower can mean massive destruction! It does have its limitations though. One of the obvious ones is that the shadow will not imitate DSC, probably because it's too powerful. The other action I found that it wouldn't do is MirrorShade. There're probably more skills that this move cannot perform but I haven't found them yet. The ShadowServant will do pointless actions too, like mimicking spells that have no additional effects with multiple casting (SoulRune, TimeTwister etc.) Also note, if you can finish the enemy in one hit without the help of the shadow then the shadow won't be triggered. You can only have one shadow per character at one time. "ShadowServant" will be highlighted in grey if your shadow is activated already.

The other advantage (or disadvantage, IMO) is that the shadow can take a hit for you, destroying itself but leaving you free of harm. I take this as a negative effect (especially when I just activated it) because it wastes the round I spent on the casting the spell. Be careful when to use this spell on bosses with mass attacking attacks, one of those and all your shadows are gone! (I've had the boss destroying 3 of my shadows at once!) Note the shadow will not cover some attack for you but I don't exactly know how it works. As a rule of the thumb, if you take damage then the shadow is safe (phew! This is what one should hope for) but if you're free of damage then the shadow is gone. Another way to tell whether a shadow had been hit is to see if the shadow overlays the character when he gets attacked. If it overlays the character, is enlarged and shivers then it's destroyed. All in all, this is one of the best spells you can get so make sure you do!

---My Thoughts on Yin-Yang Magic---

If you're a beginner then Light magic might be the best for you because of MegaWindBlast, LightSword and StarlightHeal, but if you want a little challenge (and a very rewarding one) then I recommend Shadow magic. ShadowServant is in fact, the only real advantage of Shadow but if you take a little practice at using it, you can effectively double all actions your characters take during battle.

\* For magic users, MegaWindBlast is a must, ShadowServant is good but since you can't have MegaWindBlast at the same time, you're loosing a lot of offence. If you give Shadow to your magic users then make sure that they have another high damaging spell (other than Tower, such as ReverseGravity) or physical techs (and enough WP to use it) to fall back on.

\* Sword users can choose either because both have a good support spell (LightSword and ShadowServant.) If you really want both then my best guess it to give Light to someone with LifeSprinkler and Shadow to someone with Tres Flores.

\* Give whatever you want to fighting characters but don't forget that ShadowServant cannot mimic DSC!

\* Gun users should get Light, partly because they're potential magic user and partly because they really need to combo their gun skills to do real damage (ShadowServant takes that away).

\* Mystics should follow the guidelines of magic users but there's no real disadvantage for them to use Shadow magic since you can get a powerful skill in one of their Mystic weapon.

---Symbol---

## Arcane Magic

"Users summon the power of Tarot Cards to attack and defend.  
Counters with Rune Magic"

You can buy Arcane spells in Devin. You can ask the lady who sells the spells about the gift and she'll give you 4 cards and sends you to collect 4 real Arcane Tarot cards in various places.

The Shield Card is in IRPO

The Grail Card is in Yorkland

The Saber Card is in Wataku

The Gold Card is in Bacarrat

Upon attaining all four cards, only Humans or Mystics who was in your team during all 4 events will get the gift. If they have the opposite magic then they won't get the gift. You may collect the Runes only after you get all 4 of the Cards. If you collect a Card and then a Rune, you'll be unable to get the gift.

### Saber

Cost: 1JP

Target: One enemy

Type: Long-range

Status: None

<The caster summons a card with 3 swords forming a triangle. The swords come alive and place themselves 120 degrees apart from each other and pierce the enemy, meeting at the centre where the enemy resides>

Average damage (100-500) for 1JP but still I can't see any real use for this except to learn better Arcane spells. Enemies with shields can also block this rather easily. Free if you have a crown but this is obviously not the best free spell around.

### Shield

Cost: 2JP

Target: All allies

Type: Miscellaneous

Status: DEF up

<The caster summons a card with a purple/green colored shield shaped in a lion head, shields will form above ally's heads and shower them with blue sparks>

A good defence spell to have on bosses, you take about 1/3 less damage than usual. I think this is effective only with physical attacks but it will come out first in that round (although this can sometimes be over-prioritized by OverDrive or other pre-emptive spells.) Give this to someone in a boss fight and let him or her whip this out the first round.

### Grail

Cost: 3JP

Target: One ally

Type: Miscellaneous

Status: Remove status

<The caster summons a card with a bubbly grail, as the grail comes alive and pours vapors down at the ally>

A very useful spell to use against enemies that has Petrify or Charm attacks, as it removes any and all status ailments. Minor status like Poisoning is not worth casting this spell but always equip this

on someone when fighting the last boss. Precautions can be taken to resist status so this spell is not often needed, but equip this just in case. Also note, this has the same effect has a SnakeOil (except that Grail cures Petrify) so you can remove this spell if you want to have your slot for something else. I am not sure whether this spell will remove positive status (like Vortex) but it definitely removes ShadowServant so be careful whom you're using this on.

#### Gold

Cost: 3JP    Target: All enemies  
Type: Miscellaneous                                      Status: Distracted

<The caster summons a card with gold coins, as the coins come alive and starts shooting off the from the card>

Another useless spell that distracts all enemies that's even less effective than HideBehind IMO, since the hit-rate is quite low. I heard this has an Instant Death effect but I was never able to achieve that effect.

#### Death\*

Cost: 4JP    Target: All enemies  
Type: Instant Death                                      Status: Feint

<The caster summons a card with a reaper, as they appear (one for each enemy) and reap the enemies with their scythes>

This spell attempts to instantly kill off all enemies but the disadvantage of this spell is that if the reaper fails to take the enemy's life, it will come back and take 1LP away from the caster. OUCH! Actually this is not as bad as it sounds, since a character usually has 8LP or so but if you're low on LP then perhaps you should postpone this spell for a while. Never use this with your main character (especially) when they have traded their LP for items in Facinaturu because you could easily loose all your LP and then it's Game Over! This spell is pretty useful against single powerful enemy. It's not usually not a good idea to use this on multiple enemies but don't be afraid to use it if you're surrounded and don't mind loosing a few LP. The best way to use this spell is against those mini-bosses that have an INSANE amount of HP (like those beefed-up SnowFolks, I killed 3 of them in one hit.) If the reaper slashes the enemy then it kills it, if it does nothing then it's coming to get you. Sometimes the slash appears but the enemy does not die, that's because the enemy is immune against Instant Death attacks but in that case, the reaper won't come back to get you.

Kaminarill@aol.com recommends using Death in the Blue vs. Rouge fight. Try it to see what happens hehe.. :)

#### Fool\*

Cost: 6JP    Target: All  
Type: Miscellaneous                                      Status: WEA down

<The caster summons a card with a fool, disco lights shines down at the caster as he impersonates John Travota>

This spell lowers attack strength for all targets on the screen, it's rather pointless. I guess the only use for it is if you're using a party of all magic users. This does not decrease magic power y' see so you'll affect all enemies without suffering from the side

effect, but since magic is not a very good offence skill, it's another useless spell. Give it a try if you want.

Magician\*

Cost: 7JP

Target: User

Type: Miscellaneous

Status: N/A

<The caster summons a card of a magician, as it bounces off to the ground and creates an illusion of the caster with an infinity symbol above its head>

This creates an illusion of the caster, which the enemy can't tell the difference of. The purpose of the infinity symbol is to differentiate from the Mystic spell MirrorShades, which is similar but works slightly different. The disadvantage of this spell compared to MirrorShades is that this will create one and only one illusion of the caster. The advantage of this over the Mystic spell is that when an enemy attacks the illusion, it will create a vortex that devours the enemy completely. It doesn't work on bosses and normal enemies are not worth the effort of casting this high-cost spell, also they may not fall for the trap so this spell is really not too useful. The illusion will only suck the enemy into the vortex in the enemy uses a short-range attack also, this spell is useless against multi-target attacks since the enemy can damage all your guys and kills the illusion at the same time.

Tower\*

Cost: ALL JP (minimum 8JP)

Target: One enemy

Type: Unblockable

Status: None

<The caster summon a card of a tower, as a ghostly illusion of a tower creeps up at the enemy and thunder strikes the enemy with rage>

The most powerful spell in the whole game and the one-and-a-halfth equivalent of KOTR. Although this takes up all your JP, the damage done is exceptional! The more current JP you have, the more damage you'll do. Also, I think this spell is defence-piercing. This ranges from barely over 1000 if you have the minimum amount (8JP) to 15000+ when you have about 120JP!!! I am not sure if your WIL or INT level has any influence on the damage. Tower may not do as much damage as DSC unless you have a god-like JP level (and you can only use it once per fight) but it has one major advantage over it, Tower can be used in combos for outrageous damage! It combos well with many ultimate attacks including LifeSprinkler! So have someone use this spell and let the other characters do what they want and watch in horror as astonishing 5-digit numbers pop-up on the screen! (I sure did!)

As I've said before, magic isn't a very effective source of offence even if it has this mama. That's because Tower will eat up your JP like crazy. Magic users rely on their JP to do damage but since Tower takes them all, they'll have nothing to rely on afterwards, which isn't very pretty. (And believe me I have done that!) The best use for this spell is to give it to fighters, since they're using only physical attacks, they won't be needing their JP and so they're perfect for Tower! (But remember to cast any other necessary spells before doing so, like LightSword.) If you are using Tower then remember to have only ONE member cast it per round to maximize combo opportunities, since Tower won't combo with itself, having more than

one character using it will waste it, doing only minimal damage. This spell works fine for Mystics though, but be sure you absorb a good skill into their Mystic weapon so they have something to use afterwards. Even better is to use this spell with ShadowServant activated where you'll double the damage of your Tower. I managed to inflict approximately 25,000 damage with Dr. Nusakan and his shadow!

Note, if you're casting this spell through certain aid that lets you keep your JP afterwards (ie, OverDrive) then this spell will not inflict as much damage as it should, usually minimum damage is what you get. Like wise, casting Tower again through TimeTwister will also weaken it (usually the damage of the second casting is less than 1000!).

## Rune Magic

"Rune Light protects users from the dark force. Counters with Arcane Magic."

You can buy Rune Magic also from Devin. You can ask the man in the Lure of the Rune about the gift and he'll give you 4 stones and tells you to collect 4 Runes from different Regions.

The Victory Rune is in Mu's Tomb in Shrike

The Vitality Rune is in Tanzer

The Hide Rune is in Koorong

The Freedom Rune is in Despair

Like Arcane Magic, only characters who are in your team when you obtain all 4 of the Runes will gain the gift. You may collect Arcane Magic also but not until you gain all 4 of the Runes. If you get one Rune and then a Card, you'll never be able to obtain the gift for both magic schools so don't do that.

## VictoryRune

Cost: 1JP

Target: One ally

Type: Miscellaneous

Status: WEA up

^

<The caster draws the Victory Rune /\ and a purple wave of energy  
| flows through the target>

One of the more useful Runes. This lets the ally do about 1/3 more damage with their physical attacks, which doesn't mean much with normal attacks but when you're using DSC or LifeSprinkler, the damage is increased by thousands! It's good to have when fighting bosses but to save room for your skills, you can equip a RuneSword which has this spell built-in and use that. Since this affects only physical attacks, magic users will gain nothing with this so just skip it.

## VitalityRune

Cost: 2JP

Target: One ally

Type: Miscellaneous

Status: Regeneration

|

||

<The caster draws the Vitality Rune || as a green ring of energy  
| gets absorbed by the target>

Another pretty useful Rune. This will let you gain about 10% of your maximum HP at the end of each round. It's very useful against the

last boss as this can heal most of the damage so you can concentrate on attacking. You probably don't need this if your HP is high enough though.

#### HideRune

Cost: 2JP

Target: One ally

Type: Miscellaneous

Status: Invisibility

<The caster draws the Hide Rune as the Rune divides into a ring \\/ above the target's head and showering them in colored brilliance V as the target disappears out of sight. The classic "Magic Dust" | trick>

A pretty useless Rune. This makes the target invisible but if they do anything other than healing or aiding themselves (or defending) then they'll immediately come out of hiding. Enemies will ignore a hidden character but multi-target attack can still hit the character, a hidden ally will not come out of hiding when they get hit though. The only use for this spell I have found is when you want to defend a character from dangerous attack, (such as your hero when his/her LP gets low) but you could just use a manual-counter skill instead.

#### FreedomRune

Cost: 4JP

Target: One ally

Type: Miscellaneous

Status: Status invulnerabilities

<The caster draws the Freedom Rune |> as a pink cone shaped barrier | appears above the character>

This spell protects the ally from the Stone, Palsy and Sleep status. It's actually not as useful against the bosses since this won't prevent the more "serious" status like Charm and Mess. Also, equipping PurpleEyes and you'll be able to avoid most of these. If you're Riki then you have no reason to bother with this. Ignore this and give Grail to someone instead!

#### WallRune\*

Cost: 8JP

Target: One ally

Type: Miscellaneous

Status: Shield

/  
< / The caster draws the Wall Rune and 2 perpendicular sets of  
// rings surrounds the target, shielding them with blue  
/ translucent barriers>  
//  
/  
/

This gives the character a shield which will prevent from one long-range attack, afterwards it shatters. This is rather useless and costs TOO much so give your character the Mystic magic GlassShield instead.

#### DwarfRune\*

Cost: 8JP

Target: One enemy

Type: Miscellaneous

Status: STR down

<The caster draws the Dwarf Rune <| as a grey light swirls around the target and shading them in grey >

Another high cost, low use spell. This will lower the attack of one enemy but A LOT but rarely works. The Arcane spell Fool can be used as a substitute but I can't think of any reason you'd want to. Has the same use as Fool but the chances are that you can't get it to work because the rate of success is too low.

SoulRune\*

Cost: 7JP Target: User  
Type: Miscellaneous Status: Stats up

^

<The caster draws the Soul Rune / \ as a yellow cone ascend from the  
 \ / earth, casts over the user>

v

(The actual Rune is the above rotated by 90 degrees.)

This is the real reason that I bother with Rune magic. This will vastly increase all stats of the caster, very useful against the last boss. I usually give this to someone who's using DSC as the damage done is increased by a few thousand! This is less useful for sword or magic users though but never the less, a good spell.

SoulRune will last 4 rounds and afterwards your character will loose 1LP but it's worth it IMO but it's notworth it to cast this spell again after it wears off.

StasisRune\*

Cost: ALL JP (minimum 8JP) Target: User and one enemy  
Type: Miscellaneous Status: Stasis

^

<The caster draws the Stasis Rune \_/\_ \ as the caster and the  
 \ / selected enemy is  
 v crystalized>

(The above ASCII Rune needs to be rotated 90 degrees.)

The ultimate Rune spell is also the most useless one. This causes the caster and one enemy to go in stasis, a special type of Paralysis where neither character and act or be affected, for a very long time. The effect lasts about 5-9 rounds, the more JP you have the longer it lasts. Useless as it does nothing and takes all your JP. This spell does have 2 special effects. The first is when you equip this and a RuneSword, the Mirage Magic Cockatrice will mysteriously appears under VictoryRune in that window. The second effect is when you cast this spell as the last action you do while in an OverDrive, you'll be able to save all your bullets, WP and JP that it supposes to be stripped away. For this reason, always try to get the gift for Rune magic on TimeLord. Note that you can remove the Stasis effect with SnakeOil, Grail or Vortex. If you don't want to wait for the effect to wear off on the enemy then get Kylin to cast Vortex.

---My Thoughts on Symbol Magic---

Unlike many other players, I consider both schools to be equally good, although Arcane Magic has a slight advantage because of the damage potential of Tower.



\* Magic users should definitely choose Arcane Magic because since all the Runes has no direct effect, therefore having a high magic power does not have any additional advantage.

\* Sword users should choose Arcane but make sure that you have at least 2 sword users on your team who has LifeSprinkler, then let one of them cast Tower and the other use LifeSprinkler, and swap the next round. You'll have a very high chance of getting a Tower-LifeSprinkler (or better) combo doing over 9000 damage! For example, Emelia and Gen both has Tower and LifeSprinkler. I let Emelia cast Tower and Gen back her up with LifeSprinkler, giving me a high chance of getting them to combo. The next round I let Emelia use LifeSprinkler and Gen use Tower, I have another chance of doing the combo. This works best if Emelia and Gen have similar QUI. If you have more than 2 sword users, let the excess sword users use something that can go before Tower or after LifeSprinkler.

\* Fighting characters should choose Rune Magic, especially if they're goin' to use DSC. SoulRune can increase the damage done a LOT!

\* Gun characters can choose either. Since gun attacks won't do much damage, you can have them cast stats-uppers without loosing much offence. Or they can follow the sword users with Tower.

\* Mystics should choose Arcane Magic, especially when paired with ShadowServant, but make sure you get a good skill on their Mystic weapon after you blow away all your JP.

\* Try get Rune Magic on TimeLord because of the Overdrive/StasisRune trick. The same goes for Blue but since he can get both, it doesn't matter.

\* All of the above are just guidelines but if for some reason your character can't get the gift for Arcane Magic, don't panic because SoulRune works just fine!

---Dimensional---

Time Magic

"Users can command time at will. Very powerful, but very difficult to acquire. Counters with Space Magic."

TimeLord has all the Time spells, you may either get him to join or buy the lower levels of Time Magic from him. To reach TimeLord, look in the character evaluation section on how to recruit TimeLord. Only one being in the entire universe can have the gift for Time Magic.

DelayOrder

Cost: 1JP

Target: One enemy

Type: Miscellaneous

Status: QUI down

<A circular barrier of many clocks rises from the ground and surrounds the enemy>

This lowers the enemy's quickness but rarely works so don't bother with it. You can get the same effect from TimeEclipse and do damage at the same time.

TimeLeap

Cost: 3JP

Target: One enemy

Type: Miscellaneous

Status: Stun

<A spinning wheel of white stripe rotates round the enemy and slowly decelerates>

Another rather useless spell that attempts to end the enemy's turn but if you whip out this too slow as the enemy already had its turn then this does nothing. Ok ok, I must change my description since Cajon1 wrote in saying this:

"...It is hands down the most overpowered, unfair spell in the game. Contrary to what your FAQ says, Time Leap has a 100% success rate, and I've never seen any monstaer that is immune to it. With Time Leap, a lot of JP and a really fast character, you can beat several of the final bosses without them ever even getting a turn. With Overdrive/Stasis (which I never use BTW since that trick is clearly a glitch) it is at least possible to lose."

Ok, so it turns out to have 100% success rate (!! ) but you'll need a VERY fast mage to use this. Geez, combined with TimeEclipse, TimeTwister and OverDrive, you simply CANNOT beat Time Magic. What was Square thinking?

ChaosStream

Cost: 9JP

Target: All enemies

Type: Unblockable

Status: Various

<The background darkens as a huge clock appears on the ground. The hands of the clock turns rapidly taking the enemies with them for a spin>

It looks cool, it has high costs but this spell is actually really weak. The damage done is rather random, maximum of about 1000 and minimum of 80 or so. Also, all enemies affected takes different damage from one another, you could inflict maximum damage to one while minimum harm to the other. ChaosStream can also cause various status on the enemy but they happen extremely rarely, I have seen Palsy and Sleep but I bet there are others too. Don't use this, ReverseGravity is much better but for TimeLord, this maybe his only mass attack spell.

TimeEclipse

Cost: 4JP

Target: One enemy

Type: Instant Death/Unblockable

Status: Stone

<A black clock appears in the middle of the screen, pauses for a second and spins out of existence>

This attempts to instantly kill an enemy by petrifying them with a VERY high chance of success! It's the best instant kill spell in the game IMO, since it works over 90% of the time and there are no side effects. If this doesn't kill off the enemy (or the enemy is immune to Petrify) then this will do normal damage, usually about 600-1000 and has a high chance of vastly decreases their QUI! Always keep this on TimeLord (if you got him) when not fighting bosses. Try this on as many enemies as you can, you never know who is susceptible to Petrify!

### TimeTwister\*

Cost: 5JP

Target: One ally

Type: Miscellaneous

Status: Double action

<Creates a time loops where twelve Roman numerals encloses on the character. Looks a lot like Haste from FFT>

This is one of the best spells in the game and one of the two reasons why TimeLord is one of the best characters in the game! This will make the ally act twice that turn, performing their action twice. This works especially well on characters with DSC. If you cast this on a character who has ShadowServant activated, then that character and his shadow will act again, effectively doing four times as much damage as normal! Since Mystics don't have much damage potential, let TimeLord cast this spell on a Human who has DSC or something, each and every round. This practically gives TimeLord the damage potential of a Human! Note casting this spell on yourself will simply waste it. Like wise, multiple casting of this on the same character in the same round won't have any additional effect.

### OverDrive\*

Cost: 10JP

Target: User

Type: Miscellaneous

Status: Infinite speed

<The caster creates a time warp and sends everyone to a new dimension where a big glass-like clock resides on the ground>

The ultimate magic in the game the second equivalent of KOTR. This automatically comes out first in the round and everyone else on the screen will freeze as the animation takes place. The turn will end and the caster will gain infinite speed in the next round where he can use whatever actions he wishes. Your magic strength (or maybe JP max) determines the number of actions you can take. You will have to enter all the commands at once. There are only two characters in the whole game can get this, TimeLord and Blue/Rouge. Blue can have a maximum of 8 actions while TimeLord/Rouge gets only 7 actions maximum for some reason. Any actions you take will cost nothing but you must have enough WP or JP there, so you can cast Tower for all these turns. When OverDrive expires, you'll find out that all your WP, JP and bullets (guns and cannon) are gone!!! Yup, this can be really powerful it has some awful side effects.

There is however, a way around this. Make sure you cast the Rune Magic StasisRune as the last action you take. All your WP, JP and bullets will remain intact, which means that every action you used inside the OverDrive is free! You will have to pay 10JP for the OverDrive though. Also, if you do use StasisRune last, you'll create a very interesting situation where you'll be able to take as many actions as you had in the OverDrive every round after the OverDrive! Use this opportunity to cast stat-uppers or attack intensely. ShadowServant complements this very well, activate it as the first action and every action inside the OverDrive will then be doubled. Have someone with the Grail spell or SnakeOil handy and use it on Blue/Rouge or TimeLord or know him out of stasis if you want. But note you will remove the ShadowServent this way also.

You have a few choices of actions inside the OverDrive. Blue/Rouge have many choices, such as their best sword/fighting techs, Tower or MegaWindBlast. TimeLord however, the situation is a bit difficult,



be blocked, which comes in really handy at times. (Nothing p\*sses me off more than delivering a powerful spell that gets blocked!) Another reason is that this does not require the gift and the JP costing is really reasonable, probably the best damage/JP mass attack spell. Against single target LifeWave is slightly better. This does carry a heavy price tag of 1200 Credits though, but I'd say it's worth it! Get this on as many characters as you can (except TimeLord of course), especially those Mystics of yours who went for Shadow Magic (therefore unable to obtain MegaWindBlast.) This can do from 500-2000 damage, combos well and the Stun effect is pretty common.

#### LightShift

Cost: 1JP                               Target: All  
Type: Miscellaneous                    Status: N/A

<The caster summons sunlight which shines above all characters>

Not the prettiest spell nor is it of much use. This brings the sun, which has no direct effect. Any Monster with the DeathSynthesis will stop gaining HP and any Monsters with the PhotoSynthesis skill will start to gain HP. A handy spell to use against those undead bosses that gains back 750HP or so each round (like King Sei.) If you're strong enough though, you won't be needing this but if you like Monsters then get them PhotoSynthesis so they can take advantage of the regeneration effect. Just put this on at least one of your party member just in case.

#### DarkShift\*

Cost: 1JP                               Target: All  
Type: Miscellaneous                    Status: N/A

<A black colored circle appears and enlarges until it covers the whole screen, kinda reminds me of Suikoden>

The counter spell of LightShift is from the higher level for some weird reason. This is even less useful than LightShift since there ain't any big ugly plant-type bosses in the game. You can cast this so your Monsters with DeathSynthesis can have the benefit of regeneration though, and this is the only way to heal your undead Monsters (since they can't be healed through normal means.) But my advice is to trade your DeathSynthesis for PhotoSynthesis (if possible) and get LightShift instead since Kylin is the only one who can use this spell.

#### Vortex\*

Cost: 3JP                               Target: All  
Type: Miscellaneous                    Status: Remove status

<A black hole opens in the middle of the screen and sucks all abnormalities in the form of blue lines into its dark red core>

Another all affecting spell, this can be useful or pointless dependant on the situation. This removes all status (both good and bad) from both the enemies and the allies. This can be handy when all your characters had been Paralyzed, Asleep or Poisoned but don't use this when you just powered yourselves up with LightSword, ShadowServant, Shield or the various Runes as this spell negates them as well. This spell can remove positive status from bosses as well but since they rarely use them, you rarely get this advantage.

---My Thoughts on Dimensional Magic---

Since there're only two characters in the entire universe who can get the gift, the answer is easy. The higher Time Magic are godly powerful and the lower Space magic are useful so I'd get TimeLord on my team (his TimeTwister and OverDrive is worth every bit of you LP you traded to get him!) and buy the lower Space Magic from Kylin. The good spells to get from Kylin are ReverseGravity (a MUST! But do carry a hefty wallet with you because this is going to do some MAJOR damage to your credit card) and VaporBlast.

---Magery--- (true that this is not a real word, but it's in the manual \*Grin\*)

### Realm Magic

"An ancient secret from our kingdom that allows its user to command supernatural forces. Counters with Mystic Magic."

You may buy the lower Realm Magic from Magic Kingdom. Males born in Magic Kingdom will have the inherit ability of casting all the Realm spells. Only Blue and Rouge start with the gift for Realm Magic, otherwise the gift is unobtainable.

### EnergyChain

Cost: 1JP Target: One enemy  
Type: Long-range Status: Palsy

<The caster sends a green chain of enemy at the enemy. At higher level, this will swirl around them and entangles them>

Does about as much damage as VaporBlast. This is the only spell I know of that can be up-graded so the chain of energy entangles the enemies and causes the Palsy status. I'm not sure about this but I think this spell will be up-graded when the caster learns the full set of Realm Magic. The chains will choke the enemy from then on but the chance of it leaving a Palsy status is actually quite rare.

The time when it gets upgraded is when the sum of the caster's mental stats (ie, MAG+WIL+PSY) gets to 124 or above.

The Unicorn also uses this spell. Get it if you want, it's pretty decent for a Monster.

### Implosion

Cost: 3JP Target: One enemy  
Type: Long-range Status: Feint

<A translucent sphere encloses on the enemy and then explodes>

Slightly more damaging than EnergyChain but the real reason to use it is because of the Feint effect. This has a good chance of killing the enemy in one hit. The effect is especially noticeable early in the game but not as good later. A real disadvantage is that this can be blocked.

### PsychoArmor

Cost: 2JP Target: One ally  
Type: Miscellaneous Status: PSY up, VIT up

<The caster causes 6 illusions of the target to spring out from the ally and rejoining them as they spin back to unite with the target>

This makes the target more resistant to attacks and status by increasing their VIT and PSY. It's rather crappy since you don't really need it and there are better spells like SoulRune that have better effects.

I have seen LivingArmor use this spell but I don't think this spell is useful enough to waste you time on it.

Gate\*

Cost: 0JP                                      Target: All allies  
Type: Miscellaneous                          Status: N/A

<This is not a battle spell, as it cannot be used during battles. The command simply won't appear even if you have this equipped>

This works with Blue's RegionMap to instantly teleport to any Region that he has been to before. De-equip this as it still works even if you don't have this equipped. Note Rouge will have this spell when he joins in other character's scenarios but you can't use his RegionMap.

PsychicPrison\*

Cost: 7JP                                      Target: One enemy  
Type: Miscellaneous                          Status: Spell backfire

<The caster creates a translucent shell similar to that of the Implosion spell, which envelops the enemy and sealing their magic>

This seals the enemy's magic and if they attempt to cast a magic spell of any school, it will cause the spell to be reflected by the shell and backfires, damages the enemy. The damage should be what they should have done to you but if the spell is of a miscellaneous effect, then it will do for minimum damage. Once a spell had been reflected, the shell is broken and the caster must cast the spell again. This spell is IMO made for Blue's quest only as it helps out tremendously in the fight against TimeLord/Kylin and Rouge. But in other character's scenarios, this is very useless since they won't face any magic using enemies. For a skill to be classified as a spell, it must have two features. First that it must consume JP (not WP) and second it must belong to one of the 12 schools. For example, Kylin's VaporBlast is a spell since it costs 1JP and belongs to the school of Space Magic but Kylin's SacredSong is not because it costs WP and does not belong to any school.

VermillionSand\*

Cost: 8JP                                      Target: All enemies  
Type: Long-range                              Status: Blind

<The caster summons 3 oval-shaped stones which emerges in the centre of the screen then breaks apart as it send the enemies high into the air and drop them on their heads>

Pretty good mass attack spell that does 800-2000 damage and is slightly stronger than ReverseGravity. De-equip this when you get MegaWindBlast though as it does more damage and has better combo ability. I like ReverseGravity better though.

## Mystic Magic

"Used by the Mystics of Facinaturu. Counters with Realm Magic."

Mystic spells can be bough in Facinaturu. All Mystics will start with the gift for Mystic Magic, otherwise it's unobtainable.

### Fascination

Cost: 1JP Target: One enemy  
Type: Miscellaneous Status: Charm

<A cloud of purple hearts seals the enemy>

This spell attempts to Charm an enemy. This spell is more effective with higher CHA scores so if you want to use this, give it to Emelia, Lute or Rei. A Charmed enemy will not attack themselves but may hit themselves with a mass attack. If no other enemy is around, then the Charmed enemy will simply do nothing. This can be quite useful when a powerful enemy gets Charmed but the effect usually lasts no more than 2 rounds or so.

### PhantasmShot

Cost: 3JP Target: One enemy  
Type: Long-range/Unblockable Status: Various

<The caster creates a portal and summons a random phantasm>

There are 5 different phantasms that comes randomly, they're the same as the Mirage Magic one so look there for the details. All phantasms do similar damage and each one of them may inflict a status. Usually, the lower level phantasms are more common than the higher level ones. The higher your WIL the more likely you'll leave a status. It's the most fun when you get your Mystic a WIL of 99 because this spell will almost always leave a status. Also note that a PurpleEye has this spell as a built-in tech so you can save a slot by equipping those excellent accessories.

I have seen this spell being cast by some Mystic-like enemies but I'm not sure if you can absorb a Mystic. It's much easier to just equip a PurpleEye and use this from there.

### GlassShield

Type: 5JP Target: User  
Type: Auto-defence/Auto-counter Status: None

<The caster creates a kite shaped glass shield which forms behind them (!?)>

This spell creates a shield which can defend the caster from one attack and may counter the attacker. Most attacks will break the shield but if the enemy decides to use a short-range attack, they will break the glass and gets impaled by it (OUCH!) taking a good bit of approximately 800 points of damage. The shield can block one attack only and mass attacks won't break the glass. This is the spell that makes Mystic Magic stand out, I usually give this to most of my characters and let them whip this out during bosses.

### MirrorShade\*

Cost: 7JP Target: User  
Type: Miscellaneous Status: N/A



<The caster summons 2-5 mirror which falls onto the ground above the allies and creates an illusion of the caster>

This looks a lot like the Arcane Magic Magician. An enemy can't tell the difference between the illusion and the ally. An attack directed at the illusion will destroy it but this won't kill the attacker like the Arcane Magic. Like wise, casting this is also pointless against enemies with multiple target attacks as one hit destroy all the illusions. IMO, this is more superior to Magician because it lets you create more illusions and is quite useful against some bosses. A maximum number of 5 illusions can exist on screen at the same time.

---My Thoughts on Magery Magic---

Go with the Mystics! Give GlassShield to as many characters as you can because it's a very good defence spell. You can save money by not purchasing PhantasmShot and equip PurpleEyes instead. There is no point giving the lower level Realm spells to your physical fighters since they have next to no magic strength and they are also too weak to be much use to magic users. All Realm Magic has better substitutes. Of course, you wouldn't want to trade the your Mystic's "gift" for the weak Realm Magic, but you may want to do the conflict magic schools trick below to impress your friends. The only time you should keep the Realm magic is with Rouge who can master VermillionSand.

---Spiritual---

Mind Magic

"Allows users to bring out the power of their own spirit. It can only be used by Humans. Counters with Evil Magic."

You may buy Mind Magic from the Doujou in Kyo. To gain the gift ask the girl in the Doujou about the gift and she'll ask if you'd like to train for it. Answer yes and all your Humans will have to fight one on one against some easy enemies. You'll be given a picture of the enemy and 3 Humans to select from. The only enemy to look out for is the Lich, who has a CounterFear barrier and the DeathTouch attack that can knowck you out in one hit, save your strongest Human for it. All other enemies are pretty weak, can be killed in one hit. Any Human who looses will not be able to obtain the gift.

MindHeal

Cost: 2JP

Target: User

Type: Healing

Status: None

<The caster meditates as he absorbs beams of energy from his surroundings>

A very good healing spell for a very reasonable price and will heal the caster's HP to maximum. The only real disadvantage is that the caster cannot heal other allies and only Humans can get this spell. Definitely equip this on all your Humans when fighting bosses so they can all fend for themselves. This spell is especially important if you want to fight GenocideHeart with Humans since he can do a lot of damage. This spell might cure status as well.

SpellBound

Cost: 2JP Target: One enemy  
Type: Miscellaneous Status: Palsy

<A grey parchment-like substance with the Kanji character for "Seal" wraps the enemy>

Can Paralyze the enemy but the effect usually won't last for more than 2 rounds and this can target only one enemy. If you are looking for a Paralyzing effect spell, ShadowNets is better since it can target all enemies.

Evaporate

Cost: 2JP Target: User  
Type: Miscellaneous Status: Invisibility

<The caster simply vanishes from sight, his shadow is still visible though>

This works just like HideRune so the uses are identical. The enemy will not target an invisible character but you can be hit by multi-target attacks. If you attack or affect a character other than yourself, the spell will be broken. Hmm, I wonder what the enemy will do if your whole team is invisible.

LifeWave\*

Cost: 2JP Target: One enemy  
Type: Unblockable Status: None

<The caster leaps into the air and pieces of yellow material come together to form a large javelin, as it pierces the enemy and breaks up into bits again>

A very good spell to put into combos and also combos with itself. Does very good damage for 2JP, can do as much as 1500 or so to one target, since there ain't very many good Human magic users (Rouge does not qualify since he can't get the gift) in the game, this spell is wasted. Make sure you get this if you're using Doll. Remember how I said that ReverseGravity is the best damage per JP spell? Well, I've changed my mind because LifeWave is a whole lot cheaper so it deserves the title!

Awakening\*

Cost: 2JP Target: User  
Type: Miscellaneous Status: Stats up

<The caster leans back and releases the potential of their aura>

A substitute for SoulRune as it has the same effect only cheaper casting cost. But you'll soon realize the disadvantages! All WP and JP costs will be DOUBLED! That means 36WP for DSC, 20WP for LifeSprinkler etc.... This spell can be used like SoulRune for short battles but NEVER ever use this spell in long battles, as it will drain your WP and JP like crazy!

Evil Magic

"Also known as Curse Magic. Counters with Mind Magic."

Zozma the Mystic will start with 4 Evil spells but he does not have the gift. I have heard that there are more Evil spells but I haven't

seen them yet. I know that some undead enemies have the access to Evil spells as well, even ones that Zozma hasn't got. If you're lucky enough to absorb an Evil spell I suggest that you keep it. The gift is unobtainable.

RavaShot

Cost: 1JP Target: One enemy  
Type: Unblockable Status: None

<Zozma sends 3 illusions of Ghosts at the enemy>

Pretty good attack can do 300 or so damage but since Zozma has only 4 slots to equip magic, he should spend his time on better spells. Few undead enemies also use this spell and should be able to be absorbed by your Monsters.

PainDoubler

Cost: 1JP Target: All enemies  
Type: Unblockable Status: None

<>

Zozma's multiple target attack. This spell doubles the damage the enemy has already taken but it's not as good as it sounds, because its maximum damage potential is 666. PainDoubler can go in combos though but I'm not too sure how it works but my best guess is that this spell still does 666 damage but will increase the damage done by the attacks linked to it.

SharpPain

Cost: 1JP Target: All enemies  
Type: Miscellaneous Status: Stun

<Zozma sends purple and red colored mists at the enemy that disables them somehow>

The best Evil Magic. This spell automatically comes out at the first (usually but can lose its priority to OverDrive, Shield etc.) and attempts to Stun all enemies. This spell has a fairly high chance of taking effect but make sure you get Zozma a high WIL as to have the best effect. The casting cost is also pretty cheap. If Zozma cast this spell in succession the enemies will have a very small chance to act but there ain't very many situations where this spell can be truly helpful. Most encounters are too weak that they can't do very much damaging and this spell often links with your Human skills therefore ruins your chances of learning new techs on powerful enemies.

I stumped into an interesting situation once. SharpPain always comes out first right? Well, that's usually true. The enemy cast this spell on me once but some of my characters got to act before this spell was cast and they ain't even using pre-emptive attacks! I guess this spell is slightly better for Zozma than for the enemies.

DeathCurse

Cost: 4JP Target: One enemy  
Type: Instant Death Status: Feint

<A ring of sigils emerges around then enemy and attempt to slay them>

If the sigils touch the enemy then they'll be kill but if the sigils stay in place for a few seconds then it's bad new because they'll come back to take LLP from Zozma, just like the Arcane spell. I like the Arcane Magic Death better as it has the same JP cost but targets multiple enemies. There are better instant death spells especially one that won't punish you when it fails such as Vanish.

---My Thoughts on Spiritual Magic---

Since only Zozma (and maybe a lucky Monster) can get Evil Magic, there's no point not to give every Human you can Mind Magic. Monsters maybe able to absorb Evil Magic from some undead Monsters, even the ones Zozma hasn't got! (But it's really hard, I haven't got them yet.) I usually train for the gift for Mind Magic when I have 3 full teams, so all my Humans can obtain it. Use Zozma if you want but I don't think the Evil Magic is very good but you may think different.

---Unaligned---

Mirage Magic

"Ancient lost magic. It's been divided into Shadow and Mirage Magic."

Rei has the gift for Mirage Magic and starts the game with the full set. The gift is unobtainable through other means.

All Mirage spells are interchangeable with the Mystic spell PhantasmShot in terms of combos.

BlackCat

Cost: 1JP	Target: One enemy
Type: Long-range	Status: Mess

<A portal opens up as a black cat phantasm appears in a green fluorescein outline and meows>

A rather weak Mirage Magic overall but it's cheap to cast. This may inflict a Mess status on the enemy and always starts from Blue Mess. Each subsequent casting may upgrade it to a more severe degree of Mess, but this is rather pointless in many ways. The enemy usually recovers before you can get them to the Red Mess status (or recovers immediately after it) and you may not achieve Mess from the casting of this spell. If you want Rei to bother with Mirage spells then get her a high WIL so she can use these with maximum effect (that goes with PhantasmShot too.) This is also the only Mirage Magic that's blockable, very annoying!

NightMare

Cost: 2JP	Target: One enemy
Type: Unblockable	Status: Sleep

<A portal opens up as a nightmare-ish horse phantasm appears in a puff of smoke>

A better phantasm than BlackCat as it does slightly more damage and Sleep is a bit more useful than Mess. Note however, if you hit a Sleeping target they will wake up and if they wake up on the same round as they fell asleep (ie, getting hit right after the casting

of this spell) they'll still be able to act that round! (Thus the Sleep status has no effect.) Don't bother with this on the bosses, use better phantasms instead.

#### Jackal

Cost: 3JP Target: One enemy  
Type: Unblockable Status: Venom

<A portal opens up as a yellow jackal appears and howls>

Not as good as NightMare in normal encounters IMO since the Venom status does very little damage but helpful on bosses. Does about the same damage. Since Rei gets only 4 slots, I don't usually waste a slot with this spell.

#### Cockatrice

Cost: 6JP Target: One enemy  
Type: Unblockable/Instant Death Status: Petrify

<A portal opens as a cockatrice appears and attempts to turn the enemy into stone>

Does slightly more damage than the above, the best Mirage Magic IMO. This can Petrify the target, killing it in one hit. The problem with this is that it's not as dependable as an instant-petrify attack like TimeEclipse and doesn't do as much damage as DarkSphere, you often achieve the effect you don't want, very unpredictable! Works almost as well as TimeEclipse but if you have that spell, why bother with this?

#### Reaper

Cost: 7JP Target: One enemy  
Type: Unblockable/Instant Death Status: Feint

<A portal opens as a grin reaper similar to that of Death appears and reaps the target>

The most damaging Mirage Magic but the damage difference between this and BlackCat is only about 200. Like Cockatrice, this is also very unreliable instant death spell, use better ones if you have it and the JP cost is too high for the damage you get!

---My Thoughts on Mirage Magic---

The ancient lost magic ain't as good as you'd think. If you want the phantasms, use PhantasmShot instead as it costs less (you get BlackCat most of the time though, but I really don't think you should bother with the phantasms.) I usually equip only one of these (usually Cockatrice) and leave 3 slots for better spells. They don't look too cool either, don't expect the phantasms to be like the Summon magic in FFVII or even the Espers in FFVI!

#### Life Magic

"Only one who masters both Light and Shadow Magic can get this... the ultimate magic."

Blue (Rouge) automatically obtain the gift and both Life spells when he beats/gets beaten by Rouge. Otherwise the gift is unobtainable.

#### Sacrifice

Cost: 2JP, 1LP

Target: All allies (Special)

Type: Healing

Status: N/A

<A purple oval overlays Blue, all his allies are covered in yellow glow and gets healed>

Very useful spell indeed! This works exactly like Alkaiser's FinalCrusade and Mesarthim's LifeRain. The caster sacrifices 1LP of their own and heals all allies but himself by the caster's maximum HP plus one, so keep Blue's max HP high to achieve the best effect. This has the same pitfalls too! Don't EVER use this with ShadowServant activated because it will drain 2 of your LP at once! Since Blue has the lowest LP maximum of all main characters (and especially if you traded your LP for items in Facinaturu) use caution when using this as you may let your LP get too low and accidentally ruin your game!

Reviva

Cost: 9JP

Target: One ally

Type: Healing

Status: Reviva

<A circular yellow pattern like that of a sun falls down from heaven and emerges with the target>

The ultimate magic is back from Romancing SaGa 3, this time with a new appearance! This is essentially one of the best spells in the game and why Blue is one of the top characters. When a character with this spell cast on them falls unconscious, this will instantly revive to maximum HP the character with NO LP LOSS! You're essentially immortal! Cast this on Blue when fighting his last boss just to be safe but you probably won't need it if you spend about 10 hours building up your characters in every game like I do. Note Vortex WILL remove Reviva so don't use it!

---My Thoughts on Life Magic---

What can I say, the ultimate magic is the ultimate magic! Life Magic has only 2 spells but they're both excellent ones. It's a shame that only Blue/Rouge can get it, these will only make him more powerful than ever (like if he isn't god-like powerful already!)

---Tips on Magic---

- 1) Note the elemental attributes of an enemy. Elemental attributes ain't as important in SaGa Frontier as Final Fantasy but they still exists, if only vaguely. Most spells are non-elemental types but there are some slight exceptions. For example, most of the Light Magic are fire elemental, which will do almost no damage on an enemy with a flame-barrier (ie, Suzaku.) Common sense is the best way to determine an enemy's weakness.
- 2) Gun users are potentially good mages, just make sure they have enough JP to spend.
- 3) The ULTIMATE magician is no doubt Blue. Rouge, Doll and the Mystics are no where near as powerful as him but are good magicians too.
- 4) Conserve your JP. Don't blow all your JP out on Tower on the first round of the last boss, you won't get anywhere that way! Plan your attacks and use Tower when the boss is almost dead.
- 5) Magic makes a terrible main damage source (except Tower, which is one of the best in the game) but many of the none-damaging spells are quite useful, especially when used as supports by your other characters.

6) A few of Mystics has unique schools of magic that so one else can get. If you like magic, then these characters are your best bets on Mystic characters.

#### HUMAN DODGE SKILLS

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These are weird skills that Humans can learn that doesn't really fit anywhere. Occasionally, when a Human gets attacked, their instincts take over and they roll out of the way of the dangerous attack, taking no harm but learn the true nature of the attack so they can evade similar attacks in the future. A dodge skill is very much like the automatic defence skills such as Deflect. If you have a certain dodge skill equipped, your character can and will evade attacks of that type. I actually don't find these skills very useful because equipping shields, Deflect or accessories can block most of them. Equip them if you want but I'd rather spend one of my slots on a better and more useful skill.

There ain't any extremely good ways to learn these skills, they're very random. I'd say not bother too much about it because you don't need them. The only dodge tech I find useful is DodgeGale and DodgeGaze. The former can be blocked by shield and the latter can be substituted by equipping PurpleEyes. DodgeSeduction can save your life but the enemy rarely uses charm attacks.

---Dodge skill list---

DodgeRock

Evades: Rock

DodgeNeedle

Evades: Needle, PoisonNeedle

DodgeGale

Evades: GaleAttack

DodgeDeathGrip

Evades: DeathGrip

DodgeThunder

Evades: ThunderBolt

DodgePower

Evades: Spore,

DodgeFlash

Evades: Flash

DodgeGaze

Evades: StunGaze, StoneGaze, DeathGaze, CharmGaze, HyperGaze

DodgeSmash

Evades: Trample,

DodgeNet

Evades: BladeNet, SpiderNet

DodgeSeduction

Evades: Seduction, Pheromone

DodgeTackle

Evades: Tackle, Dash

DodgeWing

Evades: Wing, HellWing,

DodgeTail

Evades: Tail, TailHit

DodgeTremor

Evades: Tremor, Quake

THE IDEAL HUMAN CHARACTER

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This section is a guide to build a perfect (well, nearly) character you want. I'll divide them into sections depends on what you train your characters in. Notice that there are sections on "hybrid" characters, these are Humans that uses more than one type of skills but relies on one type of skill as their main weapon. I recommend you "hybridize" your characters because the advantage of using more than one type of skill is majorly helpful!

### ---Sword Users---

The most important statistics to a sword user is STR! High WP will be useful when unleashing powerful attacks. A high WIL can be helpful but since the ultimate LifeSprinkler is unblockable, WIL is irrelevant when you can't miss. High QUI is good too.

For a start, you should ALWAYS carry 2 swords! One should be very powerful normal sword (60+ attack power, ZeroSwords are good, but if you have something better equip it), the second should be a Katana. (You can buy Katana with 34 attack power, but you should equip something better if you have it.) You should attack with the first sword and use all techs from it as it does the most damage. The Katana should be used when you want to learn a Katana tech (or skills that are learnt more easily with Katanas), use a Katana tech or do limited damage. Equipping both swords will allow you to learn 2-Sword skills as well. I also recommend equipping a shield.

Try to learn the counter and defence moves as soon as possible.

I recommend you fill your skill slots with something like this:

1. Deflect
2. Kasumi
3. Mass attack: 2GaleSlash/Haze-to-Wheel
4. Something powerful such as NoMoment or LifeSprinkler
5. DoubleSlash or HeadWind
6. A base attack for learning advanced techs
7. empty
8. empty

This is what your fighter should equip during normal fights and when you're building up. The first two are obvious defence manoeuvres. A multiple target attack is highly recommended to get rid of large groups of enemies and a powerful attack is for sticky situations, use it as a desperation move when you're in trouble. Slot number 5 is there simply to save WP, since you're likely to have a crown DoubleSlash is free and HeadWind is the best damage/WP skill to do high damage with limited WP. Techs you equip on slot 6 is to learn better skills, you should always have an aim of which skill you want (such as DeadEnd -> RosarioImpale) not just "I'll try WillowBranch and see if anything pops up." I usually trade slot 5 for another base learning skill. Note how I left the last 2 slots empty, that's because you need empty slots to learn new attacks.

You should manipulate your skills when fighting bosses, I won't list it because each boss it different and you need to adjust your skills depending on the situation.

\* You should always keep Deflect and Kasumi.

\* Keep the multi-attack when you're facing multiple opponents (such as when the boss is accompanied by other enemies).



\* Always have a powerful move but the appropriate move will depend on the situation. Having LifeSprinkler will make your life so much easier (maybe that's why it's called LifeSprinkler) because it's the perfect tech for every situation. If you haven't got it then you should choose the best substitute.

\* Get NoMoment on bosses that block.

\* RosarioImpale, TurbidCurrent, NoMoment are good long-range attacks that's good on bosses with barriers or counter attacks. (2GaleSlash is ok but the damage is so-so.)

\* For combos, almost every sword tech will do but be conscious of what attacks you want to combo with.

\* For power then you can't beat LifeSprinkler (I told you it's that flexible) but Tres Flores is good too.

---Hybrid Sword Users---

I recommend magic to sword users. Light or Shadow are good schools, Tower of Arcane is recommended and Mind. LightSword or ShadowServant is perfect and Tower is the best way to blow away all your JP that your sword users don't actually need. MindHeal is good for everyone!

You should have your slots filled up with something like this before the last fight:

1. Deflect
2. Kasumi
3. LifeSprinkler/Tres Flores
4. LightSword/ShadowServant
5. Tower
6. A good combo attack such as RosarioImpale
7. Anything
8. Anything

For slot number 7 and 8 you can equip anything you want as the first 6 slots should be enough already. I usually use these slots for MindHeal, GlassShield, other support magic or another sword skill (just in case). The reason that you need another sword tech besides LifeSprinkler is because that these will act as linkers between the LifeSprinklers, as they won't link with themselves.

---Martial Art Experts---

STR is again very important to your fighter. WIL is good and WP is especially important so you can afford the 18WP DSC. High HP and VIT are also a good idea since a fighter has less dependable defence techniques than a sword user.

A fighter doesn't have to have any weapon equipped to use their fighting skills but definitely carry a good shield for defence. Carry some Cures if you can too.

Your slots should be filled up with something like this:

1. SwayBack
2. KO Throw
3. Something powerful like CorkScrew
4. A throwing skill
5. AirThrow
6. Kick

7. \_empty\_
8. \_empty\_

The first 2 are for defence but they ain't very good so don't worry if you haven't got it or substitute it for something else. The throwing skill is unblockable to use against enemies with shields and the powerful skill is to use against powerful enemies. AirThrow and Kick are equipped so you can learn attacks of the kick and throwing type.

For bosses, you may want to equip the 4 DSC moves: Sliding, Suplex, BabelCrumble and GiantSwing. Keep the defence moves if you like and keep another powerful skill as well.

#### ---Hybrid Fighting Experts---

I like to give my fighters swords because the STR they accumulated will be put into good use. Some enemies are also strong against empty-handed source of damage and fighting lacks multiple target skills so sword skills are excellent for fighting users. There are more sword skills than fighting so have your characters use a sword when they've learnt most of them.

Magic is good for anyone so give them to your fighters but the guideline for sword users don't apply here. LightSword won't do much good and ShadowServant won't work with DSC so just choose whatever. SoulRune is good but so is Tower.

At the end, you should have the below skills:

1. Sliding
2. Suplex
3. BabelCrumble
4. GiantSwing
5. SoulRune or Tower
6. LastShot or CorkScrew
7. Anything
8. Anything

See how I ditched the defence skills. The first 4 skills will nets you DSC and #5 is a good spell to cast. An ultimate fighting skill is good for combos but you don't actually have to have it when you've got DSC (unless in Riki's scenario.) Put anything you want in slot 7 and 8.

#### ---Gun Users---

There's no reason what so ever why you'd want a gun user because they're really not good! There are no ultimate gun users since they have the least damage potential. You can however, build a pretty good gun using team by comboing.

The most important statistic is WIL! I am not too sure if INT is very important though but everything else doesn't really matter. Having everyone with high (and similar) QUI helps when you're trying to pull off combos. The WP level doesn't really matter too much either because gun techs are really affordable and the TwoGun skill helps a lot since it's free.

You don't have to always equip your gun users with 2 guns since they can't use both of them until they get TwoGun. I always give shield to all my Humans, you should too!

To build a good team of gun users all you need is have everyone learn either CrossShot or BoundShot, TwoGun and QuickDraw. Try your hands at comboing and you can do something like 20,000+ damage for a level 5 combo. TotalShot is pretty good at taking out large groups of enemies and having QuickDraw means you can kill them before they even have a chance to act!

#### ---Hybrid Gun Users---

Magic is excellent for back ups. Any spell is good as long as it does decent damage and combos well. Note Tower combos after BoundShot and I have once did 29,000+ damage with 4 BoundShots and Tower, pretty good huh?

Since there ain't very many gun skills, your gun users may not learn very many skills so if you think you can build up the STR then train them in swords too, but make sure you get those scores WIL up!

#### ---Magic Users---

Human magic users simply suck unless you're playing Blue's quest, in that case, it's the most powerful. Mystics are covered in the Mystic's section so look there for Mystic mages.

Again, WIL is most important but INT is very handy at learning new spells. Make sure you have a high JP level too.

Which school you specialize in magic determines the power of your magic users. I'd train my mages in Light, Arcane, Space, Mind and Mystic (or Realm in the case of Rouge and Blue). The most important spells are:

LIGHT: MegaWindBlast

SHADOW: ShadowServant

RUNE: None

ARCANE: Tower, Death

TIME: TimeEclipse (but get TimeLord instead!)

SPACE: ReverseGravity

MYSTIC: GlassShield

REALM: VermillionSand

MIND: LifeWave, MindHeal

On the last boss, try having your magic user combo using MegaWindBlast and use Tower when the boss gets low. If you choose Shadow magic instead then use ReverseGravity and cast ShadowServant few rounds later followed by Tower, this can do 20,000+ damage by itself!

#### ---Hybrid Mages---

I'd train my magic users in guns for a few reasons. Guns requires the similar stats as magic and that gun skills don't take up very much WP as sword or fighting (magic users tend to have low WP.) Basically follow the guidelines of hybrid gun users.

#### ---The Master Magician---

This section is made for Blue (or Rouge) in his own scenario since he uses different rules than the regular Human mages.

Later in his quest, Blue can use up to 10 schools of magic, even opposite schools! This can open up huge numbers of new skill combinations. Now he can cast MageWindBlasts with ShadowServant, or ReverseGravity in OverDrive!

Also, Blue has very high mental stats, a 99 in WIL, INT and PSY is not uncommon, making his spells do huge amounts of damage.

Equip the following skills when you're playing as Blue:

- \* ShadowServant
- \* OverDrive
- \* StasisRune

Those 3 will allow you to use the OverDrive trick but you need something to use in the OverDrive. Below are some good choices:

- \* MegaWindBlast
- \* Tower
- \* LifeSprinkler
- \* DSC

For some reason, MegaWindBlast will do more damage than Tower. I think the effect of Tower is reduced when used in an OverDrive. LifeSprinkler is perfect but DSC will not work with ShadowServant. Reviva and Sacrifice are both good spells to equip Blue with.

#### HOW TO BUILD YOUR MYSTIC

=====

Although Mystics ain't as interesting or powerful as Humans, there are many good Mystics in this game which would be disappointing if you don't give them a go. For a Mystic to be useful enough to be in your final team, they need to have good spells, high stats and at least one decent damaging skill in their Mystic weapons. Most Mystics have low DEF no thanks to the MysticMail that can't be removed, which hinders them significantly. They usually die in 2 hits or so.

If you can get a full team of Mystics (Asellus' quest) then let them train together. I know it sounds stupid and it's really not a smart idea because 5 Mystics makes a really weak team, but they seem to get the most experience after battle. If you have a Mystic in a Human team, they tend to gain HP really slowly. Also try to build their WP as well as JP, it'll be useful.

The best Mystic in the game is TimeLord with his powerful Time Magic. Mesarthim and Dr. Nusarkan are also very good since they can wear heavy armor and both have a unique item that can be used in battle. Zozma and Rei are also better than others since they can use Evil and Mirage spells.

---Spells to give to your Mystic---

Mystics have only 4 slots to equip magic but it isn't enough so you'll have to use 'em sparingly. Every Mystic has the gift for Mystic Magic.

I consider Shadow Magic to be more superior than Light to a Mystic. Also Arcane Magic is also very good with Tower, especially when combined with ShadowServant. TimeLord has some very powerful Time spells so get him Rune Magic to do the StasisRune trick with OverDrive. For everybody else, get them Arcane and Space Magic so they can use Tower and ReverseGravity (except for Mesarthim, who starts with the gift for Runes.) Mystics can't use Mind Magic since they're for Humans only. Rei has the ancient Mirage spells and Zozma has Evil, they're both ok so go for them if you want.

---Monster Absorption---

Since Mystics can't improve most of their stats by fighting normally like Humans, they need to absorb some very powerful enemies for the best stats, as well as a good skill for them to use. I like to get my Mystics high WIL and QUI since they're using magic. A high STR is useful when using the powerful Mystic weapon attack GriffithScrach and TigerRampage, they're both physical attacks for some reason. I won't list all the monsters but just best ones:

Suzaku: All but CHA +20

The phoenix thingies that can be found deep in the Bio Lab in Shrike. They are probably the best enemies you can find normally to get high stats but the skills they give out are useless. You can get FireBreath, HellWing and TitasWave, all of them do little damage. I usually get 2 of these and get some other monster with better skills. Each Suzakus has 6000HP.

Dullahans: STR, QUI, INT and PSY +20

Not bad. I usually absorb this with MysticSword because it has GriffithScratch, a very powerful skill. They have 7500HP.

Genbu: STR, PSY, VIT +20

Not very good stats boost but you can get GriffithScrath from MysticSword. Good for early on in the game.

CrystalTree: STR, WIL, PSY, VIT +22

Good but the skills are so-so. You can get the very powerful Oscillation with MysticSword but it's a sonic attack. Sonic attacks ain't that good because many of the high level monsters are immune to it. You can get Crystalizer with MysticGlove.

Kraken: STR, VIT +30

You can get Oscillation and TigerRampage from MysticSword and MysticGlove respectively. TigerRampage is very powerful but the stats boost ain't all that good.

Thundragon: STR, QUI, VIT +20

Again has the potent GriffithScratch with the sword.

If you're happen to be playing as Blue and you're collecting Space Magic, try have a Mystic absorb Kylin for the best stats boost I've seen in the game as well as some very good skills!

Kylin: All but CHA +25

You can get GriffithScrach from the sword and TigerRampage from the glove, very powerful.

---The Ultimate Mystic---

A good Mystic has to have a good Mystic weapon skill and have 2 Suzakus fill the other 2 weapons.

Avoid accessories when your Mystic is wearing the unmovable MysticMail then give them some good helmets, gloves etc... If you're using Dr. Nusakan or Mesarthim, give them a suit like a Human and some accessories like PurpleEyes. Your Mystic doesn't have to have a weapon to use their attacks but I like to give them one just in case. A Kusanagi or Asura with a built-in skills is good, but your sword users might need them. Definitely give them a good shield and I usually give them a gun or cannon and the Backpack some they can use items. And put them in the fifth slot so they won't get attacked

as much.

Their 4 slots should be filled with something like this (I know all Mystics are different but this way seems to make them the most useful):

1. ShadowServant
2. Tower
3. GlassShield (or anything)
4. MirrorShade (or anything)

Of course, you have to adjust accordingly to different Mystics, like Mesarthim who has Rune or if you want to include Time Magic for TimeLord. ReverseGravity is a good spell too if you don't want to blow away all your JP. (Sorry that I put ReverseGravity on the 4th slot on my last version. I really meant MirrorShade since there's really not much point equipping an offensive spell when you're goin' to blow you JP away with Tower.) MirrorShade is a good defensive spell but ditch it on bosses that use mass attacks often. Basically, just use whatever you have.

Now on with strategy. Cast ShadowServant on the first round if you can and try not to get hit. Then the second round immediately cast Tower. This should do something like 25,000+ damage if you have 100 or so JP, pretty impressive huh? Now you're gonna wonder what you're gonna do. Well, that's why you needed the good Mystic weapon skill and because they take up WP not JP. If you don't have one then use the Kusanagi or Asura, or a cannon (HyperionBazooka is not bad), or throw a MagicStone or just heal if you don't have anything. You should still have the ShadowServant active, if not then try combos.

If you want, you may spend the first couple of rounds with stats uppers or defensive spells, such as Shield, GlassShield, MirrorShade etc. But the boss is already dead after those 2 rounds sometimes when I played. Don't bother if you don't want to.

See the character evaluation on TimeLord for his strategy.

#### HOW TO BUILD YOUR MEC

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Mec are probably the easiest to power up. The Type of a Mec will determine its usefulness as some are more powerful than others due to their unique skills and equipment. Here's a list of basic advantages of each Type of Mec.

- Type1: Has the most slots to equip items
- Type2: ECMSystem, LaserCannon and BitSystem
- Type3: High QUI
- Type4: Medikit and LaserCannon
- Type5: Graviton
- Type6: RepairKit
- Type7: Hammer
- Type8: V-System!

Type 8 is obviously the most powerful because of V-System but I think Type 1 is the best of the normal models since you can equip the most items to get great stats. T260 can change his body shape in his own quest but all other Mecs in the game are stuck.

#### ---Mec Skills---

A Mec has to have skills just like other races. Each Mec will start

with a limited number of skill slots but equipping the various Mec circuit boards can increase them. These skills are absorbed from enemy Mecs. The skills you absorb are, I believe random so you really need to have some luck.

Here are the best Mec skills IMO. Having most of these will make the last boss a lot easier:

\* MaxwellProgram: This will let you regenerate WP during battle!

There are no signs that indicate this on screen but it works! You won't have to worry about your WP any more.

\* SelfRepair: An automatic regeneration skill, useful.

\* EnergySupply: Using this in battle will restore all of one Mec's WP! It won't cost anything and has up to 10 applications per battle! I think only Type 6 Mecs can absorb this though. (Leonard starts with it!)

\* TigerProgram: You can use the powerful TigerRampage if you have an OctopusBoard equipped, but it doesn't seem to do much damage (around 900 points on GenocideHeart).

\* DragonProgram: Like above, you must have an OctopusBoard equipped. It has the water attack Maelstrom.

\* LogicBomb: Does ok damage to enemy Mecs and gives them a status ailment. Good early on.

\* PluralSlash: You'll get this early and it's very good. You must have a sword equipped to use this though, the more powerful the sword the more powerful this is. Works well even on the last boss.  
=> Note Beowulf told me that this sometimes don't function. It's either that you have to have a MemoryBoard equipped (unlikely) or some swords won't allow the use of this skill.

\* ShockSoldier: Releasing tiny duplicates of the user which shocks the target, does extreme damage. One of the best!

\* PopKnight: The air version of ShockSoldier. An anti-air attack. Costs a bit more than ShockSoldier but does slightly more damage. Another one of the best!

\* Magnify: This will make a Laser type weapons do MAJOR damage but that laser will malfunction afterwards and won't work for the rest of the battle. The damage is worth it IMO and this is a great skill for characters with built-in lasers (Rabbit.) I don't know if this can be comboed though.

\* SatelliteBeam: This is only available for Type 2 Mecs (ie, Rabbit) What this does it to work with Rabbit's BitSystem program. Use the BitSystem and you'll be able to use SatelliteLinker. Choose it and those mini-satellites will be upgraded and they will do 2500-3000 points of damage EACH TURN!!! Wow! Thanks to MindWanderer for this!

There's a skills called Shoot-All that shoots all of your weapon's ammunition on the same round, doin' extra damage. It costs 34WP but the damage is really not worth it (around 2000 for all ZEKE's weapons plus a HEAT Bazooka, even less than Magnify with only one weapon!) unless you have many HyperionBazookas. You might want to use this if you're planning to use ShockSoldier or PopKnight,

especially if have a Mec with many built-in weak weapons like ZEKE.

If you're playing as T260 then you'll have the access to the Omega body (Type 8) with the awesome V-Max skill! Upon using this, T260 will have the access to two more powerful skills: StarlightShowers and CosmicRave. StarlightShowers will damage all enemies for around 2500 damage and CosmicRave will do 3500+ to one target! Of course, V-Max will come at a price. After 6 rounds, the effect will expire and "V-End" happens. T260's stats will drop DRAMATICALLY!

(PluralSlash with a good sword will do some where around 250 damage where it does 1000 normally!) Use V-Max with caution and if T260 need healing, let someone else heal for him, as he can't afford to waste one round of V-Max! Having SelfRepair helps too.

A good place to absorb good skills is in one of the Shingrow ruins where there a lot of enemy Mecs running around. Get a few good skills on your Mecs there. My favourite place to absorb Mec skills is in Despair in the room with the laser. Since you'll get into a fight with Mecs every time you touch a laser beam, you'll have access to endless supply of enemies! Most of the time you'll be up against multiple Mecs and they should have some very powerful skills waiting for you!

---Mec Equipment---

Equipping equipment on a Mec is more important than other races as it is the only way for Mecs to gain stats. Without equipment a Mec will be weaker than all other characters! Every item you equip on a Mec will cause them to gain stats. Note HP can be gained this way but a Mec's LP and WP will stay constant. All Mecs have very high LP levels but ridiculously low WP. (That's why the WP restoring skills are so important!)

If you took the Kusanagi from King Sei then give it to a Mec to increase their HP by 250, STR and QUI by 25! And the built-in skills is very powerful when used by a Mec, it usually does 2000+ damage! Other good sword are the CometBlade (same stats increment as Kusanagi and the MillionDollars skill is powerful) and the LordStar (HP+200, STR and QUI and WIL+20. The BraveHeart skill is also handy!) Usually rare items are better than store-bought items, even if they're not as strong!

For guns LethalGun is ok and BehemothRifle is better. If you're using swords and guns then equip the corresponding "Mastery" skill (ie, ShootingMastery, CombatMastery) to increase their power.

Cannons and lasers are essential to Mecs IMO, I always give every Mec of mine one of them as they're powerful and give quite a bit of stats boost. The best ones are HEAT Bazooka, HyperBlaster, HG-Cannon and of course, the HyperionBazooka! All of the above will increase HP quite a bit as well as WIL and they do decent damage! The HyperBlaster is good to use with the Magnify skill.

As for armor, 2 PoweredSuits will give a Mec an instant DEF of 99! But the stats boost is not all that good IMO (HP+100, STR and QUI+20). If you ever get your hands on a SprigganSuit, equip it. You'll be surprised by the stats increase! Alternative, you can opt to equip separate pieces or armor but equipping these will be a waste when you already have 99 DEF but it's the only way to gain some stats. Helmets will generally give you INT, Gloves will give you STR and boots increase QUI. Don't equip shirts, as they'll only



give you an HP+5!

NOTE! Since INT can increase your skill slots (max is still 8), equipping a headgear (raising INT) can help if you're short of skill slots early on. However, since some boards does the same and raises other stats, you might wanna use Boards instead.

ALSO, Beowulf told me that if you ever get your hands on a LivingRifle, it'll increase all your Mec's stats (except CHA) by 13. Note bad at all if you want some balancing out.

Shields are a good idea but not essential. I think DurahanShield is a waste on a Mec and would be more useful to a Human or Mystic. Surprisingly, an ExcelShield will give the same statistics increase as the DurahanShield so equip those instead.

Boards are essential to Mecs and they're the only race that benefits from wearing them. There are many different boards in the game, each will give you different stats boost. Some of them will increase your number of skill slots too and some of them even allow you use news skills from the skills you already have. (ie, DragonProgram) Experiment with them a bit and make sure you equip at least one of them as you really need the slot increase.

I wouldn't equip any accessories unless I must as they give crappy increases.

Try to get the best increase out of these equipment but make sure you have everything that you need. As you might have guessed, it's very hard to increase some stats such as INT, PSY, VIT and CHA. Well, it's just the disadvantage of being a Mec, c'est la vie, you're just gonna have to live with it. But look on the bright side, a Mec will have very high HP, STR, QUI and DEF! You should be thankful.

I would equip my Mec with the following equipment:

- \* Kusanagi
- \* HEAT Bazooka
- \* PoweredSuit
- \* PoweredSuit
- \* ExcelShield
- \* \_Board\_
- \* \_Board\_

I'd gain substantial HP, STR, QUI, WIL and DEF from the above combination and get some good attacks too. If you don't have that many slots free, take off either the sword or the cannon as you only need one. You may not need the shield either when you have 99 DEF so you may feel free to take that off too.

#### HOW TO BUILD YOUR MONSTER

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Building a good Monster is not as easy it sounds, you need to collect good skills, be able to assume (and keep) a stable form and you need to absorb as many skills as you can in between to get a high HP.

The only equipment a Monster can use are accessories, and any built-in skills that goes with it. As you should know already, accessories

give low DEF scores so don't try to boost your DEF with it. Instead, try to equip items that prevent attacks (ie, water, sonic, gaze etc.) or raises stats. This is how I would equip a typical Monster:

1. PurpleEye (Must have! Blocks gaze and PSY+7)
2. PearlHeart (Or anything better like SeaStone that blocks water)
3. HarmoniumEarrings (Blocks sonic)
4. Anything

Of course, you may adjust these but always keep the PurpleEyes! They can be bought in the mall in Manhattan for 8,000 Credits, expensive but worth it. Other good accessories are:

- \* SandVessle (Blocks Petrify and allows the use QuickSand)
- \* Magatama (Allows the use of SacredSong)
- \* BloodChalice (Blocks Feint)
- \* WindShell (Great accessory! High DEF and raises stats)
- \* Any "Amulets" bought in Kyo that raises stats
- \* And last but not least, who can forget Riki's Rings! Make sure you equip one or two of them, as they're useful to the max!

---Monster Forms---

The shape your Monster takes is very important, especially later in the game where you need to withstand high damage attacks. To take up the form of a certain Monster you need to have absorbed most of its skills or a key skill. A key skill is a skill that almost guarantees a morph into that Monster. It may not happen instantly but once you loose/gain a new skill, another check is made by the game that determines the shape of your Monster and that key skill maybe the only thing you need to morph into that type of Monster. Of course, you may loose that form again when you loose/gain another ability but keep swapping your skills around and eventually you'll go back to the form you wanted. I hope that made sense, it's always a pain in the butt when it comes to explaining Monsters.

Here are some Monsters that I think are powerful and stable:

Monster forms	Key skill
Chimera	GasFlame
Kraken	Maelstrom
Dullahan	Stampede (?)
Suzaku	HeatWave (?)
BlackDragon	(?)
Mariche	4 gaze attacks

Note when you take up the form of a new Monster you take up their weaknesses as well as immunities. For example, the Kraken is immune to water, Mariche is immune to sonic, Suzaku flies (immune to ground attacks) and the Dullahan cannot be healed through normal means since it's undead.

If the key skill method don't work then you'll have to do it the hard way. To keep on fighting the Monster and accumulating all of it's skills and eventually....

Some of the Monsters (especially the powerful ones) won't give their powerful skills away. It's not uncommon to absorb a Dullahan ten times and get Lance for all of them. You may want to get their skills from someone else. Fight the Monster you want to become and get used to their skills and think which other Monster gives that skill and get it off them, it's much easier that way.

---The Ultimate Monster---

(Thanks to Asura's Monster Morphin' 101 FAQ and Masterman for the information on the Mariche)

The most powerful Monster form is the Mariche, a Monster that can only be found in one place (Riki's last boss) and it's impossible to absorb it then. You can take up the form of a Mariche by simply absorbing its skills from other enemies. It's not even that hard! I was able to turn Slime into this in about 2 hours but you do need a bit of luck.

Mariche	Base HP: around 600 (?)	LP: 5
	WP: 192 (!!)	JP: 120
STR: 77	QUI: 77	INT: 77
WIL: 77	PSY: 77	VIT: 77
CHA: 77	DEF: 33	

Skills: StunGaze, CharmGaze, StoneGaze, DeathGaze and Silf

I am not sure what its key skills are, there probably isn't one. You are guaranteed a morph when you get the four different gaze attacks.

An ultimate Mariche should have its slots filled with these:

1. StunGaze
2. CharmGaze
3. StoneGaze
4. DeathGaze
5. MagicHeal
6. Powerful single target attack, I recommend Silf
7. Powerful multi-target attack
8. -----

The first four gazes are a must to keep the form of a Mariche. They are not completely useless, as these can eliminate the enemy with a low failure rate with the high stats of the Mariche. Another excellent instant death attack is SphinxRiddle, which has NEVER missed when I used it. If you want an alternate skill, you can't beat the powerful SphinxRiddle!

MagicHeal is a very good healing skill that every good Monster need to know, it can save someone else's butt time after time. If you're lucky enough, you might be able to absorb LifeRain, the mas healing skill that makes Mesarthim such a good character.

Silf is a Mariche skill, you don't need it to keep that form but it's probably one of the best single target attacks. Other good single attack skills are Salamander (the fire version of Silf), MightyCyclone, GriffithScratch and Tornado.

Try not to deploy a sonic attack (Siren, Oscillation, SacredSong) as your multiple target attack. I know that they're powerful but a countless number of enemies are immune to sonics. WindBlast or HeatWave is a good all-target attack. If you ever lucky enough to absorb MagneticStorm then keep it! (I was not that lucky and never absorbed it. It's a killer whenever the enemy uses it though). Ignis is also very powerful but I've only seen it once!

I left the eighth slot blank because you need to keep that slot flexible to absorb new skills and gain HP.

NOTE: It's not necessary to keep a free Monster skill to use on weak

enemies or normal encounters to save WP/JP 'cuz of 3 main reasons:

1) When you absorb a new Monster skill, whether you've had it before or not, all your WP and JP will be fully refilled!

2) Monsters have a fairly high WP/JP maximum, even weak Monsters have more WP/JP than say, weak Humans. Once you get one of the more powerful Monsters, you'll never have to worry about WP/JP again!

3) Monsters skills tend to be cheap and powerful at the same time, providing that you know which ones to use and keep. Silf costs only 5WP but can do 1000-2000 damage!

There's also another reason why not to bother with free skills: Free skills tend to be the ones used by weak Monsters and it's their key skill, they'll interfere if you want to morph into strong Monsters. So if you keep say, Solvent (actually a pretty decent free skill) you'll always turn back into a Slime after every other absorb! Can't morph into a powerful form? Maybe those skills are the ones that's keeping you back, get rid of them quickly.

---Where to absorb the skills---

StunGaze is the easiest to get. Absorb an Unknown as you'll get it first time. Otherwise, the Dullahan, RazorBack and LivingArmor has it too.

StoneGaze is not too hard either. Wait until your Human's HP are around 400 then head for the swamp in Yorkland. Every enemy here will be a Basilisk. You can absorb StoneGaze from them. (Not very hard) I'm not sure if any other enemy has StoneGaze.

CharmGaze is tricky. The Unknown has it but it's hard to absorb it from them. Unicorn, Dullahan, Mimic and Lich has it too.

DeathGaze is the hardest. The Unknown has it also but it's hard to get it from them. Dullahan and DemonGoat has it.

CharmGaze and DeathGaze are the hardest to get. Make sure you have Stun and StoneGaze first. When your Humans have 500 HP or so, head to the Bio Lab in Shrike and put your Monster in with a team of 4 Humans. Now fight the second scientist over and over again, he'll be a Dullahan. Your Humans can learn new skills that way and your Monster will eventually get both Charm and DeathGaze. It's tedious but it's the best way to do it when luck is not with you.

You can get Silf from AirFolks, SpearValkyries and SnowFolks easily. Salamander from FlameFolks. MightyCyclone can be gotten from Kraken. GriffithScratch is from Griffon but you don't see them around so it's not convenient to absorb.

AirFolk and SnowFolk has WindBlast, they're hard to get but not as hard as Charm or DeathGaze. HeatWave can be gotten from Suzaku. Siren and Dullahan has Siren, AirFolk and CrystalTree has Oscillation if you want a sonic attack. I have seen MagneticStorm being used by Genbus and CrystalTrees so go after them if you want this ultra powerful skill.

MagicHeal is not too heard either. Unicorn has it and the Wormbrood in the Natural Cave (HideRune place) has it too. The unicorn has LifeRain also, if you wanna give it a try.

SphinxRiddle can be gotten from Sphinxes.

Notify me if you can find some better skills!

#### GENERAL TIPS ON HOW TO SUCCEED IN THIS GAME

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- 1) Train, train and train. Probably the most important tip of all. Take some time out between each mini-quest or missions and try to learn a few new skills. The best learning place is the Bio-lab in Shrike. The weaker enemies you may encounter during the mini-quest are not worth fighting IMO, because they're so weak you won't be able to learn decent new techs.
- 2) Use the Quicksave feature often. I usually Quicksave after every fight because you could get killed easily in this game. Who knows when the enemy wants to use Pheromone or gets lucky with DeathTouch.
- 3) It's usually a good idea to have more than one good team because any character you don't use in a fight will gain back some stats through resting. Having multiple teams will allow you to complete lengthy dungeons faster and easier.
- 4) Prepare for the last battle. All the trainings you do in your quest is to make sure you're strong enough to take down the last boss. Your HP should be around 600 minimum and you should have some good attacks.
- 5) I strongly recommend you take the various magic quests especially Rune and Arcane (I recommend you do both) as they don't take very long and can get you some powerful spells and characters.
- 6) Don't forget defence. Give everyone shields and any automatic defence skills they have. Don't be stingy and get them so decent armor and accessories. A party of 5 swordsman each with Deflect, Kasumi and a shield can stop 90% of physical attacks!
- 7) This is for your girls out there - SHOPPING! I always spend the first 1 or 2 hours of the game making money (by doin' the infinite Credit tricks) and get some good equipments for your team. Koorong has great weapons, armor and potions that you may need. The mall in Manhattan has some great accessories (although expensive) and Kyo has a gift shop where you can buy some accessories that increases your stats.
- 8) I recommend you do the infinite money tricks below. I know it's cheating but trust me on this as it will make your game a lot easier! An honest game is fine but you will find the game as hard as hell and you'll end up having to spend more time accumulating cash than you actually need and therefore you won't be able to enjoy this game!
- 9) Target your enemies carefully. You should target the same enemy when you're up against multiple opponents and try to pick them off one by one, 2 enemies with 1HP each can still attack twice where as one enemy with full HP can attack only once.
- 10) Whenever you recruit a new member. Flip through his/her abilities (especially the unequipped section) because many characters comes with cool skills learnt but are hidden away. Some examples includes Dr. Nusakan with Death, Doll with DarkSphere, Zozma with SharpPain etc.

#### LAST BOSS GUIDE

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This section focuses on how to fight the last bosses in each character's quests. Of course, you probably don't need to follow

this when you build your characters intensively like I do but you may find it helpful if you don't have time or don't want to build up. Each and every last boss in this game has an ultimate attack, and no it's not the infamous "HP-down-to-one" move that's in almost every other Square game. These are all powerful, good looking and unique to that boss only!

Note that the game will choose your first team to fight against the last boss so you cannot select your team. Your main character will always have to be in this fight, that's why they can't be removed from team number one!

---Hell's Lord---

Having Blue as your main character will make him the easiest last boss in the game! You don't even need the other characters, Blue can beat him alone without even breaking a sweat.

Hell's Lord has 3 forms. The one he starts in (standing) and one where he's lying down. The standing form has ultra high defence and he has some powerful attacks. His ultimate attack, Sabers, is only useable in his first form, which will do around 300 to each party member, and he likes to use it often. He also has Smile which will Paralyze everyone but the Palsy usually won't stay more than one round. After sometime, Hell's Lord will morph into his other form where his defence is lowered but he'll be able to take about 3 actions each round. His attacks include the 3 elemental breath attacks, pretty bad. After a while (if he's not dead that is) he'll morph back into his first form and keep morphing every few rounds until he's dead. Hell's Lord shouldn't be the slightest problem with Blue but he can prove to be quite a challenge in 2nd Div! He's soooo easy, I can beat him in 2 rounds without using StasisRune!

Anyway, here's what you should do. Battle functions slightly different in Hell. All damage done on the first round will not be effective as it should have been, the damage caused will most often be under 50%. Have everyone defend, one character should cast Shield (other than Blue, he needs as many slots as he can get) and another character should use DoubleSlash, which will probably break Hell's damage filter. (I am not sure how it works though, but it seems to remove it.)

On the second round, Blue should unleash his OverDrive. The first action in the OverDrive should be ShadowServant and the eighth should be StasisRune. You may use any action I listed under the master magician section but if you haven't trained Blue in physical attacks then use MegaWindBlast, which should do around 7,000+ each with the shadow. If you took the time getting DSC on Blue then use that on all 8 of his actions, it should kill him in one hit! Hell's Lord will morph into his second form after Blue's OverDrive and will break out of Stasis. I wouldn't recommend stats uppers for this battle so have everyone attack with their best attacks and one of them should revive Blue with a SnakeOil or Grail. I think RosarioImpale will do extra damage on Hell's Lord so use that if you have it. Just attack and he should be gone in like 3 rounds. If you need healing have Blue cast Sacrifice... You should have no problem.

---Diva---

Emelia's final boss. I don't think it's possible to obtain the gift for Rune Magic on TimeLord in her quest so he won't be as much help. I advice on using Liza as she is very powerful and I'd round up 3

other Humans but it really doesn't matter too much. Annie is worthy of this fight too.

Like Hell's Lord, Diva also has 2 forms. In her first form, Diva's action is rather predictable. She can either use 3 gaze attacks (all but StoneGaze), 5 thunder attacks or her ultimate attack, Retribution. Retribution is one of the best looking attack in the whole game and it's lighting elemental. It won't hurt you too much though because it's likely that most of your character already has a lighting barrier from her other attack. After a few rounds, she'll morph into a form with a large spear but she won't be able to morph back into her original form... Diva has some rather weak attacks in her second form like Tornado, which won't damage you much and can often be blocked easily but she'll be able to use them 5 times a round. The attack to look for is MarginRampage, the enemy's version of TripleThrust but less powerful, should do only 300 damage to a single target. Both of Diva's forms have average and similar DEF.

Equip everyone with PurpleEyes or the DodgeGaze skill. I usually spend the first 2 rounds with stats uppers like LightSword since all her Gaze attacks would be ineffective. You'll need healing if your not strong (I recommend MindHeal) but Diva should pose no threat when you have good attacks and PurpleEyes.

---Orlounge---

Asellus' last boss is also quite easy. Asellus can recruit many Mystics but I don't recommend on using more than 2 of them. (Preferably TimeLord and Mesarthim. Zozma and Rei both joins too late.) If you haven't got TimeLord then this battle is still easy, just substitute in a Human with good attack or a Mystic with decent stats and follow the guideline for Mystics above. Also before the fight, absorb a Suzaku into each of Asellus' Mystic weapon. You only need to equip one of them to change into her Mystic form while getting the full stats boost.

Orlounge has the lowest HP of all last bosses, around 60,000. He has ultra-high DEF though. Orlounge has 3 spirits and will summon a random one every round. Each of them has unique attacks. There are 3 portraits behind Orlounge and they will use the "Portrait" ability to raise the spirits' stats at the end of every other round.

Orlounge has almost no offence! All he does is Hypnotise and Selection, which will cause all sorts of bad status but misses often. The spirits does all the attacks but some of them are very powerful! The left spirit has fire attacks like Salamander, the middle spirit has Silf (I think it's the middle one) and can throw PhantasmShots, and the right spirit has Wing and Tornado. You can't target the spirits nor the portraits.

If you have TimeLord let him use OverDrive on the first round then everyone should cast stats boosts. Note the spirits can still attack when Orlounge is frozen so don't use ShadowServant until the 6th or 7th round. I do recommend the MirrorShade spell for this battle since the spirits rarely use mass attacks. Also the first action Asellus should do is use her Mystic weapon even though Orlounge is in Stasis, this will let Asellus change into her Mystic form. If you don't want to spend lots of time building your characters up for the final fight then get Tres Flores on someone (preferably on someone with ShadowServant, as it's a lot easier to get than LifeSprinkler) because Asellus can get a free SilverMoon before the fight.

When Orlouge comes out of Stasis, throw everything you've got at him. You should be a whole lot more powerful than when you started the fight, especially with Asellus in her Mystic form. Asellus should use DSC if you've got it or the best sword skill she has, it should do almost twice as much damage! When Orlouge is hurt bad, he'll summon all 3 of the spirits at the same time and he'll most likely to use his ultimate attack, 3Mistresses, which should do around 300 to all characters. Sometimes the spirits eill attack seperately though. Heal right after that because it should hurt most of your characters badly. Unknown to most people but the left spirit has an attack that's even more powerful than 3Mistresses, that attack? Ignis (a version of Salamander that hurts all party members) of course! If you get hit by it, immediately heal up because who knows if Orlouge will pull off 3Mistresses the next round but fortunately he won't use it often.

Orlouge has very high DEF so it's hard to do very much damage to him but Tower is an excellent move to combo with to take him down easily because it ignores the target's defence (I think). This fight has some awesome soundtrack so just listen and kick some Mystic butts!

---Spriggan---

Lute's last boss is actually one of the harder ones IMO, as pure strength is not the best way! You've really gotta use strategy on him. Before the battle, you'll be able to view a very short FMV sequence (and the only one in the game!) TimeLord won't help out too much in this fight so trade him in favour of a Human if you want. Captain Hamilton is great too, especially if you trainer her in guns, she'll be very useful. Round up a few gun users if you can. This giant robot will change into a new form when it takes enough damage.

Spriggan has 5 forms. It starts with a form that looks kinda like a Sphinx, to a beefed-up Sphinx, to a standing person, to a standing but more energetic humoniod and his last form will be in the shape of a large cannon. The first 3 forms can take about 10,000 damage each and the last 2 forms will be able to take 20,000 damage each. Spriggan can only transform at the end of a round so any excess damage you do to him will be wasted! His attacks are mostly gunfire and cannons but they don't do much damage. Sometimes in between rounds you'll get hit by EnemyFire or IronPole but they're no big deal, they've never done more than 20 damage to any of my characters! Spriggan like to use ECM so beware if you're using a Mec, he also has access to CounterECM. Later versions of Spriggan has more dangerous attacks, like HyperBazooka. Don't worry, it's not as bad as HyperionBazooka as it does only around 200 damage to some of your characters. In his last form, Spriggan will have access to his ultimate attack, BusterLaucher! This is of the "Line of Sight" range and will do over 1000 damage to the main target (therefore killing his or her instantly!) but will do no more than 50 to the surrounding targets. Watch out for this attack!

Since you can't do too much damage without wasting them, you need to plan out your attacks. Also since this is goin' to be a long fight, you should save your WP and JP, this means no DSC, no Tower, no LifeSprinkler until later! HeadWind is a great attack as it does decent damage for a cheap price. LifeWave is good too but it's not likely that you have any good Human magic users. (Or if you want, train Lute in magic from the beginning so he'll be able to use



this.) ReverseGravity is a good attack for Mystics. If you're using a Mec, use LogicBomb to screw up Spriggan because he is a Mec. Stats boosts are not a bad idea either but don't use ShadowServant because Spriggan can act several times per round and his attacks will hit most of your characters. Try to combo if you can. Gun skills are actually extremely useful in this fight since they don't take up much WP, does decent damage and combos well. Stick to cheap attacks until he morphs into his fourth form and release your best attacks, because that's when he can do the most damage and has higher HP. Don't be afraid to use lower level attack in his first few forms because he really hasn't got much offence. Put a Backpack on someone and let him use potions on your wounded. Keep an eye out on your WP and JP level, since Lute's quest is so boring you might not have spent enough time to get them high enough. If you have LifeSprinkler or DSC, keep enough WP so you can use it twice or so.... When Spriggan uses BusterLauncher, it means that he's almost dead so throw him a couple more LifeSprinklers (if you have it) and you should win, you don't have to revive the dead character if you have some good attacks.

This is a tight one but if you plan your attacks you should come out on top...

---BossX---

Red's last boss has some of the highest HP in this game but when faced by Alkaiser, he hasn't got a chance! Red will fight this battle, like all battles at the end of his quest, as Alkaiser. Make sure you get Re-Al-Phoenix from the fight with MBlackIII because it's one of the most powerful attacks in the game! TimeLord and Liza are both excellent characters for this fight and will help in softening up this bad-ass!

Like Diva, BossX has many Gaze attacks and uses them frequently so keep those PurpleEyes equipped at all times! BossX has a unique Gaze attack called HyperGaze where a big polygonal eye pops up and zaps all your guys. I think this will cause all sorts of bad status and sometimes it will do small amounts of damage but wearing PurpleEyes can prevent the negative alignment effects. Offensively this guy is a wussy, so he can't hurt you much. He has some cannon attacks like LordCannon but they are rather weak. He does, however have around 15,000HP so get those big damage attacks up. If you have TimeLord, you should let him do the OverDrive trick. Alkaiser should use his Re-Al-Phoenix, which combos extremely well with LifeSprinkler BTW. DSC won't dish out much damage though do dump it in favour of a combo attack if you like. BossX's ultimate attack is JudgementX, which looks a bit like the FFVII/Wild Arms summon spells. If you're expecting to see Alexander to come out of the ground and hit you, that ain't gonna happen, because all JudgementX is is a bunch of flying saucers. That's gonna do around 300 to all members, heal up if you really need it. Other than that, BossX is just another one of the weaker bosses that can easily be taken down... Have some fun with the combos in this one!

---MasterRing---

Riki's last boss is not easy, especially when your main character is a Monster. Prior to the fight, you might want to spend sometime developing Riki's skills and morph him into a Mariche with my guidelines above. This is very important as you really don't want to tackle this mean boss with Riki being a Slime or something like that, that way the fight will not last very long! A Mystic will be

helpful here too, as will Fei-On and a good sword user. Also you might be tempted to use DSC on MasterRing, do that but make SURE you equip another good and strong attack! Healing is important here so equip the HearlerRing, MindHeal, MagicHeal and a couple of MaxCures. And before the fight begins, remove Mei-Ling from your main team if she's in it otherwise you'll fight this with 4 characters.

MasterRing differs from other boss because it has 9 other underlings that can also attack you. MasterRing will appear with 4 of them and will sometimes disappear and let you fight with 5 of her underlings. The underlings are rather powerful too and they can boost MasterRing's stats, cause a whole lot of bad status on you and even combo with the MasterRing! The Mariche with MasterRing likes to use DeathGaze a lot so keep those PurpleEyes. Since you'll be dealing with many status in this fight, use Riki's HeroRing at the start of the fight. This will automatically come out first and locks your status but I'm not sure if it prevents DeathGaze. Other useful Rings include the GuardianRing and FighterRing, use these at the start of the fight.

Now unload everything on the first couple of rounds, these are your chances to do the most damage. If you have DSC, use it IMMEDIATELY as this is the only time in the fight where it can do normal damage. Haze-to-Wheel and MegaWindBlast is useful at killing the underlings but don't over do it because once you kill all of the underlings MasterRing will have access to her ultimate attack, Revolution9. To be honest, I have never actually seen this attack but I heard it's really bad, it will do lots of damage, raises MasterRing's DEF and auto-counter when you attack her. I have tried to kill off all her underlings to see this attack but the thing is when I kill all of her underlings, I drained MasterRing's HP so much that she died with a few hits after that! So you don't really need to fear her but do keep at least one underling alive just in case.

MasterRing has a very strong attack called Oscillation which can probably wipe out your entire team if you're not prepared. Equip Harmonium items to prevent that, you can purchase HarmoniumEarrings at Manhattan. When you really need healing or just got hit by Oscillation, use Riki's HealerRing, the fourth mass healing method in the game. The LordRing can refill your WP and JP but there's not much reason to do so unless you want to use Tower. Aim all attacks at the MasterRing if possible but it's a good idea to have a Mystic cast MegaWindBlast to kill the underlings. When MasterRing goes off the screen and sends 5 underlings after you, just defend or heal, I think they'll go away after a while but if they don't, just hit them a couple of times. When MasterRing returns, you'll discover that DSC don't dish out as much damage as it should, in fact, the damage is less than 10%!!! So use that powerful skill that your fighters have been saving for rainy day. If you don't have it, just use a single DSC move like BabelCrumble. Riki should use Silf as it deals decent damage and combos well.

It's likely that you'll need healing again but try not to do it when other members are attacking, as you can break their links. So spend every third or fourth round healing up (if you're weak or don't spend enough time building up) and let the guys who don't need healing use a stat boost. As long as you keep up with her and don't kill off all her underlings, you'll win. She's really not as hard as they said she was.

ALTERNATE STRATEGY - Revolution9 nullifier

(Thanks to cajon1 for this strategy.)

Revolution9 is MasterRing's strongest attack, which can drive you nuts trying to beat her. However, here's a trick that lets you not only beat all of her helpers and nullify Revolution9, but to reventing her from attacking you all together!

All you've gotta do is to have Kylin in your team and equip Vortex. Throughout the fight, don't use any stats-uppers, because you'll simply waste it. Now beat on all her helpers with anything you can think of. Haze-2-Wheel, MegaWindBlast, VermillionSand, Kylin's ReverseGravity and MillionDollers are all excellent attacks to use.

When you kill them all and MasterRing starts getting pissed off at you. Have Kylin cast Vortex every round. MasterRing will try to charge up Revolution9 during the round, which will be fired at the end. Casting Vortex during this time will nullify her "charging" status which cancels her deadly Revolution9! Just kick her butt with everything else you've got. Awesome strategy!!!

---GenocideHeart---

T260's last boss is probably the least easy (I am trying not to use the word "hard", as none of them are) but look on the bright side, you'll get to listen to another excellent battle music and some of the special effects in this fight looks awesome.

You might be tempted to fight this with a team of all Mecs whom has 2 PoweredSuits each. That's fine except you'll probably be wiped out when GenocideHeart uses MagneticStorm. I like to use 3 Mecs, a sword user (Gen) and a fighter (Fei-On or Fuse). ZEKE is weak so ditch him and Pz... (whatever his name was) is really not that good. Get some good skills on Leonard and EnginnerCar. Also, healing is more important here than ever because it's next to impossible to beat him without ever healing once unless you have all 5 characters use DSC.

GenocideHeart uses his ultimate attack, Carnage, very often but it's very predictable. I have heard that Carnage has a nasty Feint effect on non-Mec but I have never seen it happen, but I'd rather be safe than sorry so I equip BloodChalices on my Humans. He'll start the fight with Carnage but he'll always use it last in the round, givin' you a good chance to heal. Carnage will do around 350-400, so keep an eye on your HP.

After GenocideHeart uses Carnage, he'll use VirtualShift to move into a new virtual plane. There are many types of different terrains like desert, ocean, ice field etc. He'll gain new attacks (and thankfully, loose Carnage) while in a new plane. The on to watch for is the desert, he'll gain the access to MagneticStorm! If you have any Mecs in your party then I suggest you HEAL IMMEDIATELY because one of these can almost kill your Mec in one hit. His other attacks are rather weak, so you should go offensive.

After GenocideHeart takes enough damage, he'll shift back to the HQ where he uses Carnage again. And then VirtualShift again to a new plane and repeat. You might notice that some of the monitors behind GenocideHeart are not functioning properly, this can be used kind of as an indication on GenocideHeart's remining HP. Beware however, as this method is kind of misleading. You're most likely to destroying many of them without much damage, but when the screens are down to 3 or 4, it takes a mass amout of damage to take them down, and

GenocideHeart will take another 20,000 damage to destroy once none of the monitors are working anymore.

I'd advise you use T260's V-Max about 2 rounds into the fight, because if you use it earlier, you'll be stuck with a weak T260 for longer. When you do however, use his CosmicRave for all 6 turns. Have someone else heal him when his HP gets low and use Leonard's EnergySupply when his WP gets low. Try combo it with LifeSprinkler, I have been informed that this is a killer combo, capable of doing over 21,000 points of damage! (But I found CosmicRave very hard to link) Your Mec friends should use PopKnight or ShockSoldier, it has pretty good damage potential. Your allies or other races should use their best, especially DSC. GenocideHeart has a low defence so DSC can do HUGE amounts of damage on it... (But you still need about 4 of them, along with other powerful attacks including CosmicRave, to beat this boss)

Use your best attacks, heal often and try not to let your WP/JP/LP get too low and you should eventually win.

#### CHARACTER EVALUATION

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There are 30+ characters in this game and you'll have the chance of controlling up to 15 of them in a single game. Although the uniqueness of most characters of the same race in game terms is minimum, each character is different by the fact that each of them starts off with different stats, skills, equipment and tend to specialize in certain special areas. It's true that SaGa Frontier is a game that allow you maximum customization meaning you can build a character in anyway you want regardless of their starting skills. For example, I could train Gen in magic or Mei-Ling with Fighting, that'd work but some characters just won't do as well in certain categories as others. I'll explain (or attempt to) each character in detail as well the skills he or she will do well or not well in. I'll try to throw in some history and backgrounds on the character if I can so there might be some spoilers. You really shouldn't read the "Backgrounds" of the characters (especially the sections on the main characters) until you've finished the game. YOU'VE BEEN WARNED!

Note this section is still incomplete. Many of the data maybe wrong and some quotes were left blank as I have to go through the game again to find some. Feel free to submit any quotes.

---Main characters---

Red

"Guess everyone has their own secrets."

Chapters obtained:

\* Red: You start with him

Background: Red Okonogi and his dad was driving in a car discussing about Dr. Klein, who used to be a friend of his father but turned evil. Then someone rudely drops onto their car, causing it to crash and killing Red's father. They burned down Red's house and killed his sister and mother and beaten his up. A mysterious masked super hero kind of guy named Alkarl arrived and saved Red from Shuzer, the same guy who killed Red's father. Red was in a critical condition and wasn't likely to survive so Alkarl turned him into Alkaiser and

made him obey the code of honor of being a super hero. He said if Alkaiser's real identity was ever revealed his memory would be erased.

Years later, Red's working on board the Region Ship Cygnus who's captain being his father's old friend Hawk. Red's still plotting on his revenge against BlackX.

Apparently, Red has some connection with Asellus, who was a friend of Dr. Okonogi, Red's father. She used to play with him when he was a kid, see her section for more.

Red likes to make fun of most things and does not take things very seriously, it seemed to me. I like his sense of humor.

Starting skills: Kick, Chop, QuickDraw

Evaluation: One of the best characters in the game simply because of his ability to turn into Alkaiser. Don't worry too much about his Alkaiser skills after he leaves the Cygnus because you don't get to turn into Alkaiser very often and I advise you not to turn into Alkaiser too often because he'll get no experience what so ever. If you do want to change into Alkaiser then get a team of all Mechs and leave an enemy slot or kill of the excess character. Just seal his Alkaiser skills but you do need to learn Al-Phoenix sometime! Don't worry, he's still decent without Alkaiser.

Alkaiser has an HP boost of 250 and Red's stats will be boosted too. He carries a RaySword, which is pretty weak and can't be relied on. Alkaiser can use his Alkaiser skills containing sword skills (can only used with the RaySword) and fighting skills.

Red's pretty good with both swords and fighting. He has good STR scores and tends to have very high VIT. Red's HP goes up EXTREMELY fast. His WIL also goes up more quickly than others and he's ok with guns I guess (he starts with QuickDraw.) Red's pretty average with magic like most characters.

Later in his quest, Red'll change into Alkaiser and will remain as Alkaiser 'til the end of his quest and you can choose your team anyway you like. This is very useful, as some of his bosses are tough.

Blue

"I'm also collectiong 'Data'."

Chapters obtained:

\* Blue: You start with him

Starting skills: Gift for Realm Magic, EnergyChain, Implosion, Gate, PsychoArmor

Background: Just graduated from his homeland Magic Kingdom as a full-fledged magician and sent out to a quest to gather all the types of magic then seek out his twin brother Rouge and kill him! He was told that he'll never reach his full potential with his brother alive and he'll not be able to return to Magic Kingdom after that's done.

\*SPOILER\*

After the duel with his brother, Blue realized that he's neither Blue nor Rouge, but both of them at the same time. They were never twins, just the same person! The people of Magic Kingdom wanted to find someone who is strong enough to kill himself to protect their land, as the life of a lowly magician is nothing compared to the safety of their kingdom they said.

Blue is a rather cold character and he does not show any signs of compassion to many people.

Evaluation: Blue is the ultimate magician enable of casting spells from opposite schools, what more can you ask for? Blue has to choose to collect either Light or Shadow, Arcane or Rune and Time or Space Magic gifts while Rouge will get the opposite. After the fight with Rouge, Blue will steal all the spells Rouge had!

He can obtain up to 10 schools of magic: Light, Shadow, Rune, Arcane, Time, Space, Mind, Life, Realm and Mystic! To get Life simply beat Rouge and you'll automatically get it (he's the only one who can use it!) To get the gift for Mind, you'll have to wait after Blue has combined with Rouge (after their fight.) And yes he can use Mystic magic. During the trip to Facinaturu in the quest for Time Magic, you can trade your Realm Magic for Mystic. It's rather risky because you can't use PsychicPrison for the next couple of fights but you'll get all your Realm Magic back after you beat Rouge.

After the fight with Rouge, Blue's INT, WIL, PSY and JP maximum will be doubled! Make sure you build Blue up so his INT, WIL and PSY is at least 50 so they'll instantly jump to 99 because if you fail to do so you'll still have very high stats but they won't go up any further for some reason. (It's probably because they're too high already.)

So what more did you expect from the ultimate magician, it turned out Blue also makes an excellent sword user and fighter! Sure he starts the game with no WP and a STR or 9 but if you build him up he'll be just as powerful as Gen or Liza! I was able to get him DSC and LifeSprinkler in the same game! Just keep using him as a physical fighter and he'll grow into one with ease! Needless to say, he's also a very good gun user but I haven't actually trained him in that category. Definitely the most powerful character in the whole game IMO!

Asellus

""

Chapters obtained:

- \* Asellus: She's the hero in her own quest.
- \* Red: You can find her with White Rose aboard the Cygnus when the ship gets attacked.
- \* Emelia: You can find her during the trip to Trinity Base. After the scene in the dance room, you can find her on the boucany. Win the fight and she'll join.

Starting skills:

- \* Asellus: Gift for Mystic Magic and nothing else
- \* Emelia, Red: StunSlash and Gift for Mystic Magic

Background: A Human girl who was on her way to Dr. Okonogi's (Red's father, they're friends) house when she gets stomped by a mysterious chariot. She wakes up in Chateau Aiguille and found out that the lord of the Mystics, Orlouge, revived her with a transfusion of his blood and now Asellus is obligated to serve him. She had been turned into a Half-Mystic! She was introduced to Ildon, Orlouge's servant and Princess White Rose, who helped her escape and grew dangerously close to her! (Can you say LES-B-N?) She later discovered that she has died for 12 years (without aging a single day)!

\*SPOILER\*

After all this time, I finally understood her story! She was attracted to women because she had Orlouge's blood, making her an almost exact female duplicate of the Charm Lord, or a "clone". For similar reasons, females were also attracted to her (like how White Rose said that she found Orlouge's charm irresistible.) Because she's also half-Human, Human females will feel her charm as well. (ie, Gina.) Asellus feels nothing for Orlouge because she shares his blood, which make Asellus more or less of a sister to Orlouge and you cannot really be attracted to your brother. This may seem obvious to some of you but it really confused me. Hope this explanation will solve your questions for those players who have yet to interpret Asellus' awkward story.

(Thanks to Kaminarill@aol.com for some of the explanations.)

Asellus has green hair but it seemed that she used to have a different hair color but it was never revealed in the game what was her original hair coloring. According to Demetric Houston, a girl with orange/red hair can be seen in some of Asellus' endings who was probably the young Asellus.

Mec Cande <thelaent012@hotmail.com> noted that on the back of the CD case, the portrait of Asellus has brown hair! You know what? That is indeed correct! But then again, you can never trust the drawn portraits since all character designers are color-blind since there are at least one character with different coloring if you compare their pixles and their official picture in every RPG. (Blue has grey hair in his portrait but blonde in pixles etc.)

In Emelia's quest, her and White Rose was seen in Trinity Base as "show girls", but it turned out that Asellus and White Rose were acting as spies like Emelia with the help of Zozma to infiltrate the base.

Evaluation: Another very powerful character. Being a Half-Mystic, she can learn the Mystic weapon skills (which are under the "Special" category) after some story events. Using one of these in battle will result in Asellus morphing into her Mystic form, rather like Terra's "Morph" in FF6. (Asellus does look slightly like Terra.) Asellus will then be able to absorb monsters into her Mystic weapons and being in her Mystic form, she will gain the stats boost from all her Mystic weapons, which means if you got 3 Suzakus, she'd have all her stats at 99! She'll also resist negative status ailments. But the bad part is she'll gain stat boosts like a Mystic after battle. Use it on bosses and she'll do about twice as much damage!

Asellus is pretty decent with a sword but average at fighting. She won't learn very many fighting attacks but getting DSC on her is not very hard so do so! She learns fast with guns but she gains no help

from her Mystical blood when learning magic for some reason. Her stats are irrelevant 'cuz when she morphs into a Mystic, she'll have 99 of each!

Emelia

"I'm broke!"

Chapters obtained:

\* Emelia: You start with her

\* Everyone else: Choose to collect Arcane Magic and talk to the blonde bunny girl in Bacarrat, she'll mention something about the Gnome Spirit. A Gnome will talk past. Follow it until it gets in the elevator and go down a few floors and take the elevator to the parking lot. Try descending the manhole and Emelia will run in and say "Wait!" Talk to her and let her join.

Starting skills:

\* Emelia: None

\* Everyone else: SharpShot, TotalShot, TrickShot

Background: Emelia used to be a very successful supermodel but she was unhappy, until she found the love of her life, Ren, a cop working for IRPO. She quit her job so she could be with Ren but Ren spent most of his time on duty and couldn't be with her. She tried to convince him into giving up his job and so he could spend more time with Emelia (as seen in Red's quest) but it seemed that he refused so they fought and she ran away. She returned the next to Ren's house attempting to make up with him only to find Ren lying on the floor dead and some nasty clown running around. AAARRRGGGHHH CALL 911! Well, unfortunately they weren't very helpful either since Emelia was questioned by Fuse who used to be Ren's partner. He didn't believe anything Emelia said and threw her in prison for no apparent reason (and called her a tramp.)

While in prison, she met Annie who along with Liza helped her escape the prison and recruited her as a new member of Gradius, a resistance group led by Roufas opposing the evil Trinity. There she worked as an under-cover agent or spy of some kind to seek out the whereabouts of Joker, Ren's murderer.

\*SPOILER\*

Emelia's story, while not as complicated as Asellus', will still provide you with some mysteries to think about after viewing both of her endings, in the Final Fantasy style. One of such mystery was "What happened to Ren?" My best guess was that he somehow got tricked (or forced) to wear the "mask" and hence, being controlled. It was probably Trinity who put the mask on him to create a new identity that didn't really exist and made him pursue "The Cube" with a dual purpose. First, to get their hands on "The Cube" without having to look for it themselves and second, to draw the attention of both IRPO and Gradius towards this "dummy" character and away from themselves. If he got caught, Trinity wouldn't be in deep sh\*t. Anyway, this might be miles away from what actually happened but I guess nobody knows exactly what happened unless someone discovers a super secret cut scene or something.

There are still a LOT of questions in my head about some of the events in her story, such as Emelia's conversation with Mondo during her second trip to Trinity base. Why did Mondo seem so friendly?



What was the purpose of that Goddess thing (AngelBroach) he gave her? (I think it was the AngelBroach that summoned Diva at the end of her quest, but was it supposed to have been a good thing or bad? Or put it this way, did Mondo know about Diva's connection towards the AngelBroach and gave it to Emelia on purpose, or it's just a coincidence?) And last but not least, why was Ren's murder not investigated?

If you can decipher this plot or you have some deep insights of what really happened, pleeeeeeeeease e-mail me. I'm dying to know! (If you've heard of/played the "Entertain me" game by your local radio DJ, this is completely different!)

Evaluation: Well, she's a really strong character in everyone else's scenario but she's extremely weak in her own game, learning abilities and powering up slower than every one else. In her own quest, she starts the game with no skills, no weapon and low stats so you'll really have to build her up, especially when she goes on quests where she can't take anyone else with her! In everyone else's quest, she starts with good HP and a STR of around 30 which is very good.

Guns are obviously Emelia's specialty, you can tell from the numerous pictures of her. IMO, she's a lot better with a sword because sword skills are a lot stronger and she does really well at it, probably the second best sword user after Gen! Seriously! As she learns very quickly and I would say she is the best when it comes to learning LifeSprinkler! She's pretty average at fighting though, it's possible, but very challenging to get DSC on her as she tends to learn only one of the throwing skills. For some reason, Emelia has a thing for TriangleKick, as she will always learn it! As a magician, she's really not that good, even though she has a background in guns, she would learn magic slowly.

Stats wise, Emelia's HP grows very quickly and she also seems to have the highest WP maximum. She's also fast and her CHA gets very high (because she used to be a supermodel.) And she has good STR and WIL levels, making her a good choice to be in your final team.

Lute

"Guess you're the guy to talk to the next time I get a parking ticket, huh?"

"What's a high-class chick like you doin' in a dive like this?"

Chapters obtained:

- \* Lute: Your starts with him
- \* T260: Go to the factory and enter the building to the right.
- \* Everyone else: In the pub in Scrap, just talk to him.

Starting skills:

- \* Lute: None
- \* Everyone else: StunSlash

Background: Lute's just somebody who lives in Yorkland with a mean mother as she kicked him out of the house one day and said "Don't come back until you get a job." On his way, he met Mondo who gave him a lift on his ship but he soon found out that Mondo was the one who killed his father so he's after now after him to avenge his father. A rather unconvincing story but we'll have to live with it..

Evaluation: Lute starts out in everyone's chapter with very low stats. Like Monica from Romancing SaGa 3, that makes Lute perfect for maximum character customization. You can train him in any way you want and he WILL do well at it but it will take time. He's a perfect character to have in you team for beginners IMO but you'll most likely to have the urge to ditch him after a few games because he's not easy to train. Lute is sluggishly sloooooow, almost never gets to hit so it's hard to train him in swords or fighting, the most useful skills in the game IMO. I don't recruit him any more now.

Lute's very good at swords, if your got pass the problem with his speed, he'll learn some very cool skills early. As a fighter, he has no trouble learning DSC and so on, he's good at anything.

Lute gets very high CHA, even higher than that of Emelia's but has bad QUI. He starts with hardly any WIL and won't gain very much of it unless you train him in guns or magic.

T260

""

Chapters obtained:

- \* T260: You start with him
- \* Riki, Blue, Lute: In Scrap pub, just talk to him.

Starting skills: None

Background: A robot on a crashed spaceship who lost its memory. He was found by a little boy named Thame who took him to his uncle and fixed him up. He then took on a quest to find his lost mission as to carry it out. It became apparent that T260's model was out of this world so he couldn't have been a war machine made by Trinity. He soon discovers that the T260 model was made to destroy the RB3, something powerful enough to destroy the world! \*Gasp\*

Evaluation: Well, another great character simply because of the Omega Model body T260 can change into later in his game. T260 starts off in a unique Type 1 body and can change body types at Nikajima Robotics in Shrike. I still think that Type 1 is the best since you have the most equipment slots open but do feel free to change body type. Later you can change into Type 8, the Omega Model and I suggest you do that because it's very powerful! I think it's not mandatory to change to Type 8 body though, I dunno.

T260 starts the game with no skills so try to absorb some good Mec skills but it doesn't actually matter since T260 will have access to V-Max with the Omega body. Try using V-Max sparingly because after 6 rounds the effect will end which causes all of T260's stats to drop like crazy! Also when you have V-Max activated, try to have T260 attack for all of the 6 rounds because he really can't afford to do anything else because of V-End. If he needs healing throw him a RepairKit or use EngineerCar and when he runs out of WP use EnergySupply. MaxwellProgram also comes in handy.

Riki

"I got to beat up Caballero!!"

"Look Mei-Ling, she hasn't got any clothes on. She must be really hot!"

"Is it tasty?"

Chapters obtained:

- \* Riki: You start with him
- \* Blue, T260, Emelia, Lute: Talk to him in Scrap pub.

Starting skills: Tail, TailHit, Heal

Background: Riki is a LummoX, a race of Monsters living in Margmel, a far away Region. Margmel is dying and the only thing that's keeping it alive is a ring. Riki was summoned to the LummoX elder as he explained the situation to Riki and they soon discovered that there are more rings in existence thanks to an inscription carved in the ring. The elder changed Riki into a Human-like form and sent in to Earth in search of the rings to save his home.

While on Earth, Riki made many friends, one of them is Mei-Ling who grew close to him like a big sister. Riki's quest has some pretty good character development and storyline, enjoy it!

Evaluation: Like all Monsters, they're only as good as the skills they absorb and the form they morph into. The form LummoX is very weak, with 60 or so HP and all stats 8. Try morph into something else as soon as you can. All his starting skills sucks so dump them and use the guidelines above in the Ultimate Monster section.

---Humans---

Annie

"Just aim and pull the trigger. No biggie."

Chapters obtained:

- \* Emelia: She joins automatically at the beginning. You can ask her to join again in Koorong outside the restaurant
- \* Red: She's outside the restaurant in Koorong. Talk to her and accept her offer
- \* Riki: Choose to collect the ring in Despair and Lize will walk past and overhears your conversation. She tells you that the blonde "chick" outside the restaurant knows something. Talk to her and say you trust her.
- \* Everyone else: Choose to collect the Runes and talk to the blonde in Koorong when you have 3 Runes and she'll join. (Note, if you're playing as Blue, she can take you to Despair and join you even if you don't have any Runes. I believe you have to get Liza and Roufas on you team first.)

Starting skills: StunSlash, DoubleSlash, Smash, Deflect, Thrust

Background: A girl who works for Gradius but she don't actually care about over-throwing Trinity, she just need some quick cash. She has a little brother and a sister she has to take care of. Annie is very strong willed and really knows how to handle a sticky situation since she grew up in a tough neighbourhood. According to Liza, Annie is a very private person. She's tough and mean to strangers but kind to her friends.

Evaluation: A pretty sad character over all. She is good with a sword but I'm afraid that's the only thing she is good at. She often

learns a bunch of good sword skills fast and won't learn anything for ages, which is quite frustrating. Annie often learns a few high level skills early like RosarioImpale, StillStream and RisingNova. But the big problem with Annie is that it's REALLY hard for her to learn HeadWind (and therefore TurbidCurrent and LifeSprinkler.) Try learning ShadowCounter and learn HeadWind from there, or just skip it and go straight to LifeSprinkler. Annie tends to miss a lot too.

As I've said, she's not good with anything else. She simply won't learn very many skills with fighting and learns very slowly with magic. She's a tiny bit better with guns but not enough to make her a good gun user.

Annie has very high STR, seems to surpass that of Gen's. She also gets a lot of HP but all her other stats are pretty low or average.

Captain Hamilton

"You can eat a whole lot more here because they don't use crap like MSG."

Chapters obtained:

\* Lute: Talk to her in Owmi restaurant. Then go to Nelson and you'll be on board the Victoria, Hamilton's ship. Talk to her and say you're not ready and she'll be added to your team.

Starting skills: TwoGun, StunShot, SharpShot, CrossSlash, Smash, WheelSlash

Background: Captain Hamilton is from Nelson. She commands the warship Victoria and has been assigned to watch the activities of Mondo. She knows a lot of stuff and say that they need to collect all sorts of data in order to face Trinity. Captain Hamilton knows about Lute's father and how he used to be an anti-Trinity activist. Mondo betrayed him and sold him to Trinity. She talked Lute into avenge his father.

Evaluation: Captain Hamilton is specific to Lute's quest only but never the less, she is a very good character! She's very good with guns and starts with the TwoGun skill, something of a rarity. She can wield a sword too and does well at it and I'd say she's at least as good as Annie. Not too great as a fighter but fair at magic. A strange thing is that she has 20JP (sometimes 10JP) when she joins you but she has no magic!!! Weird!

Captian Hamilton is generally quite slow. Slower than Gen but better than Lute but she has very high INT and WIL even if you don't train her in guns as much.

Doll

""

Chapters obtained:

\* Red: In Shingrow port, talk to the purple haired girl and agree to help her

Starting skills: Fascination, PhantasmShot, GlassShield, HideBehind, PowerGrab, ShadowNets and (sometimes DarkSphere)

Background: (Doll reminds me a lot of Katarina from Romancing SaGa 3, they look almost exactly the same!) When Doll first met Red, she told him that her brother is missing in one of the ruins and gets Red to help her. But later she revealed herself as really an undercover police officer working for the IRPO. Apparently, Fuse told him about Red and wanted her to follow him as Red will lead her to Berva, a wanted criminal she has to arrest.

Evaluation: You know what Human magic users are like but she is a good substitute for Rouge. The first time I got her she carried with her DarkSphere (when she didn't even have the gift yet) but when I played Red's quest a second time, she didn't have DarkSphere! If you got DarkSphere then you're very lucky, as it's very useful. She is good at magic but not as good as Rouge but I think she is more useful as she starts with 20WP. Train her in guns as well and she'll be quite powerful. She's ok with a sword but won't dish out very much damage so it's a waste and she's definitely not good at martial arts.

Being a magic user, Doll has good WIL and INT. If you want to train her as a physical fighter then good luck as her STR goes up slowly.

Fei-On

""

Chapters obtained:

\* Riki: You'll end up in Koorong after you get the MerchantRing. Travel anywhere and you'll be swallowed by Tanzer. When pursuing Nomad, Fei-On will stop you when you try to enter a manhole. Talk to him and he'll join.

\* Everyone else except Blue: When collecting Runes, you'll be swallowed by Tanzer when you try to travel to any Region from Koorong. Talk to Fei-On and agree to help him.

Starting skills: Kick, Chop, SwayBack, CrushBeat, OgreRun, BackFist, and (sometimes DragonTurn)

Background: A Human martial artist on his way to Kyo to train but got swallowed by Tanzer. He now hold his own territory where he offers a safe haven for other passengers swallowed by Tanzer, he protects these people from the crime boss Nomad.

He was Mei-Ling's boyfriend but since he got swallowed, he was unable to keep an eye on her. He blames himself for what happened to Mei-Ling for not looking after her properly.

Evaluation: Good fighter and learns pretty quickly, one of the 3 characters in the game that truly specializes especially on fighting skills. Fei-On has no trouble learning DSC, a good member if you can recruit him early. Average with swords but he learns gun skills faster than most people for some reason. Poor magic user as you might have guessed.

Fei-On gets very high STR and VIT. And he's also very fast, about as fast as Liza.

Fuse

""

Chapters obtained:

- \* Red1: He automatically joins when the Cygnus is attacked.
- \* Red2: Talk to him in the burger shop in Manhattan.
- \* Red3: See below.
- \* All: Choose to collect the cards. Go to IRPO and talk to the receptionist. Fuse will send you to Mosperiburg mountain where he joins you temporarily. Beat the Suzaku and he'll join permanently.

Starting skills: Kick, Gift for Mind Magic, MindHeal and (sometimes SpellBound and/or Awakening and/or LifeWave)

Background: A patrolman for IRPO. He is currently investigating on the illegal importing of pirated goods by Cindy Campbell. He used to be Ren's (Emelia's fiance) partner, he described Ren as "Unlike me he was a good cop." Does this mean that he's the bad cop? (Probably, that's why he threw Emelia in prison without a reason!)

Evaluation: Fuse is a cop that uses martial arts and does his job well. He's a lot like Fei-On in terms of fighting power but he learns the ultimate fighting skills a lot easier than all other characters. If he starts with LifeWave then he'll be really useful as it combos well and does good damage. Average with a sword like Fei-On but is slightly better with guns. He makes an ok magic user and starts the game with quite a bit of JP.

His HP rises very quickly and he has probably the highest STR level in the game! He has good WIL, good stats over all.

Gen

""

Chapters obtained:

- \* T260: Joins automatically near the beginning
- \* Riki: Talk to him in Scrap pub and he'll join when you leave
- \* Everyone else: Choose to collect the cards and talk to the skeleton in Koorong then take the ship to Scrap and he'll be in the pub.

Starting skills: Fist, Kick, Chop, StunSlash, DoubleSlash, CrossSlash, Thrust, Smash, Deflect

Background: Gen has a rather detailed storyline for a back-up cast. He's apparently a friend of Thame and will go to great length to protect him. Rest of the time, he likes to get drunk at the pub. He hates Trinity but don't seem to do anything about it.

Gen is from Wakatu, a ruined city. He knows that Mondo keeps a secret head-quarters under Wakatu and the city was destroyed to keep this a secret. He's a gifted swordsman using sword skills found only in Wakatu (but that doesn't make him any more special in game terms.) He worships the Blade God, a deity of Wakatu I guess.

Evaluation: This guy is the best! He learns sword skills like crazy and can master them all without much effort! He starts with most of the low level ones already. Don't have him use any other skill until he masters or close to mastering all the sword skills, I usually reserve a space in my final team for him, he's the best sword user in the game for sure!

Gen's pretty good at fighting too but only train him in this category when you're satisfied with his sword skills. He's a lousy gun user though and the same goes to magic.

As for stats he's pretty average but does his job well. He's quite slow but a lot better than Lute so you can depend on him. He has high STR but low INT, WIL, PSY and CHA even if you train him in those categories. Try not to worry about it too much.

Liza

"Everyone tells me I'm too bitchy."

Chapters obtained:

- \* Emelia: Liza joins at the start
- \* Red: Get Annie on your team and go talk to Roufas in the restaurant and you'll be able to get either Roufas or Liza on your team.
- \* Blue: Choose to collect the Runes and find her in the restaurant. Talk to her and let her come with you.

Starting skills: Kick, AirThrow, KO Throw, Suplex, Fist

Background: Another member of Gradius. She had an affair with Roufas in the past but he was more interested in his job than a relationship and now she's forced to live with her embarrassing past. Liza told Emelia that Emelia would get on fine with Annie because they're about the same age, which means Liza is either really young or really old.

Evaluation: Wo! Don't let the feminine image of this girl fool you, she's actually the strongest fighter in the game! Liza is the BEST fighting character in the game because she will learn exceptionally fast. I was able to get DSC on her in 2 hours, and I wasn't even fighting strong enemies! Liza however, won't learn the ultimate fighting skills very easily though (they're hard to learn.) She's pretty good at swords too and she learns guns (especially) and magic skills ultra fast compared to other characters. Liza's my favourite character in the game!

Liza's STR starts out low but will rise very quickly later in the game. She's also very fast, almost always attack first but I find it disturbing as she most often breaks the combo, but it makes her perfect for DSC as she won't break your combos. Average stats otherwise. Liza can do more damage with her Punch than Fuse who has a higher STR.

Mei-Ling

"Buzz off!"

Chapters obtained:

- \* Riki: Automatically joins near the start
- \* Blue, T260, Emelia, Lute: Talk to her in Scrap pub

Starting skills: SharpShot, SunRay, StarlightHeal and (sometimes QuickDraw)

Background: Mei-Ling is a student who studies the existence of the legendary rings, the same ones in Riki's quest. \*SPOILER\* She has

actually been possessed by the rings that she will do anything to get her hands on them.

Mei-Ling was the girlfriend of Fei-On who disappeared without a trace. She was angry with him when they met again but deep down inside she still has feelings for him.

Mei-Ling is a obviously a rich girl because she always seems to be loaded with cash, bribing everyone in Riki's quest to get her hands on the rings. Lute calls her a "classy chick" and I agree with him!

Evaluation: Mei-Ling is another one of those great gun users and sometimes starts with QuickDraw. I bet you'd think Mei-Ling is a magic user when you first get her but she's no where as good as the professional magicians like Rouge. Mei-Ling starts the game with an OUTRAGEOUS STR of 3!!! This may sound crazy but I'd advise you train her in swords. Even though her STR starts out rediculusly low, it'll rise, although not as fast as desired. I am not joking, she makes an exceptional sword user as she is probably the fastest at learning sword skills. Mei-Ling'd be the best sword user if it wasn't for her STR handicap. I'd say she's third best, after Gen and Emelia. Mei-Ling is terrible at fighting but I was able to get DSC on her in under half an hour one time (yeah, I got lucky.) But she really sucked though, doing minimal damage.

Mei-Ling has below average stats.

Roufas

""

Chapters obtained:

- \* Red1: You can get find him in one of the guest room on board the Cygnus when the ship gets attacked. You'll loose him afterwards though.
- \* Red2: Go talk to him in the restaurant in Koorong with Annie on your party, you can get either Roufas or Liza to join.
- \* Red3: See below.
- \* Blue, Emelia, Lute: Choose to collect the Runes and you can ask him to join in Mu's Tomb.

Starting skills: Thrust, ThunderThrust, SharpShot, TotalShot, Gift for Mind Magic, MindHeal and some other Mind Magic at times. (Sorry, I can't remember. He's a lot like Fuse and it confuses me)

Background: One of the heads of Gradius. Roufas is exactly what Annie described him as, tough, smart and good with guns. Roufas used to be Liza's "lover" but he was more interested in his job so it didn't work out. Roufas is very calm and cool, he'll do anything to get what he wants, including betraying a friend. Currently after Joker and The Cube.

It seemed that Roufas and Fuse were once colleagues. They both start with the gift for Mind Magic so they must have some connection.

Evaluation: Well, Roufas is not as bad as his name (it rhymes with Doufas) and he doesn't look that stupid either. Roufas might have been the best gun using character in the game as he learns really fast. Roufas learns pretty well with a sword but he suffers the same problem as Doll, his STR is low so he usually does not do as much



damage as the WP cost indicates. He learns some high level skills fast but he has the same problem as Annie only worse. Whenever I decided to place him in my final team, he stops learning! So by the end, I had to take him out! Otherwise, good secondary team member. Not a very good fighting character but good with magic. Perhaps a good all-round member if you train him well.

Roufas has high WIL and low STR otherwise not much noticeable difference.

Rouge

""

Chapters obtained:

- \* Blue: Loose to him when fighting him, he'll be the new hero.
  - \* Emelia, Red, Asellus, Lute: Answer yes to his question in Luminous port. If you said no, you can find him again in Devin. I don't know where he goes after that.
- (Note: If you try to go to Magic Kingdom Rouge will leave but you can find him in Luminous port again and you can ask him to join again. All his skills and equipment will remain.)

Starting skills: Gift for Realm Magic, Gate, EnergyChain, Implosion, PsychoArmor

Background: Twin brother of Blue and has the same mission as him. To gather magic from around the world then seeks out Blue and kill him. Rouge and Blue are actually the same person and if Rouge is the dominant brother (meaning Rouge was able to win again Blue) then Blue will be absorbed into Rouge's body, otherwise, Rouge will combine with Blue's body.

Evaluation: Rouge is supposed to be exactly the same as Blue but IMO, Blue is a lot stronger. Rouge is average at both swords and fighting and his stats don't go up as fast as Blue. Excellent with both guns and magic. Rouge is the best Human magic user in a non-Blue game.

Rouge starts with no WP what-so-ever so training him in physical skills is difficult. Not only that his STR level starts off low and grows slowly, his WP level is also very low. Concentrate on magic if you can. By the end of the game, Rouge's INT and WIL should be around 60+. Decent JP too.

There is a secret scenario which I'm sure you all know about. Simply loose to Blue and Rouge will carry on with his game. The advantage of this is that Rouge will not have lost LP Blue spent on items in Facinaturu but the MAJOY draw backs is that you will loose every single skill Blue had except magic! Very disappointing especially if you have spent time getting DSC or LifeSprinkler on Blue. Other than these two points, Rouge will have the same stats as Blue would, meaning that Rouge's INT, WIL, PSY and JP would have been doubled as well. Rouge's game is exact the same as Blue's, with the same characters and last Boss. Whether you want to play as Rouge is your call but I'd rather not bother since the disadvantage is so great.

Note: In everyone else's quests, Rouge will not be able to obtain the gift for Mind Magic because Rouge will not get a chance to "fuse" with Blue, his mind is still divided.

---Mystics---

(All Mystics has the gift for Mystic Magic)

Dr. Nusakan

""

Chapters obtained:

\* Riki: While getting the ring in Yorkland, Mei-Ling will tell you of a doctor in Koorong who can help defeat Mollasite. Head to the bottom back street in Koorong and enter the clinic. Talk to the doctor and he'll join.

\* Blue: While collecting Rune, a girl in Koorong says the doctor may know something. Go to the clinic in the bottm backstreet and the doctor will join.

(I heard that Dr. Nusakan will also join Lute but I was unable to get him)

Starting skills: Grail, Saber, Death, Fascination, PhantasmShot, PowerGrab

Background: A doctor in Koorong who runs a clinic in one of the backstreets. He knows quite a bit of the local history and the HideRune from within the city. His clinic looks haunted.

Evaluation: Dr. Nusakan is very cool as he does not have that lousy MysticMail so you can equip him with some decent armor. I like suits so I would give him a PowerSuit bought in Koorong. He also starts the game with the Arcane spell Death even though he don't have the gift yet (you have to look in the un-equipped spell list to find it) and it is very useful, especially against those powerful enemies that you're just too weak to defeat. Give him the gift for Shadow and Arcane Magic and he'll work perfectly with the "ultimate Mystic" strategy above. Also, note that Dr. Nusakan has an item that cannot be removed, it is the MysticWear, something very different and much better than the MysticMail. When used in battle, it will restore HP to a non-Mec target and you can use it as many times as you want! If you want a Mystic on your team then Dr. Nusakan is the man!

Ildon

""

Chapters obtained:

\* Asellus: After you fight with the Lion Princess Ildon will join you at a random place.

Starting skills: Fascination, PhantasmShot, GlassShield

Background: A faithful servant of Orlouge. He came to Asellus to aid her for some unknown reason even although his lord may punish him for doing so. Ildon is a very calm person.

Evaluation: If you think that being a character unique to only one scenario must be a good one then you're wrong. Ildon is probably the worst Mystic in the game but since all Mystics are very similar, Ildon can still be a good Mystic if you follow the guidelines above. He's one of those few Mystics in the game that hasn't got any distinctive features. I think Ildon is simply a story character so

don't expect too much out of him. Ildon is compulsory to Asellus quest!

Mesarthim

""

Chapters obtained:

\* Asellus: She joins early on in Owmi mansion but leaves when you complete the mansion. You can get her later at the same spot where you released her in Owmi mansion but only after the Dark Labyrinth event.

\* Blue, Red, Riki, Lute, Emelia: At the same spot in Owmi mansion basement but you must have a Mystic on your team and you must not have recruited Silence.

Starting skills: Fascination, Gift for Rune Magic and VictoryRune

Background: A water Mystic who is actually a mermaid. She got caught in the nets by Owmi's lord who kept her in his bathtub. Mesarthim is thankful that he saved her but she says she really can't stand the smell of Humans. Mesarthim however respects Mystics and will do anything for them, including becoming their slave.

Evaluation: Mesarthim is just as good as Dr. Nusakan, if not better. She can wear heavy armor as well and she comes with her own accessory, MellowRing. This powerful little ring will let Mesarthim use LifeRain, one of the 4 mass healing skills in the game similar to that of Sacrifice and FinalCrusade. When Mesarthim gets all 3 of her Mystic weapons, the MellowRing will also allow her to use Maelstrom, a tidal-wave attack with a Feint effect, very powerful. On top of that, the ring will protect Mesarthim against water type attack!

The only disadvantage Mesarthim has over Dr. Nusakan is that Mesarthim starts with the gift for Rune Magic which means she'll never be able to use Arcane Magic and Tower! She is useful if say only a few (or none) of your characters can master Rune Magic, such as in Emelia and Riki's quest. Without Tower, you must find some other high-damage attack. MegaWindBlast is good, or ShadowServant with a good Mystic weapon skill, or just use her as a "utility" character and give her the Backpack so she can heal with potions and LifeRain.

Mesarthim starts out extremely weak and has low starting stats so be sure to train her hard if you want to use her. Mesarthim is fast though.

Rei

"Sold Out!"

Chapters obtained:

\* Asellus: You must visit Rei's room in Chateau Aiguille with only White Rose in your team, you'll hear how Rei escaped. After the Dark Labyrinth event, talk to the purple haired girl outside of the shrine in Devin and she'll join you.

Starting skills: Fascination, PhantasmShot, GlassShield, Gift for Mirage Magic, BlackCat, NightMare, Jackal, Cockatrice, Reaper

Background: Rei was the first princess of Orlouge and the only one that escaped from the Mystic's realm. She knew that the coffins Orlouge keeps as his weakness(?) To escape Chateau Aiguille, she committed suicide and through the cycle of life, Rei was able to be reborn into Human flesh. (Hey, doesn't this make her a Half-Mystic?) Orlouge often searches for her all through the Regions, in fact, the chariot that trampled Asellus was Orlouge trying to capture Rei. Rei regrets not being able to stop Orlouge from creating the first Half-Mystic so she offered to help Asellus.

Evaluation: Rei is ridiculously weak by the time Asellus gets her. Rei starts the game with only 6WP! But she does start with a full set of Mirage Magic, which ain't as good as you'd think. I think of her as more of a novelty. If you really want to use her then beef up her WP level and train her until her HP is about so high as the rest of your members (she starts with about 300HP.) Rei has incredibly high CHA, making her a good candidate for Fascination, that's if you bother with that spell.

Silence

"Beware! The real Silence is mute, just like his name."

Starting skills: Fascination, PhantasmShot, GlassShield

Chapters obtained:

\* Emelia, Asellus, Red, Blue, Lute: Choose to collect Shadow Magic. In Omble, talk to Silence's shadow in the first room and agree to help him. When you exit, talk to the guy standing behind a wall and he'll join.

Background: Silence obviously had some connection with IRPO because his shadow said that he was sent to Omble to persue a fugitive. Also remember what Silence carried in his weapon slot? That's right! The old trusty HandBlaster that every cop has one! (Fuse and Doll both starts with it too!) The only question left is how can a Mystic become a police?

Evaluation: Forget what I said about Ildon, Silence is definitely the worst Mystic in the game! For all the trouble you have to take to recruit him in Omble, he's just not worth it. First he won't be assigned the gift for Shadow Magic even though he completed the maze! (I think this is because the game will allow him to obtain the gift for Light Magic if you wanted but it means that Silence will NEVER be able to get the gift for Shadow Magic because you can challenge Omble only once!) His starting stats don't excel and he doesn't start with any magic except the boring old Mystic spells. What's even more annoying is that if Silence is in your party, you won't be able to recruit Mesarthim.

Skip him if you want and put him in the "dust-collecting" party if you did recruit him.

TimeLord

"Alright, do your worst."

Chapters obtained:

\* Asellus: You must purchase the SandVessle all the way from the

beginning of the game when you're in Facinaturu. Then follow the step below. (Actually, you can also do this to recruit TimeLord when you return to Facinaturu at the end of the game, thanks to Mec Cande <thelaent012@hotmail.com>)

\* Red, Emelia, Lute: Ask the RingLord in Mosperiburg about Time Magic after you have obtained either the gift for Arcane or Rune and Light or Shadow Magic. He'll send you to TimeLord's Region. Go all the way to the broken hourglass and examine the sand then go back to the entry and teleport out. Now talk to RingLord again and he'll send you to Facinaturu. Talk to the green-skinned, goblin-like Mystic named Gazuru and buy the SandVessle off him (it costs 1LP!) Talk to the pilot in one of the houses and escape with him. Go back to Mosperiburg and RingLord will send you back to TimeLord's Region. Go back to the broken hourglass and examine the sand again. Run all the way up to the platform above it and your character will jump onto the hourglass and restarts it. Time will be restored to the Region. Now enter the door, cross the bridge and you'll find TimeLord beyond the door. Ask him to join!

Starting skills: Gift for Time Magic, DelayOrder, TimeLeap, TimeEclipse, TimeTwister, ChaosStream, OverDrive, PhantasmShot, Fascination, GlassShield

Background: A Mystic with the gifted ability to use Time Magic resides in his hidden Region. He is still trying to perfect his skills he is yet to become a powerful Mystic.

Evaluation: Although TimeLord has that crap MysticMail, his ability to use Time Magic makes him one of the most powerful characters in the game! Make sure you get him Rune and Shadow Magic as they compliment OverDrive well.

---Super TimeLord---

These are the skills I equip my TimeLord with and it works like a charm:

1. OverDrive
2. StasisRune
3. ShadowServant
4. TimeTwister
5. MysticSword (Dullahan absorbed)
6. MysticGloves (Suzaku absorbed)
7. MysticBoots (Suzaku absorbed)

And equip these as his equipments:

- \* RuneSword
- \* (Something)
- \* BackPack
- \* DurahanShield (or DragonShield)
- \* MysticMail
- \* HyperWear
- \* CyberGlove
- \* JetBoots (or alternatively, IronClogs)

Since TimeLord don't actually need slot number 2, try equipping him with items that increases stats. The JetBoots and DurahanShield increases stats. RuneSword has VictoryRune as a built-in tech and Cockatrice will appear when equipped with StasisRune. (If you ever need it that is.)

Make sure that at least one other member in your party has SnakeOil or Grail equipped.

Now the fun part begins. Enter the fight with the last boss and have TimeLord whip out OverDrive. If TimeLord is powerful enough, he'll certainly get 7 actions but if he's weak, he may get a minimum of 4 action. Cast ShadowServant as your first spell then use 5 GriffithScratches (the Dullahan in his MysticSword will allow him to use it) then finally wrap it up with StasisRune as your last action.

If you're not sure if TimeLord will have 7 actions then use this method. Put in the first 3 action then StasisRune as the 4th. If the screen pops up again after that, it means that TimeLord can take more actions so press the X button to cancel. This will allow you to re-enter command number 4. Then repeat the process by entering StasisRune again until the command screen no longer pops up after StasisRune.

TimeLord will freeze everyone with OverDrive and casts ShadowServant on himself. Each GriffithScratch with the shadow will do about 3000 damage. StasisRune will freeze the boss and TimeLord. If you're not fighting Hell's Lord or Diva (I know it's impossible normally but you can in 2nd Div.) then the boss cannot break out of Stasis and stays frozen for about 8 rounds or so. Now have one member use SnakeOil or Grail on TimeLord and everyone else should use status-uppers like LightSword and the various Runes but make sure you don't cast Shield yet as Shield will automatically come out first thing in that turn and TimeLord will not be affected while in Stasis so cast Shield when TimeLord is out of Stasis.

When you get TimeLord out of Stasis with SnakeOil or whatever, you'll notice that his shadow is gone but it's no big deal. TimeLord will be able to take 7 actions so let him use LuckyCoins on everyone. Then he should cast VictoryRune on everyone. If your other characters are going to use SoulRune then make sure they do it late because after 4 rounds SoulRune will expire and suck 1LP off you! I usually use it on the 7th round.

When the boss comes out of Stasis your characters should be god-like powerful with all those stats boosts. Now have everyone except TimeLord use whatever they want (DSC, LifeSprinkler etc.) TimeLord should use TimeTwister on everyone but himself and with the remaining 3 rounds he may either heal with items or attack with GriffithScratch. Every character will attack multiple times (not to mention combos!) with this strategy and the boss should be dead in about 2 rounds after Stasis!

White Rose

"Lady Asellus, live in freedom!"

Chapters obtained:

- \* Asellus: Joins way back in the beginning in her room.
- \* Red: On board the Cygnus when the ship gets attacked. At the same place as Asellus.
- \* Emelia: Trinity Base on the boucany with Asellus.

Starting skills: Fascination, PhantasmShot, GlassShield, SunRay, StarlightHeal, FlashFire, FlashFlood

Background: Orlouge's 35th (?) princess. Also known as the "Kindest princess" in Chateau Aiguille. She's obedient to her lord but won't deceive her friends. Strange it may seem that Asellus treated her as kind of a "lover" but her attitude toward Asellus is more like a sister.

Evaluation: A weak Mystic that won't stay long in any of the chapters (ok, she stays until the end with Emelia but you do get her rather late in the game) but her spells are extremely useful during that time you have her. She starts the game with a full set of the lower level Light Magic, which gives her offence as well as healing abilities that you need. Having trouble with the enemies on board the Cygnus? Have White Rose use her MysticSword to knock them out in one hit! Having trouble with the Mecs in Trinity Base? Have White Rose cast FlashFire! She's not of much use later in the game though so just retreat her to the dust-collecting team. Being the kindest princess gives White Rose higher CHA than most.

Zozma

""

Chapters obtained:

\* Asellus: After the Dark Labyrinth event, go back to the previous screen (or Devin's shrine) and he'll talk with you for a while and join.

\* Emelia: Recruit Asellus and White Rose in Trinity Base and find Zozma in one of the other rooms, disguised as a soldier. Talk to him and he'll join.

Starting skills: Fascination, PhantasmShot, GlassShield, RavaShot, PainDoubler, SharpPain, DeathCurse

Background: A Mystic banished from Chateau Aiguille. (I think) I don't exactly know what his purpose in the story is though. He looks a LOT like Akuma from Street Fighters!

Evaluation: I don't know why but everyone seemed to love Zozma. All I can see him as is an average Mystic with some half-baked Evil Magic. Anyway, his Evil spells can be useful when used under the right circumstances but I don't use him much. I bet you guys know him more than I do.

---Mecs---

BJ&K

"(There's this really funny consersation between Red and BJ&K but I can't remember it)"

Chapters obtained:

\* Red: Talk to him in the nurse's office when the Cygnus is under attack. He'll leave after that event but you can find him at the same place and he'll join again.

Starting skills: HypnoFlash

Background: A Type 4 robot nurse on board the Cygnus.

Evaluation: BJ&K has a built-in Medikit skill, this is very different to EnginnerCar's RepairKit skill as this heals non-Mecs!

If you try to use it on a Mec then you'll get the "Miss" message so be sure you can distinguish between the two. I know, it's confusing. Other than that he's just a normal Mec that depends solely on absorbing good skills and equipping good equipment. He has a built-in laser cannon to use.

EngineerCar

""

Chapters obtained:

- \* T260: Just talk to him in Nikajima Robotics in Shrike.
- \* Red, Blue, Lute, Riki: Talk to him in Shrike and he'll offer to join if you have a Mec in your party.

Starting skills: CrossHair, RangeFire

Background: A Type 6 Mec designed by Nikajima to fix various mechanical malfunctions.

Evaluation: Being a Type 6 Mec gives him the ability to heal Mec in battle, very useful if you like Mec's. He starts with some useless skills so get him some good ones in order to attack. He's equipped with a MachineVulcan but it's just too weak, get him some decent weapons instead!

Leonard

""

Chapters obtained:

- \* T260: Return to Leonard's lab in Manhattan after you've explored Shingrow and the Mec Leonard will join you.

Starting skills: EnergySupply, HypnoFlash

Background: Dr. Leonard possesses a lab in Manhattan where he researches machines. Because of his fame, he anticipated his death so Leonard stored his memory into a Mec model. His assassination soon followed but Leonard was able to continue his research as a Mec, eventually joined T260 in his quest.

Evaluation: The game says Leonard is a Type 6 model but I doubt it, as all Type 6's look like EngineerCar. Leonard starts with the equipment identical to EngineerCar though. He also has built-in RepairKits which you may find useful. Leonard starts with an ultra powerful Mec skill EnergySupply which makes him the perfect Mec companion. Get Leonard either PopKnight or ShockSoldier and he's ready for the final fight.

Rabbit

""

Chapters obtained:

- \* Red: Find Rabbit in Kyo's Garden but Red must have left the Cygnus.

Starting skills: Jammer



Background: An anti-Mech model. (Type 2) Seems to be pursuing Mblack.

Evaluation: A powerful little Mec but it's hard to boost some of his stats like HP for some reason. Rabbit has the powerful built-in laser cannon which is powerful but takes quite a bit of WP to use. He's also fast.

The unique thing about Ribbit is that he's equipped with an ECM System which when used in battle, allows him to dodge missiles (I think.) Also Type 2 Mec Rabbit can absorb the CounterECM skill which will make the enemy's ECM (such as MBlack) ineffective.

The other really unique thing about him that I didn't even know was the BitSystem. When used in battle, it will summon miniture satellites that zooms onto the screen every turn and does about 300 damage to a random target. Doesn't sound that great? Until he absorbs the SatelliteBeam skill! With that, the BitSystem can be upgraded into the SatelliteLinker where the mini-satellites will now do 2500-3000 points of damage EVERY ROUND! And that counts as an independent action! So if Rabbit uses ShockSoldier in the mean time, the damage can rack upwards of 6000+!! This can, however, be quite harsh on him WP so let another Mec use EnergySupply on Rabbit. One little robot with BIG damage potentials. Too bad only Red can get him.

PzkwV

""

Chapters obtained:

\* T260: Talk to the Mec who runs a laser shop in Koorong's Backstreet with Leonard in your party and he'll join.

Starting skills: ShootingMastery

Background: A Type 5 Mec who runs a shop that sells smuggled weapons from Trinity. He knows Leonard.

Evaluation: I don't know what Type 5 Mec's specialty is but I don't like PzkwV because first, I can't pronounce it's name and second, it has too many equipment slots filled with useless stuff like the MicroMissile. Type 5 is supposed to be the heavily armed model but all he has is a bunch of low damaging missiles. I suppose you can do heavy damage when using Shoot-All but it's really not that worth it. Only have PzkwV in your main team if you want a party of all Mec's. Many other people seem to like him.

ZEKE

""

Chapters obtained:

\* T260: Retrieve the robot mouse from Sei's Tomb in Shrike and ZEKE will offer to join you in Nikajima Robotics.

Starting skills: None

Background: Another Mec made by Nikajima Robotics but this time it's used for research. ZEKE is a Type 3 model.

Evaluation: Type 3 models are really fast but are somewhat weak. ZEKE has a couple of weak cannons that works fine early in the game but so give him something better if you have it. He has an item called Accelerator which boosts his speed in battle but it's not useful at all since ZEKE is usually the fastest already! A unique attack called KAMIZAKI Crush can be absorbed but the damage is not too great (around 1000) and it costs 1LP. So use him in an all Mecs party. I don't know who is better, ZEKE or PzkwV. What do you recoin?

---Monsters---

Cotton

"Kyu kyukyu Kyu kyu"

Chapters obtained:

\* All: You can find Cotton on the top floor of the Bio Lab in Shrike. You must fight some mad scientists and Cotton will join.

Starting skills: Heal, Needles, Assist, SuperSonic

Background: A monster being taken hostage by the mad scientists of the Bio Lab. He reviewed to Doll that it was a set up. Cotton obviously has a link to IRPO and he is a friend of both Fuse and Doll. He speaks a tongue which nobody but Doll and Fuse understands. It seems like he's currently on the inter-Region bandit's case. (Wow, IRPO is really up to date. Not only do they hire Mystics but Monsters too!)

Evaluation: I dunno. I just get him because he's cute. He has nothing of value in his skill slots. Use him if you want, just follow the steps above.

Kylin

""

Chapters obtained:

\* All but Blue: Obtain either the gift for Light or Shadow and Arcane or Rune Magic and ask Rei (purple haired girl in Devin's shrine) about Space Magic. She'll send you to Kylin's Paradise. Find Kylin in one of the buildings and agree to his challenge, he'll send you to a maze. Work your way out of the maze and talk to him again, ask him to join and he will.

Starting skills: VaporBlast, Vanish, LightShift, DarkShift, ReverseGravity, Vortex, Kylin'sSong, PhotoSynthesis

Background: A Monster with the gift of Space Magic. He created a Paradise out of no where and let people enjoy the fun. A carefree Monster.

Evaluation: Kylin is pretty good and it's the only Monster that I don't mind having in my party. His stats are pretty good, he has very high WP/JP levels and comes with a full set of the all so powerful Space Magic. However, I must confess that I am under a lot of pressure when I'm using Kylin because 6 of his slots are filled with Space Magic that can't be replaced so I must keep them. His Kylin'sSong is essential to keep the KylinJr. form so I can't loose

that either. That leaves me with only one slot to absorb skills from and I can't even keep it! Needless to say but Kylin gains HP very slowly. I found a better solution to just don't ask him to join and buy the Space Magic off him for my Humans and Mystics instead but if you like Monsters (especially powerful ones) then definitely get him.

RedTurnip

""

Chapters obtained:

\* Asellus: In Dark Labyrinth talk to him and he'll join when you escape.

Starting skills: BloodSucker, BrainCrush, SleepGas, SeedVulcan, Fang, Scream, ElfShot, Ink

Background: A Monster of the race Mandrake who got trapped inside the Dark Labyrinth for some unknown reason. He was able to escape with Asellus because White Rose sacrificed herself.

Evaluation: Although RedTurnip has all 8 of his slots filled, there's a really nothing there that's of much use. RedTurnip is only worth getting for that extra nifty bit of cut scenes. He also joins rather late in the game so I just ignore him and put him in my 3rd team.

Sei

""

Chapters obtained:

\* Collect all 3 items from Sei's Tomb and place them on the glowing altars. Go through the door that opens and get close to the coffin, Sei'll mistake you guys for robbers and fighting you. After the battle you may opt to let him join. (He'll join Riki without a fight.)

Starting skills: Kusanagi, MinionStrike, DeathSynthesis, HPDrain, SacredSong

Background: Once a king of Shrike. You can read about him in the town's library.

Evaluation: Another good Monster but I'd rather have his sword instead. King Sei starts with some unique and powerful skills like Kusanagi and MinionStrike (the Monster's version of ShockSoldier, I think Arachne has it too.) His DeathLord form is unique but rather weak compared to other Monster forms. Probably you should try morph him into a good Monster that has only one key skill (Chimera is a good one) and also I'd recommend you keep Kusanagi, MinionStrike and SacredSong as they're very powerful. Take him if you like Monsters but the Kusanagi is very useful to Humans, Mystic and Mecs!

Slime

"(The slime don't talk!)"

Chapters obtained:

\* All but Riki: Upon leaving Tanzer after obtaining the VitalityRune he'll sneak into your team!

NEWSFLASH: There is a way to not have Slime sneak into your team. All you need to do is to have 3 full teams of party members. You must have at least 14 characters when entering Tanzer and recruit Fei-On. After the fight to obtain the Rune you won't even see the scene where the Slime crawls into your team!

Starting skills: Spoil, Solvent, HPDrain

Background: None!

Evaluation: Probably as crappy as a playable character gets but you can still turn it into something useful like a Mariche. I always try to fill up all my character slots before the Rune event but it may not always be possible so just retire him to the dust-collecting party, stop moaning and save your breath for Oprah.

Suzaku

"(Again, this phoenix don't speak.)"

Chapters obtained:

\* All: During the trip to Mosperiburg mountains when pursuing the Shield card, beat the fairy on the first screen and head straight until you come across a snow field with 3 boars. If a snowman is present then fighting it (it's tough) and head back into the caves. You can find the Suzaku in on of the caves and if you killed the snowman, it will be thawed and touch it to get it to join.

Starting skills: FireBreath, FireBarrier, Wing, GliderSpike

Background: This phoenix is frozen in the cave for no reason and it joins you for no reason either. I'm confused.

Evaluation: I dunno 'coz I haven't used him yet but I will. I heard the Suzaku is very powerful though.

Thunder

""

Chapters obtained:

\* All: Find this orange fellow in Yorkland and he'll offer to join if you have his "Big Bro" (Lute) in your party.

Starting skills: GroundHit, Feint, Dash, BoltBreath

Background: Lute's "brother" and childhood friend. He calls Lute's mother "Ma" but he's a Monster (an Ogre) so they can't possibly be related. He's probably adopted.

Evaluation: Thunder starts out strong but may change when he morphs. GroundHit is a good attack but there are better Monsters in the game if you wanted one. I got him once and retired him to team 3 after an hour.

WELL KNOWN TRICKS

=====  
This section covers tricks that you must have heard of a thousand times already so skips it if you want. I didn't discover these tricks so I claim no credit for them.

#### ---Junk Shop Trick---

This trick allows you to get infinite items from the Junk Shop in Scrap. Pay the lizard at the counter (the fee varies as you go through the game) and pick 3 items of your choice. Return and choose to sell and click on "HyperionBazooka" assuming that you don't have one. It will "beep" and you may go back to pick up 7 more items. Repeat as desired! The items will improve after you sell some RepairKits (it's not how many you sell but how many times you sell) and by the end it will contain only one item in each box.

Note the Junk Shop has some great items. You can pick up LethalGuns which are the best store bought guns (sold for 4020 Credits in Koorong.) The ExcelShield is great to give to all your members (unpurchaseable.) The Osc-Swords can be sold in Shrike for 110 each! Other great items include WarLordArmor, JetBoots and MirrorGlass. Collect lots of Osc-Swords and you're ready for the next trick.

#### ---Infinite Credit Trick---

You must have a reasonable amount of money to do this trick, I think 10000 or 15000 or so should be enough. Go to Nelson and buy as many GoldIngots as you can. Travel back to Koorong and choose sell and press "down" until you have none left. Now press up until you have the maximum number of GoldIngots, you'll notice that their value had increased. Press down again and sell all your GoldIngots. You'll have more money than you started with and repeat the trick.

If the value for the GoldIngots ever drop to zero when you're pressing the down button then sell them immediately as any more gold you sell after that will have no value! You should have about 50,000+ Credits to spend. Spend them all and repeat the trick by selling the remaining GoldIngots and buying more from Nelson etc.

I know it sounds complicated but you'll understand how it works when you play do it. It's way too complicated to explain everything here.

#### ---DoubleSlash Trick---

Use DoubleSlash with the Asura or Kusanagi when you have 6 or more physical skills equipped to gain the power of these swords at no charge but there's no much need for it in my experience.

#### ---The Porno Book---

Geez, how can I forget this?!?! Anyway, in the library in Shrike you can read a kinky porno book. Stand behind the first shelve and push the O button. It's kinda hard to find, so you might need to do some readjustments. You know when you've found it when some kinda message window appears. But (un)fortunately, no actually pornography footage. Your leading character will say something stupid, funny or revealing. Riki's is by far the FUNNIEST quote in the whole game. (It's in his section under "Character evaluation". Can you guess which one it is?)

#### OTHER TRICKS

=====

These are the tricks that I've discovered.

---Guaranteed Level 5 Combo!---

What's more fun than watching a level 5 combo but they're almost impossible to pull off. This will make your life easier. Have 5 gun users and equip them with QuickDraw and either CrossShot or BoundShot (you can mix and match them if you like, they're interchangeable for this combo.) Go into a boss fight and have everyone use either BoundShot or CrossShot, you'll automatically go first (thanks to QuickDraw) and a level 5 combo will take place doing over 10,000 points of damage! Better still, give everyone 2 guns and equip them with the TwoGun skill, the damage will be doubled! The problem with this is that QuickDraw will only work once but you may try it again the next round and if you're lucky, you'll get another level 5 combo. (I think QuickDraw boosts speed as well.)

Note if the enemy has a shield, one or more of the attacks maybe blocked leaving you with a level 4 or less combo.

---Arcane and Rune Magic---

There's a trick to use both Arcane and Rune Magic even if you're not Blue but the only problem is that you'll only be able to get the lower level Arcane spells. First you need to obtain the gift for Rune Magic then dump any Rune spells you have and buy the lower Arcane spells you want. Now give them a RuneSword and use VictoryRune during battle. Eventually you'll learn another Rune spell and go from there.

---Realm and Mystic Magic---

This trick is similar to the one above and you'll be able to get only the lower level Realm spells. Take a Mystic to the Magic Kingdom and buy them some Realm spells, discarding the Mystic spells they have. Give them a PurpleEye and use it in battle (it casts PhantasmShot) and you'll learn another Mystic spell and go from there.

---Speed Magic Learning---

The problem with learning spells is that you learn them too slowly, I have discovered a trick that lets you learn all the spells you need (for up to 4 characters) in about half an hour or so. First you need TimeLord (or Blue, or someone with the TimeEclipse spell). Absorb some good monsters in TimeLord's Mystic weapons to get him a high QUI. Now put him in your main team with 4 Humans. Your Humans should have the gift for about 3 types of magic. Make sure you purchase all the spells that falls into those schools as it'll save you time to have to learn them. Now equip your Humans with 6 or more spells (so they have a crown in magic), make sure you equip spells that falls into the school you want to learn from, especially the 1JP ones. Now head to Shrike's Bio Lab or Yorkland's swamp and fight the Dullahan or Krakens. Have TimeLord cast TimeEclipse and everyone else use a 1JP spell (it'll be free because they have a crown) from the school they want to learn from. TimeLord should be fast enough to go first and Petrify the Dullahan or Kraken with TimeEclipse and end the fight. Because your Human characters attempted a spell, they're qualified to learn a new spell and being a master in magic helps you learn as well. This trick works fine even with Gen or someone with low INT. I think Yorkland is better since the Kraken always comes singly. When TimeLord runs out of JP give him a MagiWater and repeat until you've learnt all desired spells.

---LightSword Deflect trick---

(Thanks to Kaminarill@aol.com for this fabulas trick.)

It seems that if you have LightSword activated, you'll AUTOMATICALLY have access to the defence skills Deflect as a bonus effect! You can block attacks directed at other members too, just like Deflect making it very useful! What's even better is to give this to a magic user so they can block as well, but since the Deflect effect doesn't count as a tech, you can STILL achieve a crown in magic by equipping 5 or more other spells! Sword users can also save a slot for Deflect as well, making this another a great reason to get Light Magic for your characters! I haven't tested it though.

---Speed Skill Learning---

(Thanks to CaptainNemo7189@aol.com for this trick.)

First go find a really powerful enemy, Dullahans or Krakans will do (or even a boss character.) Make sure that 4 of the characters you want to learn new skills has at least 2 open slots and the 5th character has Stasis Rune. Use Stasis Rune and plot away all you JP from one character, then attack the enemy frozen in Stasis, and you should be able to get about 6 round or so worth of free hits, whoohoo! When Stasis Rune expires, cast it with another character (if they have it) and repeat. After the battle is over, use a MageWater or go rest at an inn and repeat the process to learn all your favourite skills!

---Speed Skill Absorbing---

(Thanks to Beowulf for this trick.)

This is an awesome trick that Beowulf told me recently, can't believe I didn't thought of it myself. It's pretty simple. Everyone knows that TimeEclipse is a great instant-Petrify spell. If the mage with TimeEclipse is somehow fast, cast the spell when fighting an enemy you wish to absorb a skill for your Monster. This works just like the Speed Magic Learning Trick above except it's for Monsters. This trick may speed up the process of turning your Monster into a Mariche. :)

---Medicine on steroids!---

Ok this is really weird but partly cool and useful. You know how Cure and PowerCure are supposed to heal your character by a set amount of HP (200 and I think 400 respectively.) However, when I showed my friend the game today, their powers went up to 430 and 640 respectively, I think. It was fighting CharmLord and TimeLord had the Backpack. I think what had influenced the effects of the medicines is that I have previously used a LuckyCoin on TimeLord (and everyone else) to raise their stats. Other causes might be the use of VictoryRune or OverDrive, although it's unlikely. Still, I found it pretty fascinating.

THE DEX DRIVE

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(This should really be under the "Miscellaneous" section but I feel kinda bad so here it is)

SaGa Frontier contains exactly 40 playable characters but I bet that you have not seen all of them. (Even I haven't). Eric Hohertz informed me that each character's stats (even the ones not in your party) are recorded in your save data, he found out using one of the more sophisticated tools of modern gaming - the Dex Drive. Looking at the character list he sent me, I noted 2 characters that were not found in the game. (Perhaps cut from the game, perhaps no one knows

a way to get them yet.) They're CommonMec and Woman!!! CommonMec is definitely a Mec but Woman (!!) was in between the list of Humans and Mystics so what race she belongs to is still a mystery. Perhaps she is the rumored Lion Princess, but why would she be called "Woman"? Maybe she is actually a man, maybe she's just anonymous, who knows. Anyway, it's very interesting.

Also in the list were a bunch of unplayable characters and/or characters with alternate costumes. Such a list contains the alternate costumes of Emelia (Pink Tiger, Bunny etc.), Riki's LummoX form, T260's different body-types, Alkaiser, Alkarl, Asellus' Mystic form and alternate costume (the one seen in the beginning of her quest). There were 3 REALLY weird character: Soildier (??), Titania (?!) and Xena(!!!!)

Anyway, according to Eric, it is possible to transfer a character into your party or change one of your existant characters into the character desired, given that you have some sort of hacking device like a Dex Drive. (It's also possible to transfer skills, however, I've been informed that only a Monster is guaranteed to be able to use it.) But for the time being, it's a very complicated task and no one will probably understand the process. So forget it since there is always the Game Shark. But let's all thank Eric for the fascinating information. (No I really mean it!)

(No please do not ask me for Game Shark codes, nor do I want to receive any of them via e-mail. Thanks.)

!!!UPDATE!!!

Thanks for Gary Hinger for sending me these information on Woman and CommonMec. Here's what he has to say:

"It turns out that Woman is an ordinary human, but her graphics in the party menu looks like a weird rotating T260G. In battle, she looks exactly like Rabbit.

"CommonMec seems to be an ordinary hammer-type Mec (type 5 or 6 I think). Nothing else special about it."

Actually, Hammer type is Type 7... I was wondering why there are no natural Type 7 Mecs in the game.

Thanks!

#### MISCELLANEOUS

=====

Here's some "weird" stuff I found rather interesting.

\* Remember Gozarus? The Mystic that sells stuff for your LP. He claims that all his items are one of a kind. He has a ShadeRobe that he sells for 1LP. Now remember what Asellus was wearing when she joined in Red and Emelia's scenario? That's right, the ShadeRobe! And when I was playing as Red, one of the enemy actually dropped a ShadeRobe! What's this? Three ShadeRobes in one game?!?!?!?! (Hmm, I wonder where I can get my hands on another one of those excellent Asuras.)

\* In Koorong, there's a manhole that leads to a small area with nothing in it and there's a manhole lid that won't open, I wonder



what they're for.

\* Have you tried goin' up the stairs on the top floor in Bacarrat? They won't let any character enter. When I first played the game I thought that area was specific to Emelia's quest in one of her Gradius mission.

\* When you use the Kusanagi sword skill, instead of hearing the usual sword slash sound effect you'll hear the Monster skill sound effects. I think this is a bug (the Kusanagi is also King Sei's Monster skill).

\* When you use a 2-sword skill with the Asura or Kusanagi you'll see the character holding 2 red or green swords regardless of the other sword they equipped!

\* Emelia is a person who carries her wedding dress around with her! And she had to fight Diva in it! Now how'd you suppose she did that?

\* You can chain together Blizzard-MoonlightCut-Tres Flores which will evoke the classic Midare Setgetsuka sword skill. (I wonder why they broke in into 3 bits.) It's very pretty and does quite a bit of damage for a level 3 combo. Try it for fun!

\* I head a rumor that the Lion Princess is a playable character. She can join right before the last fight with Orlouge in Asellus' quest if she save Gina and Rei is not on her team.

\* The lord of Owmi in Riki's quest is different from the one in Asellus' quest. The manor is abandoned when you're playing as other characters but you can find both "lords" in the town part of Owmi. The lord from Asellus' quest is on the bridge saying "Come back, please.... I love you...." (could it be Mesarthim?) and the lord from Riki's quest is on the platform by the sea.

\* The enemy Dullahan may drop their shield when you win but they're actually called DurahanShields! Translation error perhaps?

\* I managed to glitch my copy of Saga Frontier. I was using TimeLord and he's came out of OverDrive but still has 7 actions to spend each round. I let him cast TimeTwister on everyone else. Anyway, my characters achieved a LV3 combo but the pop up screen had only the letters "Level" and a huge empty space! I think TimeTwister made it happen.

There are more but I can't remember 'em on top of my head right now.

You may feel free to use this FAQ as long as it's not used for making money or any dirty scam you can think of. And don't rip me off without giving me credits.

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Thanks again for reading and remember to have fun!

