

corpse (if I decide to let you die first, that is) and served to my guests with a port-wine-and-almond cheese log. Either that, or I will just get kind of upset and say "Hey! You can't have that! %#\$@!"

But really, are you willing to risk the organ thing?

==>As of this update, the only sites that should have this guide are:

- GameFAQs (www.gamefaqs.com)
- Neoseeker (www.neoseeker.com)
- PSX Codez (www.psxcodez.com)
- www.cheatz.de
- The Star Ocean 2 Archive (http://members.atozasia.com/renachan)
- Fresh Baked Games (www.fbgames.com)
- Star Ocean at RPG Classics (s2.rpgclassics.com/so2)*
- CheatCodes.com (try to guess the address!!)

*Note: The guy who runs this page, Daniel Orner, has been given free reign to screw around with this faq as he pleases. After all, the site is very spiffy, and he's helped me out quite a bit.

If you found this anywhere else, then tell me where it was so I can have the webmaster assassinated--you shall be rewarded handsomely. Of course, it's possible that I sent it to that site and they just aren't mentioned in this disclaimer yet. Ahh, just tell me anyway.

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<=====//=====\\=====>
<=====((( II. Revision History )))=====>
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12/14/000: <Ver. 0.9> First, "rudimentary" version completed. Copies were sent out to the eager, greedy unwashed masses who were interested enough to ask for one. That version wasn't submitted to GameFAQs because, after all, it wasn't complete.

12/27/000: <Ver. 1.0> At last! I filled out the sections that were blank, corrected some errors, altered the format a teeny bit, and deleted a section (don't worry, you won't miss it). It is submitted to GameFAQs...let's see if it gets posted.

1/7/001: <Ver. 1.1> Yay! It's up! Let's see...I freaked around with the disclaimer, added random fece, and--this is big--I altered the format of the tables/lists, so that they line up better. Thanks to Nash (GameFAQs guy, not the wrestler) for telling me to fix it. I hope this is what he had in mind. (*_*) Also, I changed some phrases and uh...I forgot what else was changed, but it was probably good. I hope to get more of the customizations done for the next revision.

2/6/001: <Ver. 1.2> I ripped out the "option" section, since I'm making a random fact faq. A mild ASCII art tweak. Found out Leon's Fun City item. Aaaaand, I added some more combinations.

3/20/001: <Ver. 1.3> I changed the section headings to the snazzy design you see today. Ah... right, so I also changed a bunch of stuff that you'd never notice unless you looked for it, added the currently empty F.A.Q. section, and added more customizations of course. It draws ever closer to completion...!

5/1/001: <Ver. 1.5> Version number jump!! Yes, I overhauled the format big

time. And aside from that, I filled out a portion of the FAQ section. I probably have a lot of mistakes, so email me if you notice anything.

5/2/001: <Ver 1.51> Well lookee here, I'm repairing it already. Heck, I even had the wrong date listed in the update previously. Jeez.

7/2/001: <Ver 1.85> w00t w00t, I'm almost done! I alphabetized many of the lists, added 1 zillion combos, added the "final notes" section, and uh... a couple of other things, I guess. I forgot. I kinda rushed to finish this update, so there may be some mistakes or something still in here.

7/31/001: <Ver 1.95> I fixed some things like a couple of incorrect addresses, added some more to the last sections, and um... took out something. Oh, uh, I somehow deleted the entry for the Eternal Sphere on the last update. Thanks to Ciaran Conliffe <c.conliffe@liberty-it.co.uk> for catching that. And thank-you as well to all the billions of people who noticed it a few weeks later.

2/26/002: <Ver 1.97> Yow! You may have noticed that I haven't really been updating at all for the past few months. Easy explanation: my computer's been broken! I finally got it fixed though, and I added a couple of small things to this version. I changed up the final notes a bit, added a couple questions to the F.A.Q. section, and corrected some things. I guess mainly I wanted you to know that I'm still alive.

4/13/002: <Ver 1.99> I changed a few things like a couple of typos that came out of nowhere, and fixed the F.A.Q. a bit. Also, I fixed some alignment problem thingies that were caused when I changed this faq from a Word document to a .txt file a long time ago. And I changed the indentation of the F.A.Q. section so that it's much easier for me to edit... and I changed the email rules at the bottom there.

7/13/002: <Ver 2.1> I added some stuff like the Email Hall of Carnage/Praise, switched around the order of the sections, and spruced up the formatting again. Hope you like the new additions, and expect to see another update soon to fix the stuff that I probably messed up this time.

11/4/002: <Ver 2.2> A number of small additions and changes. There are some more things I left out, which I'll try to include later. Another thing is that there are some formatting problems from way back when I saved this document as "text only with line breaks". Word to the wise: never do that. I'm trying to clear that up as I go along and it will get better throughout the course of updating.

3/6/003: <Ver 2.3> Work progresses on the formatting problems. Stupid Microsoft products... If you notice some glaring, bizarre format stuff, such as a line of text going off the screen into infinity, please do let me know about it. There are also some sundry additions, corrections, and the like.

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<=====//_____\\=====>
<=====((( III. Introduction )))=====>
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So, you just bought Star Ocean the Second Story, and you seem to have heard about something called "customizing" but you have no idea what it's all about. Well, here you go.

Customizing is an item creation process, in which you take a weapon and then somehow add a mineral of some kind to it. After the process is done, both the weapon and the mineral will be gone, leaving a new weapon which may or may not be a "failure". Almost all of the most powerful weapons in the game must be acquired through this method (except those found in the Cave of Trials), so you can't really afford to do without it. Weapons can only be customized by the characters who can equip them: everyone does their own customization.

It's an exciting thing, to be sure, but if you have no clue as to what you're doing or how do it then you can be in for a lot of boredom and confusion. Fortunately you have this guide, so that shouldn't be a problem.

[Note: there are a small number of mild "spoilers" here and there, but I'll keep 'em to a minimum. 'Kay?]

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<=====//_____\\=====>
<=====((( IV. Getting Started )))=====>
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But how do you get it? First you must buy the skills "Craft", "Metal Casting" and "Functionality." I forgot where you get these, so I'll try to remember to check. Anyway, once you have those, the talents that will assist you greatly are "Dexterity" and "Originality." If you don't have them, they can be acquired fairly easily by doing Metalworking, Machinery etc.

What do you need in the way of materials? Well, uh, weapons and random minerals will do... if you find yourself short of minerals, some can be bought in stores while others you will probably have to rely on Alchemy to create. As far as alchemy is concerned, as long as you have a Lezard Flask and someone with level 10 in that specialty you should be able to make all of them. You can't get the Flask until disc two of the game, but you can't get Orchestra until then anyway. Also, most of the weapons available on the first disc won't require the rarer minerals to customize in the first place.

Orchestra you say? Using the super specialty "Orchestra" while doing any kind of item creation will basically increase the odds of success to about 99%, regardless of that character's talents or level in that specialty (except Alchemy and Reproduction, which are somewhat more difficult). And since talents are gotten through successful use of item creation, the odds of getting a new talent from item creating increases drastically with Orchestra. One can see how this could reduce frustration with customizing. This doesn't help you much if you're still stuck on disc one, but that's what other guides are for, isn't it?

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<=====//_____\\=====>
<=====((( V. Essential Concepts )))=====>
<=====\\_____//=====>
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This next section is divided into a couple of parts for your viewing pleasure.

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+-----+
| "INVALID" COMBINATIONS AND DEFAULT WEAPONS |
+-----+
```

Now as you most likely know, there are a number of weapons that can be made

through customizing. What you may not know is that for a given character, only around 4% of the combinations possible will actually give you something. For example, everyone knows that if Ashton combines a Scyther with a Damascus, he will get a Melufa. However, if he combines, say, a Both Shaver with a Green Beryl, he will not actually make something new per se. The same applies with all the other "non-combinations," like Smaller + Gold, Pair Nuts + Sapphire, etc. Let me explain:

If you are making a "real" combination (like Scyther + Damascus), you will either end up with the true result of that combination or a failure. HOWEVER! If you do an "invalid combination," you will wind up with one of a predetermined set of weapons for that character. Here is an example:

==>Dias tries to customize an Ignite Sword with a Sapphire. He ends up with a Murasame Sword.

==>He tries it again. This results in an Oriental Blade.

==>Dias, upset by these lackluster results, tries the exact same thing again. This time, he gets a Pleiad Sword. Dias is now a happy camper. Of course, Dias left his food in his tent so he will be eaten by a bear at some point, but for now he's happy.

See? Had he customized the Ignite Sword with a Star Ruby (a "real" combination) instead, he would have had one of two results: A Soul Slayer (success), or a Dull Sword (failure). But since he did an invalid combination, he got random drawings from the "Invalid Combination" pile instead. The "pile" for each character (we'll call it the Invalid Pile) consists of a set of five or so weapons, one of which will be chosen randomly to be the result when an invalid combination is attempted. Or you could just fail outright. This sort of comes in handy early in the game, for if you are crafty you can lay hands on some fairly nice equipment at a minimal cost as far as minerals are concerned. I hope all that isn't too confusing--if it is, mention it to me and I'll simplify a bit if I can. Bear with me though, because now we come to the part about Orchestra and default weapons.

Orchestra...an invaluable tool for item creation, as mentioned before. It brings something entirely new to the field of customization, namely in the Invalid Combination department. With "real" combinations, using Orchestra will generally allow you to get the successful result on the first try. But with an invalid combination, something different happens. Instead of getting a random drawing from the Invalid Pile, you will get the default weapon for that character (actually there's like a .001% chance you won't, but it's only happened to me once, ever, so who cares).

The default weapon is still a member of the Invalid Pile, but it is generally more powerful than the others, quite rare, and difficult to get without Orchestra. But turn on the orchestra, and a Long Sword + Iron can become a Pleiad Sword like that (I snapped my fingers, you just couldn't hear it)! So what it amounts to is that if you use orchestra with a combo that doesn't really do anything, you will get the default weapon instead of a selection from the Invalid Pile.

Now what about the Magical Rasp you say? Oddly enough, the Rasp has little effect as far as customizing goes (despite its description in the game), except for one rather weird thing that I've noticed. If you don't have it, and you do an invalid combo with orchestra, you now have "only" about an 85% chance of getting the default weapon. I would have given this more discussion, but basically by the time you get Orchestra you can get the Rasp as well. In addition, the Rasp seems to increase probability for any combination's success,

but once again, you should already have Orchestra by then so the benefits are kind of nullified. Consequently, it doesn't matter a whole lot. Blacksmithing, on the other hand, is another story... but that's not what this guide is for.

In summary: If you do an invalid combination, regardless of the quality of the items included, you'll get a random weapon from the Invalid Pile. So you can add another Mithril to that Eternal Sphere of yours, and still end up with a Sinclair Sabre. Certain weapons can only be acquired this way; unfortunately there's no way to affect the outcome in this situation so a number of these can be hard to get. If you do an invalid combo while using the Orchestra super specialty, you will get a set (default) weapon for that character, which is available from the Invalid Pile but only rarely. Having the Magical Rasp helps your success chances a bit.

Further note: Trying to combine a Default weapon in anything other than a listed "real" combination will always result in failure. Simply put, there is no higher weapon in the Invalid Pile, so your greed is punished with total failure. Not to mention how weird it would be if you combined something and ended up with the same thing.

```
+-----+
|GENERAL CONCEPTS|
+-----+
```

These are concepts that apply not only to Customizing, but to item creation in general. They are by no means essential knowledge, but who cares. Read it anyway; you might learn something mildly interesting.

First off, how to determine the result of your item creation. This is a simple one. You know how during the little morphing animation, the appearance of your creation switches around a few times? Well, basically the first thing that the "consumed item" turns into is the thing that you will end up with. If you're using alchemy, and the picture of the element stays the same for awhile, rotating, then you will get that element. If it immediately turns into a rock and switches back and forth, you will get a rock. If something turns into a "?" bag right away, you'll definitely get a "?" bag. Simple enough. This isn't particularly useful as such, but at least when you're making something you don't have to hang in suspense till it's finished.

There have also been some rumors of a way to speed up item creation animations, which can supposedly be done by holding X during the animation, or something like that. A couple of people have "confirmed" this, saying stuff like "Yeah, I do that all the time" or whatever. At the same time though, others are saying it doesn't work. Personally, I've tried it a thousand different ways and can't get it to work. I'm starting to believe more each day that the people who say it works are full of crap. If ANYONE thinks that they really can confirm this, or wants to be quoted as saying it works, go ahead & email me. Oh, and one of the theories floating around is that it only works on the PAL (British/European) version, and there seems to be some evidence to support this.

Ah, this just in! Greg Johnson <gsj@labyrinth.net.au> has emailed me to say the following:

"Yes, holding down the X button does speed up the animation when creating items (though not really enough to be worth it). I am using the PAL version."

So there it is. That confirms it, I suppose. If anyone else is still wondering, then take it up with him, not me.

And--

*

Hmm, I thought I had something else to say, but I guess not! Maybe there'll be more at a later date. Now, on to the tender, juicy meat and creamy, buttery potatoes of this faq. Kind of.

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<=====//_____\\=====>
<=====((( VI. Mineral List )))=====>
<=====\\_____//=====>
```

All right, so maybe this section isn't really part of the succulent, perfectly seasoned meat and flaky baked potatoes with cheese & sour cream. Sorry to get you worked up. This is a list of the minerals in the game and their descriptions, including their defensive/other properties. I'm not sure why I put it in here, but what the hey--it seemed like an okay idea.

Iron: Iron ore. Can be refined by reducing the iron oxide contained therein. (Hit +1)

Gold: Gold ore. However, it is low in purity and of little value without being refined. (Avd +1)

Silver: Silver ore. However, it is low in purity and of little value without being refined. (AC +1)

Sapphire: This is the name for gemstones of corundum that are not red. The right amount of titanium impurities makes it look blue. (+ Water)

Ruby: Red corundum owes it's [sic] appearance to chromium impurities. (+ Fire)

Green Beryl: This gem is called an aquamarine if it contains iron as an impurity, or an emerald if it contains chromium. (+ Wind)

Crystal: Quartz crystals. (+ Thunder)

Diamond: The hardest stone known to nature. Its structure is of pure carbon atoms aligned in rows of perfect squares. (+ Thunder)

Star Ruby: When polished and held to the light a small star-like pattern can be seen in this ruby. (+ Fire, + Dark)

Damascus: An odd, black metal possessed of elasticity and durability. (+ Dark)

Rune Metal: Said to be a magic crystal, but no one has verified this yet. (+ Thunder)

Orichalcum: A legendary flying metal said to have been produced in Atlantis. (+ Dark, + Void)

Rainbow Diamond: A rare diamond that gives off seven colors when it shines. (+ Star, + Light)

Moonite: A magical stone with mysterious powers. Said to be a piece of the moon. (+ Vacuum)

Sage's Stone: An alchemist would spend a lifetime trying to create this mineral. (+ Light, + Dark, + Void)

Meteorite: A piece of a meteor that possesses a mysterious shimmer and magical power. (+ Dark)

Mithril: A magical metal thought only to exist in legend. (+ Light)

```
<=====//\=====>
<=====((( VII. Customization List ))=====>
<=====\\//=====>
```

At last! The part you may or may not have been waiting for!! The actual customizing lists for everyone. I guess in effect, this will end up being a true "complete weapon list." They are in alphabetical order by character and will follow this format:

Person's Name

Inv: [List of weapons in person's Invalid Pile]

Def: [Default Weapon]

Fail: [Weapon created if customization fails]

Fun: [Weapon won by this person when they beat Fun City rank A Duel Battle]

Other: [List of weapons that can't be bought or created, along with where to get them--"COT" stands for Cave of Trials, of course]

Combinations:

[List of all "real" combinations, with their results]

###Note--If the names of the items to combine look like this...

```
+-----+-----+-----+
| Weapon |       |       |
| Weapon |       |       |
| Weapon | Mineral | New Weapon |
| Weapon |       |       |
| Weapon |       |       |
+-----+-----+-----+
```

...then that means any of those weapons can be customized with that mineral to get that result. It should all make sense when you see the real thing. Also, the attack strengths (and magic, if applicable) of the result items are listed in brackets next to their names. If you want to know all the attributes, you can check them in the game or look at someone else's faq. Or I SUPPOSE you can ask me, but you can really just find out yourself since I tell you how to get everything. So here they are.

```
#=====#
# Ashton Anchors #
#=====#
```

Inv: Both Shaver [120]
Guard Sword [160]
Double Masher [799]
Lotus Eater [1150]
Scyther [820]
Twin-Edge[340]
Twin Picks [500]
Def: Holy Cross [1240]
Fail: Wobbly Sword [3]

Fun: Doubledemon Sword [700]
 Other: Funny Slayer [1]-COT
 Holy Sword Farwell [1900]-COT
 Levantine Sword [3000]-COT

Combinations:

| Weapon(s) | Mineral (Ore) | Product |
|--------------------------|---------------|-----------------------------|
| Guard Sword | Iron | >--==SHIELD SWORD [490]==-< |
| Lotus Eater Pair Nuts | Meteorite | >--==GEMINI [1200]==-< |
| Scyther | Damascus | >--==MELUFA [1320]==-< |
| Smaller | Moonite | >--==PAIR NUTS [380]==-< |

#=====#
 # Bowman Jean #
 #=====#

Inv: Bagh Nakh [165]
 Braised Knuckles [599, MAG 70]
 Giant Fists[470]
 Titan's Fists[1000]
 Def: Kaiser Knuckles [1100, MAG 200]
 Fail: Worn Knuckles [1]
 Fun: Flare Burst [1300]
 Other: Funny Slayer [1]-COT
 Weird Slayer [1000]-COT

Combinations:

| Weapon(s) | Mineral (Ore) | Product |
|----------------|-----------------|---|
| Asura | Diamond | >--==HECATONCHEIRE [630]==-< |
| Bagh Nakh | Meteorite | >--==BRAISED KNUCKLES [599, MAG 70]==-< |
| Bagh Nakh | Rune Metal | >--==METAL FANGS [400, MAG 50]==-< |
| Giant Fists | Rainbow Diamond | >--==TITAN'S FISTS [1000]==-< |
| Hard Knuckles | Rune Metal | >--==METAL FANGS [400, MAG 50]==-< |
| Hard Knuckles | Meteorite | >--==BRAISED KNUCKLES [599, MAG 70]==-< |
| Hecatoncheire | Iron | >--==TITAN'S FISTS [1000]==-< |
| Knuckles | Rune Metal | >--==METAL FANGS [400, MAG 50]==-< |
| Knuckles | Meteorite | >--==BRAISED KNUCKLES [599, MAG 70]==-< |
| Rune Full Moon | Diamond | >--==MOON FISTS [1200]==-< |
| Titan's Fists | Crystal | >--==ASURA [750]==-< |

```
#####
# Celine Jules #
#####
```

```
Inv: Clap Rod [280, MAG 30]
     Crest Rod [100, MAG 25]
     Magical Rod [150]
     Tongue Twister [300, MAG 25]
Def: Rod of Snakes [700, MAG 50]
Fail: Bent Rod [5, MAG 1]
Fun: Prime Prayer [1000, MAG 80]
Other: Funny Slayer [1]-COT, Lost traveler in Herlie
       Million Staff [800, MAG 800]-COT
```

Combinations:

| Weapon(s) | Mineral (Ore) | Product |
|----------------|---------------|--------------------------------------|
| Clap Rod | | |
| Dragon's Tusk | | |
| Prime Prayer | | |
| Rod of Snakes | Orichalcum | >===HOLY ROD [520, MAG 240]===< |
| Ruby Rod | | |
| Silvermoon | | |
| Tongue Twister | | |
| Clap Rod | | |
| Dragon's Tusk | | |
| Magical Rod | | |
| Prime Prayer | Star Ruby | >===RUBY ROD [680, MAG 300]===< |
| Rod of Snakes | | |
| Silver Rod | | |
| Silvermoon | | |
| Tongue Twister | | |
| Clap Rod | | |
| Dragon's Tusk | | |
| Holy Rod | | |
| Magical Rod | | |
| Prime Prayer | Ruby | >===RUBY WAND [70, MAG 20]===< |
| Rod of Snakes | | |
| Ruby Rod | | |
| Silver Rod | | |
| Silvermoon | | |
| Tongue Twister | | |
| Crest Rod | | |
| Rod | Mithril | >===SILVER ROD [350, MAG 250]===< |
| Ruby Wand | | |
| Holy Rod | Star Ruby | >===DRAGON'S TUSK [990, MAG 360]===< |
| Silver Rod | Moonite | >===SILVERMOON [1000, MAG 300]===< |

```
#####
```

Chisato Madison #
 #=====

Inv: Electro Gun [410]
 Lightning Gun [650]
 Spark [750]
 Voltage [460]
 Def: Electron [830]
 Fail: 10 Volt Stun Gun [10]
 Fun: Aero Gun [800]
 Other: Funny Slayer [1]-COT
 Weird Slayer [1000]-COT

Combinations:

| Weapon(s) | Mineral (Ore) | Product |
|---------------|-----------------|------------------------------|
| Spark | Sapphire | >===LIGHTNING GUN [650]===-< |
| Electro Gun | Rainbow Diamond | >===LIGHTNING GUN [650]===-< |
| Lightning Gun | Sapphire | >===ELECTRO GUN [410]===-< |
| Voltage | Rainbow Diamond | >===ELECTRO GUN [410]===-< |
| Electron | Sapphire | >===SPARK [750]===-< |
| Lightning Gun | Rainbow Diamond | >===SPARK [750]===-< |
| Electric | Rainbow Diamond | >===VOLTAGE [460]===-< |
| Electro Gun | Sapphire | >===VOLTAGE [460]===-< |
| Voltage | Sapphire | >===ELECTRIC [280]===-< |
| Stun Gun | Rainbow Diamond | >===ELECTRIC [280]===-< |
| Electric | Sapphire | >===STUN GUN [200]===-< |
| Cracker | Sage's Stone | >===PSYCHIC GUN [980]===-< |
| Aero Gun | | |
| Electron | | |
| Flame Gun | Damascus | >===CRACKER [660]===-< |
| Lightning Gun | | |
| Psychic Gun | | |
| Spark | | |
| Aero Gun | | |
| Cracker | | |
| Electron | Star Ruby | >===FLAME GUN [550]===-< |
| Lightning Gun | | |
| Psychic Gun | | |
| Spark | | |
| Shock Gun | Sapphire | >===FREEZE [600]===-< |
| Electric | Mithril | >===SHOCK GUN [380]===-< |
| Stun Gun | | |

```

#=====#
# Claude Kenni #
#=====#

```

```

Inv: Gusguine [250]
     Veil Piercer [480]
     Sawed [990]
     Long Edge [285]
     Sinclair Sabre [100]
     Force Sword [908]
Def: Aura Blade [1200]
Fail: Dull Sword [2]
Fun: Windsley Sword [1400]
Other: Funny Slayer [1]-COT
       Levantine Sword [3000]-COT
       Holy Sword Farwell [1900]-COT
       Marvel Sword [1100]-Field of Power
       Sharp Edge [222]-Get after Lacour tournament
       Sacred Tear [1250]-Dr. Mirage gives it to Claude
       Worn-Out Sword [3]-Pickpocket (various people)

```

Combinations:

| Weapon(s) | Mineral (Ore) | Product |
|-------------------|---------------|-----------------------------|
| All-Purpose Knife | | |
| Broad Sword | Silver | >===SILVER FANGS [12]===< |
| Long Sword | | |
| Sinclair Sabre | | |
| All-Purpose Knife | | |
| Broad Sword | Gold | >===GOLDEN FANGS [10]===< |
| Long Sword | | |
| Sinclair Sabre | | |
| All-Purpose Knife | | |
| Broad Sword | Ruby | >===FLAME BLADE [160]===< |
| Long Sword | | |
| Sinclair Sabre | | |
| Veil Piercer | Diamond | >===HEART BREAKER [550]===< |
| Aura Blade | | |
| Eternal Sphere | | |
| Force Sword | | |
| Heart Breaker | Orichalcum | >===SILVANCE [1220]===< |
| Ignite Sword | | |
| Marvel Sword | | |
| Sawed | | |
| Windsley Sword | | |
| Aura Blade | | |
| Eternal Sphere | | |
| Force Sword | | |
| Grand Stinger | | |
| Heart Breaker | | |
| Long Edge | Star Ruby | >===IGNITE SWORD [720]===< |

| | | | | |
|---------|----------------|--|-----------------|--------------------------------|
| | Marvel Sword | | | |
| | Pleiad Sword | | | |
| | Ruin's Fate | | | |
| | Hope of Breeze | | | |
| +-----+ | | | | |
| | Hope of Breeze | | Rainbow Diamond | >---HARD CLEAVER [1100]---< |
| +-----+ | | | | |
| | Hard Cleaver | | Damascus | >---CRIMSON DIABLOS [1100]---< |
| +-----+ | | | | |
| | Soul Slayer | | Sage's Stone | >---CRIMSON DIABLOS [1100]---< |
| +-----+ | | | | |
| | Grand Stinger | | Damascus | >---RUIN'S FATE [1000]---< |
| +-----+ | | | | |

```
#=====#
# Ernest Raveide #
#=====#
```

```
Inv: Hard Whip [550]
     Rose Whip [600]
     Splinter [460]
     Light Whip [820]
     Molecule Wire [799]
Def: Invisible Whip [950]
Fail: Limp Whip [2]
Fun: Cat o' Nine Tails [1280]
Other: Funny Slayer [1]-COT
```

Combinations:

| | | | | |
|---------|-------------------|--|---------------|---------------------------|
| +-----+ | | | | |
| | Weapon(s) | | Mineral (Ore) | Product |
| +-----+ | | | | |
| | Molecule Wire | | Damascus | >---DARK WHIP [1100]---< |
| +-----+ | | | | |
| | Hard Whip | | Crystal | >---LIGHT WHIP [820]---< |
| +-----+ | | | | |
| | Rose Whip | | Silver | >---TWIN-TAIL [860]---< |
| +-----+ | | | | |
| | Cat o' Nine Tails | | | |
| | Dark Whip | | | |
| | Freeze Whip | | | |
| | Invisible Whip | | Star Ruby | >---FLARE WHIP [800]---< |
| | Light Whip | | | |
| | Molecule Wire | | | |
| | Rose Whip | | | |
| | Spark Whip | | | |
| +-----+ | | | | |
| | Cat o' Nine Tails | | | |
| | Dark Whip | | | |
| | Flare Whip | | | |
| | Invisible Whip | | Sage's Stone | >---FREEZE WHIP [800]---< |
| | Light Whip | | | |
| | Molecule Wire | | | |
| | Rose Whip | | | |
| | Spark Whip | | | |
| +-----+ | | | | |
| | Cat o' Nine Tails | | | |
| | Dark Whip | | | |
| | Flare Whip | | | |

| | | |
|----------------|-----------------|---------------------------|
| Freeze Whip | Rainbow Diamond | >==SPARK WHIP [1080]===-< |
| Invisible Whip | | |
| Light Whip | | |
| Molecule Wire | | |
| Rose Whip | | |

Leon Geeste #
#####

Inv: All About ESP [780, MAG 70]
Mental Revolution [680, MAG 60]
Encyclopedia [500, MAG 100]
Dictionary [340, MAG 50]
Illustrated Book [320, MAG 22]
Def: Brain Structure [890, MAG 80]
Fail: Crumpled Paper [Can't equip]
Fun: Book of Awakening? [50, MAG 80] <<ONLY PARTIALLY CONFIRMED>>
Other: Funny Slayer [1]-COT
Million Staff [800, MAG 800]-COT

Combinations:

| Weapon(s) | Mineral | Product |
|-------------------|------------|--|
| All About ESP | | |
| Book of Awakening | | |
| Book of Chaos | Rune Metal | >==HERALDRY [290, MAG 100]===-< |
| Brain Structure | | |
| Heraldry Book | | |
| Mental Revolution | | |
| All About ESP | | |
| Book of Awakening | | |
| Brain Structure | | |
| Encyclopedia | Damascus | >==BOOK OF DARKNESS [700, MAG 80]===-< |
| Heraldry | | |
| Heraldry Book | | |
| Mental Revolution | | |
| Book of Darkness | Damascus | >==BOOK OF CHAOS [950, MAG 400]===-< |
| Reference Book | Iron | >==THICK BOOK [180, MAG 15]===-< |
| Book of Chaos | Damascus | >==ANCIENT WISDOM [800, MAG 380]===-< |
| Book of Darkness | Mithril | >==HOLY SCRIPTURES [920, MAG 199]===-< |
| Heraldry | Moonite | >==HERALDRY BOOK [500, MAG 100]===-< |
| Illustrated Book | Iron | >==THICK BOOK [180, MAG 15]===-< |

Noel Chandler #
#####

Inv: Tiger's Fangs [600, MAG 100]

Metal Fangs [400, MAG 50]
 Cat's Fangs [120]
 Dragon's Claws [450, MAG 100]
 Hard Knuckles [40, MAG 10]
 Def: Kaiser Knuckles [1100, MAG 200]
 Fail: Worn Knuckles [1]
 Fun: Death Fangs
 Other: Funny Slayer [1]-COT
 Million Staff [800, MAG 800]-COT

Combinations:

| Weapon(s) | Mineral (Ore) | Product |
|----------------|---------------|---|
| Eagle's Claws | Green Beryl | >--==DRAGON'S CLAWS [450, MAG 100]==-< |
| Cat's Fangs | | |
| Hard Knuckles | Moonite | >--==DRAGON'S CLAWS [450, MAG 100]==-< |
| Knuckles | | |
| Hard Knuckles | Mithril | >--==EAGLE'S CLAWS [760, MAG 110]==-< |
| Dragon's Claws | Iron | >--==GRIZZLY CLAPS [840, MAG 200]==-< |
| Cat's Fangs | | |
| Hard Knuckles | Rune Metal | >--==METAL FANGS [400, MAG 50]==-< |
| Knuckles | | |
| Tiger's Fangs | | |
| Tiger's Fangs | Mithril | >--==PLATINUM NAILS [850, MAG 100]==-< |
| Eagle's Claws | Sapphire | >--==SERPENT'S TOOTH [900, MAG 150]==-< |

#=====#
 # Opera Vectra #
 #=====#

Inv: Alpha Box [690]
 Beta Box [690]
 X Box [500]
 Light Box [490]
 Radio Box [162]
 Def: Gamma Box [750]
 Fail: Scrap Iron [can't equip]
 Fun: Psycho Box [1050]
 Other: Funny Slayer [1]-COT

Combinations:

| Weapon(s) | Mineral (Ore) | Product |
|-----------|-----------------|----------------------------|
| Magic Box | Sage's Stone | >--==BURST BOX [780]==-< |
| Black Box | Crystal | >--==LIGHT BOX [490]==-< |
| Light Box | Rainbow Diamond | >--==SEVENTH RAY [280]==-< |

| | | |
|-------------|------------|--------------------------|
| Booster Box | Damascus | >===BLACK BOX [200]===< |
| Light Box | Rune Metal | >===MAGIC BOX [650]===< |
| Beta Box | Orichalcum | >===PULSE BOX [1000]===< |
| Gamma Box | | |

```
#=====#
# Preci's Newman #
#=====#
```

```
Inv: One-two Punch [280]
     Atomic Punch [1120]
     Ultra Punch [650]
     Great Punch [850]
Def: SD Punch [1150]
Fail: Scrap Iron [Can't equip]
Fun: Hyper Punch [1250]
Other: Funny Slayer [1]-COT
       Weird Slayer [1000]-COT
```

Combinations:

| Weapon(s) | Mineral (Ore) | Product |
|----------------|---------------|----------------------------|
| Atomic Punch | | |
| Burning Hand | | |
| Fire Punch | | |
| Hyper Punch | | |
| One-two Punch | | |
| SD Punch | Sapphire | >===ICE PUNCH [380]===< |
| SDUGA Punch | | |
| Spark Hand | | |
| Straight Punch | | |
| Thunder Punch | | |
| UGA Punch | | |
| Ultra Punch | | |
| SD Punch | Damascus | >===UGA PUNCH [1300]===< |
| UGA Punch | Meteorite | >===SDUGA PUNCH [1600]===< |
| Atomic Punch | | |
| Great Punch | | |
| Hyper Punch | Star Ruby | >===BURNING HAND [600]===< |
| SD Punch | | |
| SDUGA Punch | | |
| Spark Hand | | |
| Atomic Punch | | |
| Burning Hand | | |
| Great Punch | | |
| Hyper Punch | | |
| Ice Punch | | |
| One-two Punch | | |
| SD Punch | Ruby | >===FIRE PUNCH [699]===< |
| SDUGA Punch | | |

| | | | |
|----------------|--|--|--|
| Spark Hand | | | |
| Straight Punch | | | |
| Thunder Punch | | | |
| UGA Punch | | | |
| Ultra Punch | | | |

| | | | |
|---------------------------|---------|-------------------------------|--|
| +-----+-----+-----+-----+ | | | |
| Atomic Punch | | | |
| Burning Hand | | | |
| Fire Punch | | | |
| Great Punch | | | |
| Hyper Punch | | | |
| Ice Punch | | | |
| One-two Punch | Diamond | >--==THUNDER PUNCH [420]===-< | |
| SD Punch | | | |
| SDUGA Punch | | | |
| Spark Hand | | | |
| Straight Punch | | | |
| UGA Punch | | | |
| Ultra Punch | | | |

| | | | |
|---------------------------|---------|-------------------------------|--|
| +-----+-----+-----+-----+ | | | |
| Atomic Punch | | | |
| Burning Hand | | | |
| Fire Punch | | | |
| Great Punch | | | |
| Hyper Punch | | | |
| Ice Punch | | | |
| One-two Punch | Diamond | >--==THUNDER PUNCH [420]===-< | |
| SD Punch | | | |
| SDUGA Punch | | | |
| Spark Hand | | | |
| Straight Punch | | | |
| UGA Punch | | | |
| Ultra Punch | | | |

| | | | |
|---------------------------|-----------------|----------------------------|--|
| +-----+-----+-----+-----+ | | | |
| Atomic Punch | | | |
| Burning Hand | | | |
| Great Punch | Rainbow Diamond | >--==SPARK HAND [650]===-< | |
| Hyper Punch | | | |
| SD Punch | | | |
| SDUGA Punch | | | |

| | | | |
|---------------------------|------|----------------------------|--|
| +-----+-----+-----+-----+ | | | |
| Magic Hand | Iron | >--==IRON PUNCH [165]===-< | |
| +-----+-----+-----+-----+ | | | |

```

#####
# Rena Lanford #
#####

```

```

Inv: Magical Gloves [688, MAG 60]
     Cestus [140, MAG 20]
     Pain Cestus [580, MAG 80]
     Metal Fangs [400, MAG 50]
Def: Kaiser Knuckles [1100, MAG 200]
Fail: Worn Knuckles [1]
Fun: Fellper Nails [1200, MAG 30]
Other: Funny Slayer [1]-COT
       Weird Slayer [1000]-COT
       Fallen Hope [1000, MAG 300]-Dr. Mirage gives it to Rena

```

Combinations:

| Weapon(s) | Mineral (Ore) | Product |
|-----------------|---------------|--|
| Rune Full Moon | Sage's Stone | >--=SORCERESS KNUCKLES [1000, MAG 180]==-< |
| Magical Gloves | Rune Metal | >--=SORCERESS KNUCKLES [1000, MAG 180]==-< |
| Cestus | Rune Metal | >--=METAL FANGS [400, MAG 50]==-< |
| Cestus | Damascus | >--=PAIN CESTUS [580, MAG 80]==-< |
| Kaiser Knuckles | Moonite | >--=EMPRESIA [1220, MAG 300]==-< |
| Magical Gloves | Moonite | >--=RUNE FULL MOON [900, MAG 150]==-< |
| Cestus | Moonite | >--=DRAGON'S CLAWS [450, MAG 100]==-< |

<=====//=====\\=====>
<=====(((VIII. F. A. Q.)))=====>
<=====\\=====//=====>

Your question could appear here! Just email me with your questions or concerns, and I'll put it in here (after answering you of course). In fact, you don't even necessarily have to email me. I might just see you randomly asking something on the (GameFAQs) message board and stick it in.

You may be wondering why this section is near the end, rather than at the beginning like in most faqs. Well... just how the hell are you going to understand what these questions are about, without reading the guide first?

=====
1) Do I really need Orchestra for customizing?
=====

No!! It just helps a lot. In fact, some of the more powerful weapons (i.e. Melufa, Silvance, etc.) are so hard to get, you all but have to have it to get them. So I guess that would be a yes... and no at the same time. You don't technically need it, but sometimes you might as well. It's the only way to be sure you'll get something.

=====
2) How can I use customizing?
=====

Wha...? What kind of question is that?! Read the faq! That's why it's here, fool! Take a look at the faqs before you ask weird questions on the message boards.

=====
3) I didn't get the Sharp Edge. Why not?!?!
=====

The only reason I can think of is that you didn't get to Dias. If you lost before that, you will get placed into the losers' bracket to give you a second chance to get to him. If you still can't, then you're screwed. However, my sort-of associate Daniel Orner says that you can still get it no matter what in Rena's quest; you don't even have to get second. Well, whatever I guess.

=====
4) I want the Eternal Sphere! Where can I get Mithril?
=====

Good luck actually finding it anywhere on the first disc. However, you can use Radar to help you. Whenever you level up this skill, you'll receive a random item. Often, it will be an element. Rarely, it'll be a Mithril. Remember to save first so you can try several times.

When you get to the second disc, it shouldn't be a problem. A fair number of enemies will tend to drop Mithril, but by far the easiest way is to buy a Lezard Flask and have someone with Alchemy at level 10, and you can MAKE them! See, the Lezard Flask allows you to make some new elements--a new one for each level above 5 or so.

=====
5) Is this faq updated??????
=====

Uuuhhh... yyyeaaahh...?? What are you talking about? I update this thing all the time. Now leave me alone.

=====
6) What's this about a Flare Gun? That "Weapon Guide" says it's Lightning Gun + Star Ruby. j00 must bee st00ped if j00 d0nt noe tht!11!!1
=====

Did you even bother to try it yourself? Did you not get a FlaMe Gun rather than a FlaRe Gun?! If you think I'm wrong, go see for yourself. In the meantime, quit haranguing me with these retarded claims. The thing is, there is no Flare Gun that you can get. Apparently, the programmers put it in the game, but they either decided not to have it in the final version (too similar to the Flame Gun?) or it was left out by some weird mistake, or they were pressed for time and left it out. Or something.

"Whoah, what do you mean it's in there but it's not in there? I thought it just wasn't in at all!" Well, you see, a number of people claim to have gotten this weapon with the aid of the Gameshark(tm) cheat device. Aside from these isolated incidents, no one has stepped forward saying that they got a Flare Gun. The only "evidence" they have is that typo in Vercingetorix's faq. A typo? Yep; if you look, you'll notice that his "Flare Gun" has the exact same stats as the Flame Gun. Coincidence? No, of course not. I'm always right. Now leave me alone.

=====
7) What's the easiest "ultimate weapon" to get?
=====

I'd have to say the Melufa. You can get both Scythers and Damascuses (Damasci?) very early in the game. Of course, customizing it successfully is another story. Anyway, many people say, in answer to this particular question, that you can get the Eternal Sphere "easily" too. This is somewhat true, but remember that you have to make it in two parts, and Mithril is so hard to get early in the game that it's darn near impossible.

=====
8) Why don't you have all the stats for such-and-such weapon?
=====

I don't have "all the stats" for any of the weapons. It would take up too much space, and it takes too long to write. Check some other faqs. Hey, didn't I say that already?
=====

9) I managed to make a [insert name here]. I forgot how, but it might have been [element] + [weapon], or [different element] + [weapon], or [element] + [different weapon]. Actually, I have no idea whatsoever how I ended up with one, but I have it. Hope that helps somehow!

Wow, aren't you special! And you're telling me this because...? How is that supposed to help me, if you don't know how you made it? Should I just try random combinations to try and get it? And oh look, I have that weapon in here already. You just wasted my time and your breath (figuratively speaking). Now go away and don't ever email me again.

10) I finally found the combination for [random character's default weapon], but it only works some of the time! The stats are...

AAARRGH!!! Why?! Why must you do this to me? Why can't you read? What have I done to deserve this... this... Okay, you are hereby banned from ever talking to me ever again. I'll read your emails, sure, but only to make fun of you.

11) I'm an annoying person who is sending you a bunch of emails from several different addresses to constantly badger you about the Sharp Edge, to "prove" my "point". Look at me! I'm incredibly irritating! Whee!

I don't think anything needs to be said here. You know who you are, bastard.

12a) I sold my Sharp Edge already, so how do I get a new one??

12b) I lost/sold/whatever my Eternal Sphere, and I miss it. Where and how do I get another?

Mmmm... you don't. There are no more. I'm sorry.

13) How do I get the Mischief or Trickster or whatever it's called? Can I still get one after Klik is destroyed? Can I make one?

Apparently you're a bit confused, so I'll lay it out for ya. There are three such items (accessories that give you random items when you wear them); you can't make or buy them, and their names and locations are as follows:

MISCHIEF- This is the one you get in Klik before it is destroyed. You have to have a fairly high level in Pickpocketing, and you of course need the Bandit's Glove. Getting it is the hard part, since it costs 40,000 fol. I suggest using hard work and determination (and the Playfulness skill) to get the cash. Anyhow, after you end up with a glove and the Pickpocket ability, do a Private Action in Klik before you do anything else or advance the story there. You should come upon a woman in a purple robe (Filia) in the center of the town, prophesying that disaster will befall Klik or whatever. After she finishes her spiel, pick her pockets. If you succeed, you'll get the Mischief. It really just gives you crappy items for the most part, but it can still be useful.

TRICKSTER- It's in the Eluria Tower in a green room overgrown with vegetation. You can't really see it that easily, but it's sort of in the corner (in a chest of course). It works the same way as the Mischief, but the items you get are a little bit better (including the ever-popular Forged Medals!).

FORTUNE- The best there is! You get it by beating the Survival battle in Fun City. Easy, you say? Hell no, you crackhead. It's very difficult. Of

course, the items you get are great.

=====
14) Where do I get this Magical Rasp I've been hearing about?
=====

First of all, you can't get it 'til the second disc. Once you get a Synard and you can fly anywhere you want (you'll know), fly to the "ice area" near Giveaway and the Field of Power. There should be several small islands nearby.

You can't land on most of them, but one of them is just big enough to accommodate your phat, pimped-out rizzide. Hop off the Synard and walk around a little bit until you are taken to a forest type area. In this small area you will find the Secret Charity/Fake Gallery, a store where you can buy cool things like the Magical Rasp and chintzy crap like the Tri-Emblem.

=====
15) How do I use the Magical Rasp, Lezard Flask, Antiseptic Gloves, etc?
=====

You don't. These are just "support items" which work just by being in your inventory. For example, the Lezard Flask will allow you to create a new mineral for each level of Alchemy after level 5 that you gain. Just by having it, you can do this. Other things like Antiseptic Gloves just improve your chances of success for the corresponding Item Creation thing (listed in the item's description).

```
<=====//_____\\=====>  
<=====((( IX. Contacting Me )))=====>  
<=====\\_____//=====>
```

You! Email me! Do it now! ...but wait, you're only allowed to do so if you follow some basic guidelines. I used to get a bunch of cool email from people, but now almost 90% of it is retarded. I do like the odd stupid email now and then, but it seems I'll have to take extensive measures to cut down on this phenomenon. If you can't be bothered to read this section, fine. Just don't get all indignant when I make fun of you.

=====
EMAIL ME:
=====

- ==>If you have something you think I should add WHICH I DO NOT ALREADY HAVE. If it's a combination that you discovered, follow these handy steps before telling me:
1. Try it a couple of times, USING ORCHESTRA. If you get a variety of results, then it's probably nothing.
 2. MAKE SURE IT'S NOT IN HERE SOMEWHERE ALREADY!! Failure to do so will result in ridicule.
 3. Be sure what the combination was. Write it down. If you just throw out some guesses because you forgot, then I won't care.

If you think I should add some of your notes or something about the customizing process, just remember to BE SPECIFIC. Also be sure that it makes sense, and is something that I haven't really covered already.

==>If you think you can prove something that I've already discounted, feel free. I'm all ears/eyes/various other body parts.

==>If you have general ideas for improving the faq, not counting "hay maek it

eezier 2 reed plz kthxbye."

==>If you want advice for some other part of the game, whatever it might be. I was going to make a full faq for this game at some point, but I'm working on some other stuff now so I canned it. If you ask me how you can beat Vesper and Decus though, don't get angry if I just give you some overly simple strategy for them. I've never had any problem with these bosses, so I have no real strategy for dealing with them.

==>If you think my faq sucks. But be warned: if you fail to make any sense and just throw out a bunch of crap (and aren't joking), I will do one or more of the following:

- Ridicule you
- Shake my fist in your general direction
- Call into question the nature of your heritage and love life, if any
- Put you on several mailing lists, which may or may not include m4d pr0n
- Try to send you a virus or whatever

==>Tell me if I made a mistake of some kind that needs correcting.

==>If you found out something cool about the game that isn't really general knowledge. Something obscure, you know.

==>To shower me with praise and subway tokens.

=====
DON'T EMAIL ME:
=====

==>DO NOT EMAIL ME TO ASK ABOUT SOMETHING THAT'S ALREADY IN THE FAQ!!! Especially if it's already in the "F.A.Q." section... that's just asking for trouble. This is the main thrust behind all the stupid emails I get, and one of the biggest inspirations for adding an "Email Hall of Carnage". I hereby declare that if you ask about something that's already explicitly stated in here, you'll be added to the list and signed up for spam of some kind. Mark my words.

==>If you think my faq sucks but you don't know why.

==>Viruses, worms, or other computer-borne pathogens. I can still see the ".vbs" file extension, so don't bother calling it "anna-kournikova.jpg" or whatever.

==>Anything full of spelling errors and whatnot. If I have to make a conscious effort to understand what you're saying, then you'll get a curt response and/or be made fun of. Exceptions are made for people who don't really speak English very much.

==>Chain letters of any kind, but especially the stupid ones. I'm not retarded, so I have no intention of passing them on or anything. Shame on you for thinking you can make money from sending people emails, or that Hotmail will go away unless a billion people get this email. All such emails will be instantaneously and summarily deleted, but not before I do one or more of the following:

- Laugh at you
- Make fun of you
- Do the clever thing by going through that big list of addresses at the beginning, and signing up the people on it (including you) for various newsletters and/or m4d pr0n.

==>"Strong Language" will be noted but probably ignored... unless you use it to try to insult me, in which case I will get upset.

==>Some other stuff which I forgot. I also reserve the right to randomly decide to ignore you, but I probably won't exercise this right very often.

==>If you do any of the preceding ("don't email me..."), chances are you'll be added to the Email Hall of Carnage. Fun, eh?

=====
INSTANT MESSAGING:
=====

You can feel free to contact me on "AOL Instant Messenger" (or "AIM" to the more intarnet-savvie), to ask about the game, talk about metal music, or what have you. Just be warned that if you grow annoying or say "lol" in every sentence, I can be far more annoying than you. FAR more. Anyway, you could at least make an effort to say something interesting. Please. Like I said, I'm not the type of person that will block you; I'll just be very irritating until you can't take it anymore.

```
<=====//=====\\=====>  
<=====((( X. Hall of Praise )))=====>  
<=====\\=====//=====>
```

Since I'm a pompous ass, I've decided to take the liberty of showcasing some of the positive emails that I've been receiving. Aside from my desire to brag about how great I am with my one faq and all, I'd also like to include this as a sort of "thank you" to the people who were nice enough to write and tell me that they liked the faq.

=====

From: Jamie White <murderous_breeze@hotmail.com>

Subject: damn funny game faq for star ocean 2

Message: "man i read ur customizing guide for star ocean, it was f**ken funny man,u given all those guys s**t haha. helped me out heaps with game too, cheers. ive got the pal version and pressin X does speed up the item creation thing. heavy metal rox, dimmu borgir, deicide, iced earth, cradle of filth all rock. my death metal band DEMISE will have a couple of songs on MP3.com soon i could email u when they r up if u want. email me back man. laterz"

Notes: Heh, it's full of bad spelling and stuff, but who cares? It was a helpful and positive email.

=====

From: <webcreature123@aol.com>

Subject: none

Message: "Hey, I think the best metal music comes from Sweden, Norway, Finland, and Germany, but especially Sweden! :)"

Notes: I used to have something in the "email rules" section that said to tell me if you felt that way. I've since decided that Norway is better than Sweden, but still it's great.

=====
[more to come later; I just need to sort through my mailbox]

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<=====//_____\\=====>
<=====((( XI. Hall of Carnage )))=====>
<=====\\_____//=====>
```

Yes, it's the old favorite, the "email hall of shame" (or "carnage", in this case). I'm adding this section for the following reasons:

- As an extra deterrent against those who seek to send me stupid emails.
- For a good laugh to be had by all.
- I always like to see these things, and I thought my readers might as well.
- Aren't those reasons enough?

Here's how it works: When I receive a stupid email, such as a question that's already in the F.A.Q., something I've specifically warned against, general stupidity, or what have you, I'll post it here. I'll include the person's email address, so you can feel free to sign them up for stuff. I will also include my original response that I've already sent to them, along with any actions I've taken to annoy/make fun of them, as well as the specific reason why. This way, you too can experience what it's like to be on my bad side (ooh, scary), and hopefully get a laugh out of it as well. So, without further ado, here they are. As you shall see, I'm a very sick man.

Oh, one additional disclaimer, not that you care: I'm not putting a "[sic]" after all the spelling errors in this section, since that would just be ridiculous. Just assume that all the sp3lling errors are intentional. Again, I'm sure you don't care...

=====
From: Matt Enberg <enberm88@hotmail.com>

Subject: Rena's Default Weapon

Message: "I've been playing Star Ocean 2 for about a year now and have beaten it 20+ times. But the only thing that I havent figured out is how to get Rena's Default Weapon, the Kaiser Knuckles. I've spent countless hours looking at your faq on gamefaqs.com but couldn't find anything. I also looked on rpgclassics.com and couldn't find anything. So if you have time I would like it if you could tell me how to get that thing."

Why it's stupid: How can you know what a "default weapon" is without knowing how to get it? Despite its dumbness, this email is worded well enough that I think it's probably a clever joke.

My response: I sent him the following helpful hints for how to get it:

"The way to get the Kaiser Knuckles is simple:

1. Beat Iselia Queen enough times to get 25 Levantine Swords and

- 25 Holy Sword Farwells.
2. Customize all of these with Mithril.
 3. Don't use Orchestra, or you'll just get Aura Blades. You should end up with a bunch of worn-out swords.
 4. Sell them.
 5. Return to Expel--you will find that Clik is now on the map again. Enter it.
 6. The weapons shop now sells something called a "Dark Levantine". Don't buy it, even though it's only 10 FOL.
 7. As you leave the store, somebody will approach your party. It's Ken from Street Fighter 2!! Have him join. Then beat the game as normal. Ken has no KMs, and he can't use any equipment, and he starts at level 1, but you need to have him in your party for ALL BATTLES!!
 8. When you beat the game you will be given the option to save. Don't do it.
 9. Start a new game on "Universe" difficulty. Once you beat Unlimited Indalecio (without saving), you'll be rewarded with a Kaiser Knuckles!! You can't actually use it in any battles, since the game is over, but you'll have it.
 10. Fill your bathtub with water.
 11. Make sure your PSX is plugged in, then drop it into the water.
 12. Climb into the bathtub.
 13. Take two 'Advil' and email me in the morning."

And yes, that is exactly what I sent to him, edited here only for formatting considerations. w00t!!!111!11!1

Other actions taken: none.

=====
From: Justin Holmes <heelflip720@hotmail.com>

Subject: dimascus

Message: "can u tell me where and how 2 get a demascus in star ocean?"

Why it's stupid: Actually, this is a perfectly valid question, but I just like to make fun of people who write "2" or "4" instead of, say, "to" or "for". Plus they misspelled "Damascus" two different ways, which is kind of amusing, and said "u". I'm a mean sod, aren't I?

My response: As far as I remember, I simply told them a couple of ways to get Damascus in the game. Either that, or I didn't respond at all. 'Tis a pity, I suppose...

Other actions taken: none.

=====
From: <claude111@aol.com>

Subject: hard

Message: "why did u make it so hard to read that faq?"

Why it's stupid: Because the person who wrote it is obviously very smart.

My response: I don't remember exactly, but I think it was just something standard like "Just to annoy people like you!" or some other such lame retort. I tell you, it was a goldmine for insult fodder, but I didn't take advantage when the opportunity presented itself.

Other actions taken: Signed him up for the following newsletters/crap:

- Corante.com Tech News
- Bravenet.com Web Services
- Everythingemail.net Site Updates
- "Govexec.com" and "Homeland Security Week"
- All of the newsletters on this page, including the "special offers":
<http://www.nj.com/newsletters/>
- All of the newsletters on this page, plus I didn't check the box to "keep my address private": <http://www.cwrlld.com/nl/sub.asp>
- Everything on this page, including the "special offers":
<http://www.thenewmexicochannel.com/news/email-newsletters.html>
- "Changes in L'Attitudes" updates, including "special offers" and "e-mail promotions"

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From: Aaron Williams <thegods03@yahoo.com>

Subject: Pricisis' SD punch customization is not listed plz dont trash this mail

Message: "sup dude ive looked all over up down left right on the net in my guide and i cannot fugure out how to obtain the SD punch which is very vital to creating the SDUGA punch. Now i know you cant find it because my guide notes in the weapon section that the SD punch is obtained through "Customize" methods. The customize section does not tell how to obtain it soooooo if you would be so kind as to clue me in by e-mail or updating your guide on how to customize this weapon i would be most gracous to you."

Why it's stupid: Use the ctrl+F function to find the "SD Punch" in this faq. Notice what it is? That's right, a "default weapon". Not only that, but... well, it was in here all along. And look at all the silly spelling mistakes! omg lol u suk!!11!1

My response: I told him that he wasn't looking hard enough. This confused him and he was like "looking at what?" We then had some various exchanges about how he was stupid (which he agreed with) and parted amicably.

Other actions taken: I sent him a poisoned lollipop (don't ask).

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<=====//_____\\=====>
<=====(((XII. Credits/Acknowledgements)))=====>
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All content was written by ME!! And no one else!!! BUT, there were a couple faqs that I looked at now and then to make easier the writing of stats without having to be at the TV, and also to double-check a couple of my

numbers. Also there are a few normal people to thank. But all of this is my work as far as customizing is concerned. Well, except for the ones that people sent in. I can email you my spreadsheets if you doubt me (you don't want them).

Anyway, here they are.

+-----+
| Contributions |
+-----+

-Daniel Orner <cidolfas@rpgclassics.com>-

Good God! He came out of the blue and contributed about a billion customizations, almost all of the ones I didn't have yet. Er... not that I had "almost a billion" missing or anything. Anyway, he gave me info on the Doubledemon Sword, Guard Sword, Twin Swords, Eternal Sphere, Illustrated Book, Holy Scriptures, Ancient Wisdom, Magic Hand, Knuckles, and Hard Knuckles, and a whole lot more later. Indeed, it's possible that up to 10% or so of the combinations in here are thanks to his valiant efforts (???). And then, just recently he explained the Sharp Edge thing to me. I trust his judgement (and to be honest, there was no way I was gonna start a new game), so that's all fine now.

Oh, and he has a website (s2.rpgclassics.com/so2) which was mentioned in the disclaimer earlier. If you haven't already, check it out as it is quite a valuable compendium of info.

-"Anipokez"-

Told me how to get the Book of Chaos, for some reason. This is a bit odd, considering that I already had it, but there you go. There's one in every bunch.

-Remi Fontaine aka "Killerdog" <hotpursuit@angelfire.com>-

He contributed a couple of combinations. Okay, so maybe he was wrong about the Flare Gun (a section devoted to that particular debacle will be included later), but as far as I know, Guard Sword + Iron DOES equal Shield Sword, so thanks for that.

-"Tonfa Baton" <ashton.anchors@mdcplus.com>-

He told me where to find the Bastard Sword. Never mind that I already had one by then... how was he supposed to know? It's the thought that counts, right? Thanks anyway. Oh, and later on he reminded me to include the Worn-Out Sword. Whew, wouldn't want to forget THAT!

-"Vilurum" <?email?>-

Pointed out that I had listed SDUGA Punch as "UGA Punch + Rainbow Diamond" instead of "UGA Punch + Meteorite," and that I said "Ruby Rod + Star Ruby = Dragon's Tusk" instead of "Holy Rod + Star Ruby." I didn't believe him at first, but after checking my faq and looking at my charts it turned out that I had indeed listed them wrong. I would've never noticed it, so THANK YOU!!!

+-----+
| Other Sources |
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"Star Ocean Weapons Guide" by Vercingetorix <richardk@prtc.net>

-Pretty good weapon list, and largely complete for the most part. Customizations, though, are woefully inaccurate sometimes. And that "Flare Gun" typo...!!!

"Star Ocean 2 Item List/Item Creation FAQ" by Matt Hobbs <yelseyking@aol.com>
and Sir Aronar <sir_aronar@msn.com>

-Good format and whatnot, and excellent sections on metalworking etc.
Unfortunately, it seems that it has never been updated. Maybe they died.

+-----+
| Random Thanks |
+-----+

BristalC <BristalC@aol.com> from the GameFAQs message board, for instantly jumping down my throat and abusing me when I was a newbie. But in doing so, he inadvertently inspired me to prove my merits by finishing this guide which I'd shelved a few months previously. YaY!

Tenchisama <tenchi4ever@masakishrine.com> (also from the board) for constantly spewing phrases about my faq that make no real sense.

Yee Seng Fu <ysf@pacific.net.sg> for being a great faq writer and an all-around nice guy; a real inspiration. Not to mention his zany antics on the FAQ Contributors board and the fact that he put up with my constant random questions about Hong Kong movies, many of which he hasn't even actually seen.

Adrenaline SL and Bananagirl, for the advice, inspiration and s3x0rz.

All my minions in TEH FACT YAKUZA!!!1 Proof that you can have a silly, meaningless faction, wreak havoc, act dumb, and have fun at the same time.

My aunt & uncle in California, for giving me the free laptop computer that I wrote this on.

Joe Cox, an old friend of mine who chanced to see this faq and decided to email me. See, faq writing brings people together!

ME, FOR DOING MY OWN DAMN ASCII ART!!!! TAKE THAT, FIGLET!!!!1!!!!11111

And that's all.

"In the world of pants-wetting, this man could be God!!"
