

Saga Frontier II Odds and Ends Mini-FAQ

by Zach Keene

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*           SaGa Frontier 2 Odds and Ends Mini-FAQ           *
*           Version 1.3 - Last Updated 11 December 2002      *
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::: Introduction ::::::::::::::::::::::::::::::::::::::::::::
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Note: this mini-FAQ assumes that you already have some familiarity with how SF2 plays. Therefore this mini-FAQ does not contain any basic gameplay information, walkthroughs, item lists, art lists, or any of that. If you need any of this, please read some of the other SaGa Frontier 2 FAQs available at www.gamefaqs.com first.

What this mini-FAQ does contain are, well, some odds and ends. Some sections here clarify things that are either poorly or incorrectly explained in other FAQs; others just point out some helpful hints.

Where to get the latest version of this FAQ

<http://www.geocities.com/arcanelore2001/faqs/sf2misc.txt>
[This version is always current.]

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::: Legal Crap ::::::::::::::::::::::::::::::::::::::::::::
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::: Credits ::
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Thanks to:

Albatross

- For the "Win South Moundtop in 3 Turns" page at:
http://www.geocities.com/xo_pitseleh/moundtop.html

Captain Vittles

- For helping to determine what the exact Custom Tools requirements are.

SaGa Frontier II Ultimania

- For the chart of circulation rankings.

<http://urawa.cool.ne.jp/ohhir/SF2komando.htm>

- Where I found the alternate Duel Art combinations.

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::: What's New ::
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Version 1.3 - 11 December 2002

- Added another location to the Megalith Beast list.
- Added a chart of end-of-game Circulation rankings

Version 1.2 - 13 September 2002

- Expanded my old event list into an "Odds and Ends FAQ" by adding, well, everything you see here that isn't the "Chronological List of Events" section.

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::: Chronological List of Events ::
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This is a list of all available events, given in chronological order. I originally posted this list back in March of 2001 to the SaGa Frontier 2 message board at GameFAQs, in response to a topic questioning how to get the "Gustave and the Pirates" event. Apparently, if you don't play the events just right, you can end up not being able to do that event. Further, I've heard that there may be more such "secret" events. (I think "The General's Memories" and "Johan the Assassin" are supposed to be other ones.)

I've never heard a good answer as to what exactly you should do to get these events; the usual advice is just to alternate between the Gustave and Wil scenarios. While that might be perfectly fine, I took a different approach. I decided to play the events in chronological order, and posted my results back in March. Since no one has since pointed out that I missed any events, I assume I got them all. (The other advantage to doing it this way is that you're not leaping around randomly in time, which can be murder on the storyline. :)

Anyway, for your reading pleasure, here is my infamous event list:

- (1220) - Gustave Born
- (1227) - Gustave Exiled
- (1227) - Departure From Homeland

- (1232) - Gustave 12 Years Old
- (1233) - Gustave and the Blacksmiths
- (1235) - Gustave 15 Years Old
- (1235) - Wil's Departure
- (1236) - Desert Megalith
- (1236) - Reunion
- (1238) - Infiltrate! Alexei Gang
- (1239) - Shodown! Alexei
- (1239) - Mother's Sickbed
- (1240) - Conquest of Wide
- (1242) - Gustave and the Pirates
- (1244) - At the Mines
- (1245) - Father's Sudden Death
- (1246) - Beyond Grand Valley
- (1247) - Tycoon Wil
- (1247) - Landing
- (1248) - Battle of Buckethill
- (1248) - Gustave's Reunion
- (1249) - Construction of Hahn Nova
- (1250) - The Firebrand Tragedy
- (1251) - At the Mines [part II]
- (1256) - Anima Faith Fiasco
- (1257) - Wil vs Egg
- (1260) - Johan the Assassin
- (1264) - The General's Memories
- (1269) - The Southern Fort
- (1269) - Gustave's Successor
- (1271) - Hahn Nova in Flames
- (1275) - Into the Forest
- (1276) - To the Monster Nest
- (1277) - Life Tree Island
- (1280) - To the Fossil Caves
- (1285) - To Cast a Rainbow
- (1288) - Death of Cantal
- (1290) - Return of the Egg
- (1290) - Misty's Plot
- (1291) - Deadly Battle With the Egg
- (1292) - Kelvin's Last Battle
- (1300) - Fake Gustave Arrives
- (1301) - Edelritter
- (1305) - Peace Conference
- (1305) - Ginny's Departure
- (1305) - Ginny's Adventure
- (1305) - Insect Megalith
- (1305) - Pursuing the Egg*
- (1305) - Battle of Hahn Nova*
- (1305) - To Gustave's Stronghold
- (1305) - Battle of South Moundtop**
- (1305) - Battle of South Moundtop**
- (1306) - Into the Northern Continent
- (1306) - The Last Megalith

* - This is the order that they appear in the Chronicle, though I seem to recall someone in Thermes telling Ginny and co. about the final outcome of the Hahn Nova battle during the "Pursuing the Egg" scenario.

** - This order will give you Ginny's South Moundtop scenario first.

* A Suggested Change *

I recommend breaking away from chronological order at the end of the game, like so (starting from Ginny's Departure:)

- (1305) - Ginny's Departure
- (1305) - Ginny's Adventure
- (1305) - Insect Megalith
- (1305) - Pursuing the Egg
- (1305) - Battle of Hahn Nova
- (1305) - Battle of South Moundtop (Gustave)
- (1305) - To Gustave's Stronghold
- (1305) - Battle of South Moundtop (Knights)
- (1306) - Into the Northern Continent
- (1306) - The Last Megalith

The reason for this is twofold. First, it is highly recommended that you have a "safe" save before Into the Northern Continent, as this is a point of no return, and if you're too weak for the monsters in either that event or the Last Megalith, you'll have little choice but to start over. (OK, leveling up in the Last Megalith is possible, but highly annoying.)

After "To Gustave's Stronghold" you'll have access to Laubholz, where you can level up. Try to pick up some Dead Stones from the Ghosts there; they'll come in handy against the final boss. After the Knights "South Moundtop", you'll have access to pretty much everywhere.

The other advantage to this order is that your safe save will be after the Gustave "South Moundtop" scenario. I believe an explanation as to why this is a good thing would be quite unnecessary. :)

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::: Chips, Circulation, and Custom Tools ::::::::::::::::::::::::::::::
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Wherein all things monetary are discussed.

* Keeping Your Money *

Every "main" character in this game has their own Crown counter, although Chips are shared. The biggest consequence of this is that you will lose your Crowns anytime a character is no longer able to be used.

You can put a stop to this money loss by converting Crowns into Chips. The best way to do this is to buy as many tools as you can, then convert them into chips at Grugel or Vogelang. Unfortunately, most tools are not worth their purchase price in Chips, so you'll still lose a fair bit of your money. Losing some is better than losing all, however.

But, all is not lost for Wil, Eleanor, and Rich. Anytime they can go to Laubholz, they can purchase the Oak Staff, which sells for 50 Crowns and is worth 10 Chips. Meaning, you won't lose any Crowns on this deal, and if you buy enough of them you can actually get more Crowns than you started with. (10 Oak Staves cost 500 Crowns; you can convert them into 100 Chips which in turn can be converted to 550 Crowns.)

After every Knights scenario before Ginny's Departure I highly recommend going to either Vogelang or Gruegel to stock up on anything you need, then heading to Laubholz to buy as many Oak Staves as you can hold, then going to whichever of Vogelang or Gruegel you didn't visit before to turn them into Chips. As you're about to see, not losing your money is only one benefit of doing this.

(Note that Gustave and Nebelstern can never visit Laubholz, so they miss out on this deal and you'll have to settle for less efficient conversions. As far as I can recall you can never visit any towns while in control of Johan or Sargon.)

* Circulation and the Truth About Custom Tools *

There are two chip counters in this game. The first is the one you see in the game, that keeps track of your current chip total. The second counter, which I shall refer to as "circulation", works as follows (we assume both counters start at 0 at the beginning of a non-New Game+):

- 1) Everytime you chip an item, the circulation counter increases by the value of that item. The circulation counter is similarly increased by breaking items and winning chips after battles.
- 2) If you buy a custom tool, the circulation drops by the value of that tool.
- 3) If you convert chips to crowns, the circulation increases by the amount of chips you convert.
- 4) Chips that are given to you do not directly affect circulation.

So far the only known times this applies is when you get 300 chips for saving a miner during "At the Mines [part II]" or the 1000 chips in the Fossil Caves during, er, "To The Fossil Caves."

While getting these chips does not affect circulation, converting them still does.

- 5) It may be possible to achieve negative circulation.

Something I inadvertently did with a GameShark trying to give myself an absurdly high Circulation value. :) This probably won't be an issue during a normal game, although with the "phantom" chip phenomenon it is certainly possible.

- 6) Finally, the exact Custom Tools Requirements:

Carthel: 10000 Circulation, Stone 25, Sword 25
Hawk Wind: 9000 Circulation, Beast 25, Axe 25
Limstokes: 8000 Circulation, Water 25, Staff 25
Babrashka: 9000 Circulation, Tree 25, Spear 25
Beast Dancer: 12000 Circulation, Beast 25, Bow 25
Pan Flute: 1000 Circulation, no skill requirements*.
Soul Crystal: 5000 Circulation, no skill requirements

* - Contrary to popular belief. :)

* Chip Circulation Ranking *

After you beat the game, you are shown a short list of stats describing your performance. This includes the actual value of your circulation counter, as well as giving you a rank depending on how high it is. The ranks are as follows:

Rank G: 0 - 255 Circulation	Rank C: 2048 - 4095 Circulation
Rank F: 256 - 511 Circulation	Rank B: 4096 - 8191 Circulation
Rank E: 512 - 1023 Circulation	Rank A: 8192 - 16383 Circulation
Rank D: 1024 - 2047 Circulation	Rank S: 16384+ Circulation

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::: Alternate Duel Art Combinations ::::::::::::::::::::::::::::::::::::
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While trying to solve the Custom Tools mystery I tried Babel fishing some Japanese sites. While to my dismay I found nothing about Custom Tools that wasn't already known, I did come across this:

<http://urawa.cool.ne.jp/ohhir/SF2komando.htm>

This is a basic arts/combo list not unlike the ones you can find at GameFAQs... except it lists a few alternative combos that supposedly are more likely to trigger learning a technique. I've listed them below.

In my limited trials, I think the alternate spell arts are indeed better than the normal combos, but I'm less sure of the weapon arts. Still, your mileage may vary, so give them a shot:

Flame:

- Incineration: Flame, Flame, Stone, Tree

Water:

- Heaven's Thunder: Water, Water, Tree, Tone

Tone:

- Hymnal: Tone, Beast, Tree

Beast:

- Reviva: Beast, Flame, Flame, Beast
- Reviva: Beast, Flame, Beast, Flame

Axe:

- Skull Crush: Charge, Focus, Slash
- Megahit: Charge, Ready, Slash
- Yo-Yo: Charge, Focus, Throw, Throw
- Tornado Divide: Backslash, Backslash, Charge, Throw

Staff:

- Bone Crush: Charge, Focus, Beat
- Gong Beat: Charge, Ready, Swing

Bow:

- Shadow Bind: Focus, Feint, Shoot

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::: Some Notes on the Battle of South Moundtop ::::::::::::::::::::::::::::
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I won't waste time complaining about how unbalanced this battle is; you've heard it all before (and probably experienced it for yourself.)

I'm aware of two basic strategies for getting past this battle. First, there's the "Survive For 8 Turns" strategy, which is explained in detail in Sac!'s FAQ which can be found at GameFAQs. I am a big fan of the "Smack Gustave Upside The Head in 3 Turns" strategy, which is explained here:

http://www.geocities.com/xo_pitseleh/moundtop.html

Don't get terribly excited though; this strategy isn't any more reliable

than the 8 turn one. I prefer this one because it's much faster; successful or not, it's over in 3 turns. I recall from my attempts at the 8-turn strategy that it would often be turn 4 or 5 at the earliest before it becomes apparent that I'm not going to make it. It's also more satisfying to actually defeat Gustave. :)

That said, I've got a few additional observations to make. (Please read the page above first; my notes won't make any sense if you haven't.)

Turn 1 Gustave:

- Let me reiterate: if the enemy units labeled A and B on the picture there don't go where they are supposed to, reset now.
- Sargon will probably attack your unit on the far left this turn. I usually just have everybody use Lawnmower, since it tends to activate pretty quickly. Read: you might get in a few attacks before your entire unit gets Flame Nagaed to death. :)

Turn 2 David:

- Nothing much to add here except that again, having everyone use Lawnmower on Sargon is probably the best strategy. If you're lucky, you'll eliminate his unit this turn (assuming you haven't already by some bizarre stroke of luck eliminated it on the first turn.) It's not fatal if you don't, but it can make your life easier.

Turn 2 Gustave:

- One thing that can go wrong when Gustave and his Steel Soldiers attack is that your units may retreat diagonally down and left (or right) instead of down. This isn't necessarily fatal, but just make sure that before you start attacking Gustave in turn 3 that he's completely surrounded.
- Another thing that will probably happen in "real life" that isn't depicted in the pictures: your archers will probably get attacked. As long as one of them ends up in the circle surrounding Gustave, this is fine. If you lose both archers (or they get irrevocably pushed out of the circle), reset.

Turn 3 David:

- The key here is to have Gustave surrounded. Preferably most of the troops surrounding Gustave here will be yours, but it doesn't really matter who is surrounding him as long as you can attack him. (Having one of your troops in the square directly above Gustave is actually unnecessary, as we're about to see.)
- This is where Albatross's page is a bit misleading. Albatross seems to imply (although it isn't stated) that you should be able to weaken Gustave's troops down through the use of successive battles to the point that you'll be able to kill them off with your last attacking unit (or, at least, that the archer support will do significant damage.)

This isn't actually true. After the fourth successive battle Gustave's troops' HP will not change, and it will still be way too high for any of your attacks to be significant.

How the heck are you supposed to win, then? The trick is to do more damage to Gustave's troops than they do to you. Counterintuitively, the safest way to accomplish this is to have everybody defend. The archer support will do 120 damage total to Gustave, and if you can block at least two of the steel soldiers' attacks you'll most likely win.

That is a very big if, however. You can try to increase your odds by having one of your troops use an attack, but be aware that if your attacking soldier gets targeted with Rush, they will die horribly and you will most likely lose the battle unless every other attack is blocked.

If, after exhausting all of your attackers, you haven't won, you will have little choice but to reset. Your chances of winning are a little better than they probably sound. In the three times I've beaten this battle, I've only had to reset once after using all my attackers. (Once I managed to win on the first attack. :)

(Although the pictures suggest you should have your archers attack as well, I see no reason for this. As noted earlier, throwing Gustave into successive battles doesn't give you any advantage that I can see, and archers aren't terribly good at blocking. I don't even think they are equipped with shields like the other units are.)

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::: Other Miscellaneous Tips ::
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* Fighting the Megalith Beast *

The Megalith Beast makes an excellent target for trying to learn party-only arts like Aftervision, Dragon Revolution, Arrow Rain, Grand Slam, etc. After completing Tycoon Wil, you may fight the Megalith Beast once every time Weissland is available. For the record, that is:

- After Tycoon Wil (Wil/Cordelia/Tyler/Labelle/Patrick)
- After At the Mines II (Wil only!)
- After Anima Faith Fiasco (Wil/Patrick/Raymond/Tyler)
- After Wil vs. Egg (Wil only!)
- After Johan the Assassin (Gustave/Johan/Ventabre)
- After To The Monster Nest (Eleanor/Patrick/Raymond/Rich)
- After Life Tree Island (Rich only!)
- After Fossil Caves (Rich/Diana/Raymond/Eleanor)
- After To Cast a Rainbow (Rich/Julia/Eleanor/Sargon)
- After To Gustave's Stronghold* (Ginny/Wil/Gustaf/Roberto/Primeria/Meythia)
- After Battle of South Moundtop (Ginny/Wil/Gustaf/Roberto/Primeria/Meythia)

* - You must visit and leave Laubholz for Weissland to appear.

* Life Seeds *

This doesn't seem to be very well known: you can keep up to four Life Seeds by equipping them on Rich before talking to Narcisse to end "Life Tree Island."

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::: The End ::
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Dunno why I keep bothering with these "The End" sections. I don't have much else to say other than "thanks for reading!".

Zach Keene
11 December 2002

