

Saga Frontier II Instructions FAQ

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SAGA FRONTIER 2 INSTRUCTIONS

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| BASIC CONTROLS |

**CONTROLS FOR EVENT SELECT, REGION SELECT, AND CHRONOLOGICAL TABLE

Control Pad - Move cursor
Left Stick - Move cursor quickly
Right Stick - Move cursor quickly
START - Pause
SELECT - Not used
CIRCLE - Confirm
X - Hold down while using control pad to move cursor fast
SQUARE - Not used
TRIANGLE - Not used
L1/L2 - Switch regions on Event Select/Rewind Chronological Table
R1/R2 - Switch regions on Event select/Fast Forward Chronological Table

**CONTROLS FOR FIELD

Control Pad - Walk
Left Stick - Run
Right Stick - Run
START - Pause
SELECT - Not used
CIRCLE - Talk/Confirm
X - Cancel/Hold down while using control pad to run
SQUARE - Menu Screen
TRIANGLE - Quick Save
L1 - Equip Items
R1 - Equip Arts
L2 - Party Status
R2 - Character Status

**CONTROLS FOR BATTLE

Control Pad and Analog Sticks - Move cursor/Switch command screens
START - Pause
SELECT - Not used
CIRCLE - Confirm
X - Cancel
SQUARE - Display party's Hp and LP
TRIANGLE - Not used
L1 - Not used
R1 - Move target cursor to opposite side (ally to enemy or vice versa)
L2 - Not used
R2 - Not used

**CONTROLS FOR MENU SCREEN

Control Pad and Analog Sticks - Move cursor/Switch displayed character
START - Initialize Key Config settings
SELECT - Confirm new Key Config settings
CIRCLE - Confirm
X - Cancel
SQUARE - Menu Screen (so you can choose a new option)
TRIANGLE - Help Message
L1 - Equip Items
R1 - Equip Arts
L2 - Party Status
R2 - Character Status

*The Analog Controller sticks can only be used when the LED light is on.
*The Analog Controller will vibrate even if the LED light is off. The ON/OFF option for the vibration function is in the System Config option of the Menu Screen.

*You can advance messages using the CIRCLE button.

*To go back to the title screen, press L1, R1, START, and SELECT at the same time. This is called Soft Reset.

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| START & SAVE |  
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If there is no save data present on your memory cards when the game is turned on, the first event of Gustav's storyline will start. If there is save data present on your memory cards, the title screen will appear with New Game and Load Game available.

NEW GAME - This option takes you to the Region Select screen, where only 2 events will be available, both in Merchemin. They are the first events of Gustav's and Will Nights' storylines.

LOAD GAME - This option allows you to load save data from a memory card. Pressing X takes you back to the title screen. Press left and right to choose a memory card, up and down to choose a file, and CIRCLE twice to confirm your choice.

QUICK START - This option loads the game at the last point you saved or quick saved. Note: Quick Save data is lost if the system is reset, but the Soft Reset is safe. (You can Quick Save by pressing TRIANGLE while on the field. A box will appear asking you if you want to Quick Save. The choice on the left is yes, and the one on the right is no. Use the control pad to pick one, and press CIRCLE to confirm.)

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| HISTORY CHOICE |

EVENT SELECT - This shows you all the events in a region. To switch the displayed region, press L1, L2, R1, or R2. To enter an event, move the cursor over it with the control pad, and press CIRCLE. Completed events have darkened text in their titles. To get to the Region Select, place the cursor over one of the two circles in the lower corners of the screen, and press CIRCLE.

REGION SELECT - This shows you a map of Sandail. To enter the Event Select for a region, place the cursor over it and press CIRCLE. To get to the Chronological Table, place the cursor over one of the two circles in the lower corners of the screen, and press CIRCLE.

CHRONOLOGICAL TABLE - This shows you a table of the events in Sandail.

To move forward in the table, press R1 or R2. To go back, press L1 or L2. To return to the Region Select, place the cursor over the circle in the lower right corner of the screen, and press CIRCLE.

| MENU SCREEN GUIDANCE |

On the field, press SQUARE to bring up the Menu Screen. The Menu Screen appears as follows:

- Party Status
- Character Status
- Equip Items
- Equip Arts
- Battle Style
- Player Note
- System Config
- Item
- Save

You can press SQUARE almost anywhere in the Menu Screen options to bring the Menu Screen back up, so you can choose a different option. Also, when you have the cursor placed on an art or item, you can press TRIANGLE to bring up a help message, which gives information the art or item. The information displayed for an art is as follows:

Attack # More Information

Duel Commands to Use (waza only)

The information shown for items is found in the ITEM option section later.

PARTY STATUS - This option displays a mini-status for each character in your party. Each status appears as follows:

Name Sex Age

HP Current/Max

LP Current/Max

WP Current/Max (Recharge)

JP Current/Max (Recharge)

The box in the middle of the screen shows the following information:

Year

Location

Chips Crown

CHARACTER STATUS - This option displays a character's full status. It is divided into 4 boxes. The box in the upper left shows the same information about a character as the Party Status does. The box in the upper right shows the character's skill levels, as follows:

Tai-jutsu Staff-waza Tree-jutsu Water-jutsu

Sword-waza Spear-waza Stone-jutsu Music-jutsu

Axe-waza Bow-waza Fire-jutsu Animal-jutsu

Waza and jutsu basically mean the same thing (art), but waza refers to weapon techniques, and jutsu to magic, in this game. The exception to this is Tai-jutsu, which means "body art" or martial arts. The box in the lower left shows equipped items as follows:

WEAPON

Slot 1

Slot 2

ARMOR

Slot 1

Slot 2

Slot 3

Slot 4

The lower right box shows equipped arts as follows:

Slot 1
Slot 2
Slot 3
Slot 4

Slot 5
Slot 6
Slot 7
Slot 8

The line appears in different places for different characters. Newly learned arts are placed in a slot below the line. So, if all the slots below the line are full, the character won't learn arts in battle. Press X to go back to the field. Press left and right to change the displayed character.

EQUIP ITEMS - This option allows you to equip items on a character. The Character Status screen appears, but this time, the lower right box shows items that can be equipped in the slot the cursor is pointing to. Press X to go back to the field. Press CIRCLE to lock onto a slot/item. You can then move to another slot/item and press CIRCLE to switch the two slot/items' places, or press CIRCLE again to go to the item box, which appears as follows:

```
    Unequip
Item 1      Uses
Item 2      Uses
Etc.
```

Move to the item you want to equip, or Unequip, if desired, and press CIRCLE.

EQUIP ARTS - This option allows you to equip arts on a character. The Character Status screen comes up, but this time, the lower left box shows the art types. Press X to go back to the field. Press CIRCLE to lock onto a slot/art. You can then move to another slot/art and press CIRCLE to switch the two slot/arts' places, or press CIRCLE again to go to the art type box, which appears as follows:

```
Tai-jutsu      Tree-jutsu
Sword-waza     Stone-jutsu
Axe-waza       Fire-jutsu
Staff-waza     Water-jutsu
Spear-waza     Music-jutsu
Bow-waza       Animal-jutsu
```

BATTLE STYLE - This option allows you to change 3 things related to battle. Press X to go back to the field. Go to the option you want and press CIRCLE to choose. The top box contains the Battle Style options. It appears as follows:

```
Member Change      Turn Order      Role
```

The middle box displays the characters on your Main Party, along with the following information below them:

Turn Order

Scout

The first option is Member Change: Selecting this will make the Sub Party box appear below the Main Party box. The Sub Party box shows all of your extra characters, with their roles below them. Press X to return to the Battle Style option box. You can use up and down to switch boxes. Press CIRCLE when on a character to lock onto the character. Move to another character and press CIRCLE to switch their places. The second option is Turn Order: Press X to return to the Battle Style option box. Go to the character you want to go first in battle and press CIRCLE. 1st will appear under him/her. Repeat this for 2nd, 3rd, and 4th, if you

wish. You can stop setting the turn order at any time by pressing X. A box will pop up asking you if this is the turn order you want. Move to the choice you want, and press CIRCLE. The left choice is yes, right is no. This question will also appear if you set the turn order for all the characters in the Main Party. Any member who doesn't have a specific turn order set for him will be set on normal. If all your characters are set on normal, they will go in the order of their speed. There is no way to see characters' speeds. You just have to know who goes before who. The third option is Role: Press X to return to the Battle Style option box. Move to the character whose role you wish to set, and press CIRCLE. A box with all the available roles will appear, as follows:

Role 1
Role 2
Role 3
Etc.

Move to the role you want and press CIRCLE. Press X to go back to select another character. I don't know most of the roles' names, let alone what they do. You're on your own with this one.

PLAYER NOTE - This option allows you to view combos and arts you have learned. Press X to go back to the field. Press left and right to switch boxes, and CIRCLE to enter a box. You start on the combo box, which appears as follows:

Slot 1
Slot 2
Slot 3
Slot 4

Slot 5
Slot 6
Slot 7
Slot 8

Press X to return to the box select. Press CIRCLE when on a combo to lock onto it. Press X to return to the combo select. The box at the bottom of the screen will display the attacks that make up the combo. You can then move to another slot/combo and press CIRCLE to switch the two slot/combos' places, or press CIRCLE again to bring up another box, which appears as follows:

Combo Pocket
Discard
Keep

The Combo Pocket option allows you to store your combo data on the Pocket Station, for viewing at a later time. Discard erases the combo from the list, and Keep takes you back to the combo box. New combos are placed below the line. The second box is the Custom Arts box, which appears the same as the Combo box. You also have the same options as with the combos. New custom arts are placed below the line. The third box is the Arts List, which appears as follows:

Art 1 WP or JP cost
Art 2 WP or JP cost
Etc.

Press X to return to the box select.

SYSTEM CONFIG - This option allows you to set various things. The System Config menu appears as follows:

Sound Stereo Mono
Vibration ON/OFF OFF ON
Screen Position X # Y #
???Help OFF ON
Key Config

Press X to return to the field. Use the control pad to select an option, and CIRCLE to confirm. Set Sound to the right setting for your TV. Vibration ON/OFF is used to control the vibration function for an analog controller. Screen Position adjusts the position of the Menu Screens on your TV. "X" moves the screen up and down, while "Y" moves it left and right. After choosing one of them, use up and down to set the position, and CIRCLE to confirm it. I don't know what ???Help is. It must not be anything seriously useful, since I've gone through without it on so far. Key Config lets you change the function of the controller buttons, but I'd recommend just leaving it alone. The original controls are good, and you wouldn't be able to use this guide if you changed all of them.

ITEM - This option lets you disacrd, unequip, sort, and use you items.

The top box has the following commands in it:

Use Discard Unequip Sort Special

The middle box shows your items in like the following:

Item 1 Uses Item 2 Uses

Item 3 Uses Item 4 Uses

Etc.

The bottom menu gives a description of the item. This varies for different items. Weapons are:

Attack # Other information

Armor and accessories are:

Defense # ??? #

Other information

Press X to return to the field. Go to an option and press CIRCLE to confirm your choice. The first option is Use: Move to the item you wish to use and press CIRCLE twice. The second option is Discard: Move to the item you want to discard and press CIRCLE. A box will pop up with asking you if you want to discard the item. The top choice is yes, bottom is no. Move to the one you want and press CIRCLE. The third option is Unequip: A box of all the items currently equipped to your characters will appear. Move to the item you want to unequip and press CIRCLE. A box will pop up asking if you want to unequip the item. The top choice is yes, bottom is no. Move to the one you want and press CIRCLE. The fourth option is Sort: A box will appear with the following in it:

Auto

Manual

Choosing auto will sort your items quite nicely (and quickly), so I'd recommend choosing auto. If you choose manual, you can sort the items by pressing CIRCLE once to lock onto an item/slot, and then moving to another item/slot and pressing CIRCLE. The old switch trick. You can also do this in the Use and Discard options. the fifth option is Special: This has something to do with the Pocket Station. You can collect special items throughout the game if you have one. I guess you can view them here.

SAVE - This option lets you save your game. Press X to return to the field. Use left and right to choose a memory card, up and down to choose a file, and CIRCLE twice to confirm.

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| BATTLE SYSTEM |  
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When you run into an enemy, one of three things will happen: you will enter a Party Battle, a Duel, or have a choice of a Party Battle or Duel. If you have a choice of a Party Battle or duel, an enlarged enemy will appear on the screen, along with a menu box. The following are in the box:

Initiate Party Battle

Member 1's Name

Member 2's Name

Member 3's Name

Member 4's Name

If you wish to duel the enemy, move to the name of the character you want to duel the enemy, and press CIRCLE. Otherwise, move to Initiate Party Battle, and press CIRCLE.

PARTY BATTLE - At the beginning of each round of a Party Battle, a box will appear with the following in it:

Issue Commands

Restore HP

Run (Does not appear on first round)

Move to the one you want and press CIRCLE. Issue Commands: Choosing this will let you issue your commands for each member. Two boxes will appear on the top of the screen. The box on the left has the current member's name in it. The box on the right has the current weapon or accessory's name in it. The box below the upper right box has the arts and other commands available to the current attack type, as follows:

Regular Attack (weapons)

Art 1

Art 2

Art 3

Etc.

The box to the left of that box shows the WP or JP cost as follows:

Cost/Current WP or JP

The box in the lower left corner of the screen shows the following about the current character:

Current HP/Max HP

Current LP/Max LP

The box in the lower right of the screen shows information about the current command chosen. Attack is usually first, then other information. Pressing X takes you back to the beginning round commands if the current character is the first to receive commands, or takes you back to the last character if this is not the first. Use left and right to change weapons and attack types, up and down to choose one, then CIRCLE to confirm. You must then choose a target for the attack or spell. Use the control pad to choose one, and press CIRCLE to confirm. You can usually press R1 when choosing a target to move the cursor to the opposite side (ally to enemy, or vice versa). Repeat this process for all members.

Restore HP: If a character is not at max HP, he/she can sacrifice a LP to restore all their lost HP. Move to the character whose HP you want restored and press CIRCLE. When you are done, press X to return to the beginning round commands. Run: Choose this command if you want to escape from the battle. It doesn't always work, but there's no penalty if it fails. TIP: If you want to learn more waza arts in battle, use normal attacks. You can learn them by using other arts, but not as quickly. I find the best way to learn new jutsu arts is by having a character use the same spell every round of a battle, or at least use spells of the same type. After battles, characters may get increases to their HP, WP, JP, skill levels, and may learn new jutsu arts. Also, keep in mind that characters regain WP and JP after every round of battle. You can find out how much characters recharge by looking at their statuses out of battle. The numbers in parentheses next to their WP and JP is how much of each they recharge during battle. Use the recharging to your advantage. You can use Arts that don't have costs higher than a character's recharge without having to worry about draining your WP and JP. Of course, if your enemy is fairly powerful, don't hesitate to let loose with some powerful arts, even if they will use up a couple more WP or JP than a character can recharge.

DUEL - This is a one on one battle between a member of your party and an enemy. When a duel begins, a box with the beginning round commands appears. These commands are the same except for one addition. The box is as follows:

Issue Commands

Restore HP

Run (Does not appear on first round)

Weapon Change

The upper left box shows the enemy's name before you Issue Commands, and the character's when you are issuing commands.

The commands box for the character is a little different this time. It appears as follows:

Attack 1

Attack 2

Attack 3

Weapon Elemental Jutsu

Charge 1

Charge 2

Charge 3

Charge 4

While every weapon has the same 4 charges, not every weapon has 3 different attacks. Some don't have the Weapon Elemental Jutsu either. The Jutsu is a mini-jutsu blast with whatever elemental your weapon is. If you have a Stone Knife, it'll be Stone-jutsu. If your weapon has no elemental, then that slot will not even appear. The WP/JP cost box will also appear next to the command the cursor is on. You can press X to go back to the beginning round commands. Now, remember how I said you can see the Attack and info of arts by pressing TRIANGLE while the cursor is on them? Well, in the info, usually on the bottom line, is a series of commands that are available when dueling. If you input these commands in the exact order they are listed in the info section, the character will probably execute the art. In fact, if you get lucky enough to pull off an art that your characters haven't learned yet while you're in a duel, it will be available to you after the battle. Provided you don't die, of course. Anyway, you have to enter 4 commands, so go to the ones you want and press CIRCLE to choose them. A box will appear asking you if these are the right commands. The top choice is yes, bottom is no. Choose one, and press CIRCLE. A warning when trying to pull off arts in duels: sometimes, even if you entered the commands in the correct order, the character will not perform the art. You will have the greatest chance of pulling off an art if the character had it equipped when he entered the duel. By the way, you can see a command's information in the box below the command box. It will usually just have the Attack of the command. Change Weapon: This allows you to change which weapon the character is using. Move the cursor to the desired weapon and press CIRCLE. TIP: A character's WP and JP recharge after every round of battle in duels, like in party battles. Keep this in mind when planning on what attacks to use. But, as I said before, if you need to, use powerful arts, even if the character won't be able to recharge all the WP and/or JP he uses.

WEAPON TYPES - There are 6 types of items you can equip in the Weapons slots of a character. They are : Sword, Axe, Staff, Spear, Bow, and Shield. Shields often give a character a certain percentage chance of dodging physical attacks.

ARMOR TYPES - There are 6 types of items you can equip in the Armor slots of a character, 5 of which are divided into 2 sub-types. They are: Head Gear (Helmets and Hats), Body Armor (Mail and Robes), Hand Protectors (Gauntlets and Gloves), Foot Gear (Metal Boots and Shoes),



Full Body Armor (Full Mail and Full Robes), and Accessories. Full Body Armor counts as having everything but accessories equipped. Therefore, a character can only equip Accessories while wearing Full Body Armor.

ABNORMAL STATUS CONDITIONS - Sorry, no info on these right now.

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SPECIAL THANKS TO...

dragon.emperor@usa.net for telling me what the Combo Pocket option does!

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Questions? Comments? E-mail me at DragonScholarRyu@hotmail.com, Subject:  
SaGa Frontier II

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<http://www.gamefaqs.com/>

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<http://www.psxcodez.com/>

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