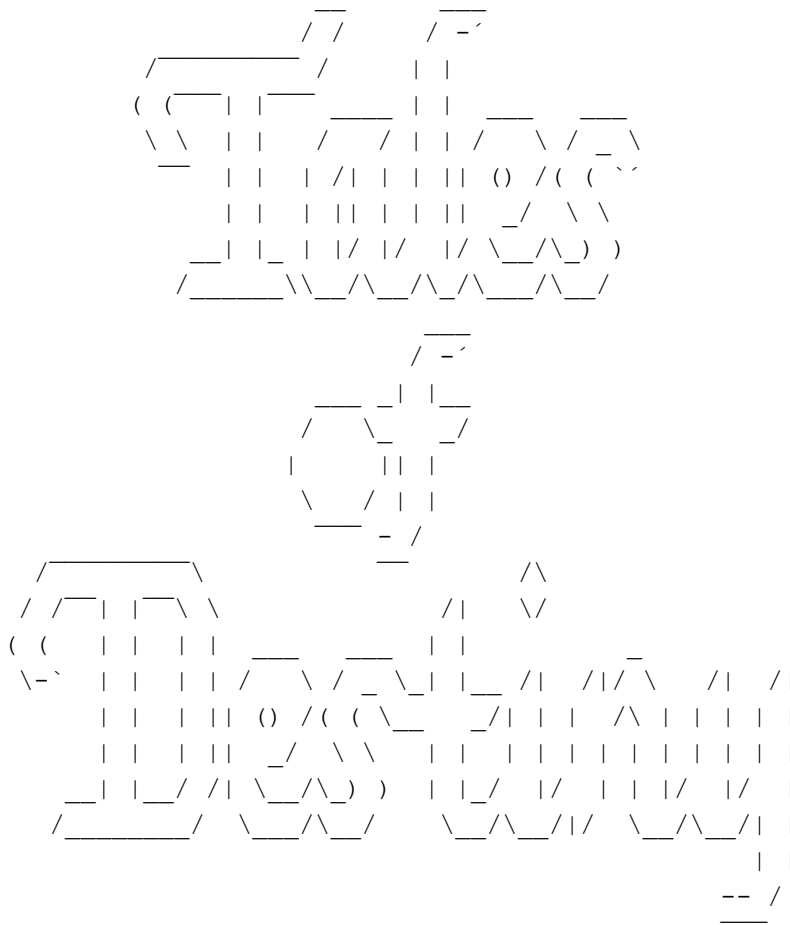


Tales of Destiny FAQ/Walkthrough

by Joaquin Puga

Updated to v0.4 on Sep 24, 2001



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|
| TALES OF DESTINY FAQ AND WALKTHROUGH V 0.4 |
|
| PART I |
|
| BY JOAQUIN PUGA |
|
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|
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                    REVISION HISTORY
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- Version 0.1 [12/16/00] - Decided to make a walkthrough for Tales of Destiny. Started work on the ASCII logo.

- Version 0.2 [08/19/01] - Hooray, first released version of the guide! It was about time, it's been about seven months since I decided to postpone work on this guide ^_^ The walkthrough presently covers the first half of the game. I hope you like it! Current File Size: 222 KB

Version 0.3 [08/26/01] - The walkthrough has been expanded up to Radisrol's revival. The Coliseum section has been completely reformed and some minor mistakes have been corrected. More to come soon! Current File Size: 272 KB

Version 0.4 [09/24/01] - Sorry about the long delay, I really hope this doesn't happen again. Anyway, the FAQ now covers all the quests up to the battle at Belcrant. Current File Size: 323 KB

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which quickly became a Super Famicom classic after its release by Namco in Japan. The game was very innovative, it even included a full J-Pop song and lots of voice acting. Its battle system was different from most RPGs, instead of the classic turn based fights, in ToP, the main character is controlled in a battle field that looks a lot like a fighting game, he can run, hit enemies with his sword, use special skills, etc. Of course, like most good games, ToP never got released in America.

In 1997, Namco released Tales of Destiny. Even though Tales of Destiny was meant to resemble ToP, it was a completely independent game. ToD was released in America, the only thing changed was the opening song, which was replaced in the opening video.

Tales of Destiny was a great game, but people wanted to see Tales of Phantasia again, so Namco was nice and released a remake of ToP for the Sony Playstation. The game was completely re-done, even the dialogues were written again. The remake included a new version of the original J-Pop song, a few videos and even some new dungeons and a secret character. But again, the game was not released in America.

The latest 'Tales' game, named Tales of Eternia, was finally released in September 2001. Although, the name was changed to 'Tales of Destiny II' for commercial reason, the game seems to have received a good localization. Go get you copy!

Finally, on November 2000, 'Tales of Phantasia Narikiri Dungeon' was released for the Color Game Boy. The story takes place in the same world of ToP, but some time later. The main characters are Mel and Dio, a pair of twins with a mysterious origin...

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2.-           PLAYING THE GAME
~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~
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This section has some info on the game that you might want to know before starting the game.

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-----
2.1- Characters Introduction
-----

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=====
Stahn Aileron
=====

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The hero of the game, who lived his whole life in a rural village in the country of Fitzgald. His adventure begins when he sneaks aboard the Draconis, a flying ship belonging to another country, expecting to see the world. Little does he know that the ship transports a very treasured artifact... When the ship is suddenly attacked by a horde of

monsters, Stahn gets to know the secret of the ship, a sentient sword called Dymlos. This is barely the start of Stahn's adventures...

Obviously a fighter, Stahn can kick some mighty butt. Although he is not the strongest character, his special skills are very deadly. This makes up for his lack of power in the magic department (who'd want Stahn casting spells, anyway?). There's not much to say, since Stahn is a compulsory members of the party at all times (he's the hero and all, you know).

=====
Dymlos
=====

A talking sword created long ago during a war... When he wakes up in this age, he decides to help Stahn, who needs a weapon to defeat the monsters raiding the transport ship. His personality is quite strong and severe, though he still loves to play with Stahn's naivety.

Dymlos is clearly intended to be used as weapon and not for magic, since he hits hard, but it takes him considerably long to learn new spells. Dymlos has a balanced Slash and Thrust power, which is pretty good taking into account the diversity of his master's attacks. His elemental attribute is Fire.

=====
Rutee Katrea
=====

A young thief who'd do many things for money. She travels with her friend Mary in search of adventures and treasure, of course. Rutee is also a Swordian master; her Swordian, which she had since she was little, is called Atwight.

Rutee is pretty fast and not a bad fighter, yet, since there are many other party members who are far better warriors, you will probably end up using her as the healer. She's not bad with magic either, still having her cast attack spells is usually a mere distraction to the most vicious enemies. Having Rutee ready to heal you (with magic or items) is always wise.

=====
Atwight
=====

Rutee's Swordian, who has a strong personality, like Dymlos. She has been with Rutee since she was very young. Although they seems to argue a lot, they love each other.

Atwight is a barely decent weapon to use in battle, yet it's of the best Rutee can have. Nevertheless, her healing magic makes her more than a worthy member of the party for the later stages. Her Water elemental magic is good, though not great.

=====
Mary Argent
=====

Mary has been Rutee's travel companion for some time. She can't seem to remember her past prior to meeting Rutee. The only link to her past is a sword she carries with her. Still, she likes to look at the bright side of things and enjoys everything she does.

In spite of her light-hearted nature, Mary is like a barbarian while on the battlefield. She can quickly wreak havoc on the enemy party with her most powerful special skills. That is why you should always keep her equipment, specially her weapon, updated.

=====
Leon Magnus
=====

A very proficient young swordsman, Leon is one Seinegald's best fighters. He behaves like a brat in front of everyone but a girl named Marian, who he appreciates more than anything else in the world...

Leon is a great character, being skilled in both physical and magical attack. Although he is not as deadly with a sword as Mary and Stahn, his special skills are still great for entertaining the enemy while the spell casters do their job.

=====
Chaltier
=====

Having Leon for his master, Chaltier is a rather submissive Swordian, following orders without complaining. In spite of this, Leon and him share a friendship that will keep them together to the very end...

Even if it doesn't seem so early on, Chaltier's magic can deal lots of damage. His higher level spells are almost as good as that of Clemente, which is why Leon is more valuable as a spell caster than anything else during important battles. As a weapon, he is fairly good, though his Slash and Thrust are slightly unbalanced. Finally, Chaltier's elemental attribute is Earth

=====
Philia Felice
=====

A apprentice priestess living at Straylize Temple, where an ancient artifact is kept. When the artifact is stolen, she decides to join the party in charge of retrieving it. Having lived most of her life in the temple, Philia's naivety is only surpassed by her kindness.

Although she might seem the usual worthless character, Philia is actually one of the most valuable members of the party. Naturally, her strong point is magic, but her own skills are very useful too, specially near the end of the game.

=====
Clemente
=====

The Swordian of Lightning, who was sleeping in the submerged city of Radisrol. When the crisis arises, he awakes. Using telepathy he gets the party of Swordian masters to find him and he chooses Philia as his master.

Clemente is a perfect match for Philia. In exchange for his lack of power as a sword, he is the most powerful Swordian, magicwise. He learns new spells faster than anyone else and he can use magic of every element. Keeping Clemente at a high level is a must if you want to have a deadly spell casting machine in the party.

=====
Karyl Sheeden
=====

Karyl is one of the sons of the Sheeden family in Aquaveil. He is a carefree spirit who likes to sit back and enjoy life (what some would call a slacker ~_^). He likes to be called a 'wandering troubadour' and he kinda speaks like Austin Powers ^_^

At first, Karyl may seem to be just the typical bard character (blonde, slightly effeminate and utterly useless), but appearances can be deceiving... Karyl can be a great character if you know how to use his specials with expertise. I for one, still have to find the way to make him a worthy member of the party (but that's just because I have a thing against bards ^_^).

=====
Garr Kelvin
=====

-----will be done soon-----

2.2- Gameplay basics

Some things you should know before you play the game:

HP (Hit Points): These represent your health. When an enemy hurts you, the number that appears is the amount of Hit Points that you lose. When the number is zero, your character dies. Hit Points can be regained by casting healing magic on the character, using an item (such as Green Gel), sleeping at an inn, etc.

TP (Tech Points): When you cast a spell, use a technique, summon a

Spirit, etc. you use some of these. They are like MP are in most games. In ToD you regain a little TP after each battle. You can also recover these by using an item (such as an Orange Gel) or sleeping at an inn.

Sleeping at an inn: You can stay at inns to get your HP and TP to the maximum without spending an item or using your magic. Of course, staying at inns will cost you some money.

Gald: Gald is the money in Tales of Destiny, you get it by fighting monsters and sometimes in chests in dungeons. The other way to get money is exchanging the Lens you receive in battle (read below).

Lens: Lens are a kind of energy source, they are supposed to be the legacy of an ancient civilization. Oberon Corporation buys Lens from 'Lens Hunters' (people who kill monsters for the Lens inside their bodies) to elaborate products. Lens thus become a great source of income for your party, since you get them after every battle and they can be exchanged for money in almost every town. Note that the Lens Exchange Rate varies a lot. You should try again later if you are offered a low rate.

Food Sack: The Food Sack is a special item where you put food items. When a character is hurt, he/she will regain a little HP by eating from the bag with each step (of course, the food value decreases).

Swordians: Swordians are sentient swords created during a war long ago. Just like the other characters, they have different personalities (they even have a gender). Moreover, they even gain levels as they take part in battle, becoming better weapons and learning new spells for their masters to cast.

Discs: Discs serve as equipment for Swordians. They can boost their Slash and Thrust power as well as provide them with extra spells. You can equip only one disc on each Swordian at a time.

Sacred Skills: Apart from the normal skills everyone gains as they level up, the main character can have access to Sacred Skills, which combine his specials and Dymlos' spells. Sacred Skills can be learned from special stone slabs that are found around the world. If both Stahn and Dymlos have learned the necessary skill/spell, you will have to answer two very simple questions. Note that in order to use a Sacred Skill in battle, Stahn must be wielding Dymlos as his weapon.

Channeling: The Channeling is an accessory that allows a second player to control a character during battles. To do so, put the character of choice in the second position in the menu (below Stahn) and

equip the Channeling on him her. Now enter a battle and have the second player press the Select button on his/her controller until a message reading S-Auto appears over the chosen character.

2.3- The Controls

```

/-----FIELD SCREEN-----\
|
| Directional Buttons: Movement
|   SELECT Button: Access Menu
|   START Button: N/A
|   Circle Button: Talk/Confirm
|   Cross Button: Cancel/Run
|   Triangle Button: Access Menu
|   Square Button: Fire Sorcerer's Ring
|   L1 Button: N/A
|   L2 Button: N/A
|   R1 Button: N/A
|   R2 Button: N/A
|
|-----
```

```

/-----MENU SCREEN-----\
|
| Directional Buttons: Move Cursor
|   SELECT Button: N/A
|   START Button: Adjust Screen (only in the Customize screen)
|   Circle Button: Confirm/Select
|   Cross Button: Cancel/Exit Menu
|   Triangle Button: Discard Items from the Inventory
|   Square Button: See Item Details/Disable Skills and Spells
|   L1 Button: Confirm/Select
|   L2 Button: Cancel/Exit Menu
|   R1 Button: Quickly Scroll Up in the Inventory
|   R2 Button: Quickly Scroll Down in the Inventory
|
|-----
```

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/-----BATTLE SCREEN-----\
|
| Directional Buttons: Move Horizontally
|   SELECT Button: Change Character Control Mode
|   START Button: Pause (use the L1 and R1 to scroll through
|                   the battlefield)
|   Circle Button: Attack/Confirm in the Battle Menu
|   Cross Button: Use Special Skill/Cancel in the Battle Menu
|   Triangle Button: Access Battle Menu
|   Square Button: Use Shield/Toggle Specials in the Battle Menu
|   L1 Button: Change the direction the party is facing
|   L2 Button: N/A
|   R1 Button: Select Target
|   R2 Button: N/A
|
|-----
```

```

| Directional Buttons: Movement |
|   SELECT Button: Access Menu  |
|   START Button: Toggle Map and Side View |
|   Circle Button: N/A         |
|   Cross Button: Run          |
|   Triangle Button: Access Menu |
|   Square Button: N/A        |
|   L1 Button: N/A            |
|   L2 Button: N/A            |
|   R1 Button: N/A            |
|   R2 Button: N/A            |

```

-----Will be done soon-----

----- 2.4- The Battles -----

In most RPGs, battles are turn-based. Each character gets a turn per round. All you have to do is choose the commands from a small menu that includes the basic actions.

In Tales of Destiny, battles are more like a fighting game. Your party and the group of enemies are placed in a horizontal battlefield. Basically, you can only control Stahn, the main character, while the rest of your party is controlled by AI. This system created by Namco is called the Linear Motion Battle System (LMB System).

===== The Basics of Attacks and Skills =====

Stahn can attack in several different ways. Pressing the circle button will make him run and use a slash attack against the target, but if you press a down in the control pad while he runs, he will stab the enemy. Different combinations will result in different attacks. You will get used to it quickly once you play.

As he becomes more powerful, Stahn will acquire skills to use in battle. These skills consume TP when used, but are really powerful. You can have up to four skills ready to use in battle at the same time, but unlike in Tales of Phantasia, any skill can be used regardless the distance. Here's a small chart of how to use the skills equipped on each slot:

1. Cross Button
2. Up + Cross Button
3. Left or Right + Cross Button
4. Down + Cross Button

Aside from normal Skills, you can use Sacred Skills. To learn how to

use a Sacred Skill, Stahn and Dymlos must be able to use a certain skill/spell, only then can they receive a Sacred Text to teach them the Sacred Skill from one of the several stone slabs scattered around the world. It is also worth noting that Stahn must have Dymlos equipped as his weapon in order to use a Sacred Skill in battle.

=====
The Battle Menu
=====

By pressing the Triangle button during battle, a menu with six icons will come up. Here's a short explanation of their functions:

Spells: Allows you to tell a character to cast a spell. Remember that only characters equipped with Swordians can use magic. Also, note that if a character gets hit while casting a spell, the process stops, which means you will have to repeat your order.

Special: Just like with the 'Spells' command, you can use this icon to tell a character to use one of his/her special skills. If the character selected is one controlled by a player, you will be able to change the skill assigned to each button combination (see 'The Special Sub-Menu' in section 2.5 for more information on this).

Command: Allows you to give certain commands to the entire party. These commands only last for the duration of the battle. There are six different commands you can give, here's the list:

- No Quarter! ---> Characters will use their most powerful without taking TP into consideration.
- Recover! -----> The party will focus on healing rather than fighting.
- They're Mine --> The party just defends or heals themselves.
- Protect! -----> The party defend each other from attacks.
- Use No Skills -> Character won't use any TP.
- Retreat -----> Used to run away from battle ^_^

Strategy: Lets you change a character's AI settings. See 'The Strategy Sub-Menu' in section 2.5 for more information on this.

Order: You can use this to change the formation of your party. Note that you are unable to switch members during battles (see 'The Order Sub-Menu' in section 2.5 for more information on this).

Item: You can tell a character to use an item with this command. An improvement over Tales of Phantasia, is that you can have several characters using items at the same time, which allows a more efficient healing when needed.

 2.5- Menu Explanation

=====
 T h e M a i n M e n u :
 =====

Spells	Item	Valuables	Order	Customize
Special	Equip	Status	Strategy	Save
Stahn		[Character Name]		[Character Name]
LV 01		LV 01		LV 01
HP 9999/9999		HP 9999/9999		HP 9999/9999
TP 999/ 999		TP 999/ 999		TP 999/ 999
EXP 0		EXP 0		EXP 0
NEXT 10		NEXT 10		NEXT 10
[Character Name]		[Character Name]		[Character Name]
LV 01		LV 01		LV 01
HP 9999/9999		HP 9999/9999		HP 9999/9999
TP 999/ 999		TP 999/ 999		TP 999/ 999
EXP 0		EXP 0		EXP 0
NEXT 10		NEXT 10		NEXT 10
Playtime	9:00	Gald	999999	Lens 9999
Encounters	216	Food		0 / 2000

NOTE: Note that the character boxes on the rightmost column are colored darker than the other ones. That's because they are reserved for characters who are not in you current active party. To switch those characters, you will have to use the 'Order' menu.

In the Characters' Boxes:

- LV: Shows the current level of the character. Higher levels means the characters are stronger. The highest level the characters can have is 99 and the lowest is 1.
- HP: It's shown in the following format: Current HP/Maximum HP. The highest Maximum HP possible is 9999 for all characters.
- TP: It's shown in the following format: Current TP/Maximum TP. The highest Maximum TP possible is 9999 for all characters.
- EXP: Shows how many Experience Points the character has gained. Experience Points are used to raise the levels of the characters.

NEXT: Shows how many Experience Points the character must gain in order to raise a level.

In The Bottom Box:

Playtime: Shows for how much time you have been playing the game.

Encounters: Shows in how many battles you have engaged since the beginning of the game.

Gald: Gald is the money of the game. This shows how much money you have at the moment.

Food: ToD uses the same Food Sack system of Tales of Phantasia. You can put food you find in the sack your party will consume it while walking in a dungeon if they are hurt, recovering HP. There are three different Food Sacks you can get in this game.

Lens: Just like money, you get Lens from killing monsters. You can afterwards exchange these for money at certain places. For more information, see section 2.2.

=====
The Spells Sub - Menu :
=====

Spells	[Swordian Name]	TP 999 / 999	HP 9999
			/ 9999
			TP 999
X [Spell Name]	X [Spell Name]	X [Spell Name]	/ 999
X [Spell name]	X [Spell Name]	X [Spell Name]	HP 9999
			/ 9999
X [Spell name]	X [Spell Name]	X [Spell Name]	TP 999
			/ 999
X [Spell name]	X [Spell Name]	X [Spell Name]	
			HP 9999
X [Spell name]	X [Spell Name]	X [Spell Name]	/ 9999
			TP 999
X [Spell name]	X [Spell Name]	X [Spell Name]	/ 999
			HP 9999
X [Disc Spell]	X [Disc Spell]	X [Disc Spell]	/ 9999
			TP 999
			/ 999
[This box displays a short description of the			HP 9999
spell the cursor is pointing at. The TP cost of			/ 9999
the spell is shown in the top left.]			TP 999
			/ 999

In the middle box:

The symbol next to the spell name can either be a 'X' or a 'O'. The 'O' is for the spells that can be used outside of battle.

You can tell the AI of the character which spells it mustn't cast by pressing the Square button next to the spell name. Once you do this, the name will be displayed in gray. Remember that you can still tell that character to cast the spell via a battle command. To reverse the process, just press Square next to the spell again.

'Disc Spells' are spells provided by the Disc the Swordian is currently equipped with.

=====
The Special Sub - Menu :
=====

For Player-controlled Characters:

Special	
[Character Name]	
TP 999/999	[A list of the character's Special skills is displayed in this window.]
() [Skill Name]	
(Up) [Skill Name]	
(Down) [Skill Name]	
(<-->) [Skill Name]	
[This box displays a short description of the Special Skill the cursor is currently pointing at. The TP cost is displayed in top-right corner.]	

In the middle-left box:

- () The skill placed in this slot will be usable in battle by pressing the Cross button on the controller.
- (Up) The skill placed in this slot will be usable in battle by pressing Up and the Cross button on the controller.
- (Down) The skill placed in this slot will be usable in battle by pressing Down and the Cross button on the controller.
- (<-->) The skill placed in this slot will be usable in battle by pressing Left or Right and the Cross button on the controller.

For AI-controlled Characters:

Special			
[Character Name]			
TP 999/999			
X [Skill Name]	X [Skill Name]	X [Skill Name]	
X [Skill Name]	X [Skill Name]	X [Skill Name]	
X [Skill Name]	X [Skill Name]	X [Skill Name]	
X [Skill Name]	X [Skill Name]	X [Skill Name]	
X [Skill Name]	X [Skill Name]	X [Skill Name]	
[This box displays a short description of the Special Skill the cursor is currently pointing at. The TP cost is displayed in top-right corner.]			

In the middle box:

The symbol next to the skill name can either be a 'X' or a 'O'. The 'O' is for the skills that can be used outside of battle (there are very few of them).

You can tell the AI of the character which Special skills it mustn't use by pressing the Square button next to its name. Once you do this, the name will be displayed in gray. Remember that you can still tell that character to use that skill via a battle command. To reverse the process, just press Square next to the skills name again.

=====

The Item Sub - Menu :

=====

Item		HP 9999																				
		/ 9999																				
		TP 999																				
*/***		/ 999																				
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New	Btl	ABC	Wpn	Arm	Shl	Acc	Fod	Eqp	Dsc													
		HP 9999																				
E [Item Name] : **	O [Item Name] : **	/ 9999																				
O [Item Name] : **	E [Item Name] : **	TP 999																				
O [Item Name] : **	E [Item Name] : **	/ 999																				

X	[Item Name]	:	**	X	[Item Name]	:	**				
X	[Item Name]	:	**	X	[Item Name]	:	**		HP 9999		
E	[Item Name]	:	**	O	[Item Name]	:	**		/ 9999		
O	[Item Name]	:	**	E	[Item Name]	:	**		TP 999		
O	[Item Name]	:	**	E	[Item Name]	:	**		/ 999		
X	[Item Name]	:	**	X	[Item Name]	:	**				
X	[Item Name]	:	**	X	[Item Name]	:	**		HP 9999		
E	[Item Name]	:	**	O	[Item Name]	:	**		/ 9999		
									TP 999		
									/ 999		
Item				[Item Type]					HP 9999		
Picture	[This box displays a short description of the item you are pointing at with the cursor.]									/ 9999	
									TP 999		
									/ 999		

In the middle box:

*/***: This displays the number in the list of the number the cursor is pointing at. The number after the slash is the amount of different items you possess.

O: The circle next to an item means that it can be used at the moment, from the menu.

X: The cross next to an item means that it can't be used at the moment.

E: An 'E' next to an item means that it can be equipped. When the cursor is pointing at one of these items, the character sprites on the rightmost react according to how it would affect their stats.

***: Shows the stock you have of each item. You can never have over 15 of the same item.

The grid on the top right part of this box allows you to choose how to sort your items:

New: Places the items you got since the last time you entered the item menu first. Note that new items are always displayed in green instead of white.

Btl: Places items usable in battle first. Useful when looking for healing items.

ABC: Sorts items in alphabetical order.

Wpn: Places weapons first.

Arm: Places armor first.

Shl: Places shields, gloves and other protective pieces of equipment first.

Acc: Places Accessories first.

Fod: Places food items first.

Eqp: Places equipment first (such as Green Gels, Panacea Bottles, etc.).

Eqp: Places Discs first.

In the bottom box:

Aside from the description of the item, this window can display other useful info if you press the Square button. It can show you the 'Food Value' of Food Items and the attributes of equipment.

=====

The Equipment Sub - Menu :

=====

Equipment	Equip	Remove	Auto	HP	9999
				/	9999
				TP	999
	Weapon	[Item Equipped]		/	999
[This box displays	Armor	[Item Equipped]		HP	9999
a list of the items				/	9999
that the character	Head	[Item Equipped]		TP	999
can equip in the				/	999
selected slot.]	Hand	[Item Equipped]			
				HP	9999
	Acc. 1	[Item Equipped]		/	9999
				TP	999
	Acc. 2	[Item Equipped]		/	999
	Swordian	[Item Equipped]		HP	9999
				/	9999
	Disc	[Item Equipped]		TP	999
				/	999
Item		[Item Type]		HP	9999
Picture	[This box displays a short description of			/	9999
	the item you are pointing at with the			TP	999
	cursor.]			/	999

NOTE: Character who cannot equip Swordians obviously don't have the 'Swordian' and 'Disc' slots.

In the top-right box

Equip: Self-explanatory.

Remove: Self-explanatory too, just choose this and then select what

you want to remove from the character.

Auto: The game simply selects the equipment that will raise the character's stats the most. Bear in mind that the game doesn't consider elemental advantages and disadvantages. Finally, note this command doesn't affect the Accessory slots.

In the middle-right box:

When equipping something, this box displays how some of the character's stats will be affected. The four affected stats are:

Attack: Easy to guess, this is the power of the physical attacks of the character. When equipping characters that can wield bladed weapons, the 'Attack' value divides in 'Slash' and 'Thrust'.

Defense: Self-explanatory. The higher your defense, the less damage you receive. The defense can be modified by equipping Armor, Accessories and sometimes even Weapons.

Hit: The accuracy of the character when hitting. The Hit rate can be modified by equipping Weapons or Accessories.

Evade: This is the chance that your character has of avoiding any harm from an attack. This stat can be modified by equipping Armor or Accessories.

In the bottom box:

When selecting equipment, this box displays a short description of it. If you press the Square button the box will display useful information of what you chose in this fashion:

[Item]	[Name of the Item]	[Item Type]
[Picture]		
Attack	**	Hit **
Defense	**	Evade **
		Attribute

Attack: How much it adds to your Attack. Note that for bladed weapons, 'Attack' is replaced with 'Slash' and 'Thrust'.

Defense: How much it adds to your defense.

Hit: How much it adds to your accuracy.

Evade: How much it adds to your evasion.

Attribute: Under this title will appear the elemental attributes of the weapon, armor, etc. Note that a piece of armor can have different grades of elemental resistance, being there armors that diminish elemental damage, others that annul damage and others that absorb it.

=====
T h e V a l u a b l e s S u b - M e n u :
=====

It's simply a list of your Valuables (otherwise known as rare items). You can't do much with most of them from the menu, but there are some that can be activated or used. A good example of it is the World Map, which you can use to see information on places you have already visited.

There's not really much else to say ^_^

=====
T h e S t a t u s S u b - M e n u :
=====

Status			
[Character Name & Surname]			
Swordian		[Swordian Name]	[Portrait of the Character]
LV	99		
HP	9999 / 9999		
TP	999 / 999		
STR	999	EXP	22937
CON	999	NEXT	1797
AGL	999		
LUC	999	Weapon	[Equipped Item]
		Armor	[Equipped Item]
Attack	9999	Shield	[Equipped Item]
Intellect	9999	Head	[Equipped Item]
Defense	9999	Hand	[Equipped Item]
Hit	9999	Acc. 1	[Equipped Item]
Evade	9999	Acc. 2	[Equipped Item]

=====
Quite easy to understand, the Status Sub-Menu shows you almost all the information there is about your characters. You can always change character names from here (not their surnames, though), just place the cursor next to his/her name and press the Circle button.

Just like in the Equipment Sub-Menu, if the character can wield bladed weapons, 'Attack' will be divided in 'Slash' and 'Thrust'.

You can see the stats and equipment (Disc) of the Swordian equipped on the character by pressing down on the controller, so that the cursor points at the Swordian's name.

=====
T h e O r d e r S u b - M e n u :
=====

Order		Restore	Replace
<p>[This window displays the disposition of your party in battles. You can change it easily by selecting a character and moving him/her to the left or right.]</p>			
Stahn	[Character Name]	[Character Name]	
LV 01	LV 01	LV 01	
HP 9999/9999	HP 9999/9999	HP 9999/9999	
TP 999/ 999	TP 999/ 999	TP 999/ 999	
[Character Name]	[Character Name]	[Character Name]	
LV 01	LV 01	LV 01	
HP 9999/9999	HP 9999/9999	HP 9999/9999	
TP 999/ 999	TP 999/ 999	TP 999/ 999	

In the top-right box:

Restore: Use this command to put your party the way it was the last time you entered this sub-menu.

Replace: Use this command to switch an active party member with an inactive one.

=====
 T h e S t r a t e g y S u b - M e n u :
 =====

Strategy			
Stahn	[Character Name]	[Character Name]	
[AI Setting]	[AI Setting]	[AI Setting]	
[AI Setting]	[AI Setting]	[AI Setting]	
[Character Name]	[Character Name]	[Character Name]	
[AI Setting]	[AI Setting]	[AI Setting]	
[AI Setting]	[AI Setting]	[AI Setting]	

[This box displays a list of the different options you have for each of the AI slots.]	[This window displays a description of the AI option the cursor is pointing at.]
--	--

In the Characters' Boxes:

Note that there are two different AI settings for each character. The first one is for the overall behavior of the character (TP usage, spells, attacks), while the second one is for targeting.

Try to make yourself familiar with the AI options, so that you can control your party in the most efficient manner possible.

=====

The Customize Sub - Menu :

=====

Customize	Restore
Message Speed	0 1 2 3 4
Controls	** Menu' _____ [Tr] _____ Attack [Sq] [Cl]' Defend__/[Cr] ____ Special
Sound	MONO STEREO
Verify Encounter	ON OFF
Verify Target	ON OFF
Voice	ON OFF
Combo Display	ON OFF
User Window Color	R _____ 0 G _____ 64 B _____ 160
Enemy Window Color	R _____ 160 G _____ 64 B _____ 0

Message Speed: Press right or left to change the speed at which the text appears. '0' is the fastest and '4' the slowest.

Controls: Press right or left to select one the 23 different button configurations (the '**' is the number of configuration).

Sound: Press right or left to switch between MONO and STEREO (quite obvious ^_^). Press the confirm button to have access to the BGM and SE volume controls.

V. Encounter: Press right or left to switch it ON or OFF. I have no clue about what this option does. If you happen to know, please drop me a line.

V. Target: Press right or left to switch it ON or OFF. When this is OFF, there will be an arrow showing where your target is if it leaves the screen during battles.

Voice: Press right or left to switch it ON or OFF. Use the enable/disable the battle cries.

Combo Display: Press right or left to switch it ON or OFF. This option only appears after you get the Combo Counter item. You should turn it ON right away, since it allows you to get more experience.

You can change the color of windows using the controls at the bottom of the screen. The values assigned the each color in the diagram are the standard ones.

If you press the Start button while in this sub-menu, you will be able to adjust the screen.

=====
The Save Sub - Menu :
=====

Not much to explain here, so I won't make a graphic. Just select a save slot and confirm to save your game. The basic information about your party will be displayed. Note that each save you make takes up a whole slot in your Memory Card.

Tales of Destiny only save or load files in the Memory Card inserted in the first Slot of your Playstation. Also, you cannot have more than three saves in one Memory Card.

=====
~ ~ ~ ~ ~
3.- THE WALKTHROUGH
~ ~ ~ ~ ~
=====

After choosing to start a new game, you'll have to name your main character. The default name is Stahn, and that's how I'll refer to him

in the guide.

The 'Random' option randomly selects a few characters to make a name. This option obviously worked better in Japanese ^_^

Remember that you can change the character's name any time later, don't worry about it. Too bad you can't change the surname.

3.1- Attack on the Draconis

Items to Get: Food Sack S [Valuable], Green Gel [5], Cloak [1],
 Apple [1], Dymlos [1], Oberol C [1], Spectacles [1],
 Flare Bottle [1], Melange Gel [1], Orange Gel [1]

You'll see a crewman and an officer talking. They enter the last room in their round. Inside, they find a blonde man sleeping (if you have some memory, you'll recognize this man as your main character). The crew members try to wake him up and start making questions, but Stahn is just too sleepy to answer, so the crewmen take him to see the captain.

The captain gets really upset when he's told where Stahn was. Seemingly, the ship is carrying something very important, but Stahn didn't know that, all he wanted was free passage to Seinegald. The captain disbelieves his story, and so the interrogatory gets violent. Finally, everyone's convinced that Stahn is just a stowaway and they send him to swab the deck.

Outside the captain's room, the guard asks Stahn if he's OK. He doesn't quite understand what's happening (he's a bit slow...). Now we get to see the ship, which is actually a dragon-looking flying vessel. The guard mentions he has a bad feeling and takes Stahn to the deck he'll have to swab. After playing with him for a bit, he gives Stahn the mop.

Meanwhile, in the control room, one of the ship's officers informs the captain about a monster attack! After giving the corresponding orders to his men, the captain mentions that the monsters are probably after "it".

The monsters land right on the deck where Stahn is. They kill the guard and threaten Stahn, who seeing himself weaponless, retreats. This is the very first time you can control Stahn. Note that you have the Food Sack S (small) in the 'Valuables' section of your menu. You can run around by pressing X.

Go down the stairs until you see a door on your left, go through it (there's a monster further down, and Stahn can't fight). Walk a bit left and use the ladder, then use the door to your right. As you enter the room, a monster kills a crewman and starts chasing other two. Now walk right and go through the first door you see, examine the right toilet and answer yes to get a Green Gel. Go back outside and walk right. Check the body lying on the stairs to get a Cloak (equip it on Stahn right away).

Keep going right. The door is locked and the path is blocked by crates, but you can move them by pressing the circle button and walking around. After moving a couple of crates, proceed right. Go through the door to enter the dorms, check the fruits on one of the tables to get an Apple (you can get infinite Apples by re-entering the room and checking the table again). Go outside and use the stairs to go down.

Walk south and use the first door you see. Stahn will note something shining in the top-left corner of the dark room. Go a bit right and up, then turn left and follow the path. After going down some stairs, go left and up to see a sword secured with chains. Stahn takes it, and much to his surprise, it starts talking! Its name is Dymlos, he is a 'Swordian'. An enemy appears, you will have to fight your first battle. Just press the circle button to make Stahn run and attack. The enemy is really weak, don't be afraid to try some stuff. Note that you can use the Fireball spell, but you don't need it.

After the battle, Stahn introduces himself. Dymlos tells him about the spell he can cast now, Fireball (Stahn can't cast spells without Dymlos equipped). After some more conversation, you'll be controlling Stahn again. Walk down, right and south again, then leave the room.

There are now monsters in the hallway, running into them will begin a fight. Walk left and up, then use the door there to enter the storage room where Stahn was found. Grab the chest and the bag for an Oberol C and a Green Gel, then leave the room. Go down, far right and up, then use the stairs to go up.

Walk left past the crates and go through the previously locked door. Check the stew in the kitchen to recover completely and leave. Walk right and go up the stairs. Head left and use the door, grab the chest by the bed for a Cape (equip it) and leave. Walk left past the stairs and go through the door, and get a Green Gel from the chest. Return outside and use the path going up, turn right and use the door there. Grab all the treasure in this room (a Green Gel, a Spectacles, a Flare Bottle and a Melange Gel), then leave and walk back left and down. Enter the captain's room on your left to get a Green Gel and an Orange Gel, then leave. Go right and use the door to go outside.

If you want to, you can go into the control room by heading left, but there's not much to see there. Anyway, use the small stairs on the deck, walk right and use the door. Go all the way up to where the Stahn was swabbing the deck before the attack. You'll witness how another crew member is slaughtered. After defeating the monsters, the dying man tells Stahn to escape using the pods, but he wants to stay and kill the monsters with Dymlos' help. Fortunately, Dymlos makes him understand that if he would be suicide.

Stahn gets on one of the escape pods, but as it is launched, a monster damages it, and Stahn ends up falling in a forest in the mountains. Even though he survives, he faints in spite of Dymlos' attempts to keep him conscious.

3.2- Garr and Phandaria's Mountains

can't pass. Go to the inn and talk to a man who has lost his passport. After that, go outside and look for an old lady, she will say she found a passport, but she gave it to a soldier. Enter Phandaria Station (the big building by the southern gate) and talk to one of the soldiers. He will ask Stahn if the passport belongs to him, but he doesn't take it (since he wants to get to Seinegald and he knows who the real owner is). Finally, go to the inn and talk to the man, he gives you 50 Gald in thanks. Stahn asks him where to get a passport, but he should have gotten one when he entered town.

As you leave the inn, Dymlos reprehends Stahn for not using the man's passport. Then, outside, you bump into a woman. She needs someone to assist her in saving her friend, who's trapped in a temple. Of course, Stahn offers to help immediately. By the way, the woman's name is Mary.

You will be going back to the forest, so you should equip yourself first. Go to the weapon shop and buy a Wooden Shield for Mary and two leather helmets. Don't buy a new weapon for Stahn, since Dymlos will be stronger very soon. Also, buy two Capes for Mary from the equipment store (it is next to Phandaria Station).

Go back to the forest now. From the Save Point, walk north and turn right. Keep going until you have no choice but to go up. At this point Mary will tell you to turn left. Do so (this is the same place where you got a Life Bottle before) and search around to enter a cave.

Starting at the entrance, go south to find a Save Point. The enemies in the cavern give much more experience than the ones in the forest. It would be a good idea to gain a few levels.

When you are ready, walk left a little, then go far south to get a Saber (equip it on Mary) and a Channeling. Go back up, then left and up again. Check the sparkle on the wall to open a passage, go through it. Follow the path (get a Leather Helmet from the chest along the way) and you will be in the temple.

NOTE: The Channeling accessory allows you to control party members (other than Stahn) manually. Look for it in the 'Playing the Game' section for more information.

Walk down and left, heal up and head north. You will see Mary's friend, Rutee. While trying to disarm the trap, Stahn screws up and gets trapped too. Rutee is not very happy with the help Mary found. Finally, Mary releases Stahn and they get to set Rutee free.

After some more verbal abuse from Rutee, everyone decides to leave, but three Seinegaldian soldiers appear. They get really mad at you because of what Rutee and Mary say, so they decide to finish you off.

MINI BOSS: Soldiers

Soldier

HP	200
TP	0

EXP	27
GALD	60
LENS	9

ITEMS Life Bottle [1], Green Gel [1]

First of all, press L to make Rutee and Mary fight at the front (otherwise, they would just stay behind and watch).

Have Mary use Beast Blade and Stahn use the Kick Attack skill or just normal attacks. Even though it shouldn't be necessary, have Rutee use items to heal the others if they run low on HP.

This battle is a piece of cake, you should win in no time (how come in RPGs, trained soldiers can be defeated by anyone who grabs a sword?).

After the battle, the soldiers run away. Seeing Stahn might be of some use, Rutee convinces him of going back to town with her and Mary.

When you regain control, note that you have the Old Cane in your inventory, which is what Rutee and Mary came here for. Walk far south, there are two corridors near the exit. Go right first, follow the path and go through the door to get a Flame Disc from the chest, let Dymlos use this disc for now (equip it on Stahn's 'Disc' slot). Now go back and use the left path. Go through the first door to get a Rapier (equip it on Rutee), then return outside, go north and enter the other room for a Green Gel. Finally, leave the temple and save your game. Head south, turn left and go south again to enter Janos.

As you enter, a soldier will give you a passport. The party will then go to the tavern to talk. Answer whatever you want to Rutee's question, it doesn't seem to affect anything. After Rutee makes fun of Stahn's humble roots, you will learn that she also has a Swordian, its name is Atwight. She mentions that not everyone can hear the Swordians (that explains Mary's confusion), however, the user is not chosen, as Dymlos had told Stahn. After Stahn agrees to join and Rutee leaves, Stahn will ask Mary why she is travelling, but she doesn't have any memories from before meeting Rutee, a sword is all she has from her past. Once Rutee comes back, everyone goes to bed.

3.4- A Warm Welcome to Seinegald

Items to Get: Life Bottle [1]

The next morning, Rutee and Mary have to wake Stahn up. Rutee plans on going to the village of Harmentz to give the cane they got from the temple to a person named Walt. She wants to exchange Lens for money before, though. Ask Rutee to explain what Lens are and go downstairs.

Rutee will automatically talk to the new person behind the counter. This person will explain the basics of Lens. You should pay attention to her, what she says is quite interesting. Rutee will proceed to

exchange all your Lenses, getting three Gald per Lens.

TIP: The Lens Exchange rate varies a lot when you exit and reenter the place where the clerk. You should always make sure that you are getting the best possible rate before exchanging.

Once you regain control of Stahn, go outside. Before leaving the town, check your equipment: change Mary's weapon back to a Saber and put Rutee's settings in the 'Strategy' menu in the 'Moderate Healing' mode, so she doesn't waste TP. Also, if she has reached level 5, disable the automatic use of 'Search Gald' from Rutee's 'Special' screen in the menu. Finally, remove the Flame Disc from Dymlos and equip it on Atwight (Dymlos can already use the Fireball spell and Atwight needs the boosts in Slash and Thrust).

Now leave through the north gate and go all the way north to access the world map for the very first time (yes, I know. This has to be the worst-looking world map ever for the PSX). Go north and cross the bridge, then west to see a town. It would be a good idea to raise one or two levels right now. The enemies in the area give good experience, Gald and Lens. For healing, use Atwight's 'First Aid' spell.

Once you are ready, save your game and enter the village of Harmentz. Rutee will tell you that Walt lives in a mansion in the back of the town. Now enter the shop and buy a Hand Axe for Mary and Leather Gloves for everyone (don't buy weapons for Stahn and Rutee, their Swordians are -or will soon be- better). Buy items if you need them, but don't exchange your Lens unless you need money.

The man walking by the entrance of town is Stahn's uncle Bob. He will offer to give you some money. You can either accept it, refuse to take it or ask for more ^_^ You should refuse, that way you get 10 Lens instead of 10 Gald (note that if you ask for more, uncle Bob will give you 15 Gald, but he won't want to see you anymore ^_^).

Note that you can't stay at the inn, because all the rooms are booked, then go to the bottom-right corner of the village, where you can find a boy playing hide-and-seek. Talk to him and he'll give you a Life Bottle to keep your mouth shut ^_^.

Now go north from the inn and cross the bridge. DO NOT take the child's treasure, he'll take ALL your money if you do (the treasure is just a gel).

Enter Walt's mansion. Go right from the entrance and talk to the body guard. He will punch Stahn and let you pass afterwards. Go upstairs and talk to Walt in one of the rooms. Rutee will give him the Old Cane in exchange for money, but since she's not happy with the 5,000 Gald she gets, she takes another 5,000! Now go to the inn and talk to the clerk to make use of the room Walt had booked for you.

Stahn oversleeps again, and again, Rutee has to wake him. Her new plans are to go to the village of Armeida and teach swordsmanship to the mayor's son. Answer whatever you want to her question, then go downstairs. The three soldiers from the temple have found you, but this time they brought many friends! Being surrounded, the party is left with no option but to fight.

MINI BOSS: Soldiers

Soldier [8]
HP 200
TP 0

EXP 72
GALD 160
LENS 24

This battle is basically the same from before, the only difference is the amount of enemies (they are eight now!). It is still a piece of cake though.

Have Stahn take care of the enemies on the right first, while Mary and Rutee hold off the ones on the left. If Stahn is at level 5 or above, use his Kick Attack skill to finish the Soldiers in no time. If he doesn't have that tech yet, just have him attack normally. Once Stahn is done with the guys on the right, have him help on the other side.

Mary should use Beast Blade. Rutee should use Snipe Air if she has it already, if not, let her cast spells or attack normally.

The Soldiers' attacks are not very strong. A normal hit hurts your characters for about 20 HP, while the two hit combo they can rarely hurt you for more than 40 HP. Remember to use the square button to defend, halving the damage taken.

After the fight, the rest of the soldiers are just too scared to do anything, but don't think that was it, because another person appears. His name is Leon. Even though he tells you to surrender peacefully, Rutee juts laughs at him, initiating a fight.

BOSS: Leon

Leon

HP 9999
TP 999

EXP N/A
GALD N/A
LENS N/A

Just by looking at his amount of HP, you can tell you can't beat him. If you still want to try, your attacks hurt him for 20 HP tops, while each blow he deals hurts your characters for about 150 or 200 HP!

After your humiliating defeat, Leon reveals he also has a Sordian, Chaltier. After some conversation about Seinegald and Leon, you are taken to the capital of the country, Darilsheid.

3.5- Darilsheid, the Capital of Seinegald

Items to Get: Chaltier [1], Orange Gel [3], Green Gel [2],
Life Bottle [1], Panacea Bottle [1], Club [1],
Round Shield [1], Chain Mail [1], Leather Cape [1],
Bread [1], World Map [Valuable]

When you regain control of Stahn in jail, check the cell door. Now walk by the bed to have a scene with Rutee, after which you are taken to see the king.

The king wants to punish you, but a man named Hugo appears and says that since Stahn and Rutee are Swordian users, they might be useful. He plans on sending you to Straylize Temple to investigate something, with the proper control devices, of course. After a test run of the devices on Stahn, the king starts talking about the 'Eye of Atamoni', an ancient weapon kept in Straylize Temple. Hugo suggest to send Leon along to investigate what's happening in the temple.

After more and more talking, Hugo reveals he is the president of Oberon Corporation! Once he leaves, the king gives you your orders: to inspect the temple and ask for an update from the Archbishop or whoever is available. If there's anything going on, you must stop it at all costs.

Once you regain control of Stahn, leave the king's chamber. Enter the room on your right and get the bag for an Orange Gel. Now go north from the stairs, enter the room on the right and get all the treasure (two Green Gels, a Life Bottle, an Orange Gel and a Panacea Bottle), then go left and enter the room, get all the treasure (a Club, a Round Shield, a Chain Mail and a Leather Cape) and use the stairs nearby to go up.

Walk down, far right and use the stairs, then enter the rightmost room (the library) and get an Orange Gel from the chest. Return to the first floor and use the western exit. Cross the bridge, get a piece of Bread from a bag in the kitchen (it's the rightmost room), then go downstairs. Use the rooms in this floor if you need to rest later. To leave the castle, use the stairs in this floor and follow the path.

Note the stone slab near the main entrance of the castle, you will use it later on. Now go to the city and enter Hugo's mansion (it's the building in the top-right corner of the city). Leon will start calling for someone called Marian. After meeting Rembrandt, you will go to Hugo, who gives you Dymlos and Atwight back, as well as a map of the world (it's a Valuable). Equip the Swordians on their masters right away. Try to leave the mansion, Leon will go back to see Marion. It seems he loves her and hates Hugo. Moreover, Leon's true name is Emilio! Once Leon goes back to the party, leave the mansion and explore the city.

But the needed equipment for everyone, but as always, let the Swordian users use their Swordians! Buy a Gem Rod from the weapon shop in advance. Once you are done in the city, explore the harbor. Make sure you buy some Panacea Bottles from one of the vendors.

3.6- Straylize Temple and the Eye of Atamoni

Items to Get: Savory [1], Green Gel [3], Bellebane [1],
 Orange Gel [2], Talisman [1], Life Bottle [1],
 Round Shield [1], Chain Mail [1], Knight's Saber [1],
 Iron Helmet [1], Spectacles [2], Stray Robe [1],
 Ankh Hat [1], Tech Ring [1]

Leave the city now. Travel north and you will see a village. There's not much to do there, but you will come back much later, so remember the place. Exit the town and go north, then east along the shore, cross the bridge and save your game. Now walk up and enter the forest.

In the forest, walk up a little and turn right. Check the white mushrooms in the clearing with the stone slab to get a Savory (save it for later, so it has a greater effect). Go back left, head up and turn right, then follow the path until you get to another clearing. Get a Green Gel from the chest in the bottom-left corner of the clear, then go up and right. Get another Green Gel from a chest near the cliffs, and proceed right to leave the screen.

Go straight in the first misty screen, then walk right and up. Check the white mushrooms near the little slope leading to a lower level to get a Bellebane (save it for later) and check the top-left corner of the platform to get an Orange Gel from a hidden chest. Now go down the slope and head north, into the next screen.

Go down the slope in this screen too, then just follow the path and leave the screen. Finally, go straight and you will get to Straylize Temple.

As you enter, the party note that something's wrong. Go right and enter the cathedral. Talk to the bishop lying on the floor, then go through the door left from the pulpit, head right and talk to the other bishop, who has no idea of what is going on. After the conversation, he gives you a Talisman (equip it on anyone). Now leave the cathedral and enter the main building up north.

The party will hear a person asking for help behind a sealed door. Go and check the door to learn that the door will open only after you destroy some crystals. Now save your game.

There are two possible paths to take now, one leading left and one leading right. Use the later one, head north and go upstairs. Go through the left door to fight a Mini-Boss.

MINI BOSS: Lizard Man

Lizard Man

HP	360	Weakness: Earth
TP	0	

Krystal

HP	200
TP	0
EXP	33
GALD	82
LENS	85

These battles are very easy, just send your party to fight at the front and use your best techs. Stahn's Spin Slash works great against the Krystal, as it is tall enough for the attack to hit several times.

If you want to use magic, I recommend you have Leon cast Spike on the Lizard Man, it deals several hits for about 80 points of damage.

After the battle, one of the crystal balls in front of the sealed door will be destroyed. Leave the room and go through the door to your right. Get the Life Bottle from the chest and return to the room with the Save Point and the door.

Use the left path now, there you will find two sets of stairs. Go up, then head right and walk north when possible. Use the leftmost door, get the Round Shield and return outside. Now go through the two middle doors and defeat the Mini Bosses (refer to the strategy above). Since the rightmost room contains an empty chest ignore it and walk back down, disregard the stairs to your right (they lead to two empty chests) and return to the lower floor.

Save your game if you want to, then use the stairs going down in the left path. Walk left and go up the stairs, enter the rooms as you follow the path, collecting a Chain Mail from the first one and defeating mini boss in the second one; then return downstairs.

Walk left, collect the Knight's Saber next to the door (don't equip it, your Swordians should be better). Now go through the door and defeat the last Lizard Man to break the barrier at the door.

Go back to the Save Point (if you don't remember the way: go down from where you broke the last crystal, use and stairs in the far right then walk down and right). Save your game and go through the previously sealed door to meet Bishop Ayles, who tells you that the Archbishop was killed by a man called Lydon. Dymlos and Atwight get really upset when they hear that the Eye of Atamoni is involved in this...

Leon finally manages to convince Ayles to take you to the Eye of Atamoni, but before going where he said, let's climb the Tower of Knowledge to get some treasure.

NOTE: You can learn a lot about the world of ToD just by taking the time to read the books on your way up the tower. Many of the books talk about a war that took place long ago... Is it just me or this is foreshadowing something?

In the room were you met Ayles, get a Green Gel from the left side,

behind some bookshelves... Note that there is an open book on a table in this room; it contains information on Sacred Skills, which means you ought to read it. Now go upstairs.

Floor 1 - Get an Iron Helm from a chest in the right side of the room (equip it on Stahn).

Floor 2 - Get an Orange Gel from a bag directly right from the stairs going down, then grab a Spectacles from the chest to the right of the stairs going up.

Floor 3 - Get another Spectacles from a chest to the right of the stairs going down.

Floor 4 - The books on the tables here are really interesting, make sure you read them to learn about the events that took place over the last few hundred years. Now get the treasure in the room (a Stray Robe, an Ankh Hat and a Tech Ring). Note that the Tech Ring allows you to control Stahn manually.

After you climb down the Tower of Knowledge, save you game. Use the left path in the room with the Save Point and go upstairs. Turn left and use the stairs there, then follow the path and enter the Cathedral. Ayles will open a secret passage for you, use it.

In the next room, ignore the empty chest as you go left, then save your game. This room has a very simple puzzle, you have to press all the switches of either type (clear or dark) and the matching door at the top of the room will open. From the entrance, walk up and turn right, step on the switch and go up, then turn left and step on the upper switch. After that, walk up and step on the last switch to unlock a door. Finally, follow the path going up and go through the right door.

You will find yourself in a room with water on the floor. Walk up to see the pedestal that once held the Eye of Atamoni. Ayles recognizes the petrified girl as Philia, an apprentice priestess. After, Leon uses a Panacea Bottle on her and she recovers, Philia explains that the High Priest Lydon took the Eye of Atamoni. This upsets Dymlos and Atwight, since it has the power to destroy the world (insert dramatic music here ^_^).

After a long conversation, Philia will join your party. Don't look down on her, as she will quickly become a very useful character. You should switch Mary for her for now, so she can gain a few levels. Also, equip the Gem Rod you bought at Darilsheid on Philia.

Leave the room. You will have to get out of the temple. For those who don't remember the way: use the rightmost path to go far down, walk left and down again to leave the room. Exit the Cathedral, and follow the path to go downstairs. Keep going and use the stairs to reach the lower floor, then go down and right and leave the building.

Go talk to the bishop in the cathedral if you want to, so that Philia explains what has happened. Now proceed to the mountain path and go all the way back to Darilsheid (it's quite a simple route, so I won't

describe it).

3.7- Begin the Quest! Philia and the Underwater Ruins

Items to Get: Flare Bottle [1], Liqueur Bottle [1], Rue Staff [1],
Orange Gel [1], Pickaxe [Valuable], Life Bottle [1],
Iron Helm [1], Fine Saber [1], Clemente [1]

Discs to Get: ?DISC [1], ?DISC [1], Stone [1]

Once you get to Darilsheid, you should inform the King and Hugo about what happened (they won't say much, though). Now go to the docks and talk to the sailors near the fish monger. They will mention how something very big and valuable was taken on a ship to Calvalse. You might want to talk to the 'Black Wings' gang before leaving, just for the fun of it ^_^.

Go to the castle and talk to the king. Leon will tell him what you just found out and he will make the necessary arrangements for you to go to Calvalse.

Now go to town and buy whatever you need (a few Green and Orange Gels will suffice for now). You should exchange all the Lens you have right now, because the exchange rate in Calvalse is not very good, and you will need the money. Just remember to make sure you are getting a good rate (don't accept anything below 8 Gald per Lens). Once you are ready, head to the docks, save your game and tell the captain that you are ready.

Half-way through the trip, the ship will be attacked. Before going to deck, talk twice to the bartender to get a Flare Bottle and a Liqueur Bottle, then go outside and walk up to see the dragon-like monster that attacked the ship. The party decide to fight it, but Philia says it's telling her to get on! Having no other option, the others follow her...

You arrive at a ruined place. Save your game and go up the stairs. Move the small pieces of rubble blocking the way by pressing the Circle button and moving, then go upstairs again. Philia will say that the voice comes from above. Head right and get a Rue Staff and an Orange Gel. Return to the last room and use the stairs to go up.

Move the rubble out of the way if necessary and head right. Go through the open door at the top of the room and get the Pickaxe from a chest (it will appear on the Valuables sub-menu). Leave the room and examine the locked door to your right. Stahn will use the Pickaxe to open it, allowing you to get a Life Bottle. Return to the room with the rubble and make your way to the top. Enter all the rooms there to get an Iron Helm (equip it on Leon), a Fine Saber (equip it on Mary) and a ?DISC (you will learn what to do with it later).

Right from the room with the rubble, use the lower path leading to another screen, then use the chains to go down the hole. Philia will say that the voice can be heard from below. Use the left chain first

to get another ?DISC, then go back up and use the right chain. Go down once more and head right into a room with stairs. Check the right room for the Stone Disc (equip it on Rutee), then return to the last room and use the stairs.

You will enter what looks like a control room. There's a sword lying on the floor, which turns out to be a Swordian, Clemente! Despite Rutee's comments Philia accepts to wield Clemente (equip him on Philia right away).

NOTE: Clemente is a great Swordian. Even though he's not really good as a... sword, his magic is great. You should always try to keep Clemente in your party, so that he gains levels and learns new spells.

You have to get back on the sea dragon now. Leave the control room and head south in every room until you can turn left, do so. Go up three chains, then head left twice. Walk down three screens (you will have to move the rubble out of the way in some of the rooms) to reach the Save Point. Use the lower exit in this room to return to the ship and resume your trip to Calvalse.

3.8- Cherik, the Link Between the Sea and the Desert

Items to Get: Food Sack M [Valuable], Combo Counter [1]

Upon your arrival at Cherik, Leon will tell you to go to Baruk's office. Buy Amber Cloaks and Blue Ribbons for Rutee and Philia from the peddler in the docks, then enter the town.

It's better to get done with the business, before exploring town, so enter the top-left building. This is Baruk's house. Use the stairs in the back to reach his office. After another amusing scene, you'll meet Baruk Songram, Oberon's manager in the Calvalse region. He will tell you that aside from the attacks on the Lens transport ships in Fitzgald, nothing has really happened. If something suspicious came on a ship, the sailors will know, which means you have to go to the docks to get more information.

After the conversation ends, get a Food Sack M (it will appear in the 'Valuables' submenu) and a Combo Counter from the chests.

NOTE: The Combo Counter counts the amount of consecutive hits delivered by the party to one enemy. You will be awarded extra experience for your best combo at the end of each battle. In order to enable the Combo Counter's functions, go to the 'Customize' submenu and turn 'Combo Display' on.

There are three interesting scenes in this very room. They are not compulsory, but they contribute to character development and... well, the lighthearted feeling of the game:

- The first one is activated by checking the bookshelf Mary was looking at during the last conversation. You

will find a cook book which contains a recipe Mary remembers. It is a special dish from Phandaria...

- Now check the bookshelf by Baruk's desk to see a little scene between Stahn and Rutee.
- Finally, a little scene with Philia, check the bookcase near the stairs and choose to read the black magic book. Philia will be quite upset ^_^.

Now leave the house and go to the docks. Talk to the sailor walking by the ship, who will say he helped carrying something, but he doesn't know it was taken. You will be told to talk to Jake, who's at the inn. Go there and talk to the maid, and then go to the weapon shop and talk to the clerk, who will say Jake is at the docks (boy did I see that one coming...). Finally, go to the harbor and talk to the sailor standing in the top-right corner. He will tell you that the statue was taken to a certain temple. Since the only temple in Calvalse is at the capital, that's your next destination. Tell Baruk what you just found out, then prepare to explore the town!

First, let's do the shopping: buy Iron Gloves for Stahn and Leon (also for Mary, if you are using her). Besides the usual healing items, buy at least three Rune Bottles from the equipment shop. Now enter your menu and use them on the two ?DISCs you got from the last dungeon. They will transform into the SW020020 (equip it on Stahn) and the SP010022 (give it to Leon or Philia).

Note that you can play a mini-game with one of the boys looking at the well. See section 4.1 for more information. Now leave the town.

3.9- Something is Rotten in the State of Calvalse

Items to Get: Charm Bottle [1], Kite Shield [1], Amethyst [1]

Discs to Get: Scorched Earth [1]

The enemies in this area give good experience, Gald and Lens; it would be a good idea to train your characters until they are all around level 13. Once you are ready, head north from Cherik, save your game and enter the capital, Kalviola.

Wow! This city is nothing compared to Darilsheid! **ahem** Anyway, let's do the shopping before going into the temple. Buy Ring Mails for Stahn, Leon and Mary at the armor shop.

Note that the weapon shop owner won't do business with you. Talk to the weapon shop mistress, who will mention her son, Tosh. Now go to the southern exit of the city and, WITHOUT LEAVING THE SCREEN, walk north along the right side of the city's wall. You will see Tosh, who is trying to beat a Sea Slug. Stahn will stop him, but before the party can do anything, the 'Black Wings' will appear to save the day. Unfortunately, the boss will get hurt by the slug, leaving you in charge of the situation ^_^ More slugs will appear and you will have

to do away with them. After Tosh goes away, go into the weapon shop. This time you will be able to buy stuff! The only new weapon available is the Bastard Sword, a great piece of equipment for Mary. Don't equip Stahn or Leon with one (you know, to keep the Swordians in good shape). Finally, talk to Tosh twice to receive a Charm Bottle.

Once you are ready, enter the temple conveniently placed in the center of the city. Philia will ask about Lydon and the statue, but the priests there will say they haven't seen the High Priest. Back outside, Philia remarks that the priests shouldn't know of Lydon's rank; they are obviously connected to him somehow. In order to sneak into the temple at night, Philia will stay and open the back door.

Now go to the inn (right from the temple) and pay a hundred Gald for the lodging. You will regain control of the party during the night. You can go to the pub now and meet some really strange people (probably just characters from another game by Namco), but there's nothing important there. Just go to the temple, and use the small entrance on the left side of the building.

After Philia rejoins, remember to switch her back with Mary (if you want Philia in the fighting party, that is). This is the kitchen of the temple; walk right as far as possible and go upstairs. Follow the path, ignoring the first few doors (the chests are empty). Once you get to a double-sized door, go down, enter the room on the left and grab a Kite Shield (equip it on Stahn or Leon), then enter the room on the right and get the Scorched Earth disc (equip it on whoever has the Flame disc). Now use the exit on the bottom of the screen to reach the balcony. Get the Amethyst from the chest (equip it on your character of choice) and go all the way back to the lower floor.

From the stairs, go left a little, then south, right and down the stairs. You will meet a group of monks, which means it's mini-boss time!

MINI BOSS: Monk Soldiers

Monk Soldier [2]

HP	664
TP	0

Priestess [2]

HP	494
TP	60

Bat Eye [2]

HP	489	Weakness: Fire
TP	0	

EXP	260
GALD	400
LENS	26

Just like the previous mini bosses, this battle is not difficult at all. As always, have Stahn attack the enemies on the right while the rest of the party takes care of the left.

The most useful skill for this battle is his Kick Attack, as it will hit two enemies at the same time for a fair amount of damage. Have Stahn and Leon use this attack (Stahn on the right and Leon on the left). If you are using Mary, her Double Blade should wreak quite a lot of damage (granted she has the Bastard Sword, of course).

Rutee should cast Ice Tornado on the enemies on the right (aim for the Priestesses, they can be quite annoying). If for some reason Stahn or Leon get severely hurt, let Rutee take care of it (either with spells or items). Philia should cast Storm on the left, to prevent the Priestesses from casting spells.

Note that the Priestesses are your main concern in this battle, as they can cast spells like Wind Arrow, Deep Mist, Acid rain and First Aid. Make sure they never get enough time to cast anything.

After the battle, a jailed priest will explain how he was locked by Lydon's followers. It seems they so-called statue was brought here...

Go back upstairs, walk far left and down. Use the stairs on your right, then walk down and right. You will have to fight another mini boss, refer to the strategy above.

Enter the Cathedral and check the blue flame to open the secret passage (just like you had to do in Straylize Temple). Behind the passage, you will find a room like the one where you met Philia. A High Priest will nicely explain Lydon's plans (don't you love when they do that?). Lydon is behind the attacks on Oberon ships. He uses lens to create monsters. Now you will have to defeat the same mini boss TWICE (this is getting boring...).

After the fights, Leon will ask Stahn if he knows where you are going next. Choose any answer, you are going to Fitzgald anyway ^_^

Once you regain control of Stahn, leave the city and head south, back to Cherik. Go to the docks, talk to the captain of the ship and tell him you are ready to go to Fitzgald.

3.10- Ahoy, Matey! A Pirate Adventure...

Items to Get: Rune Bottle [1], Panacea Bottle [2],
 Rotten Orange [1], Bellebane [4], Oberol EX [4],
 Life Bottle [2], Pine Gel [4], Miracle Gel [3],
 Lemon Gel [5], Green Gel [5], Melange Gel [4],
 Orange Gel [5], Bastard Sword [1], Oberol C [6],
 Lavender [2], Sage [5], Savory [2], Oberol Gold [2],
 Thief's Cape [1], Aquamarine [1], Silver Chain [1],
 Veldan [1], Battle Axe [1], Amber Cloak [1],
 Iron Glove [1], Iron Helm [1], Silver Cloak [1],
 Barracuda [1], Holy Bottle [1], Dark Bottle [1],
 Tuna [1], Hourglass [1], Elixir [1], Lucky Cap [1],
 Jam [1], Crab Soup [1], Beef Tartar [1], Herring [1]

Discs to Get: Wall of Flame [1]

NOTE: The items you get from the pirate ships will greatly vary depending on your performance. The list of 'Items to Get' above does not include the treasure of the second and third ships (read below to understand more).

Upon your arrival, Leon will tell you to go see Ilene, the manager of the Fitzgald region. Go south from the ship and a little to the right to get a Rune Bottle from the bag behind the wooden boxes, then go left, into the city of Neustadt.

As you enter, you will see two children picking on an orphan who was adopted by a rich woman. After Rutee's intervention, enter the nearby arms shop. Buy Ahmet Helms and Gauntlets for Stahn Leon and Mary. Getting Kite Shields for Leon and Mary would be a good idea too.

Let's explore the city now. Leave the store, then walk left and go upstairs, enter the mansion and get a Panacea Bottle from the chest on the balcony. Now go to the park (in the top-right sector of the city), you can race against a boy for nice prizes, check section 4.2 for more information.

The city is huge, but there's not much to do besides getting the items described in the above paragraph. Well, you can get Rotten Oranges from a man's trash can in the poor sector of the city, but I don't think you'd be interested in that ^_^

Go to the Lens Shop now. You will finally meet Ilene there; follow her downstairs to talk in private. Leon will explain his plan to stop the attacks to the Oberon ships. Once Ilene leaves to make the arrangements, get the Bellebane and the Oberol EX, then leave the room. Make sure you have enough Green Gels, Orange Gels and Panacea Bottles, because you will be facing a pretty long adventure next, with LOTS of fighting.

Go to the harbor and make use of the Save Point by the ships. Your next adventure is going to be really long and tough (if you are interested in getting treasure, that is). It will take about an hour and there are no Save Points until the end, so make sure you are fully rested, so as to avoid quitting half-way through.

With that said, walk north, talk to Ilene and tell her you are ready to start! The ship will be attacked during the trip, just as Leon had planned. You will now have to go through the pirate ships defeating the bosses in each one, until the chief of the pirates shows up.

Here's an explanation of what is to come: you will have to fight your way through three ships before the pirate chief appears. The battles in all the ships are not random, they are activated when you touch one of the monster sprites running around (just like in the Draconis at the beginning of the game). The first three ships have the same structure, the only thing that changes is the content of the many treasure chests.

After you finish each ship, the captain of the Oberon Lens transport will say something about your performance (based on how long you took, I believe). Depending on how you did on the last ship, the treasure aboard the next ship varies. The only ones that are always the same are the first and fourth ships.

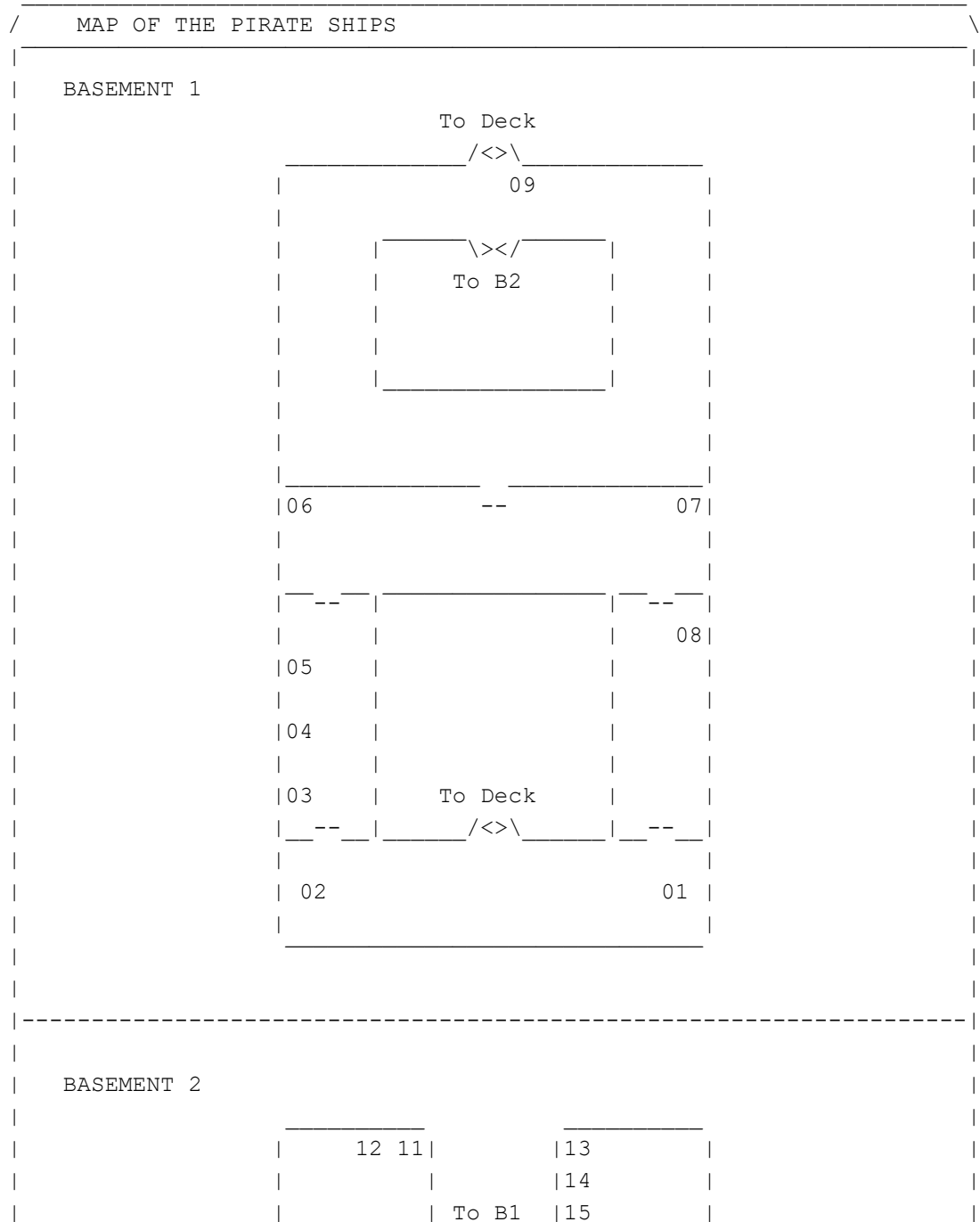
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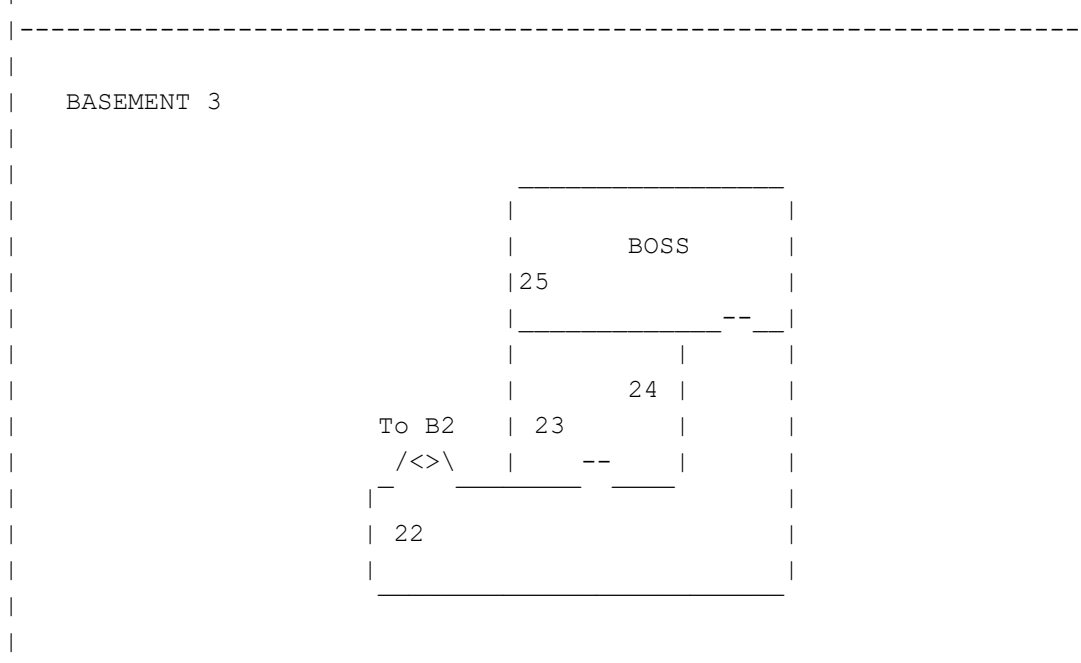
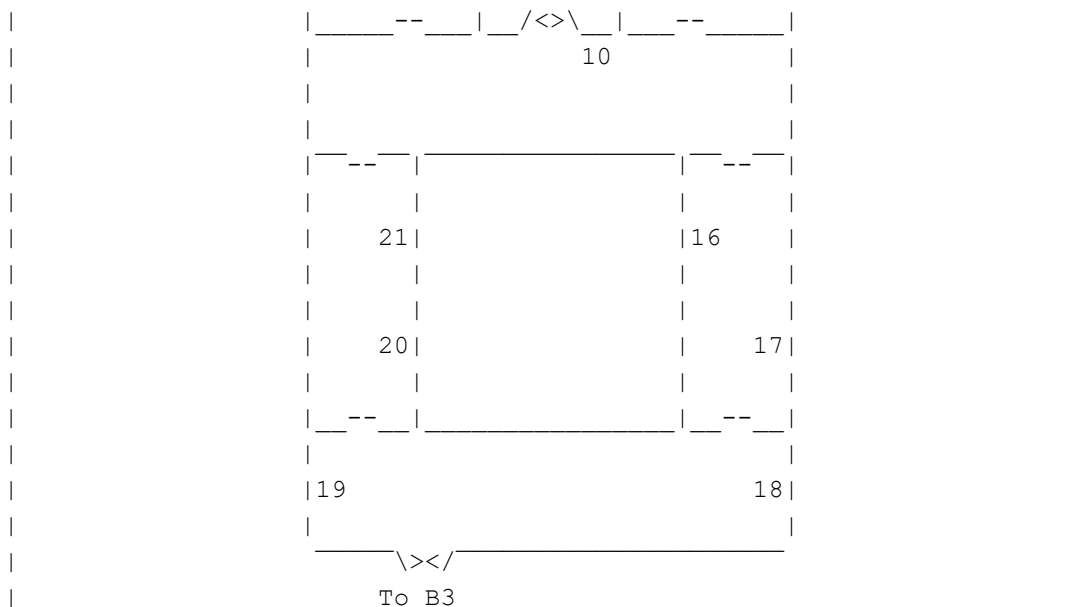
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- Map and Walkthrough of the Ships -
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Since the first three ships have the same design, I will write a general walkthrough, putting 'T##' instead of the actual name of the item. The list of what you get in each ship is provided at the end.

NOTE: Each of the three times you have to aboard the enemy, there will be several pirate ships ready for you to raid. Feel free to get on any of them, they are all the same.





- ```

|
| -- Connections \></ Stairs Going Down
| Between Screens
|
| ## See the Booty /<> \ Stairs Going Up
| List Below
|
|-----

```

Board any of the ships available and enter using the lower entrance. Go right to get T01, then go far left and get T02. Use the nearby door and go north, collecting T03, T4 & T5 along the way. Once in the next room, grab T06 from the chest near you, then walk far right for T07. Use the door going down there, get T08 and return up.

Use the door in the middle of this hallway to go up into the next screen. Walk right, then up and left. Get T09 from a chest and go downstairs. Get T10 from the nearby chest, then enter the room to your left. Grab T11 and T12, return down and use the door in the upper right door to enter another room. Collect the chests for T13, T14 & T15.

After returning to the hall, use the nearby door to go down. Get T16 and T17 as you go down into the next screen. Grab the chest for T18,

then walk left for T19. Ignore the stairs going down right now and head north, get T20 & T21, returning down afterwards and using the stairs.

Get T22 from the chest near the stairs, then walk right and go through the door there. Grab the chests in the room for T23 & T24, return outside and follow the patch going right and up. Use the door there to find the chief of the ship. Before talking to him, get T25 from a chest in the left side of the room.

=====  
- List of Booty -  
=====

|                    |     |                |     |             |
|--------------------|-----|----------------|-----|-------------|
| <u>First Ship:</u> | T01 | Life Bottle    | T14 | Oberol EX   |
|                    | T02 | Panacea Bottle | T15 | Lemon Gel   |
|                    | T03 | Pine Gel       | T16 | Miracle Gel |
|                    | T04 | Miracle Gel    | T17 | Lavender    |
|                    | T05 | Lemon Gel      | T18 | Oberol EX   |
|                    | T06 | Green Gel      | T19 | Oberol C    |
|                    | T07 | Melange Gel    | T20 | Bellebane   |
|                    | T08 | Orange Gel     | T21 | Oberol C    |
|                    | T09 | Bastard Sword  | T22 | Sage        |
|                    | T10 | Oberol C       | T23 | Savory      |
|                    | T11 | Melange Gel    | T24 | Bellebane   |
|                    | T12 | Pine Gel       | T25 | Oberol Gold |
|                    | T13 | Oberol C       |     |             |

CONDITIONS: None. The first ship is always the same.

-----

|                       |     |             |     |               |
|-----------------------|-----|-------------|-----|---------------|
| <u>Second Ship A:</u> | T01 | Pine Gel    | T14 | Squid         |
|                       | T02 | Holy Bottle | T15 | Mackerel Pike |
|                       | T03 | Squid       | T16 | Squid         |
|                       | T04 | Splint Mail | T17 | Mackerel Pike |
|                       | T05 | Red Snapper | T18 | Squid         |
|                       | T06 | Red Snapper | T19 | Tuna          |
|                       | T07 | Miracle Gel | T20 | Squid         |
|                       | T08 | Lemon Gel   | T21 | Hourglass     |
|                       | T09 | Squid       | T22 | Tuna          |
|                       | T10 | Blue Ribbon | T23 | Tuna          |
|                       | T11 | Smelt       | T24 | Tuna          |
|                       | T12 | Squid       | T25 | Kite Shield   |
|                       | T13 | Land Hat    |     |               |

CONDITIONS: You can get all of this in the second pirate ship after the captain of the Oberon Lens transport says that "Your fighting was swift and magnificent...".

|                       |     |             |     |             |
|-----------------------|-----|-------------|-----|-------------|
| <u>Second Ship B:</u> | T01 | Spectacles  | T14 | Holy Bottle |
|                       | T02 | Melange Gel | T15 | Squid       |
|                       | T03 | Spectacles  | T16 | Squid       |
|                       | T04 | Wrasse      | T17 | Red Snapper |
|                       | T05 | Dark Bottle | T18 | Holy Bottle |

|     |             |     |             |
|-----|-------------|-----|-------------|
| T06 | Dark Bottle | T19 | Splint Mail |
| T07 | Barracuda   | T20 | Squid       |
| T08 | Spectacles  | T21 | Holy Bottle |
| T09 | Spectacles  | T22 | Amber Cloak |
| T10 | Amber Cloak | T23 | Red Snapper |
| T11 | Holy Bottle | T24 | Red Snapper |
| T12 | Red Snapper | T25 | Blue Ribbon |
| T13 | Red Snapper |     |             |

CONDITIONS: You can get all of this in the second pirate ship after the captain of the Oberon Lens transport says that "You are too damn slow..."

-----

|                      |     |                |     |               |
|----------------------|-----|----------------|-----|---------------|
| <u>Third Ship A:</u> | T01 | Elixir         | T14 | Rune Bottle   |
| -----                | T02 | Energy Bullet  | T15 | Winged Boots  |
| -----                | T03 | Oberol Gold    | T16 | Melange Gel   |
|                      | T04 | Charm Bottle   | T17 | Energy Bullet |
|                      | T05 | Mangosteen     | T18 | Rune Bottle   |
|                      | T06 | Silver Cloak   | T19 | Miracle Gel   |
|                      | T07 | Liqueur Bottle | T20 | Sea Bream     |
|                      | T08 | Energy Bullet  | T21 | Miracle Gel   |
|                      | T09 | Flare Bottle   | T22 | Energy Bullet |
|                      | T10 | Rune Bottle    | T23 | Talisman      |
|                      | T11 | Miracle Gel    | T24 | Winged Boots  |
|                      | T12 | Sea Bream      | T25 | Holy Symbol   |
|                      | T13 | Melange Gel    |     |               |

CONDITIONS: You can get all of this in the third pirate ship after the captain of the Oberon Lens transport says "Well done, we've got their backs against the wall! Now finish them off."

|                      |     |                |     |                |
|----------------------|-----|----------------|-----|----------------|
| <u>Third Ship B:</u> | T01 | Liqueur Bottle | T14 | Oberol C       |
| -----                | T02 | Miracle Gel    | T15 | Flare Bottle   |
| -----                | T03 | Flare Bottle   | T16 | Flare Bottle   |
|                      | T04 | Panacea Bottle | T17 | Liqueur Bottle |
|                      | T05 | Miracle gel    | T18 | Oberol C       |
|                      | T06 | Liqueur Bottle | T19 | Miracle Gel    |
|                      | T07 | Rune Bottle    | T20 | Oberol C       |
|                      | T08 | Melange Gel    | T21 | Melange Gel    |
|                      | T09 | Flare Bottle   | T22 | Miracle Gel    |
|                      | T10 | Miracle Gel    | T23 | Rune Bottle    |
|                      | T11 | Oberol C       | T24 | Talisman       |
|                      | T12 | Liqueur Bottle | T25 | Winged Boots   |
|                      | T13 | Melange Gel    |     |                |

CONDITIONS: You can get all of this in the third pirate ship after the captain of the Oberon Lens transport says "I know it's a tough fight..."

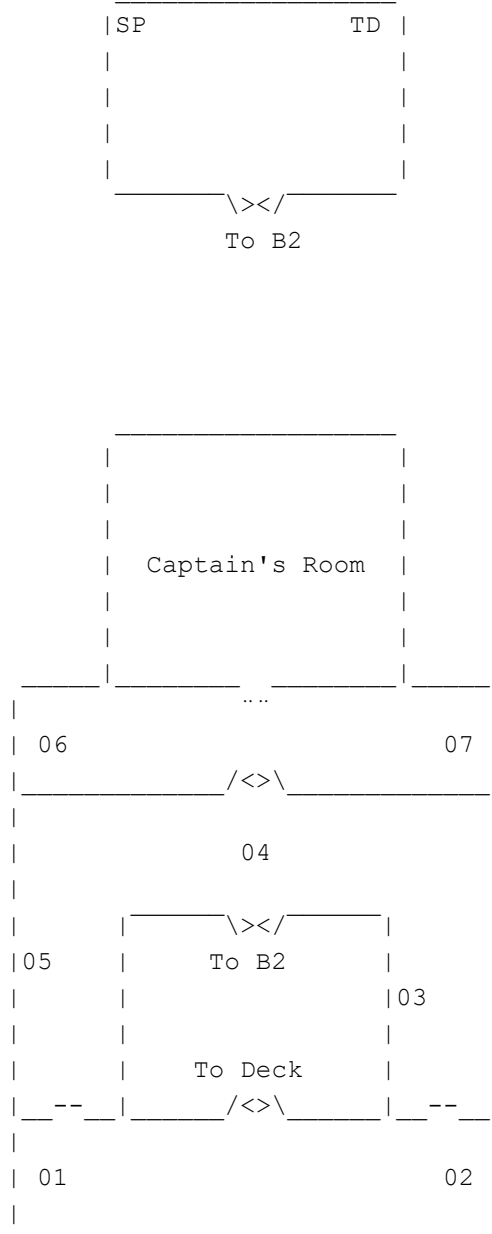
=====  
- The Chief's Ship -  
=====

After beating the boss of the third ship, you will be able to aboard the pirate chief's vessel. Here's a map of it:

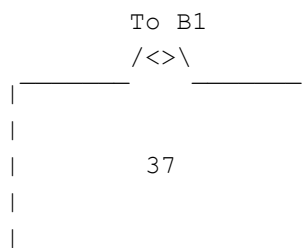
NOTE: Although the captain's room is actually in a separate floor, I've added it as part of B1 for order's sake.

MAP OF THE PIRATE CHIEF'S SHIP

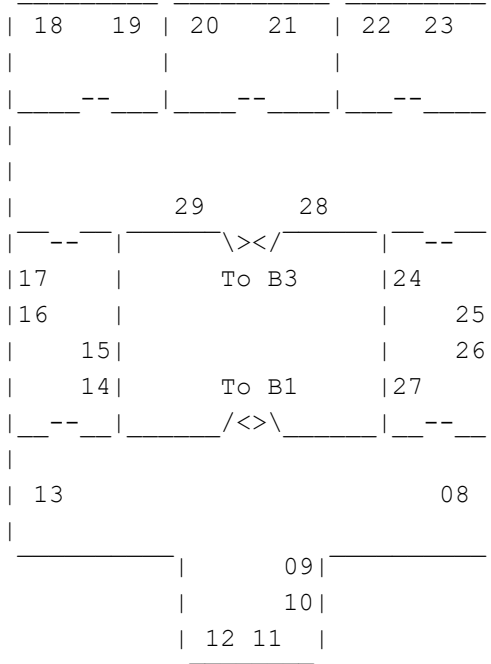
BASEMENT 1



BASEMENT 2

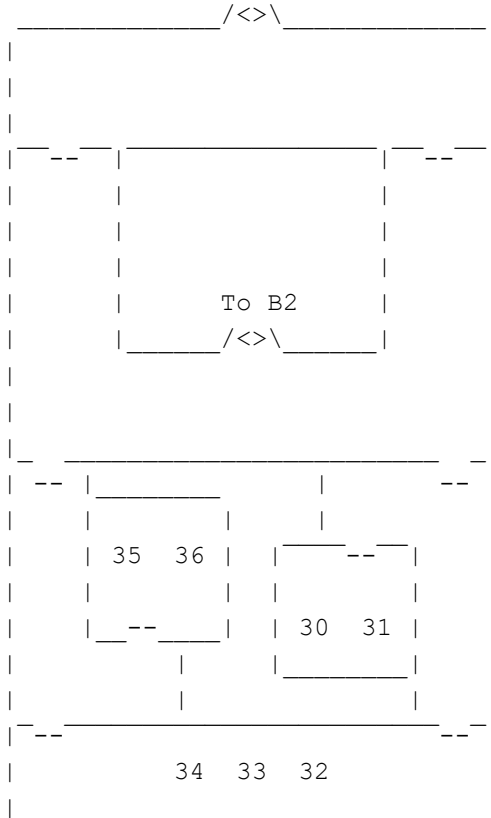


\></  
To B3



BASEMENT 3

To B2



- |    |                                |      |                   |
|----|--------------------------------|------|-------------------|
| SP | Save Point                     | ***  | Locked Door       |
| TD | Teleportation Device           | \></ | Stairs Going Down |
| -- | Connections<br>Between Screens | /<>\ | Stairs Going Up   |

|  |    |               |    |              |  |
|--|----|---------------|----|--------------|--|
|  | 01 | Oberol C      | 20 | Battle Axe   |  |
|  | 02 | Lemon Gel     | 21 | Amber Cloak  |  |
|  | 03 | Oberol C      | 22 | Green Gel    |  |
|  | 04 | Wall of Flame | 23 | Iron Glove   |  |
|  | 05 | Green Gel     | 24 | Orange Gel   |  |
|  | 06 | Orange Gel    | 25 | Green Gel    |  |
|  | 07 | Oberol C      | 26 | Melange Gel  |  |
|  | 08 | Splint Mail   | 27 | Oberol EX    |  |
|  | 09 | Orange Gel    | 28 | Orange Gel   |  |
|  | 10 | Green Gel     | 29 | Iron Helm    |  |
|  | 11 | Thief's Cape  | 30 | Silver Cloak |  |
|  | 12 | Aquamarine    | 31 | Barracuda    |  |
|  | 13 | Silver Chain  | 32 | Holy Bottle  |  |
|  | 14 | Green Gel     | 33 | Life Bottle  |  |
|  | 15 | Orange Gel    | 34 | Oberol Gold  |  |
|  | 16 | Lemon Gel     | 35 | Dark Bottle  |  |
|  | 17 | Pine Gel      | 36 | Tuna         |  |
|  | 18 | Miracle Gel   | 37 | Hourglass    |  |
|  | 19 | Veldan        |    |              |  |

Note that unlike the other ships, this one has only set of stairs for you to enter. Go down.

From the stairs you just used, go left and get an Oberol C, then go right for a Lemon Gel and head up, into the next screen. Grab another Oberol C from the chest as you go up, then turn left for and get the Wall of Flame disc by the stairs (equip it on Rutee or Philia). Walk left and down, get a Green Gel from the chest and leave this room using the stairs going up. Go to the left and right ends of this hall for an Orange Gel and an Oberol C, then return downstairs (the door in the middle is locked).

Go down the stairs in front of you to reach B2. Walk right for a Splint Mail (equip it on Stahn or Leon). Go a little left and down, get an Orange Gel and a Green Gel, then grab the hidden chests (they are "under" the southern wall) for a Thief's Cape and an Aquamarine. Walk back up and left, get the Silver Chain and head up into the next room. Collect the treasure (Green, Orange, Lemon and Pine Gels) as you walk north and head into the next screen.

This hall has three doors, go through all of them for the booty (Miracle Gel, Veldan, Battle Axe, Amber Cloak, Green Gel and an Iron Glove). Now go south using the door in the right end of the corridor and get an Orange, Green and Melange Gel along with an Oberol EX before going back up.

Before going down to B3, check around the area covered by the wall on both sides of the stairs for an Orange Gel and an Iron Helm (check the map for more clarity ^\_^). Once you are in B3, walk right and head down into the next screen. Enter the room in the hallway for a Silver Cloak and a Barracuda, then keep going down until you reach another hall. Walk left, getting a Holy Bottle, Life Bottle and Oberol Gold along the way, then head up. Get a Dark Bottle and a Tuna from the side room and keep going north.

You should be back in the first room of B3. Walk up until you reach the next screen, then use the stairs in the middle of it to reach a new portion of B2. Get a Hourglass from the chest and proceed up, to



reach what looks like an office. Save your game and prepare your characters for a tough battle. It would be a good idea to replace Philia with Mary, since the boss' constant pummeling will probably give Philia very few chances to cast spells.

Once you are ready, get in the cylindrical thing to be transported to the captain's room. DO NOT USE THE DOOR GOING DOWN, it takes you near the beginning and it can't be opened from that side. Just go near the man standing there, who Philia recognizes as Batista a priest from Straylize Temple. You will have to fight him now!

BOSS: Batista

---

---

Batista

HP 4500  
TP 0

Priestess [2]

HP 494  
TP 60

Monk Soldier [2]

HP 664  
TP 0

EXP 692  
GALD 460  
LENS 35

ITEMS Green Gel, Bellebane

-----  
This is the first real boss battle you'll have to fight, and it can be tough, since Batista is very fast and powerful.

Try to hold off Batista while Leon and Mary take care of the enemies on the left. The Kick Attack skill is pretty effective and so is Vortex (learned at level 18), which keeps Batista busy, but dealing hardly any damage. Whatever skill you use, just make sure you refill TP often.

Rutee's role will be healer once again. She should never let anyone's HP go below 700. If everyone is safe, have her cast Ice Wall (Ice Tornado if Atwight is not level 17 yet) on Batista. If you feel like it, have her use her Thievery skill on Batista to get a Bellebane. Just have her ready to heal (remember that using items is more effective than casting spells, since it's quicker). If a character dies, make sure you revive them right away!

After Leon and Mary are done with the enemies on the left, send Mary after Batista ^^ Leon should use his magic though, Stone Wall seems to be pretty effective.

Batista's attacks are very strong. You can easily lose over 300 HP if you are hit! On top of that, he is dreadfully fast.

---

---

After the battle, Batista will still hide Lydon's whereabouts, so you will take him with you to Neustadt for a nice little interrogation session...

Once in Neustadt, Leon and Ilene will leave with Batista to get everything ready. Now walk down and use the Save Point, then leave the docks.

You'll be automatically in Ilene's mansion, where Batista is being interrogated. As a means of making Batista talk, Leon will take Mary's tiara and put it on him.

After Rutee and Mary leave, Ilene will take Stahn to see the city. Watch the amusing "date" scene, with Rutee and Mary spying ^\_^ After the stroll in the park, Ilene will show Stahn the coliseum, where you will end up fighting Bruiser Khang, the current champion. Don't even bother trying to win, although it's possible (I'll explain how later), the result is the same. Just let him beat you (it shouldn't take more than a few blows).

You will wake up in the waiting room of the arena. Khang will apologize (sort of...) and you will return to the mansion. Meanwhile, Leon finally decides to stop the interrogation for the day, seeing how Batista won't be talking soon... Now you'll witness one of Philia's memories about Batista being a kind person (yet he seems to disagree with the Archbishop in certain aspects...). After the flashback, the prisoner manages to escape from the mansion.

The next morning, Philia and Stahn discover that Batista is missing. It appears Leon let him escape because he could track him with the tiara, thus finding out where Lydon is.

Before going to the harbor and talking to Ilene, you should take care of some business in this place:

- First of all, beat the Mach Boy at least thrice and choose the prize you consider most useful (I recommend the Sage). Note that the boy won't race you anymore after you win three times and you will be called the 'Prince of Mach Speed'. For more information on this see section 4.2.
- Note that you can enter the Coliseum any time now, but you have little chances of winning normally. There is a way, but it costs some money... You can get Bruiser to join your party that way, but he will leave as soon as you move on with the story (i.e. get on a ship). It's worth your time anyway, as the prizes are pretty good.
- You remember that Stahn comes from a country village in Fitzgald, don't you? Well, you can visit it now if you feel like it, there's nothing to do there though. You'll have to leave the city and travel far north to get there, so you may want to bring Bruiser along so that he takes care of the enemies quickly.

Once you are done with the little details, return to Neuestadt (if you went to Lienea, that is) go shopping! Buy all the necessary gels, a few Panacea Bottles and a couple of Rune Bottles, because there are no working stores in the next town. Also, exchange all of your lens at the best possible rate, you get a chance to do it for a long time...

Finally go the harbor and save your game, then talk to Ilene by the ships. Leon will tell her to get a ship ready to go to Aquaveil, which is where Batista went...

NOTE: If Bruiser is in your party at this point, he will stay behind, saying that he can't leave his home country (phony champ...).

-----  
3.11- Sheeden and the Tidal Cave  
-----

Items to Get: Rotten Orange [1], Wormy Apple [1], Crescent Axe [1], Orange Gel [1], Life Bottle [1], Flare Bottle [1], Hourglass [1], Panacea Bottle [1], Melange Gel [1]

Discs to Get: ?DISC [1], Shelter [1], ?DISC [1]

-----

By the end of the trip, Leon will talk about Aquaveil and its relation with Seinegald. Ilene will then come in and announce that you have reached the destination. Go out to deck to find out that you will be dropped off near the city of Sheeden. Once on the map, walk a little north and enter the city.

There's not much happening in town, since there's no communication with the other cities, the stores have no supplies (that's why you had to buy everything back in Neuestadt).

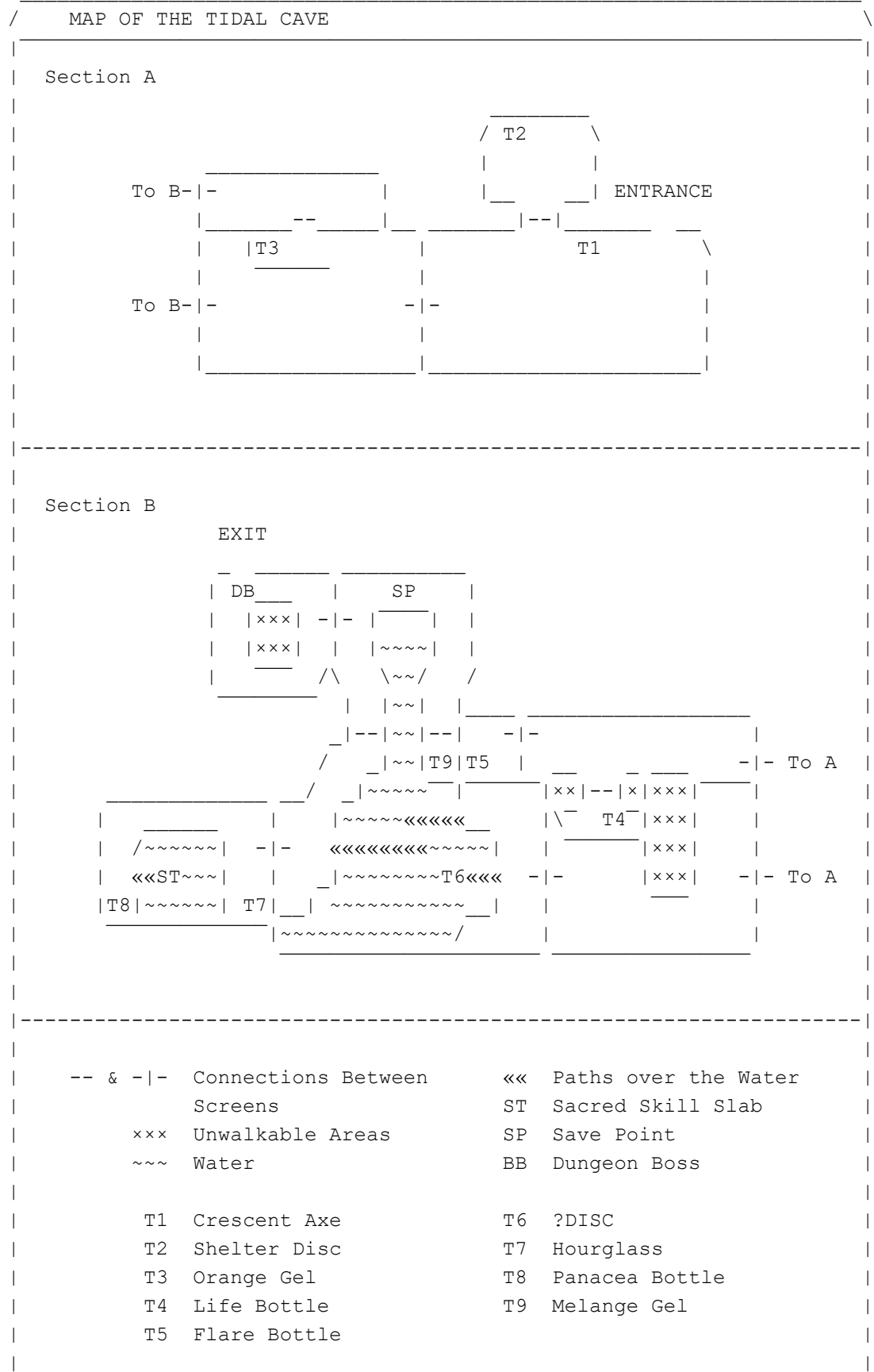
This part of the game may be a little tricky, you'll have to talk to certain people in order to move on with the game. First of all, talk to the old woman near the southern entrance of town. She will mention that a man named Batista became the new lord of Moreau (he doesn't waste any time, does he?). With this, your party will be resolved to head for Moreau, so go to the harbor and talk to the sailor on the ship. He will say that he can't take you, but don't despair, just walk a little down and talk to the old man there. He will reveal there's an underground way to Moreau in the coastline south of the city.

Before leaving the harbor and talk to the peddler by the warehouses. Buy what he calls 'Shiny Junk' for 6,000 Gald. It's actually a ?DISC which transforms into the SW060060. Equip it on Stahn, then give to Leon the disc Stahn had. You can buy some supplies from him if you didn't buy any at Neuestadt.

Now talk to everyone in town to learn what's been happening in Aquaveil lately. Note that once again you can get infinite Rotten Oranges from trash can in one of the houses and one Wormy Apple from another ^\_^

Leave the city once you are ready. With the mountains to your right,

walk south. You should find a cave by the shores (if not, you forgot to talk to someone in town!). Here's a map of the cave:



NOTE: Yep, it must be the crappiest map I've ever made, but please bear with it ^\_^

Inside the cave, walk left and get a Crescent Axe from a chest behind a small waterfall (equip it on Mary), then go left a bit more and up, into another screen. Get the Shelter disc from a blue chest (equip it

on Philia) and return down, then walk left and leave the screen.

Keep going left. Use what looks like some kind of natural set of stairs to go up, near a passage. Get an Orange Gel from the chest a little to the left and go up into the next screen. Head left, into the next screen. Once in the new room, use the passage going down near the middle to get to a chest containing a Life Bottle.

Go back up and this time, leave the screen using the left exit to find a Flare Bottle. You will have to go all the way back to the place where you found the Orange Gel. In case you don't remember: from the last chest go two screens right and one down. Now go down the natural stair thingy and head left, into the next screen.

Walk down and left, then leave this screen using the exit around there. You will be in a room with a big pond in the middle. Note that there is a little path going into the pool (it's near the entrance to this place), use it to get to a chest containing a ?DISC. Use a Rune Bottle to transform it into the SP025062 disc (equip it on Leon). Now look for another path in the water in the upper part of the screen.

After getting across the pond, then use the passage going left. Walk down a bit to get a Hourglass from the chest. Now go up and left to see the 'Black Wings' once again. This time Grid is trying to learn a Sacred Skill from the stone slab, which he obviously can't read ^\_^ Once they leave, get a Panacea Bottle from the chest and return to the last room (you can't learnt the Sacred Skill yet).

Go up and left from the passage, then go up into another screen. Go up and left to get to a Save Point. Keep going left, then head down to find a chest containing a Melange Gel. Return to the Save Point, heal up and use it, because you will have to face a boss pretty soon.

Go left using the passage near the Save Point. Keep walking and you will find the Orgus Queen guarding the exit.

BOSS: Orgus Queen

---

Orgus Queen

|    |      |                |
|----|------|----------------|
| HP | 2800 | Weakness: Fire |
| TP | 0    |                |

Orgus [4]

|    |     |                |
|----|-----|----------------|
| HP | 880 | Weakness: Fire |
| TP | 0   |                |

|      |      |
|------|------|
| EXP  | 1066 |
| GALD | 418  |
| LENS | 58   |

-----

You will be surrounded at the start of the battle. Have Stahn get rid of the enemies on the right using Tiger Teeth. You may also want to have Rutee (or whoever is equipped with the WOF disc) cast Fire Wall to help Stahn. Meanwhile, the other characters will manage the Orgus Queen and the other Orgus.

Once there are no more enemies on the right, have Stahn cast Fire Storm (or Fire Wall if Dymlos hasn't reached level 19 yet) on the Orgus Queen for a good amount of damage. Make the character equipped with the WOF disc cast Fire Wall while the rest of the party keeps the boss busy, so it doesn't interrupt the spell casters.

The battle should be over pretty soon this way. Just try to avoid leaving the Orgus Queen alone, so that it can't do anything nasty.

---

---

After beating the boss, you can finally go leave the cave. Save your game, then go follow the path until you reach the city of Moreau.

-----  
3.12- Showdown Time! Onslaught on Moreau Castle  
-----

Items to Get:     Score A [1], Blue Talisman [1], Life Bottle [1],  
                  Green Gel [15], Melange Gel [11], Orange Gel [8],  
                  Amethyst [1], Score B [1], Lemon Gel [1],  
                  Pine Gel [1], Halberd [1], Miracle Gel [1],  
                  Valve Handle [Valuable]

Discs to Get:     Sharp Stone [1], Swirling Flame [1]

-----

Before doing anything here, let's buy items. From the entrance, go up and a bit right, then enter the shop. Buy the usual items plus Breastplates and Gauntlets for Stahn, Leon and Mary from the right clerk. Leave the store and go right (note that one of the posters there is a plug of Tekken 3 ^\_^), far down and right until you see some guards hassling a woman and her child. Stahn will get furious and attack them with his Missile Sword skill. As could be expected, you will have to fight the guards, but don't worry, they are the same enemies you fought back in the temple where you met Rutee (yes, they are THAT weak).

While escaping, the party will meet a bard named Karyl, who wants to team up with you to save his friend and defeat Batista. After the conversation, you will be in control of Karyl.

NOTE: When Karyl enters your party, you get the Score A item, which allows Karyl to use one of his special skills.

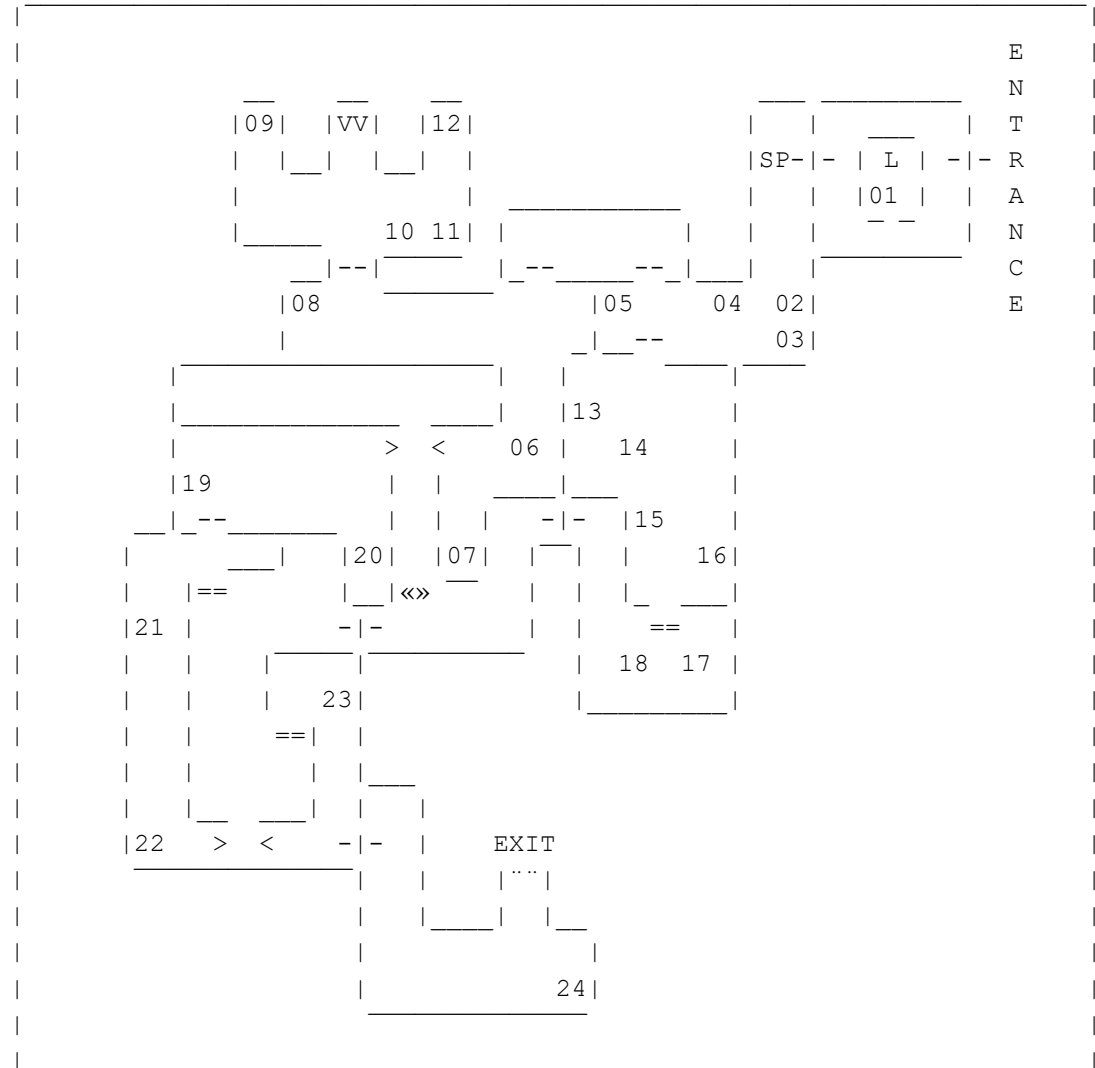
From the pier, go up the stairs, then right a bit and all the way down into the harbor. There are several stores here, one of them sells only ?items. Most of them are a waste of money, but some are great: buy the second ?SWORD of the list for Mary (it becomes a Mythril Sword), the first ?ARMOR of the list for Rutee or Karyl (it becomes a Mythril Chain) and maybe the first ?HELM (it becomes a Lucky Cap). You may also want to buy Striped Ribbons for the girls at the hat store.

Return to the city now. Go up from the harbor entrance, then go far right. You will be in the spot where you fought the guards. Head down and follow the path leading into a house, where you can meet the

mother you helped before. She will offer you a reward, the item depends on what you answer: number 1 gets you a Charm Bottle while number 2 gets you a Blue Talisman (I recommend the second one).

Leave the house and go back up, then follow the path to your right. Karyl will stop you, as the castle is ahead and using the front door is not an option. Now you have to go to the pier (head down, then all the way left and down the stairs), where a man will take you to the castle.

/ MAP OF MOREAU CASTLE (THIRD FLOOR) \



- 
- |          |                                                           |     |               |
|----------|-----------------------------------------------------------|-----|---------------|
| -- & - - | Connections between screens                               | SP  | Save Point    |
|          |                                                           | VV  | Valve         |
| > <      | Place wooden blocks here to make a path you can walk over | ''' | Locked Door   |
|          |                                                           | ==  | Stairs        |
|          |                                                           | «»  | Wooden blocks |
- 
- |    |             |    |             |
|----|-------------|----|-------------|
| 01 | Life Bottle | 13 | Melange Gel |
| 02 | Green Gel   | 14 | Lemon Gel   |
| 03 | Green Gel   | 15 | Melange Gel |
| 04 | Green Gel   | 16 | Pine Gel    |
| 05 | Melange Gel | 17 | Green Gel   |
| 06 | Orange Gel  | 18 | Halberd     |
| 07 | Melange Gel | 19 | Green Gel   |
| 08 | Green Gel   | 20 | Orange Gel  |
| 09 | Amethyst    | 21 | Orange Gel  |
| 10 | Green Gel   | 22 | Melange Gel |

|    |           |    |           |
|----|-----------|----|-----------|
| 11 | Green Gel | 23 | Green Gel |
| 12 | Score B   | 24 | Green Gel |

Once you are on the balcony, go left. Enter the cell (or should I say room...) where the red haired girl is and talk to her. Her name is Leianna and she is the next lord's wife! From now on, you can recover your HP and TP by talking to her.

Get a Life Bottle from a chest near the door, then go left and save your game. Walk south (note that you can walk over the shallow water) and get two Green Gels from the bags by the wall. Go left for another Green Gel, then get a Melange Gel near the door and head up into the next room.

Walk left and go down. Get an Orange Gel from behind the big bush as you walk down, then left and down for a Melange Gel (also behind a bush). Go back to the door and head left this time. Grab the chest by the door for a Green Gel, then go up. Collect all the chests in the room (they contain an Amethyst, two Green Gels and a the Score B), then examine the valve once to close it. Equip the Amethyst on the character of your choice.

NOTE: Karyl can play the 'Samba' with the Score B.

Go back to Leianna for healing and save your game. From the Save Point, go down and left, then down into another room. Check behind every bush as you walk down to get hidden items (two Melange Gels, a Lemon Gel and a Pine Gel). Walk onto the previously flooded part of the room, grab a Green Gel and a Halberd (equip it on Mary), then follow the path left into another screen.

There's a big wooden block thingy here. You have to push it around so that it fills the breach in the path in the upper platform. Now proceed left to find another block. This time, push it all the way down and fill the gap there. Ignore the chests for now and use the exit at the top of the screen. Get a Green and Orange Gel, then cross over the wooden block you moved before, walk a bit and far left, then enter the valve room. Check the valve, so that the water starts running again and return down. If you are in need of healing, now is a good time to visit Leianna.

Go back to the place where you ignored the chests. Get an Orange Gel and a Melange Gel from behind the bushes as you go down, then walk over the wooden block. Go up for a Green Gel and use the exit around there to go right. Walk down and left, get a Green Gel from a chest and go up through the door to reach a new section of the castle.

NOTE: The layout of this part of the castle is way too complicated for me to make a map without confusing the heck out of you ^\_^

In this new area, walk up and get the two chests behind the bushes and the ones in the corner of the room (they contain a Green Gel, two Orange Gels and a Melange Gel). Now go north into another room. Get a Melange Gel from the chest there and keep going up. Loop around the wall to your right, then go down the stairs and leave the room to reach a dry canal. Walk down and right, then up for a Melange Gel. Push the wooden block left and up to fill the breach and go all the



way back to the first room of this area.

You should be at the first room of the area. Use the stairs to get to the lower part of the room, get a Green Gel from the chest and use the door. You will have to descend into the canal using the stairs. Get a Melange Gel from the chest there, then move the wooden block around so that it completes the path in the upper platform (make sure you don't get trapped ^\_^). Now use the exit in the northern wall of the room to get to a room with an organ in the middle. Go near it and Karyl will start playing it, opening the door in front. Karyl suggests that you proceed while he plays. Leon objects, saying he may lock you in. You will have to choose a character to stay with Karyl and prevent him from doing anything funny.

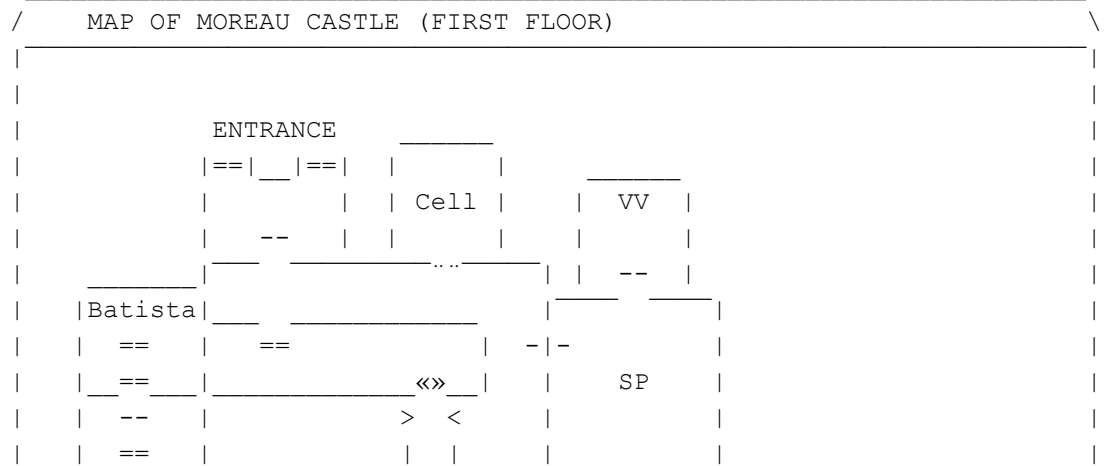
Go through the door Karyl opened, then turn right and get the Sharp Stone disc. DO NOT GO DOWN FROM THERE, just return to the last room and proceed up. You will have to solve a puzzle here: there are eight switches on the floor, each one produces a different sound when you step on it. Check the door to hear the sequence of sounds you have to repeat. It much easier than it looks. If we name the switches (from left to right):

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| A | B | C | D | E | F | G | H |
| 1 | 3 | 5 | 7 | 8 | 6 | 4 | 2 |

In other words, all you have to do is alternate between the switches on both ends. Once the door opens, go through it to get the Valve Handle (a Valuable item). Now go back to Karyl to get him and the other character back, then return to the first room of this area.

Use the left exit this time. Grab two hidden chests behind the bushes for a Green Gel and an Orange Gel, then use the stairs to descend into the dry canal. Once again, move the wooden block so that it fills the gap in the upper path, go over it, get a Melange Gel near the door and proceed north. Open the valve and get all the treasure here (there are two Green Gels and two Orange Gels). Now return to the first room of this area (don't worry, this will be over soon).

Yay! Say goodbye to this room forever and use the right exit. Use the stairs here to go down, get a Melange Gel and return up. Go north, into another room. Walk over the wooden block you moved earlier and open the door, then go downstairs to enter the third and final area of this castle.



|          |                                                           |    |                 |
|----------|-----------------------------------------------------------|----|-----------------|
| ==       | --                                                        | 01 | --              |
| ==       |                                                           | 02 |                 |
| ==       | - -                                                       |    | ==              |
| -----    |                                                           |    |                 |
| MAIN     |                                                           |    |                 |
| DOOR     |                                                           |    |                 |
| -----    |                                                           |    |                 |
| -- & - - | Connections between screens                               | SP | Save Point      |
|          |                                                           | VV | Place the Valve |
| > <      | Place wooden blocks here to make a path you can walk over | == | Stairs          |
|          |                                                           | «» | Wooden blocks   |
| '''      | Locked Door                                               |    |                 |
| 01       | Swirling Flame                                            | 02 | Melange Gel     |

From the room with the stairs, go south. Walk far right, ignore the locked door there and proceed into the next screen. There is a Save Point here (thank god!), use it and go up. Install the Valve Handle and close it, so that the canal in the other rooms empties. Now go down from the Save Point to get the Swirling Flame disc from a chest (equip it on Rutee or Philia). Return to the room with the canal (left from the Save Point). Walk to the left side of the room (near the door to the first room) and use the stairs to descend onto the canal. Fill the breach in the path using the wooden block and return up. Go back to the Save Point, recover both HP and TP completely and save your game, the final battle against Batista is very near!

Back in the room with the canal, Walk down, then head left over the block you just moved and use the door going south. You will be in a room with four exits. Go right, get a Melange Gel from behind a bush, then return. Go left this time and go all the way up the stairs to find Batista.

BOSS: Batista

Batista

|    |      |
|----|------|
| HP | 6000 |
| TP | 0    |

Sorceress

|    |     |
|----|-----|
| HP | 880 |
| TP | 80  |

Assassin

|    |     |
|----|-----|
| HP | 880 |
| TP | 0   |

|      |      |
|------|------|
| EXP  | 1640 |
| GALD | 666  |
| LENS | 60   |

-----

Just like in your last encounter, Batista is painfully fast. He might

destroy your strategy if you make one slight mistake. He's not all that tough, anyway.

As soon as the battle starts, have Stahn attack Batista. The special technique of choice is Force, because it will keep Batista away from the party and damage the Sorceress behind him in the process! If you don't have access to Force yet, just use Vortex to entertain Batista.

Have Rutee cast Sharpness on Stahn, then just have her do the healing. Philia should make use of the Barrier spell (from the Shelter disc) to protect Stahn and the your other fighter (Leon or Mary).

Mary (or Leon, depending on your preferences) should just wreak havoc on the left side of the battlefield, that should be more than enough. You may want to have Philia entertain the Sorceress there with quick weak spells (like Wind Arrow) for while, though.

Once Batista is the only enemy left, it shouldn't be hard to corner him. Have Rutee use a Flare Bottle on Stahn and Mary, who should already be pounding Batista with all their might. Now have Philia cast Ray and Rutee cast Fire Storm until the battle is over!

If you are fast enough in giving order to your characters, this battle should be a cinch. Just make sure Stahn keeps Batista away from the party and that Philia prevents the Sorceresses from casting Storm.

---

---

After Batista's defeat, Karyl will try to kill him, but will be stopped by Philia, who asks where Lydon is. Realizing Philia's newfound strength, Batista gives Karyl the key to the cell where Fayte is, committing suicide afterwards...

Fayte turns out to be just OK. He was imprisoned after his father, lord Zino, was killed for rebelling against the plans of King Tiberius and Lydon to attack Seinegald. The path is clear now: you will have to go to Terazzi and deal with Tiberius.

-----  
3.13- Overthrow King Tiberius! A Frontal Attack!  
-----

Items to Get:     Miracle Gel [2], Bonito Flakes [2], Squid Jerky [1],  
                  Pine Gel [6], Life Bottle [5], Melange Gel [5],  
                  Lemon Gel [5], Plate Armor [1], Juicy Beef [14],  
                  Chestnut [2], Persimmon [2], Wormy Apple [2],  
                  Rotten Orange [2], Sour Milk [2], Loser [1],  
                  Mythril Mesh [1], Biwa [1], Cross Helm [1], Jam [1],  
                  Apple [2], Blowfish [1], Eel [1], Melon [3],  
                  Green Gel [3], Orange Gel [3], Dorian [4],  
                  Flare Bottle [1], Bread [1], Cheese [1], Beef [1],  
                  Steak [1], Chicken [1], Roast [1], Tender Roast [1],  
                  Brie [1], Elixir [1], Efreet [1], Hourglass [1]

Discs to Get:     Revitalize [1]  
-----

The next morning, you will be just outside the inn. Don't go to the harbor just yet. There's some new stuff to do in town.

Walk down using the nearby path, then turn left to get to the pier. The boatman can now take you to several places in the city. Visit the houses in southern and northern Moreau for some treasure (a Miracle Gel, Bonito Flakes and Skid Jerky), then go to the Arms shop and buy a Cross Helm and a Light Shield for Stahn, Leon and Mary. Finally, go to the equipment shop and buy some Pine and Lemon Gels.

Go to the harbor now and save your game. You will find Fayte and Leianna talking to the captain of the ship on the right. Tell Fayte you are ready to start the trip to Terazzi.

On the ship, you will learn a little more about Karyl's personality, then a monster will attack. Make sure the Swirling Flame disc on Philia and the Wall of Flame disc on Rutee. Now go to the deck and walk up to start a battle against Kraaken.

BOSS: Kraaken

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Kraaken

|    |       |                |
|----|-------|----------------|
| HP | 10000 | Weakness: Fire |
| TP | 200   | Absorbs: Water |

|      |     |
|------|-----|
| EXP  | 625 |
| GALD | 420 |
| LENS | 46  |

ITEMS Orange Gel [1], ?JEWEL [1]

---

Even though the enemy looks big and scary, this battle is quite easy. Just have Stahn use his best specials to keep the boss busy (dealing quite some damage too, since Dymlos is a Fire elemental weapon).

Your other fighter character (Leon or Mary) should do the same as Stahn, pound the enemy with his/her best specials. If things ever get out of control (i.e. Kraaken goes wild and gives your entire party a good beating), have this character use items to help Rutee heal everyone.

Rutee should use a Flare Bottle on Stahn and Leon. If everyone is in good condition, you may want to have Rutee use her Thievery special on the boss until she steals a ?JEWEL from Kraaken. After that, just have her cast Fire Wall.

Philia should be casting Fire Storm on Kraaken to get great results (1000 points of damage per casting!). If you forgot to equip the Swirling Flame disc on Philia, just have her cast Ray.

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After the battle you will resume your trip to Terazzi.

Once you regain control of Stahn, use a Rune Bottle on the ?JEWEL you stole from Kraaken to transform it into an Aquamarine (equip it on anyone). Walk up now, buy some supplies from the peddler if you need to, then walk left and up, into the pier (entering the town is useless, since every single door is locked). Talk to the boatman and tell him you want to get on. This is different from the last time you rode a boat, you will have to decide where to go in certain points.

When you are first asked where to go, choose left, then left twice more and up once. You'll get to a house, just pick up the treasure (a Miracle Gel and a Pine Gel) and leave. Now choose right, up, right and up. Note the two chests in the upper room (you will get to them later), then get a Life Bottle from the chest and go left. Use the device to open the gate and leave.

Choose left, down, right, up (this path was closed before because the gate was down), down and up to get into a house. Pick a Pine Gel, a Melange Gel and a Lemon Gel from the chests and leave. Finally, go right, up and left to get to the pier of Terazzi Castle.

NOTE: When you take the last turn before getting to pier of the castle, you are given the choice to go up, but if do, there's nothing there but a dead end. I wonder if there isn't some kind of secret there...

Go up from the pier and enter the castle. Use the Save Point if you want to. Talk to the guard and pay him 500 Gald to pass through. Get a Plate Armor from the chest (equip it on Stahn), then talk to the Bush Baby (the statue). It will heal you completely if you pay 500 Gald. Now try to leave the room. The guard will be in the way again, and you will have to pay ANOTHER 500 Gald ^\_^ Healing up costs 1,500 Gald here, but it's worth it. Note that you can also ask the guard to give you clues about a puzzle you will find later on (of course you shouldn't, since you are using this guide).

Now walk left from where the guard is. Grab the contents of all the chests there (Juicy Beef, Chestnut, Persimmon), then head left, into the next screen.

You should be in a corridor with a canal running in the middle. Go up and pull the lever there to stop the water from flowing. Now return to the room where the guard is. Go right from the Save Point, then down into another screen. Go to the left side of the room and get all the treasure there (Wormy Apple, Rotten Orange, Sour Milk, Loser). Note the weird looking thing on the floor in the upper left corner. Grab the bonsai tree up there and move it to discover a ladder, then go down it.

Walk a bit down and right, go through the first door and get all the treasure there (Mythril Mesh, a Biwa, a Cross Helm and a Lemon Gel). Leave the room and go farther right, then use the door at the end of the hallway. Get an Apple, a Jam, a Sour Milk, a Rotten Orange and a Wormy Apple from the chests, and go all the way back to the dining room.

Walk to the left side of the screen and use the door going down. Get a Blowfish and Bonito Flakes in the kitchen and proceed left. Grab the chest for a Juicy Beef, then use the stairs to descend into the canal

and go left. Get an Eel from the chest and keep following the path. You will eventually get to a chest containing the Revitalize disc (equip it on Stahn for the Slash and Thrust boost). Now go all the way back to the room with the Save Point.

Pay the guard to get through and have the Bush Baby heal you, then return down. Walk right from the guard, then go down and leave the screen. You should be in a room with four exits now. Go right and get a Juicy Beef from the chest on the upper platform, then go one step down and check around to get a Lemon Gel and a Pine Gel from chests hidden "under" the wall. Now use the exit going down in that very room to get a Lemon Gel from a chest. Return to the room with the four exits and go down for a Melange Gel and another Juicy Beef. Go back to the last room and proceed left.

You should be back in the room with the canal running through the middle, only in the lower part of the screen. Walk right, over the bridge. Go up and get a Juicy Beef, then use the exit going left.

You are now outside the castle. Get a Life Bottle from the nearby chest, then walk down a bit. Check behind the big tree there for a Pine Gel, a Lemon Gel and a Juicy Beef. Walk down a little and get a Life Bottle, a Pine Gel and another Juicy Beef from behind the tree. Finally, check behind the tree in the lower left corner to get a Melange Gel, then walk right and down to leave the screen.

Check behind the tree by the path for three Melons, then grab the chests on the right for a Green Gel and an Orange Gel. Walk down for a Life Bottle, then get four Dorians from behind a nearby tree. Grab two Juicy Beefs from behind the trees at the bottom of the screen and a Flare Bottle from the chest on the right. Note the ladder that leads into the building and go up it. get a Melange Gel from the chest there and go inside.

Get a Persimmon from the chest to your right, then go up for a Chestnut and cross the bridge to your right. Grab the contents of all the chests there (Bread, Cheese, Beef, Steak, Chicken, Roast, Tender Roast, Brie and Apple), then proceed north, into the next screen.

Walk straight up into the next room, pull the lever and use the left exit for two Juicy Beefs. Now return to the room right before the device with the lever. Walk right and use the ladder to go down, get a Pine Gel and go back up. Go north using the exit on the right to get to a study. Grab the contents of all the chests there (a Green Gel, an Orange Gel and a Melange Gel), then use the ladder in the upper-right corner to go up into a bedroom. Check the reliquary left of the bed to get 1,000 Gald. Now use the door in this room to get to a room with a huge hole in the floor. Drag the bonsai tree at the top of the room and let it fall down the hole.

Go back to the room before the study. This time, use the lower right exit. Get a Life Bottle on the right side of this room and two Juicy Beefs hidden "under" the wall nearby. Now leave the room using the upper passage. Get a Green Gel, an Orange Gel and a Juicy Beef, then check "under" the wall there to get an Elixir, an Efreet and a Hourglass. Proceed left to find the bonsai tree you pushed down a the hole a while ago. Drag it onto the switch to open the locked door, then go through it.

Go north again to enter a room with a puzzle. There are twelve doors, each with a different image. They represent the twelve zodiacal signs (in case you didn't notice ^\_^). Each time you go through a door, you will appear in the same room again.

In order to get past this place you will have to go through the doors a certain order, which happens to be the order of the signs in the year (starting with Capricorn in January, finishing with Sagittarius in December). In case you didn't understand, go through the doors in the following order:

- 1 - Goat (Capricorn)
- 2 - Water Bearer (Aquarius)
- 3 - Fishes (Pisces)
- 4 - Ram (Aries)
- 5 - Bull (Taurus)
- 6 - Twins (Gemini)
- 7 - Crab (Cancer)
- 8 - Lion (Leo)
- 9 - Virgin (Virgo)
- 10 - Balance (Libra)
- 11 - Scorpion (Scorpio)
- 12 - Archer (Sagittarius)

After going through the twelfth door, you will come upon a room with a Save Point. Heal up and save your game (duh!). At the top of this very room, you will meet King Tiberius and Lydon. As could be expected, Tiberius will fight you.

BOSS: Tiberius

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Tiberius

HP 10000  
TP 0

Monk Warrior [2]

HP 990  
TP 0

Sorceress

HP 880  
TP 80

EXP 2182

GALD 1256

LENS 11

ITEMS Sheeden [1]

-----  
The key to this battle is magic. That is why a party comprised of four Swordian masters is the best you can have here.

As soon as the battle starts, have Stahn use Force on the Monk Soldiers, then start pounding them with your best specials (use Force occasionally for a better effect).

Rutee should cast Sharpness on Stahn, then cast Ice Wall or Icicle (if Atwight has reached level 28) on the enemies. Once Tiberius is all

alone, you may want to have her use Thievery to steal the Sheeden (a decent water elemental weapon) from him.

Philia, as usual, will be using Clemente's best spells. Always aim for the Sorceress, so that she can't use spells on your party. If Clemente has reached level 28, he should have the Fear Flare spell. Use it! It can deal as much as 1600 points of damage!

Leon will be fighting as a mage this time. Have him cast Stone Wall or -if Chaltier has reached level 26- Stone Press, which can deal as much as 1800 points of damage! Nevertheless, don't doubt to have Leon attack Tiberius directly if you have trouble keeping him at bay with Stahn alone.

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Unfortunately, Lydon gets away in the Draconis... Tiberius will tell you that Lydon went to Phandaria, from where he will carry on with his plans to destroy Seinegald. Fayte will then come in to hear what happened. The party is now heading for Phandaria, though Karyl decides to stay, seeing the state of his country...

You have to leave the castle on foot now, but it's no big deal at all, there are no more random battles. You may want to pick any chests you forgot to take before.

Once outside, you will note that the town is now normal. There's people walking around mindlessly while a little tune sounds ^\_^ Talk to the boatman, who will now offer to take you to four different places, though there's nothing interesting in the Weapon Shop and you should have already taken the treasure in the houses. Just tell the man to take you to the pier.

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### 3.14- Phandaria, the Country of Perennial Snow

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Items to Get: Pine Gel [1], Melange Gel [1], Egg [1], Elixir [1],  
Sorcerer's Ring [1], Mythril Sword [1],  
Rune Bottle [1]

Discs to Get: ?DISC [1], ?DISC [1], Light [1]

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Once you are back at the harbor, head into town for supplies. Buy Plate Armors for Leon and Mary at the Armor Shop, then go to the Equipment Shop and buy whatever you need. Now walk north from the last shop and enter the building there. You should see the water gate control in the lower floor. Walk left and up, then go downstairs to get the two chests you saw when you opened the gate (a Pine Gel and a Lemon Gel). Just in case you are interested, you can get an Egg if you "talk" to a hen in a house in the east side of town ^\_^

Go back to the harbor now and save your game, then get on the right ship and tell Fayte that you are ready to go to Phandaria. As usual, you will be attacked during the trip. Go to deck and talk to Fayte. It



seems Lydon has sent monsters on Phandaria's fleet!

You will have to play a little mini-game now. It's just like an old arcade shooter. You can move in eight directions and shoot with the Circle button. If things get nasty, you can always call for reinforcements with the Triangle button.

Start the game now. There are four enemy ships and a whole fleet of monsters in front of them. If you destroy the group of monsters "created" by a ship, another group will replace it soon afterwards. Note that every once in a while, an enemy ship will cross the screen at the top of the screen. SHOOT IT! Destroying those ships grants you prizes, such as enhanced firepower or bonus points.

TIP: A good strategy is to destroy all the enemy ships but one. Try not to damage this ship while fighting the monsters that come from it. The point of this strategy is waiting for the extra ships that cross the screen at the top. Destroying them not only grants you lots of points, but you may even get bonus points!

After the battle, you will be given a rank for your score. Then you will receive an item from Fayte, depending on your rank: If you called for reinforcements, your rank is 'Seaman' and you receive a Green Gel; if you got less than 2,500 points, your rank is 'Sergeant' and you get a Miracle Gel as your prize; finally, if you got over 2,500 points, you are called an 'Officer' and your prize is an Elixir.

You will now arrive at Frostheim. Pay attention to what Fayte says: you must buy Fur Capes to protect your characters from the cold. Now walk up and right to find Mary. Talk to her to see a little scene.

After the scene, talk to the merchant walking around in the harbor and pay 7,000 Gald for a ?DISC, which can be transformed into the SP075115 (equip it on Stahn).

Go into town now. Start by going into the inn near the left end of town. There will be an Oberon Corp clerk there. Exchange the ton of Lens you must have by now at the best possible raste (the best I got was 6 Gald per Lens). Now that you are filthy rich, go to the general store. There are lots of good pieces of equipment there. Buy whatever you think is convenient (don't try to save money, you won't have it for long) and MAKE SURE YOU BUY FUR CAPES FOR YOUR ENTIRE ACTIVE PARTY!!

Equip the Fur Capes and go out of town. Walk a bit north and then west to enter a forest. There, you will see a group of soldiers attacking good old Garr! You will have to fight a group of 2 Monk Warriors, a crow and a Sorceress to protect him. After the battle, the party will take Garr to Frostheim for recovery.

Upon waking up, Garr will explain that the capital, Heidelberg, was attacked, and the Eye of Atamoni is now kept at the castle. The most shocking revelations are that Garr is a member of the royal family of Phandaria, plus he is a Swordian Master! Unfortunately, his Swordian, Igtenos, is now in Lydon's hands. The party obviously decides to go to Heidelberg to face Lydon, and Garr goes along (sadly, he is at the same level he was at the very beginning of the game).

Leave the inn. Garr will explain the two possible routes: you can either go west through the forest (which is blocked by Lydon's army) or going along a frozen river to get to Heidelberg from the mountains. The best option is pretty clear, so Leon decides to go along the river.

Go to the store and update Garr's equipment, then leave the town. Walk a bit west and far north to find what looks like a cave in the mountain. Go inside.

NOTE: Although he is very weak for the time being, you should put Garr in the active party for a while, so that he gains levels more quickly.

This is where the Fur Capes are necessary. If the character in the active party are not equipped with one here, they will lose 10% of their HP with each step!

Walk north, then a bit left and go near the big chunk of ice. Garr will give you the Sorcerer's Ring, which uses Lens energy to shoot rays of light (each shot takes one Lens). Equip the Sorcerer's Ring on someone (preferably someone in the inactive party), then face the ice chunk and press the Square button to melt it. Now go up, into the mountain.

Walk north until you see a frozen pond. Note that if you get on the ice, you will slide across. In order to get the chest in the center, just stand in front of it and walk onto the ice. Get the ?DISC, which can be transformed into the SW100100 (equip it on Stahn), and head left. Walk over the bridge, then go down and leave the screen.

Walk down and left to come upon another frozen pond. Stand in front of the pine in the middle, then walk onto the ice, you should hit the pine and stop. Go down now and get the Light disc from the blue chest (equip it on Rutee). Go up across the ice, then left and up again to get a Mythril Sword. Head down, left after hitting the pine, down across the ice, then right. Although the exit is there, don't use it just yet. Stand by the pines on the right and go up, then right for a Rune Bottle. Finally, return to the exit and use it to reach the world map.

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3.15- Remembrances... Mary's Lost Love  
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Items to Get: Apple [1], Wormy Apple [1], Flare Bottle [1],  
Rotten Orange [1]

-----  
You are now just outside Heidelberg. Do not enter the city yet! Instead, walk south west until you reach the town of Cyril. As you enter, Mary will remember something... Now go into the house in the lower left corner of town, Mary will recognize as her home. This will cause her to remember many details about her past life, yet she cannot remember the person she lived with...

After the whole scene takes place, just leave the town and go back to

Heidelberg. Explore the city now. There's very little to do here since all the shops are closed... You can get Apples and Wormy Apples from some houses. Apart from that, you can get a Flare Bottle and a Rotten Orange in the guard station.

Visit the inn if you need healing, then go to the castle, at the top of town. The guards will stop you, then a man will appear and tell you to go away. Mary finds his voice familiar and decides to show him the sword she kept as the only link she had to her past. It seems this man, Dalis, is the person Mary was looking for... Unfortunately, the guards recognize Garr during the conversation and try to capture the party. Everyone manages to escape, except for Stahn and Rutee, who stay with Mary.

Stahn and Rutee are put in jail while Dalis interrogates Mary. After a while, the rest of the party show up to rescue you.

Make sure that Garr is not in the active party, as you will soon be fighting in a boss battle. Go upstairs, to the office, to see what Mary is doing. The party will start eavesdropping while Mary tells Dalis her tragic story...

Just when Dalis is about to recover his memories, a couple of soldiers appear and ruin everything, convincing Dalis to fight you!

BOSS: Dalis

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Dalis

HP 7500  
TP 0

Stray Monk [2]

HP 1300  
TP 0

Archer [2]

HP 900  
TP 0

EXP 1890

GALD 904

LENS 58

ITEMS Composite Bow [2], Moonstone [1]

-----

Stahn as always, should just use his best specials. Note that Force doesn't work too well on Dalis, thus you should just concentrate on skills like Dragon Blade and Tiger Blade.

Have Rutee cast Sharpness on Stahn and Leon, then have her cast Ray (from the Light disc) on Dalis and the enemies near him. If Stahn's HP drops below 1300, have her heal him quickly, just in case. Once Dalis is the only enemy standing, you may want to have Rutee steal from him to get a Moonstone, an accessory with good defensive powers.

Leon should deal with the enemies on the left to protect Philia while she casts spells. Once those enemies are dead, have Leon cast Stone

Press on Dalis for a fair amount of damage.

As usual, Philia will be casting spells like crazy. Take care of the guys on the left first, then focus on Dalis and company to support Stahn and Leon.

Watch out for Dalis' attacks. Although most of them are not a cause of worry, he does have a deadly combo that can knock about 1000 HP of Stahn and put you in a nasty situation... Overall, this battle is not really difficult if you are careful enough.

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After the fight, Dalis will get his memories back. You will have to escape via the roof, but before heading out, make sure you grab the sword on the desk. Now use the stairs in the lower right corner of the room to go up. After jumping off, follow the path into the cave.

You will be in a passage way that leads to the castle. During the scene, you will meet Darzen, an old soldier that remains faithful to Garr's family. He will take you to a safe place.

There will be a little scene now, during which it is decided that it is best for Mary to stay behind with Dalis. Talk to Darzen for healing now, save your game afterwards.

NOTE: The scenes after the fight vary slightly depending on whether you visited Cyril before or not. If you did, Rutee acts quickly and heals Dalis, which leads to his eventual recovery and Mary's happiness. If you didn't, Dalis' injuries will be really bad and he will die...

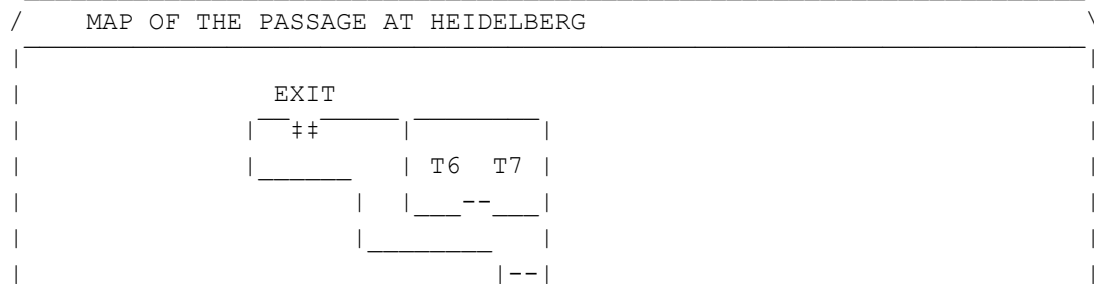
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3.16- The Decisive Fight Against Lydon!  
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Items to Get:     Bracelet [1], Beef [1], Mythril Tiara [1],  
                  Melange Gel [1], Life Bottle [2], Sacred Text 5 [1],  
                  Bread [1], Orange Gel [1], Winged Spear [1],  
                  Pine Gel [1], Reflex [1], Aquamarine [1],  
                  Orange Gel [1], Hunter's Bow [1], Deck Brush [1]

Discs to Get:     Wind Spear [1]

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You will now have to go through the passage to get into the castle. Here's a little map for reference:





path and turn left. You will find another of those stone slabs here. Make sure that Stahn is equipped with Dymlos, then check it. If you have reached the needed level (you should have), you will have to answer a couple of questions. They are pretty easy to guess, but just in case, the answers are: 'Fire Wall' and 'Missile Sword'. After that, Stahn will learn the 'Fiery Wave' skill and you will get the Sacred Text 5 item.

After getting the Sacred Skill, check the bag in the corner for some Bread. Leave the room, then walk right and up, into another screen. Get on the big frozen platform. Heal up and step onto the ice, you will have to fight against an Ice Golem.

MINI BOSS: Ice Golem

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Ice Golem

|    |      |                |
|----|------|----------------|
| HP | 6000 | Weakness: Fire |
| TP | 400  | Absorbs: Water |

|      |      |
|------|------|
| EXP  | 1750 |
| GALD | 0    |
| LENS | 42   |

-----

Being the boss weak to Fire, Stahn and Dymlos will be causing the most damage. Just have Stahn use Dragon Blade and Tiger Blade constantly, don't bother using your newly acquired Sacred Skill, it's not as effective as the aforementioned specials.

Rutee should just cast Sharpness on Stahn and then just concentrate on healing. Don't have her cast attack spells, or she will heal the boss ^\_^

Philia should cast Fear Flare or Holy Lance, if Clemente has reached level 31 already. Leon should use magic; Stone Press proves to be far more effective than normal fighting this time.

This battle is a piece of cake, just keep beating the enemy with all you've got until it's dead.

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Once the Ice Golem is gone, go up a bit more, then equip the Sorcerer's Ring on someone. Shoot twice, the first ray should melt the chunk of ice, while the second should hit the wall and open a passage. Proceed up now.

Walk north a little, then use the door there to enter a room with two chests, which contain an Orange Gel and a Winged Spear (equip it on Garr). Return to the passage now and follow the path to reach a ladder that will take you into the castle.

You are now in the prison of Heidelberg Castle. Leave the cell, then go left and up the stairs. Go up again to reach the castle itself. Here's the map of the first part:



up and use the middle door.

NOTE: One of the locked doors in the room of the torches leads to a room that simply contains another burning torch. I think it's pretty suspicious. If any of you has any idea about what to do with it, please let me know.

Walk north until you see two statues, one is a woman holding a crystal ball and the other one looks like a monster and has a flame burning atop. If you use the Sorcerer's Ring on the one with the crystal ball, the passage at the top will open briefly. In order to keep it open, just drag the monster statue right under the woman, so that it's fire heats the crystal ball. Go through the passage to reach a new area, the Clock Tower.

This place may seem a bit confusing at first, but it's actually quite simple. Start by going far left over the immense gear to get a Life Bottle. Walk back right and climb the chain just left of the gear to reach another screen. Pull the lever there and return down, then keep walking right until you reach the chain in front of the entrance. Go up it.

Get on the metal artifact to your right to get across the gap and climb up to the upper platform. There are two chains there, go up the one on the left first and follow the path if you want an Orange Gel, if not, just go up the right one. Try pulling the lever to discover that it controls the elevator in the lowest platform. You will now have to leave a character behind, so that he/she can pull the lever while you are on the elevator (leave Garr, of course). Now go up the chain there to get a Hunter's Bow, then return all the way down.

From the chain you just climbed down, walk far right and get on the elevator. Stahn will ask the character you left behind to pull the lever, making the elevator move. You should end up in the platform just right of the aforementioned lever. Go up into another screen. If you try to get on the metal artifact here, Stahn will note that the pulley is frozen. You will have to shoot it with the Sorcerer's Ring from the platform above to unfreeze it, only then will you be able to get to the other side, where you got the Hunter's Bow. Now climb down the chain and get back the fifth member of your party.

Climb back up and use the metal artifact to cross, then go up and left. Climb the last chain and use the door at the top to get to the final area of this dungeon.

Walk left a little and go down the door there to reach a room with a Save Point and a strange device. Note that there is a door that going south in this very room, DO NOT GO THROUGH IT! It leads to the Audience Hall, from where you can't return without doing the whole dungeon again! Just save your game for now, ignore the device and go up twice.

There should be three doors in front of you. Note that the torches on the sides of the right and left doors are unlit. Okay, light the torches by the left door, then go through it. You will find a device resembling the one near the Save Point, just use the Sorcerer's Ring on the frozen chain and leave.



Light the torches by the rightmost door this time, then go through it and examine the device there to move the wheel thingy. Return to the Save Point and examine the device you ignored earlier to open the final door that leads to Lydon. Make sure your party is in top condition and save your game.

Now return to the room with the three doors and go through the middle one. Keep going north until you reach the top of the castle, where Lydon is waiting for you. After he gives you the usual baddie speech, the battle will start!

BOSS: Lydon

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Lydon

HP 13000  
TP 999

Holy Knight [2]

HP 1420  
TP 0

Bishop

HP 1380  
TP 164

EXP 4323  
GALD 1370  
LENS 172

ITEMS Antidote Charm [1]

-----

Although Lydon does have a pretty impressive amount of HP, this battle is easy as long as you are careful enough. Just beware of Lydon's Force Blade combo, the rest of his attacks aren't much of a problem. Even his Wind spells shouldn't be a cause of worry, as he should barely get the chance to cast one, maybe two, at the beginning of the battle.

As usual, start by using Stahn's Force special to repel the enemies and prevent them from harming the rest of the party. After that, just keep using Dragon Blade, this should hopefully not only damage the Holy Knights, but also interrupt Lydon's attempts to cast spells.

Healing is pretty important in this battle, as Lydon could use his Force Blade combo at any time and kill any unlucky character with under 1500 HP that stands in his way. Don't let Rutee be distracted casting attack spells, especially while the other enemies are still around. If you are sure everything is under control, you can try to steal an Antidote Charm from Lydon, it's a pretty good item.

Philia should start casting group spells like Ray or Fear Flare at the beginning of the battle so that Lydon's minions die quickly, reducing the possible problems considerably. After that, have her cast Holy Lance on the boss (if Clemente hasn't learned Holy Lance yet, just stick to Fear Flare).

Unless Lydon is causing real trouble at the battle front, Leon should

stay behind and cast spells. Stone Press deals a fair amount of damage (about 1000), but don't doubt to cast the Demon's Lance spell if you have it already, it can cause just as much damage as Holy Lance!

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After the battle, Lydon will try to use the Eye of Atamoni against you! Fortunately for you, he is overwhelmed by its energy and ends up vanishing into nothingness, allowing Garr to get his Swordian back. Right before everyone can rejoice, the Eye of Atamoni starts releasing more and more of its energy. Leon quickly hands everyone a special disc to attach onto their Swordians, preventing a catastrophe.

After arguing with Garr about what should be done with such powerful artifact, the group departs for Darilsheid on the Draconis. During the trip, Stahn will be visited by Philia, who is worried about Rutee. You will now have to look for her around the ship. Leave the room where Stahn is, walk a bit right and enter the room there for a scene with Leon, then return to the hall and walk right and down the stairs. Use the stairs in the corner there to reach a lower level, then follow the path and go through the first door you come upon. Remember this room? This is where Dymlos was once held. Work your way to the exact place where you met him to get a joke weapon, the Deck Brush ^\_^

Now that you got the Deck Brush, explore a bit more if you feel like it, there's not much more to see though. Just go out to the deck Stahn was told to clean at the beginning of the game to find Rutee and see a little scene about her (it's pretty interesting, I must say).

Now just watch the scenes that constitute the fake ending. Everyone is happy now, yet there seems to be someone plotting what could develop into a crisis...

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3.17- The Calm Before the Storm...  
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Items to Get:     Dark Bottle [1], Lemon Gel [1], Panacea Bottle [1],  
                  Fish [Valuable], Dymlos [1], Clemente [1],  
                  Food Sack L [Valuable], Black Onyx [1],  
                  Mental Ring [1], Charm Bottle [1], Gnome [1],  
                  Igtenos [1], Atwight [1]

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Some time after Lydon's defeat, Stahn will be living with his sister and grandfather in Lienea. After Lilith wakes you up, explore the house if you wish, then just go into the dinning room to have breakfast. When you regain control of Stahn, put the dishes in the sink, then leave the house. You will have to get some fish for Lilith.

NOTE: If you leave the house before having breakfast, Lilith will scream at you when you come back, then the day will start again  
^\_  
^

Explore the town now, there's not much to see. Enter the house in the middle of the village and look for a passage going down in the kitchen

(look closely). Go down there to get a Dark Bottle, a Lemon Gel and a Panacea Bottle from the chests.

Now go to the village market and talk to the fishmonger. He will tell you that he doesn't have any fresh fish to sell you (you don't have any money anyway ^~), so you will have to get it from somewhere else. You have three options now:

- 1.- Returning to Lilith empty handed.
- 2.- Catching a fish in the village pond.
- 2.- Going to Neuestadt to buy the fish.

Although this is not important, here's a brief list of Lilith's reactions, just for the fun of it ^\_^

- 1.- Just return home and talk to Lilith. After Stahn explains what happened, Lilith will say it's not his fault.
- 2.- Go to the village pond and catch a fish using the Circle button, then go home and talk to Lilith. She will get really mad and tell you to return the fish immediately.
- 3.- This one is harder than the others, since you have to go all the way south to Neuestadt and come back. Equip a weapon on Stahn, then leave the town and work your way through the mountains until you reach Neuestadt. At the harbor, you will have to choose between two different fish mongers, one sells you a whale steak while the other sells you a swordfish. Return to Lilith anyway, if you got the whale she will tell Stahn that a whale is not actually a fish ^\_^ If you bought the swordfish, Lilith will get angry at Stahn for getting such a weird fish (note that Stahn calls it a sunfish now).

No matter what you did about the fish affair, Lilith will be waking Stahn up again the next morning. This time is different though, Someone is here to see him. It's Philia, and she brought Clemente and Dymlos with her! It appears the Eye of Atamoni is missing AGAIN, and Seinegald has requested their help.

After Philia gives Dymlos back to Stahn, leave the house. Talk to Lilith to see a little scene after which you get the Food Sack L (a Valuable item).

Now walk far left and then down to talk to the village chief's daughter, who will declare her love for Stahn (!). You have to choose what you respond now: if you say you like her too, she will give you a few Miracle Gels; if you say there's another girl, she will give you a Magic Mist (allows you to escape from battles faster); finally, if you choose the third option, you get a Black Onyx (raises max HP by 30%). The Black Onyx is by far the best (equip it on Stahn).

Okay, check your equipment one last time before leaving town, then travel far south through the mountains, until you reach Neuestadt.

As you enter, Philia will tell you that there's a ship waiting for you at the harbor. But wait! There are two mini-games you can do in

town right now, the Blackjack mini game and the second part of the race around the city. Check sections 4.3 and 4.5 for more information. The Coliseum is closed, and Ilene is not home right now, which means you should just go to the harbor after doing the aforementioned mini quests.

Once you are done in town, talk to the captain of the right ship. Before going to Seinegald, you will have to get Garr and Rutee into the party. I recommend getting Garr first, it saves you a trip ^\_^

Once on the ship, Philia will explain why the Swordians were unresponsive after the last crisis ended. Apparently, the discs Leon gave everyone to seal the Eye of Atamoni had put the Swordians in stasis! Leon lied when he said it was because the world was out of danger.

=====  
Getting Garr  
=====

You should be taken to Frostheim. Leave the town, walk a bit north and west to enter Tilso Forest. This so-called forest is just a path in the woods, once you are past it, go west to enter another forest that looks exactly the same (lazy programmers...).

Okay, you should be out in the map by Cyril. You can enter the city and visit Mary if you feel like it, but she won't join you just yet.

Travel northeast and enter Heidelberg. Now that the city is back to normal, you might want to explore it (there's nothing of interest, though). Go to the castle once you are done. After a short discussion with a guard, Darzen will get you in to see Garr.

As you could have guessed, Garr is more than upset to hear that the Eye of Atamoni has been stolen, after what the king of Seinegald had said ^\_^ As expected, he will join you immediately. Note that you have Igtenos in your inventory now, but he is unusable for the time being.

Just leave the city and travel south until you reach Cyril, then go east through the forests to reach Frostheim. Enter the harbor and talk to the captain of the ship and tell him to take you to Seinegald.

=====  
Getting Rutee  
=====

You should be in Darilsheid right now. Leave the city and travel west, then down as soon as you can. Walk east this time, then go north, cross the bridge and enter the nearby town.

Explore a bit if you want to, there isn't much to do anyway. Go to the orphanage in the top-left corner of the city to meet Rutee, who will join you after getting Atwight out of storage ^\_^

Use the beds in the orphanage to recover your health if necessary, then leave the city and go all the way back to Darilsheid. If you haven't gone for Garr yet, go to the harbor and set sail for

Phandaria, if you have, just read the next section.

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### 3.18- Libra IV, The Mysterious Abandoned Factory

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Items to Get:     Lute [1], Crossbow [1], Fenface [1],  
                  Strong Halberd [1], Iron Knuckle [1],  
                  Rune Bottle [1], Life Bottle [1], Pine Gel [1],  
                  Miracle Gel [1], Holy Bottle [1], Sacred Text 2 [1],  
                  Channeling [1], Rubber Suit [2], Oberol C [3],  
                  Reflex [2], ID Card B [Valuable], Gale Staff [1],  
                  Energy Bullet [1], Oberol EX [2],  
                  ID Card R [Valuable], Fine Shield [1],  
                  Strike Axe [1], Elixir [1], Pine Gel [1],  
                  Silver Plate [1], Rare Gauntlet [1], Ankh Shield [1]

Discs to Get:     SW130130 [1], Electrify [1]

---

Once you are back in Darilsheid with Garr and Rutee, go see the king. He will say that ever since the Eye of Atamoni was stolen, Hugo and Leon disappeared along with the Draconis. Now leave the king's room and walk north from the stairs. Go through the door a bit left from there for some new treasure (a Lute, a Crossbow, a Fenface, a Strong Halberd, an Iron Knuckle and the SW130130 disc). Equip the disc on Stahn, then leave the room and head right to get even more treasure from a similar room (a Rune Bottle, a Life Bottle, a Pine Gel, a Miracle Gel and a Holy Bottle). After that, just leave the castle.

Since Hugo seems to be involved in the crime, you will have to search his mansion for clues. Go there to find it packed with Oberon Corp employees who are looking for Hugo too. Go up the stairs in the room and head right, into another screen. Walk right and down, then left. use the door in the upper wall to enter Hugo's office. Stahn will notice a book lying on the desk, walk up and check it. It reads 'Libra IV'.

Now go back to the room where the Oberon Corp employees to ask them what 'Libra IV' means. You will have to talk to the one that has a beard, the manager, to learn that Libra is the code name for an old factory located on a island near Cresta.

Return to the king to announce your discovery, he will have a ship ready to take you to the factory. Before going to the harbor, you might want to play a mini game that allows you to get another Sacred Skill right now. To play, leave Darilsheid and travel north-west and enter the village of Armeida. Near the inn there, you can meet two characters from Tales of Phantasia who will test your knowledge. If you win, you get the Throw Sword sacred skill and a Channeling! See section 4.6 for more details!

Buy supplies if you need to, then go to the harbor. Save your game and talk to the captain of the left ship, who will agree to take you to the old Oberon Crop factory.

Once at the factory, the party will talk about Leon's relation to the unfolding crisis. You will be asked if you still believe in him, choose any option, as it doesn't really matter.

Now go up through the door there, to get to a room with four exits, two going up and two going to the sides. Head left, get a Rubber Suit from the chest (equip it on Rutee) and talk to the Oberon Corp employee to fight a group of enemies. Return right.

Of the two doors going up, use the right one. Pull the lever by the conveyor belts, then get an Oberol C from the chest by the golden door. Go through the door to reach a room filled with piles of scrap metal; grab the chest for a Reflex armor (equip it on Garr) and return to the room with the four exits.

This time, go up using the left door. Walk a bit up, turn right and go down into another room. Talk to the employee there and defeat him to get the ID Card B (a Valuable), then return up.

Walk up and turn left, head up and go through the door. Use the stairs in that room to descend onto a lower level. Grab the Electrify disc from the blue chest and get on the conveyor belt, which will take you into a room with another two belts. Get on the one going south to be taken near a locked door with a blue panel on its left. Check the panel to use the ID Card B, then go through the door. Defeat the employee there to learn something about a password and get the chests in the room for another Reflex and Rubber Suit (equip this one on Philia). Now leave the room and get on the conveyor belt at the top.

You should end up in the room with the scrap metal. Work your way back to the room with the four exits and use the one going north on the left. Go through the door in the top-right corner and follow the path from there until you get to an entirely new area.

Check the computers on the upper-left and lower-right corners of the room to get more information on the password mentioned before. Go down from there into a hall. Head left into another room and defeat the employee there, who will tell you that part of the password is a color (like we didn't know that). Get all the treasure in the room (a Gale Staff, an Energy Bullet and an Oberol EX), then return right.

Go right this time to reach a room with a computer in the center. When you check it, you will be asked to enter the password 'IV'. Choose option 3 (Blue) first, then option 4 (Metallic Blue). The door at the top of this room should be now open, go through it and fight the Oberon Corp employee to receive the ID Card R (a Valuable).

Return down and go right to get to a door with a red panel on its left. Just like you did before, check the panel and go through the door. In this large room, walk up and go through the door to your right for a Fine Shield and an Oberol EX (equip the shield on Stahn), then return down. Walk left and walk around the console thingy, then get an Oberol C from a nearby chest. Go left and a bit down to find a door leading to a Save Point.

After saving you game, leave the room. Walk far up and a bit right to get an Oberol EX from the chest by the scrap metal. Go through the nearby door for an Oberol G, then return to the large room and use the door in the upper-left corner. Walk up and talk to employee, who will fight you after stupidly trying to make you think everything is normal

^\_^ Now just use the door he was guarding to reach an elevator that takes deep down...

You will be in a cave area. Walk down into another room, from where you should go left for a Strike Axe. Return to the last room and head right. Walk right across the room and use the passage to get to a small, seemingly empty room. Check behind the stalagmite for an Elixir, then leave the place. Walk left and down, follow the path and get a Pine Gel at the end of it before going down, into another area.

Walk down over the plank and follow the path going into another room. Once there, go a bit right and use the plank leading north to get a Silver Plate (equip on Stahn). Go back down, then follow the path left to get to another room. Walk up over the plank and use the passage going right for an Oberol C and a Rare Gauntlet (equip it on Stahn). Return to the last room and walk over the plank going left, into another room.

Go up to the top of this place, get an Ankh Shield from the chest to your left, then go far right into the next room. Now just keep going, after a couple of rooms, you will witness a scene involving Hugo, Rembrandt, Marian and Leon.

It seems Hugo is forcing Leon to cooperate by having Marian as a hostage! When the party arrives, Leon is left behind to entertain you. Pay attention to what Leon says now, as he reveals several important details (Rutee is his sister!). After that, he will fight you, to protect what's most important to him...

BOSS: Leon

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Leon

HP 12000  
TP 9999

EXP 2875  
GALD 655  
LENS 45

ITEMS Elixir [1]

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It's only sad that Leon is so pitifully easy to defeat now... Have Stahn use Dragon Blade on him from the beginning. If Leon manages to get too close to the party, use Force a couple of times. Garr should just use Wind Blade or Mirage, the damage won't be great, but it will prevent Leon from doing anything.

Rutee shouldn't need to heal much this time, being Leon so weak. Have her cast Sharpness on Stahn and Garr, then have her steal (you can get an Elixir this way) or use her specials. Philia will be probably dealing the most damage, as the Holy Lance spell can hurt Leon for about 1500 HP!

Leon doesn't have many attacks actually, and there's little chance that you see them, as you will be pounding him from the very beginning of the battle ^\_^

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Even after his defeat, Leon will insist on not letting you pass. The cave will suddenly start shaking, causing a flood.

The party ends up near Hugo's Draconis, walk right and enter it. You will now see the island sinking, taking the factory and Leon with it. Then, unexpectedly, a massive structure rises from the sea. Dymlos says it's an Aeropolis, a relic from the ancient war during which the Swordians were created. Much to everyone's surprise, a beam of light shot from a weapon in the Aeropolis blasts the land, absorbing the terrain into the sky!

According to Dymlos, the weapon is called Belcrant, a mass destruction weapon used during the war. The revival of Dycroft (the capital of all the Aeropolises) and Belcrant was the reason for Hugo wanting the Eye of Atamoni. To make matters worse, it appears Dycroft has evolved over the last hundreds of years!

After Garr vainly tries to reach Dycroft with the Draconis, the Swordians tell you to go to the ruins where you met Clemente, called Radisrol.

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### 3.19- Radisrol's Boot Disc and Some Side-Quests

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Items to Get:     Horn [Valuable], Elixir [2], Sacred Text 1 [1],  
                  Emerald Ring [1], Grow Fruit [1], Flare Sword [1],  
                  Savory [1], Sage [1], Lavender [1], Bellebane [1],  
                  Red Savory [1], Red Sage [1], Red Lavender [1],  
                  Red Bellebane [1], Lemon Gel [1], Pine Gel [1],  
                  Miracle Gel [1], Boot Disc [Valuable]

Discs to Get:     Swirling Flame [1], Purity [1], Thunder Spirit [1]

---

You will be in the world map, next to Darilsheid. Note the changes in the map and enter the city. Talk to the king if you want to, it's not actually necessary. Buy supplies if you are running low, then go to the harbor and talk to the captain of the captain of the left ship. After a short discussion, he will agree to take you to Demon's Reef, where Radisrol is.

Surprisingly, Radisrol will no longer be submerged, probably because of Dycroft's revival. You have to get to the control room of the city, which is where you found Clemente. Getting there will be much easier this time, as there are no enemies.

From the first room, go up, move the rubbish out of the way and proceed upstairs. Go up one more time, then right twice. Use the rope in that room and work your way down. Go right and just keep going up until you get to the control room.

The former commander of the Er'ther forces, Marius Raiker, will welcome you. Upon hearing what happened with Chaltier, Raiker will mention that they have already lost three Swordians: Igtenos, who is



actually just unable to manifest his thoughts or powers; Chaltier, who sided with the enemy; and Berselius, who died during the war when the Core Crystal was destroyed. Incidentally, Igtenos can be repaired, but the technology needed can only be found in the Aeropolises.

In order to restore Radisrol completely, a Boot Disc is needed. But before getting that, you must get an assistant for Raiker, since he only exists in the computer ^\_^ You will now receive the Horn, which you can use to summon Bernardo, the sea dragon. Leave the control room and work your way out of Radisrol to find yourself travelling on the sea dragon.

NOTE: You can only get off Bernardo when you get to a city, you can't just get off on a shore. When you want to summon the sea dragon again, just go to any harbor in the world, enter the Valuables sub-menu and use the Horn.

As far as I know, there are three candidates for Raiker's assistant: a scientist, a junk hunter and an elite priest. Here are the methods for getting each of them:

- 1.- Scientist: Simply go to the Otto's Lab at Darilsheid castle and talk to one of the guys there.
- 2.- Junk Hunter: Go to the town of Junkland in Calvalse and talk to the man near the cave entrance.
- 3.- Elite Priest: Go to Straylize Temple and climb the Tower of Knowledge, then talk to one of the men at the top.

I think your choice doesn't make any difference, so just go to Darilsheid and talk to one of Otto's Assistants. Just for the record, when you talk to one of the candidates, he will be recruited automatically, you don't get a choice, so be careful.

You have an assistant for Raiker now, don't you? Well, don't return to Radisrol just yet, this is a great time for side-quests and mini games! More importantly, you can have two of the other characters join your party now:

- Karyl: Go to Moreau. He's at the square playing for the people. Talk to him and he will offer to join you!
- Mary: Go to Cyril and talk to her. She will only be available right now if you let Dalis die :(
- Chelsea: Go to Heidelberg and enter the castle. She's sitting in Garr's throne ^\_^
- Khang: You will have to enter the tournament held at the coliseum at Neustadt and beat him to have him join (see below for more information).

Note that you can change the characters you chose anytime you want, just try to make someone else join you and you will be asked who you want to replace. Now that your party is complete, let's do some side-quests:

Moreau Square: Go to Moreau and talk to one of the cat people there.  
You can play a mini game with him for an Elixir. Check

section 4.7 for a more information.

Sacred Skill: You can get another Sacred Skill right now. From Moreau, travel north and work your way to the tidal cave. Go to the Stone Slab in that cave (check the map in section 3.11 if you don't remember) and check it. Answer 'Fireball' and 'Spin Slash' to the questions to get the Sacred Text 1, which allows Stahn to use Spin Flare.

Emerald Ring: Having Chelsea in your party, go to Neustadt. At the harbor, make sure you have at least two Bonitos (a type of fish); buy them if you don't. Now talk to the cat standing near one of the fish mongers. Chelsea will try to feed it something, choose to give it a Bonito both times to receive an Emerald Ring, which reduces TP usage by 1/3! Equip it on Philia or Stahn right away.

Coliseum: At this point, the Coliseum at Neustadt will be open again, with new monsters and prizes for you to claim! Read 'Phase 2' in section 4.4 for more information. The items you get here are very good this time, make sure you get all of them!

Remember to equip what you just got, especially the Flare Sword (a killer weapon for Garr!) and the Emerald Ring (great for Stahn or Philia).

Now return to Radisrol and work your way to the control room. Your next mission will be retrieving the Boot Disc from a cave west of Lienea which you can only access with the sea dragon.

Leave Radisrol and navigate southwest. Use the mini map to get to a large bay just west of Lienea, then go into the cave to reach the Hidden Temple

This place is the simplest dungeon in the game, it consists of a few rooms that look exactly the same. each of the rooms has a locked door that can only be opened by leaving a Swordian (and his/her master) in a device by the doors.

NOTE: You can actually have Stahn and Dymlos stay in any of the doors while the other characters retrieve the Boot Disc. However, you miss two discs found at the end of the dungeon that way.

Just walk north and check the sword shaped depression on the wall, then choose the character that will stay with his/her Swordian to keep the door open. Repeat this twice more and you will get to a room that looks different.

Go up the stairs and go to the middle platform there to fight a monster (nothing to worry about). Get the three blue chests there, they contain the Purity and Thunder Spirit discs and the Boot Disc (a Valuable).

Now go all the way back, talking to the characters you left behind to have them rejoin. Once you get the last party member back, Belcrant will go off again, covering even more of the sky! Just leave the temple and return to Radisrol.

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3.20- Ignasea and the Warp Gate  
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Items to Get:     Garnet [1], Wendiene [1], Pine Gel [1],  
                  Orange Gel [1], Elixir [1], Tricycle [1],  
                  Thunder Scepter [1], Oberol C [1], Silver Plate [1],  
                  Miracle Gel [2], Emerald Ring [1], Melange Gel [1]

Discs to Get:     SW180180 [1]

-----

In Radisrol, go all the way into the control room again and talk to Raiker's assistant. After a short sequence, Radisrol will rise to the Aethersphere.

Now, in order to get to Dycroft you will have to go to the Aeropolis called Ignasea and use the Warp Gate. If you need supplies, you can just use the anti-grav elevator of Radisrol to return to Darilsheid.

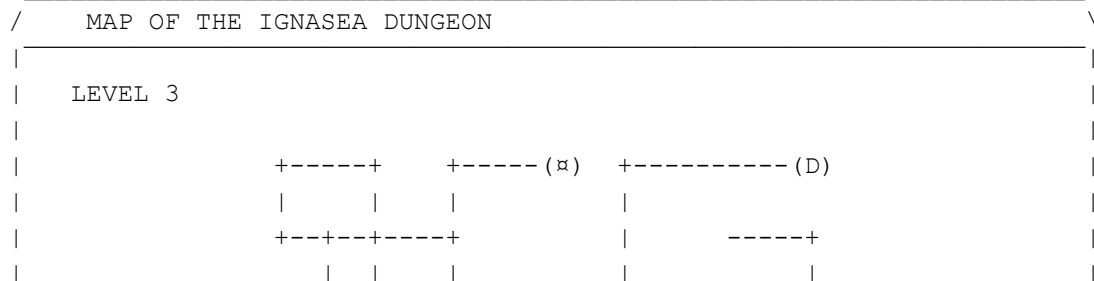
Before doing anything else, let's explore the areas of Radisrol that were inaccessible before because of the water. Leave the control room, to your left, you can find the anti-grav device. Use it to go to Darilsheid and buy supplies if you need them. Also, you can do yet another side-quest now, see section 4.8 for more details.

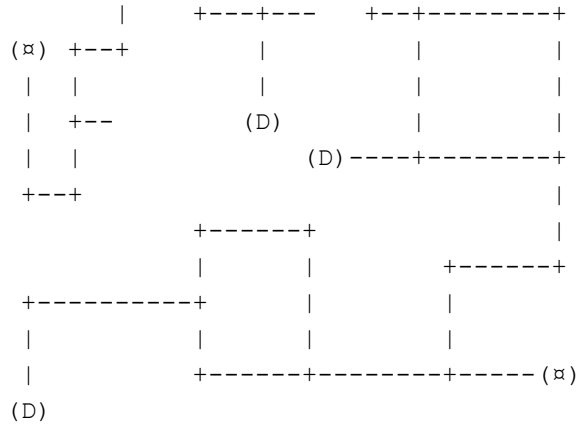
Use the anti-grav device at Darilsheid to get back into Radisrol. Leave the room where you appear and head right to reach the anti-grav elevator and use it. Go left twice and use the previously unreachable door for a Garnet, a Wendiene and a Pine Gel.

Return outside and proceed left. You should be back in the room with the Save Point. Go up from there and use the stairs to descend onto the newly dry area, then go through the door in the upper wall for an Orange Gel and an Elixir. There's nothing much else worth mentioning, except for a room where you can heal your characters for free.

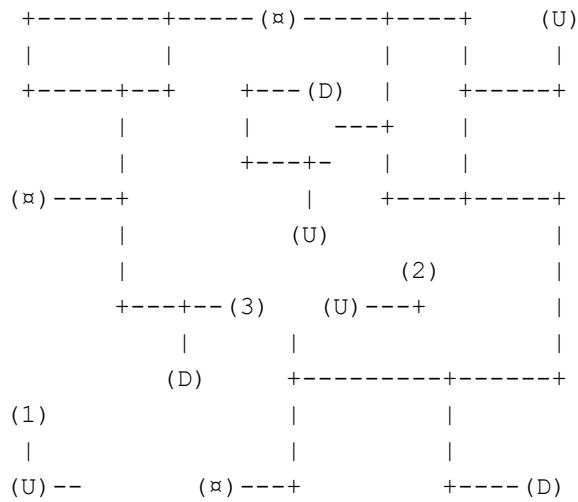
Check your equipment and arrange your party, then leave Radisrol. You will be walking on the Aethersphere (check out the sight of the surface). Go west, a bit north, then east, south and west to reach Ignasea. Save your game and enter.

Walk far north over the path and use the opening in the structure to enter it. Note the teleporter thingy to your left, it will be activated later. Head right and up to reach another teleporter, then step on it to be taken to the real dungeon:

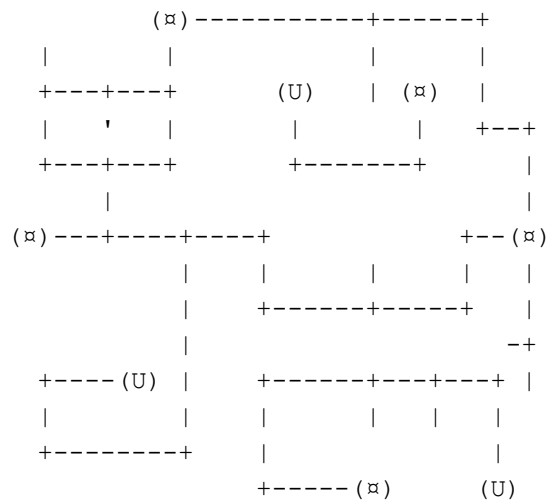




LEVEL 2



LEVEL 1



- Horizontal Path
- | Vertical Path
- + Junction
- (α) Teleporter
- (D) Elevator Going Down
- (U) Elevator Going Up
- (1) Thunder Scepter
- (2) Oberol G
- (3) SW180180

NOTE: I hereby apologize for the ugliness of this map ~\_^

You start at the bottom right corner of level 3. Ignore the path going north, head left and follow the path, then use the elevator there to descend onto level 2. Get a Thunder Scepter from the nearby chest and return up. Walk back right and use the path you ignored earlier. Turn left as soon as possible and use the elevator to get an Oberol C, then go back up. Walk a bit right, then go north and follow the path to reach an elevator going into level 2.

Follow the path south to the bottom of the screen, then walk left and use the teleporter to enter another room. Go down for a Silver Plate (equip it on Garr) and a Miracle Gel, use the teleporter to return to the dungeon afterwards. Walk up, a bit right and down to reach an elevator that leads to level 1. Follow the path and use the teleporter to your left.

From where you appear, go right and use the stairs. Walk far right (ignoring the passage going up for now) and use the exit for a Slayer Sword. Return left, into the hall. Use the path going up to reach the gate (or what's left of it, anyway). You will be automatically taken back to Radisrol, to make a new plan.

Now that the Warp Gate is destroyed, you will have to go to Mikheil and use the Sky Cruiser, a small version of the Draconis, to reach Dycroft. In order to reach Mikheil, you have to go to Josaia (another Aeropolis) through another Warp Gate in Ignasea.

Note that an inn has been installed in one of the empty rooms of Radisrol, you probably want to make use of it (though you can still use the free recovery pods). Go to Darilsheid if you need supplies, then save your game and go to Ignasea.

Once inside Ignasea, go right and up to use the teleporter. Walk a bit left, then follow the path going north and use the elevator at the end to reach level 2. This time head left, ignoring the teleporter along the way, then go all the way down. Go right to get the SW180180 disc (equip it on Stahn), then use the nearby elevator to descend onto level 1.

Follow the winding path and turn left when you get to a junction. Use the transporter for an Emerald Ring (equip it on Stahn or Philia). Back in the dungeon, walk right and up until you reach yet another teleporter. Use it and follow the path to get a Miracle Gel at the end. Return to the dungeon now and work your way to the elevator in the lower left corner of the screen.

You should be back in level 2. From where you appear, walk north and left, then use the teleporter. Go up and use the stairs to reach another room, then walk right and down to reach another transporter.

You are now in a section of level 3 you couldn't access before. Follow the path north and right to reach a point where you have to choose between using a teleporter or an elevator. Use the transporter first and go left for a Melange Gel, then return to the dungeon and use the elevator. Follow the path to get to the last teleporter, use it.

Walk far north to reach the Warp Gate. Before doing anything, use the Save Point. Note the little teleporter thingy in the lower right corner of the room, step on it to activate the transporter at the entrance of Ignasea, which saves you the trouble of going through the dungeon from now on. If you need healing or supplies, take this chance to go to Radisrol.

Now, about the Warp Gate itself: note that there are four different colored gates surrounding a ray of light. Depending on the gate you use to enter the light, you will be warped to a different Aeropolis. Here's the list:

- Blue ----> Ignasea
- Green ---> Rodeon
- Red -----> Josaia
- Yellow --> Deimos

So, go through the red gate and step into the light to reach Josaia (note that Dymlos won't let you go anywhere else right now).

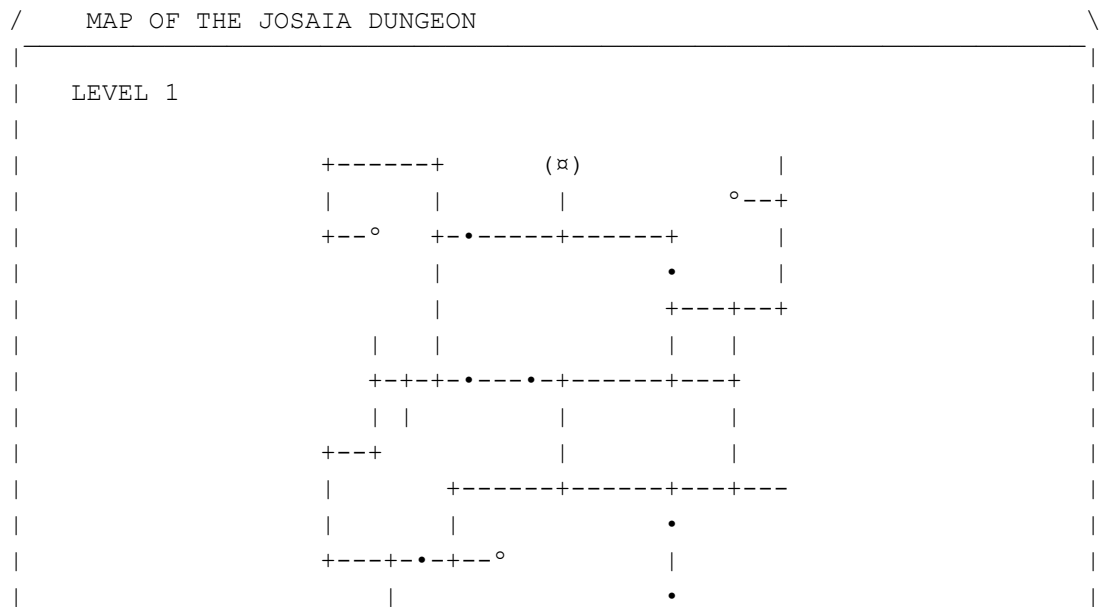
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3.21- Josaia, Mikheil and the Sky Cruiser  
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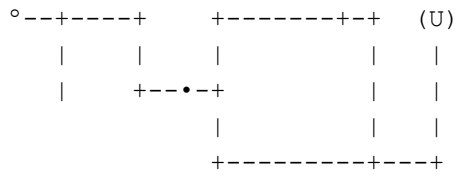
Items to Get: Arc Wind [1], Bear Claw [1], Duel Helm [1],  
Rare Shield [1], Winged Boots [2], Burning Sword [1],  
Holy Bottle [1], Hourglass [1], Oberol G [1],  
Sacred Text 3 [1]

Discs to Get: Strengthen [1], Demon Arrow [1]

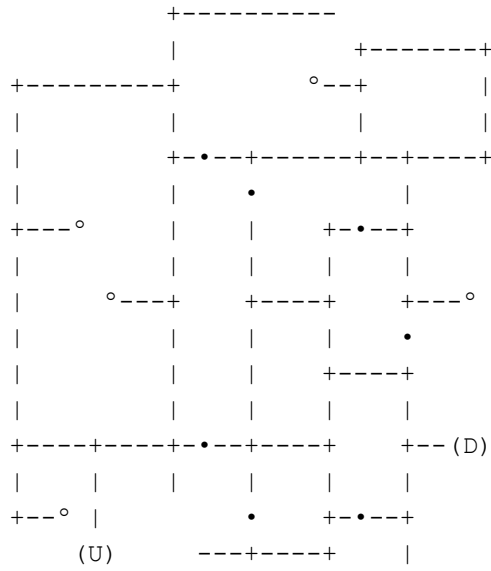
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You will arrive at the Warp Gate of Josaia. Just like in Ignasea, there's a little teleporter in the corner that can take you to the entrance of the Aeropolis, but it's not working yet.

Now, from the Warp Gate, go south and step onto the teleporter to enter a dungeon area, much like the one in Ignasea:

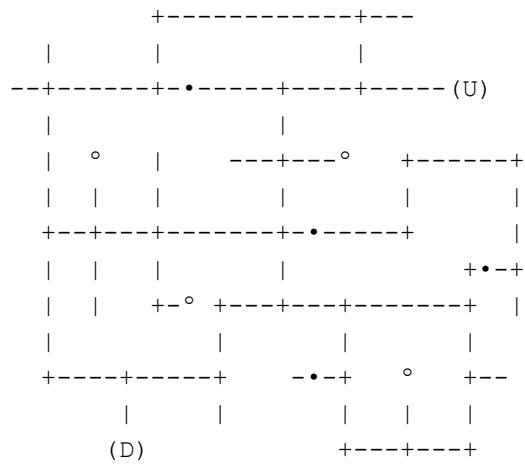




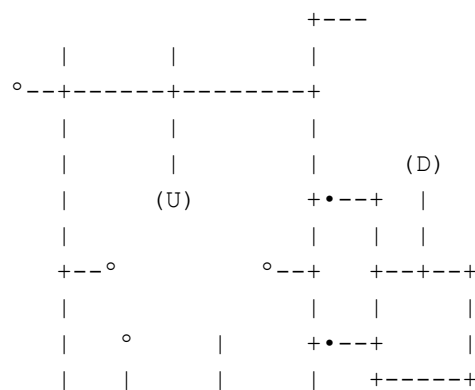
LEVEL 2

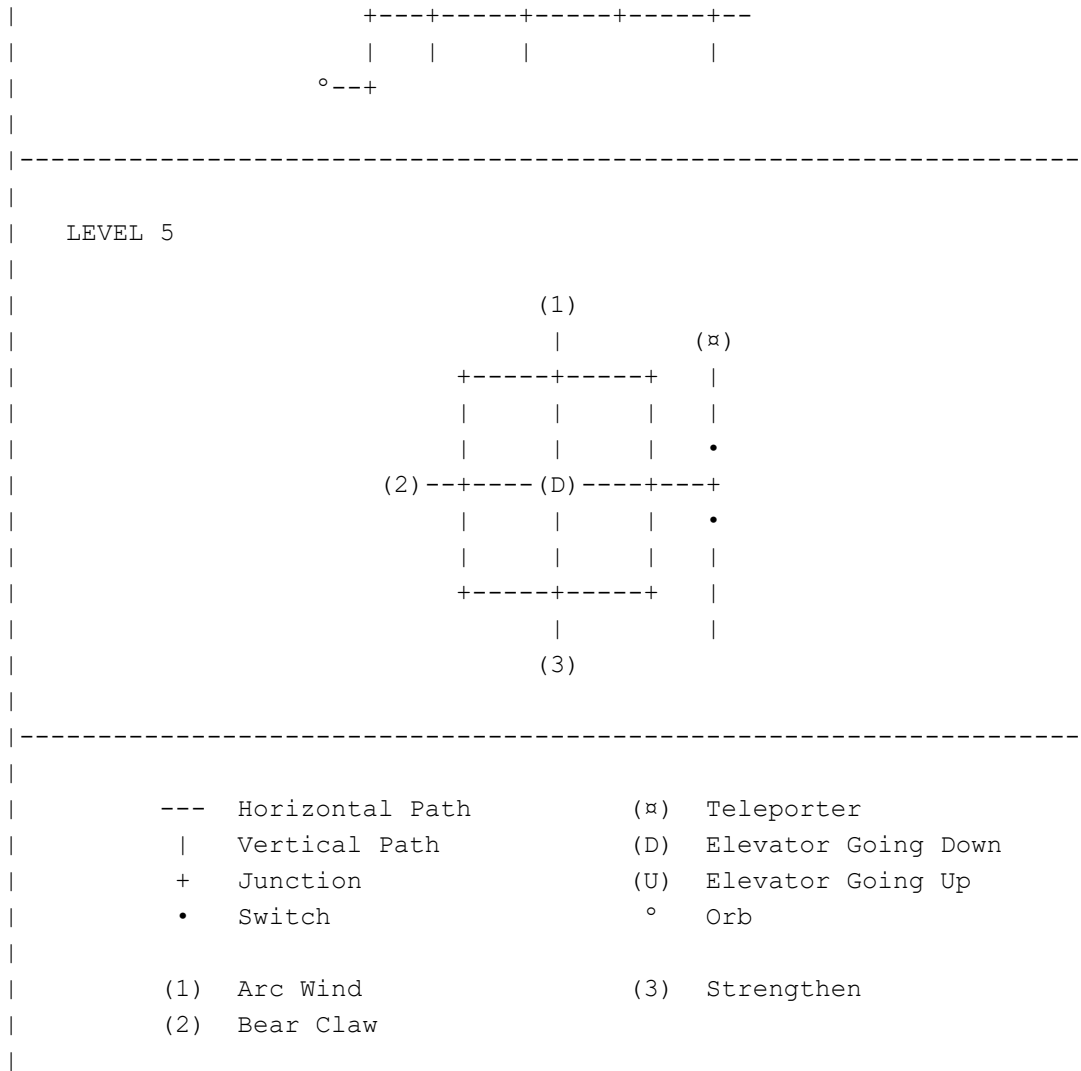


LEVEL 3



LEVEL 4





This dungeon is a bit like a mini-game, though the amount of enemies detracts from the fun. In each floor, you must collect several orb thingies to activate the elevator leading to the floor above. This would be rather easy if it weren't for the horde of monsters roaming around. Fortunately, there are also switch-like tiles on the floor (which are activated by stepping on them) that you can use to prevent the enemies from advancing...

Since there is no treasure in the first four floors, I won't write a walkthrough for them (the map should be just enough). One word of advice before you get to it: don't waste too much time trying to use the switches to avoid enemies, it's not worth the effort.

When you finally get to level 5, get the chests at the northern, western and southern ends for the Arc Wind, Bear Claw and Strengthen disc (you may want to equip it on Philia). Now use the teleporter in the upper right corner to get to the exit of Josaia. There you will find the other end of the device that you saw at the Warp Gate. Take this chance to return to Radisrol for healing and to exchange your Lens at Seinegald (since you are probably near getting 9999, which is the max). After that, return to Josaia and use the exit.

Travel far north-east of Josaia using the map to guide yourself. You will eventually reach the Aeropolis Mikheil.

Inside Mikheil, go north once to find a switch and three paths going



up. Ignore the switch and head up using the leftmost path. There should be a yellow platform there, get on it to be taken north, then go up and left. Get on the blue platform that takes you left, then step onto the nearby teleporter.

You will be in yet another dungeon like the one in Ignasea (I don't understand how the Aetherians managed to live or work in these places ~\_^). Anyway, work your way to the bottom-right corner and use the elevator to reach level 2. Walk far left (beware of the tiles that disappear) to reach a teleporter, use it.

Get a Duel Helm from the chest in the lower-left corner (equip it on Stahn), then use the yellow platform to go right. Once you are on the other side, throw the nearby switch and go right to get a Rare Shield from a chest (equip it on Stahn). Now return all the way left and step on the teleporter.

Walk right over the disappearing tiles once again, then use the teleporter just north of the elevator. Throw the switch there and step onto the purple platform, then go north and left. Get a pair of Winged Boots from the chest in the upper-left corner and step on the yellow platform going down. Use the teleporter there to return to level 2 of the other part of the dungeon.

Walk left and use the elevator to reach level 3. Work your way to the lower area of this place and step onto the left teleporter. Use the yellow platform, then go left and two screens north to reach a chest containing a Burning Sword (if you didn't get on from the Coliseum, equip it on Garr). Now return to the yellow platform and use it, then go right and up. Use the gray platform to reach a puzzle room.

NOTE: This puzzle can be very tricky if you mess with switches without knowing. In other words: in order to prevent complications, don't touch anything unless you know what you are doing!

Now throw the green switch near you and use the platform to go up. Walk to the top of the screen and use the gray platform there to get to a red switch, throw it. Now, as you walk back down, step on the seemingly pointless purple platform (that should make a nearby platform of the same color move right).

Step on the purple platform that just moved, then go up. You should be near a red and a light-blue platform. Step on the latter, then walk a bit left and go down using yet another platform to reach a chest containing a Holy Bottle.

Return to the red platform you saw before and use it to go up, then move left on the blue platform. Walk up, far left and down, then get on the light-blue platform to go a bit right. There should be a yellow platform going down, use it! Step on the left gray platform to get a Hourglass from the chest, then proceed down using the white platform. Walk right and use the white platform there to go up near two gray platforms more. Use the lower one to get an Oberol G, then go back and use the upper one platform. Finally, go south from there to reach a teleporter.

You are now in level 3. Follow the path and use the elevator, then

walk left and step onto the teleporter. Use the gray platform and go right to reach a large rectangular room. Walk far right and go down the path there, then use the platform to be taken south. Throw the nearby switch and head left to throw a purple switch, then return right. Go down and use the white platform, then follow the path until you come to a room with a Save Point.

After saving your game, get the chests for a pair of Winged Boots and the Demon Arrow disc (equip it on Rutee). Use the teleporter on the right to be taken to level 4, where you have to work your way to the elevator in the lower part of the screen. Be VERY CAREFUL not to fall down to level 3 (the way back up is too long, you should just reset).

Once in level 5, go north and use the transporter. There you will find a tough puzzle (not because of the puzzle itself, but because what you have to do is hard to guess). Note that there is a weird device on the right side of the room with a plug thingy that runs over a track. You can move this plug by pressing the Circle button next to it and walking down over the track. Doing that opens up the path going north for a couple of seconds, which is not enough for you to get through. Now, look at the left side of the room, there should be a boulder of some sort there. Drag it and place it just left of the track of the device. Pull the plug all the way back and quickly push the boulder onto the track to block it. If you do it right, the path will remain open!

Now that the path is open, heal up and go through it to find Rembrandt and Marian. After a scene that shows what happens when the translation team consumes illegal substances while working (I suspect the nonsensical conversation is fruit of censorship), your party will be in critical condition. Use magic to recover your HP and Orange Gels for your TP, then north after Rembrandt.

After another weird scene, you will have to fight!

BOSS: Rembrandt

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Rembrandt

|    |       |
|----|-------|
| HP | 15000 |
| TP | 0     |

|      |      |
|------|------|
| EXP  | 3500 |
| GALD | 2312 |
| LENS | 56   |

ITEMS SW280280 [1]

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As usual, have Stahn start with Dragon Blade. If he has reached level 40 already, attack Rembrandt with Light Spear. It doesn't make much of a difference, just try to keep him busy so that he can't unleash one of his vicious attacks on the party.

Rembrandt carries a very powerful disc, so you should make sure that Rutee steals it from him. After that, have her cast Demon's Lance. Don't bother healing unless it is really necessary, Garr can take care of any minor damage using items...

If Clemente has reached level 40, have Philia cast the Holy Wrath

spell to deal about 900 points of damage; if he hasn't, just cast Holy Lance (700 points of damage).

As mentioned before, Garr should play the part of the healer in this battle. However, if Rembrandt managed to give Stahn a hard time at the front, don't hesitate to send Garr after to support him (note that Rutee would have to concentrate on healing instead of casting attack spells if you did this).

This is an easy battle overall, but don't take it for granted. Rembrandt's attacks pack quite a punch, you must not let your guard down.

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After the fight, Rembrandt will explode (!). Upon finding out that Leon is dead, Marian will explain that she was hired by Hugo because she resembled Leon's mother...

After Marian is sent down to the safety of the surface in a escape pod, the party will get on the Sky Cruiser. Unfortunately, the security system of Dycroft, which comprises the Guardian Draconis and the Mirror Shield, will stop you.

This opens up the path of two new missions: going to the Aeropolis Cloudius to deactivate the Guardian Draconis and going to Helraios to revive Igtenos and find a way to neutralize the Mirror Shield. Even though there is no set order for these missions, I recommend doing the latter first (because Igtenos will need every bit of experience he can get once he is revived).

NOTE: Remember to equip the SW280280 disc on Stahn!

Anyway, leave the Sky Cruiser and enter the nearby Aeropolis, Josaia. Use the teleporter to get to the Warp Gate, then head for Ignasea (through the blue gate). You should go to Radisrol for healing and new equipment (the Weapons and Armor shops should be there already). Now go down to the surface using the anti-grav elevator, then go all the way to Lienea village in Fitzgald. Check the stone slab near by the pond, you should be able to get the Sacred Skill 'Dragon Toss' now (the right answer are 'Fire Storm' and 'Kick Attack').

Now, take the anti-grav elevator at Darilsheid to go back to Radisrol. Remember that the next two missions can be done in any order, but I strongly recommend that you go to Helraios first!

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### 3.22- Rodeon, Helraios and Igtenos' Revival

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Items to Get: Ankh Shield [1], Elven Bow [1], Warrior Symbol [1], Juicy Beef [8], Oberol EX [3], Oberol G [1], Green Gel [1], Card Key [Valuable], Orange Gel [1], Score D [1], Flare Claw [1], Laser Blade [1], Flare Sword [1], Winged Boots [1]

Discs to Get: Volcano [1]

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Leave Radisrol, then go to Ignasea. In the Warp Gate room, go through the green gate and step into the light to be beamed to the Aeropolis Rodeon.

From the Warp Gate at Rodeon, go south and use the teleporter to be taken to level 5. This is the easiest Aeropolis yet, so there's not even the need to draw a map. Just like the in Josaia, you can play a mini game of sorts here with the monsters: in certain points of the girders you will find bombs which you can drag around and detonate using the Sorcerer's Ring to eliminate the monsters.

From the point where you start in level five, go to the upper left area and use the elevator to reach level 3. Use one of the elevators there to get to level 1; once there, get an Ankh Shield from the blue chest in the middle and get on the nearby elevator.

You should be in level 2 right now. Get an Elven Bow from the chest at the bottom, then use the elevator at the top-right corner to get a Warrior Symbol from a chest in level 4 (equip it on Garr). Return down and get on the nearby elevator that leads to a different part of level 4. Finally, use the teleporter in the upper left corner to reach the exit.

Once outside Rodeon, travel a bit north, then west and a bit south to reach Helraios.

Enter the Aeropolis and go north in the first room. In the short corridor, go up to reach a spacious room. Get a Juicy Beef from a chest to your left, then check the computer in the upper right corner for a clue about a password if you feel like it (the clues were messed up in the translation...).

Return down now and follow the path until you come to a room with three doors (including the one you came through). Use the left door and go through the room filled with conveyor belts to reach a room with four chests (they contain 3 Oberol EXs and an Oberol G). Go down from there, then walk left and up past the flame-throwers into another room.

Here, you will have to move using the conveyor belts. Walk up and get on the belt to your right. When you have to choose go up, right, up, up and right. Get a Green Gel from the chest, then go left and up to reach a door, go through it. You should be in front of three doors, go through all of them and get two Juicy Beefs, the Volcano disc and the Card Key (a valuable). Now return down using the left door (the one you came through).

Go back to the bottom of the room, get on the belt from before and go up, right, up, up, left, up, up, then use the door there to get a Juicy Beef. Return down and use the belts to go left, grab an Orange Gel from the chest and use the left belt to return to the beginning of the room.

Back in the room where you saw the flame-throwers, use the right exit and follow the path to enter another room with conveyor belts. Just like before, get on the belt going right; when you have to choose, go

up, right, right, up and up to get to a chest containing the Score D. Return to the bottom and get on the belt, then go up, right, up, left, right, left and up for an Orange Gel. Use the nearby belt to return down.

Now backtrack to the room with the three doors you saw near the beginning of this place (before the conveyor belt area). Go through the golden door in the middle; check the two computers there for more useless clues, then check the door at the top to open it with the Card Key.

In the new area, walk a bit up and go left to get two Juicy Beefs, then return right. Ignore the door just north from there and follow the path, getting the treasure in each of the rooms (two Juicy Beefs and a Flare Claw). Now go through the door you ignored earlier (it's in the middle of the room) and just keep moving until you reach a Save Point, use it!

Go north through the door and check the computer to enter the infamous password. As I said before, the translators screwed up here, so guessing the password by yourself is almost impossible... You have to pick from the four sets of characters and then chose which one you want to input. To start, input 'GIFT', then 'FATE' to open the door.

If you input 'GIFT' before, you should find a chest containing a Laser Blade (equip it on Garr). Now go through the door in the upper right corner of the room to get a Flare Sword, then return down and use the door on the left side. You will meet Ilene, who will attack you after a short conversation...

BOSS: Ilene

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Ilene

HP 13000  
TP 800

EXP 3500  
GALD 1980  
LENS 60

ITEMS Mind Ring [1]

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Ilene is really weak, so there's no need for any kind of strategy, just pummel her with all you've got. Stahn's Dragon Blade and Garr's Mirage work great, so does the Holy Lance spell. You can have Rutee steal a Mind Ring from Ilene if you want to; though I don't it's going to be of much use...

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After her defeat, Ilene will explain her reasons for siding with Hugo: she wanted to create a better world from the ashes of the one under the Aethersphere. However, after reasoning and realizing how wrong Hugo's methods were, Ilene commits suicide...

After another long scene, Igtenos will finally be repaired. While he and the others start work on a device to neutralize the Mirror Shield,





with several chests containing a Green Gel, an Orange Gel, a Melange Gel, a Lemon Gel, a Pine Gel, a Miracle Gel and a Life Bottle. Now go back to the room where you found the rats.

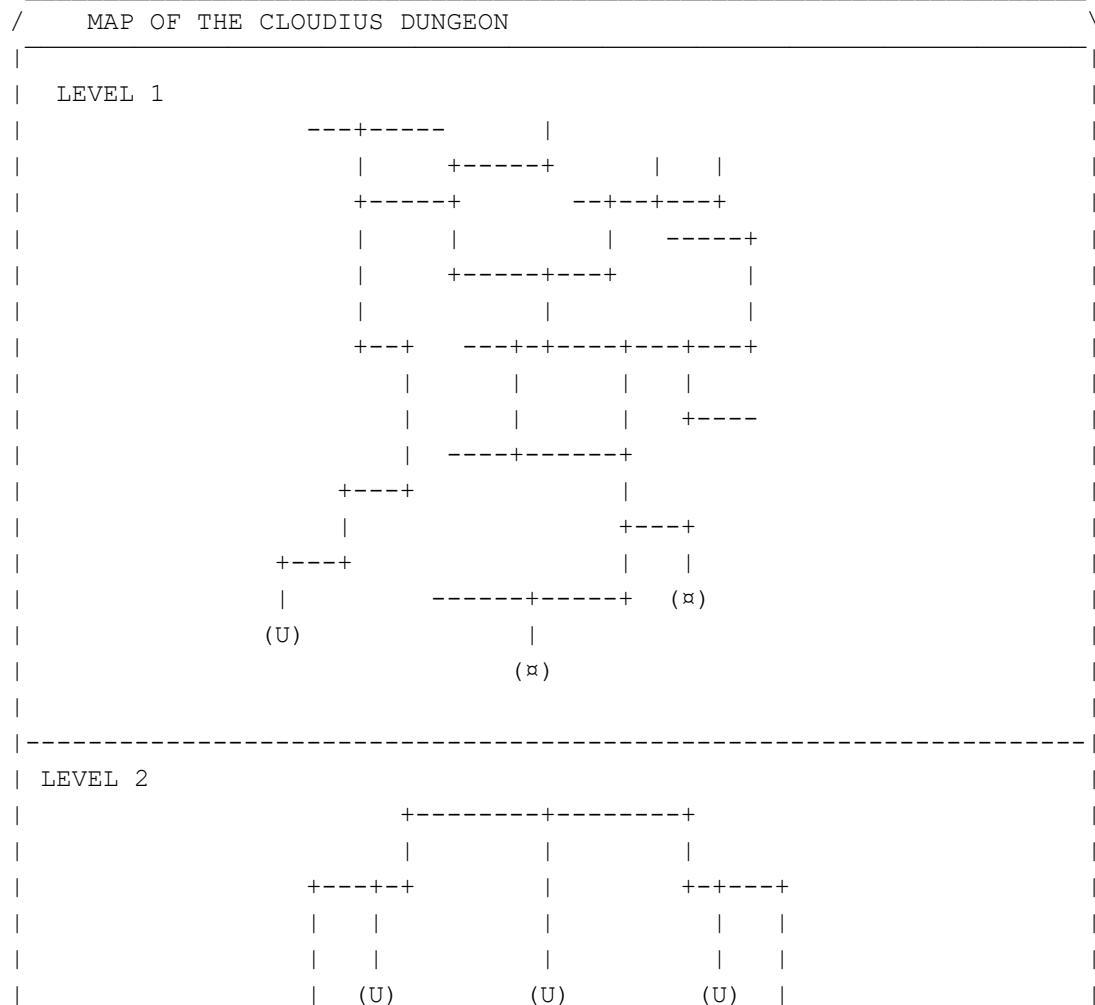
From the stairs near the entrance, go right and down the stairs to reach another area. Follow the path left to get Score C from a chest, then return to the main area once more.

This time, use the path going left at the bottom of the room. Turn left when you get to a junction and you should reach a room with four pillars. Go down from there into a spacious room and get the contents of the four chests: a Dark Seal, a Rubber Suit, the Earth disc and a Silver Plate. Now find a path going right in this room and use it, you should see a door going down pretty soon, go through it. The exit is right there!

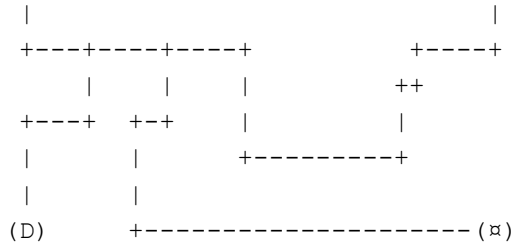
TIP: The Dark Seal increases the experience gained by one character, but cancels all of his/her special skills. You should equip it on Garr, since he and specially Igtenos are low on levels. Plus, since Igtenos is so weak, Garr's special attacks don't help much. This doesn't mean he'll become a burden, just equip a powerful disc on Igtenos (such as Demon Arrow) and Garr will become a deadly spell-casting machine!

In the world map, save your game and travel south, east and northeast to reach the Aeropolis Cloudius. Save your game and enter.

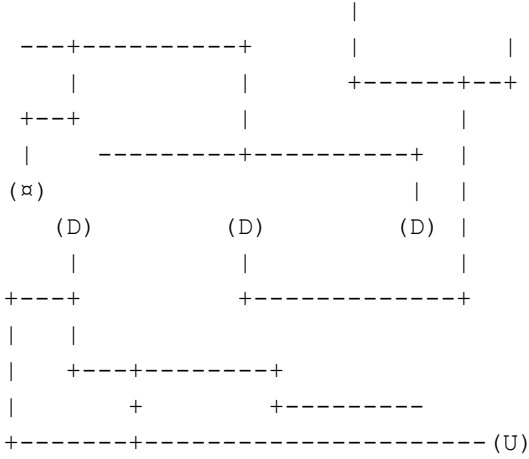
Step on the teleporter to reach a girders area (like you didn't see THAT coming):



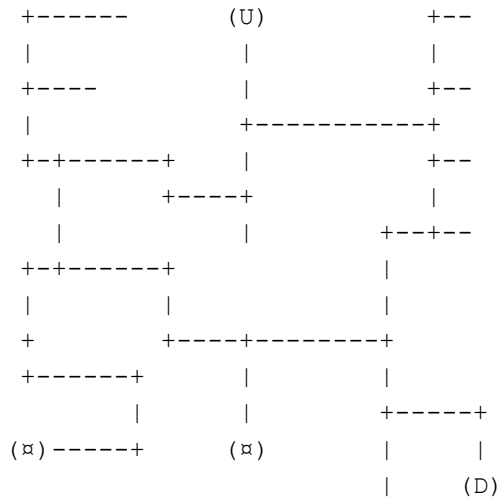




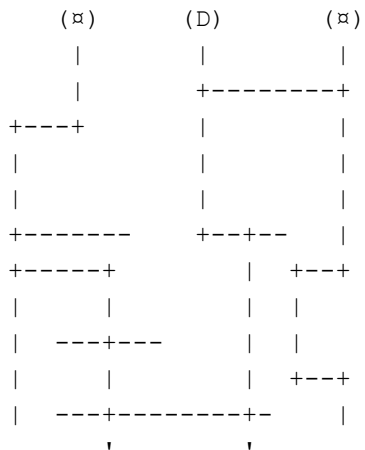
LEVEL 3



LEVEL 4



LEVEL 5



|  |   |               |     |                     |  |
|--|---|---------------|-----|---------------------|--|
|  |   | Vertical Path | (D) | Elevator Going Down |  |
|  | + | Junction      | (U) | Elevator Going Up   |  |
|  |   |               |     |                     |  |

NOTE: You can get the GC (Green Crystal) Rod in this dungeon. If you miss this item, you will not be able to access the bonus dungeon of the game, so MAKE SURE YOU GET IT!

You start in the lower right corner of level one. Go left and use the teleporter to be taken to a room with plants. Walk right and get a Crescent Bow from the blue chest, then check the plaque in the middle to get a clue for an upcoming puzzle: "The Goddess who shines her light upon darkness bides her time silently." Note also that there is a crest engraved on the wall, it's the moon. Now return to the girders using the teleporter.

Walk back right and follow the path going north. When you reach the top, go left and up, then down to reach an elevator leading to level 2. Walk a bit north from the elevator, then go right and down at the first junction. Follow the path and use the teleporter to get to a room with another clue: "The fragment of the night's first star falls in the west." Get a Lucky Blade from the chest next to the star crest engraved on the wall and return to the girders. Walk left and up, then follow the path to your right. You will eventually reach a three-way junction; go down and use the teleporter there to get another clue for the puzzle: "The Fire Spirit, the source of all light, faces the Goddess and burns when it receives the light of fire." Note that the crest on the wall is the sun. Now backtrack to level 2.

Walk up and follow the path left. Ignore the first junction and continue left, go down at the next one and take the elevator to level 3. Now walk down and use the lower path going right to reach an elevator going to level 4.

Go left of the elevator and step onto the first teleporter you see to get to an area with three chests containing a Protect Ring, an Elven Cape and the GC Rod (which you need to access the bonus dungeon). Return to the girders and work your way to the teleporter on the bottom-left corner for another clue: "Saturn stands between the Fire Spirit and the Goddess." Get back on the teleporter to reach level 4, then work your way to the elevator at the top and use it.

Walk south to the bottom of the screen, then go left and up to reach a teleporter. You should appear in a room with a stairway and a stone slab by the right wall. Check the latter; you should be able to obtain the Hellfire Sacred Skill from it (the right answers are 'Flare Tornado' and 'Force'). Now use the stairway to go up and save your game. Go through the door at the top of that very room to reach the puzzle.

Figuring out this puzzle on your own could take a while, but it'd be quite fun. I recommend you try to do it by yourself, but anyway... Start by going through one of the doors at the top to get to another floor. There are four holes and a crystal sphere with little stars. Remember the second clue: "The fragment of the night's first star falls in the west.", which means you should drop the sphere into the left hole (you will hear it shatter; don't worry, it's supposed to

happen). Get the Tornado disc from the chest in the middle and return downstairs.

According to the first clue: "The Goddess who shines her light upon darkness bides her time silently.", so place the moon sphere over the clock at the southern peak of the cross (you will know it has been situated correctly when the sphere lowers itself onto the floor). Now, the third clue said: "The Fire Spirit, the source of all light, faces the Goddess and burns when it receives the light of fire.", making pretty obvious that the sun sphere should go on the top spot.

The fourth clue reads: "Saturn stands between the Fire Spirit and the Goddess." The odd part is that you don't have a Saturn sphere... Fortunately, you can make one yourself: move the empty crystal sphere onto the ring in the lower-left area of the room; they will combine forming Saturn! Drag the new Saturn sphere onto the last peak of the cross.

Now, for the finishing touch, remember the third clue again. It said that the sun "burns when it receives the light of fire", so equip the Sorcerer's Ring and shoot the sun sphere. If everything is right, a done of light will appear. You are finally done with the puzzle, just go back down and save your game, then return to the girders area using the teleporter.

Okay, now work your way to the teleporter in the top-right corner and use it. If you solved the puzzle correctly, you should be able to walk over a path of... overgrown roots. Heal up and go up through the door to meet Baruk, who will tell you about his desire for a true utopia and attack you, of course.

BOSS: Baruk

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Baruk

HP 15000  
TP 0

Earthworm [3]

HP 2835  
TP 0

EXP 5075

GALD 1829

LENS 76

ITEMS Dark Bottle [1]

---

A good way to describe this battle would be pathetically easy. Really, I don't know why they even bother... Apart from that, he doesn't even carry a decent item for you to steal!

Anyway, have Stahn use his best skills. You may even want to try your Sacred Skills (though they aren't very useful in my humble opinion). The Earthworms should be dead in a snap (specially with Rutee and Philia casting spells), then you should get Baruk. I don't want to sound repetitive, but Dragon Blade is the most effective skill here

again.

In order to get rid of the Earthworms, have Rutee cast Blizzard and Philia cast Holy Wrath of Explode (even better). It shouldn't be long before they all die, leaving poor Baruk alone.

From the beginning of the battle, have Garr cast Demon's Lance on Baruk to keep him busy. Rutee and Philia should join Garr once they are done with the Earthworms, just cast the same spells from before to deal over a thousand damage.

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After the fight, check the chair under the chest under the chair where Baruk was sitting to get the Egg (a Valuable item). You need this item for an extra quest, so don't miss it! Now press the big red button on the wall and the Guardian Draconis will be no more.

If you have already been to Helraios, Belcrant will go off again as you try to leave. Now check Baruk's body, it will disappear and you will get some Winged Boots (what the...!). Leave the room and use the Winged Boots to exit the Aeropolis, which is now almost complete.

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3.24- Battle in Belcrant. Hugo's Secret...  
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Items to Get:     Score E [1], Duel Sword [1], Silver Cape [1]

Discs to Get:     Blizzard [1], SP100300 [1], Mercy [1]

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It's time to go to Belcrant already! However, I recommend that you visit Radisrol one last time before facing Hugo. To reach Radisrol, simply travel southeast (you can recognize it in the mini map for its proximity to Ignasea).

This is the last time you will be in Radisrol, so try to buy any useful equipment you couldn't afford before. You could also go down to Darilsheid to exchange your Lens (though it's not essential).

Once you are ready, leave Radisrol and enter the nearby Aeropolis, Ignasea. Use the teleporter near the entrance to reach the Warp Gate, then go through the red gate and step into the light to be warped to Josaia. Leave the Aeropolis to find the abandoned Sky Cruiser. Now save your game and get on to start the trip to Belcrant!

In Belcrant, follow the path and go inside, then step on the teleporter. Once again you will be in a dungeon resembling the other Aeropolises, though this one is actually much easier. All you have to do is go from level to level using the elevator thingies. Every level has the same design, so there's no need for much explanation.

You start in level 1. Get Score E for Karyl from a chest at the top, then use the device near the middle to get to level 2. Grab the Blizzard disc from the blue chest at the center and equip it on Garr

or Rutee (mainly for the status boost). Now get on the elevator at the southern end to reach level 3, get the SP100300 disc from the chest on the left end and a Duel Sword from the upper-right area, then use the elevator near the center. There's no treasure in level 4, just get on the elevator at the top. Go near the center of level five to get the Mercy disc from a chest (equip it on Philia), then use the elevator on the left end of the place. Finally, in level 6, get a Silver Cape on the right side and use the teleporter at the center.

You should be in a room with two teleporters. Get on the right one to enter level 1 of what we could call the second 'tower' of Belcrant. There's not even treasure to collect here, just keep going up until you find another teleporter.

After going through the second tower, you will appear near a stairway going up. Heal up completely and make sure that Garr is equipped with the Demon Arrow disc, then go north to meet Hugo, who will give Rutee the "I'm your father" and "come to the dark side" speech ^\_^ After that, he will reveal that he has Berselius, the Swordian who supposedly had died during the Aeth'er Wars! After some more talking, you will have to fight.

BOSS: Hugo

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Hugo

HP 20000  
TP 999

EXP 4400  
GALD 3200  
LENS 25

ITEMS Mystic Symbol [1]

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Although this battle is not really difficult, taking victory for granted can be deadly. Giving Hugo a short break can lead to him casting a deadly spell!

Okay, I guess you already know what Stahn has to do... Dragon Blade! Once and again, Hugo must not get the chance to do anything. When he teleports, go after him immediately or he will play havoc with your party!

Rutee should use her Thievery special skill on Hugo until she is successful, as Hugo carries a Mystic Symbol, which is well worth the effort. Once you are sure you have gotten the item, have Rutee either cast attack spells or use Bloody Rose on Hugo. Obviously, if Hugo gets to cast a spell and damage the party, you will have to stop whatever you are doing to cast Nurse or another healing spell.

Philia should cast either Holy Lance or Holy Wrath (which damage Hugo for about 1300 and 1700 points respectively). Meanwhile, Garr should cast Demon's Lance for an astounding 1600 points of damage!

While Hugo doesn't seem to be tough at first, you should be careful around him. If you ever leave him alone for a while, he will cast Holy

Wrath on your party, damaging everyone for about 2000 points! Hugo can also teleport around and use a special attack that resembles Rutee's Snipe Roar, but that shouldn't be much of a problem. The most powerful attack Hugo can use is called 'Divine Power': it's an attack composed of four very powerful spells (one for each of the main elements) that will definitely hurt everyone on the screen for over 3500 points! Although Huge rarely uses Divine Power, you must be ready for it. This attack is the main reason for the special attention you must pay to healing.

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After the battle, Hugo will start acting oddly... It appears Berselius was the mastermind behind this whole plan, Hugo was simply being controlled! Realizing that she was abandoned for her own protection, Rutee will finally accept Hugo as her father minutes before his death...

Suddenly, a person will appear out of thin air. It's Kronos, king of the Aetherians! It seems that, upon his defeat, Kronos' soul possessed the body of Berselius, who died in battle! On top of that, Berselius has evolved over the years, he is now what Kronos calls the 'Swordian Prime'.

After a display of power, Belcrant will go off one last time, completing the Aethersphere. Kronos will then have Belcrant sink into the sea with you inside!

-----More to come soon-----

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4.- SECRETS AND EXTRA STUFF

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4.1- Warehouse Treasure!

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-----Will be done soon-----

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4.2- Run! The Tag Mini-game

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This mini-game takes place in Cherk. To begin, talk to the boy standing to the right of the well. He will ask you if you want to play tag with him. All you have to do is avoid being caught for as long as possible.

My advice: RUN! RUN LIKE HELL! ^\_^ There's not much to say, just try not to get caught in narrow places. Sometimes, running in circles (or should I say 'squares') around the well can keep you out of the children's reach for a while.

The prices consist of 1 Gald per second plus a certain item. Here's the list of the items I got:

0 to 19 Seconds -> N/A  
20 to 49 Seconds -> Melange Gel  
50 to 99 Seconds -> Miracle Gel  
100 + Seconds -> Efreet

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4.3- The Racing Boy at Neustadt  
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In the park in the upper right sector of Neustadt, you can race the fastest kid in town for prizes. You should have the organizers show you the route before running (don't worry about memorizing it, there are arrows in certain spots to help you).

=====  
- First Challenge -  
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Note that if you move before the countdown ends, it will start again. There is one way to cheat and get a good start every time: when the countdown starts, talk to the kid, but don't pass the dialogue. This will keep the boy from moving immediately after the countdown ends. Now press left in your controller in advance and press the Cross button to pass the dialogue!

The rest of the race is pretty easy. It shouldn't take more than two or three attempts to win the race, just make sure you are a smart runner (run on the inside of the course and be careful when turning).

When you win, you will have to choose one of the three different prizes:

- 1.- Sage [permanently raises a character's HP by 5%]
- 2.- Magical Rouge [gets you a 10% discount at stores]
- 3.- Thief's Cape [Def +3, Evade +5%]

The best prize here in my opinion is the Sage. The other ones aren't all that useful when you think about it. Plus, you can use a Rune Bottle on the Sage to make it a Red Sage, which raises a character's HP by 10%!

After you win thrice, the boy won't race you anymore, making you the 'Prince of Mach Speed' ^\_^.

=====  
- Second Challenge -

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After the first half of the game, you will be able to race the Mach Boy again and get new prizes. The race is much harder this time, since he will get an extra speed boost.

Having a good start is not enough, in order to win now, you must try to get right in front of the kid before going down the first set of stairs, which is where he gets his first boost. Although this may seem hard, you should be able to get it right after a couple of tries.

Just like before, you will have to choose your prize when you win. Here's what you can get:

- 1.- Elixir [Completely recovers HP & TP]
- 2.- Charm Bottle [Gets you big discounts at stores]
- 3.- Gnome [Summons Gnome, the Spirit of Earth, once]

The Elixir is not that impressive, as you can get as many as you want from the coliseum. Since you can get only three prizes, my advice is that you get two Gnomes and a Charm Bottle.

Just like the last time, the boy will refuse to race you after you win for the third time and you will be made the 'Prince of Mach Speed' again.

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#### 4.4- Neuestadt's Coliseum

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Items to Get:     Elixir [2], Savory [2], Sage [2], Lavender [2],  
                   Bellebane [2], Lucky Cap [1], Jam [1], Crab Soup [1],  
                   Beef Tartar [1], Herring [1], Pine Gel [2],  
                   Lemon Gel [2], Melange Gel [1], Orange Gel [1],  
                   Grow Fruit [1], Flare Sword [1], Red Savory [1],  
                   Red Sage [1], Red Lavender [1], Red Bellebane [1],  
                   Miracle Gel [1]

Discs to Get:     Swirling Flame [1]

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The tournament held at Neuestadt's coliseum has three different stages, each one has different monsters and prizes. This is a great improvement over the system used in Tales of Phantasia, as it allows you to take part in the coliseum at any time without being mercilessly slaughtered ^\_^

Below, are some tips for each of the stages of the coliseum, including the monsters you fight and the prizes you get.



After the pirate's episode in Neustadt, the coliseum will become available for you to fight for the first time. You will still have to buy the tickets to enter the place, though.

Although the battle against the champion is almost impossible to win by normal means when you first gain access to the coliseum, there is a way. All you need is 15 Energy Bullets (you can buy them from any of the Oberon shops).

Now enter the competition, you will have to fight against 8 enemies before facing the champion:

- 1- Barbarian
- 2- Lizard man
- 3- Scorpion
- 4- Worm
- 5- Hornet
- 6- Poison Snake
- 7- Tzin
- 8- Mandragora

These enemies shouldn't be a problem at all! Now get ready to fight the champion!

BOSS: Khang

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Khang

HP 2935  
TP 272

EXP 150  
GALD 320  
LENS 0

ITEMS Green Gel [1]

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As soon as the battle starts, use an Energy Bullet on him. While he recovers from the shock, get a little closer (only so that he stays on the screen) and use another one. Repeat this until you have used all of you Energy Bullets. If Bruiser is still standing, just use a Flare Bottle and battle normally to finish him off.

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After his defeat, Bruiser will offer to join the party. Accept! Although he will leave as soon as you leave the continent of Fitzgald, having him in your party, saves you the trouble of beating him each time you take part in the competition. This means that you only have to defeat the first eight monsters to receive the prizes ^\_^

After the defeat of the last enemy, you will be given your prize. Here's the list:

1st Time - Elixir: Elixir [1] ^\_^

2nd Time - Set of Herbs: Savory [1], Sage [1], Lavender [1],  
Bellebane [1]

3rd Time - Lucky Cap: Lucky Cap [1] ^\_^  
4th Time - Gourmet Set: Jam [1], Crab Soup [1], Beef Tartar [1],  
Herring [1]  
5th Time - Gel Set: Pine Gel [1], Lemon Gel [1],  
Melange Gel [1], Orange Gel [1]

If you participate again after winning for the fifth time, you will only get more Gel Sets.

=====  
- Phase 2 -  
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During the second half of the game, after the revival of Dycroft and Radisrol, the Coliseum will be open again.

You won't need a special strategy to beat the champion this time, he is actually easier to beat than some of the enemies before him ^\_^

The new 8 monsters that you will have to fight before kicking Khang's butt are the following:

- 1- Imp
- 2- Clay Golem
- 3- S. Giant
- 4- Blood Slime
- 5- Zombie
- 6- Blood Wolf
- 7- Evilstar
- 8- Ice Golem

The monsters are easy to beat, but Khang is even easier. Just use Dragon Blade a few times and he will be history! Just like the last time, let him join you to save you the battle against him in the future.

The prizes are much better than last time:

1st Time - Grow Fruit: Grow Fruit [1]  
2nd Time - Flare Sword: Flare Sword [1]  
3rd Time - Swirling Flame: Swirling Flame [1]  
4th Time - Deluxe Herb Set: Savory [1], Sage [1], Lavender [1],  
Bellebane [1], Red Savory [1],  
Red Sage [1], Red Lavender [1],  
Red Bellebane [1]  
5th Time - Powerful Gels Set: Lemon Gel [1], Pine Gel [1],  
Miracle Gel [1], Elixir [1]

If you participate again after winning for the fifth time, you will only get more Powerful Gels Sets. Note that this allows you to get infinite Elixirs! You may want to stock up two or three extra ones, just in case ^\_~

-----More to come soon-----

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4.5- The Blackjack Match  
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Items to Get:     Mental Ring [1], Miracle gel [1]  
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At any time during the second half of the game, you will be able to play a game of Blackjack in Neuestadt. Just enter the inn and go downstairs, into the pub.

Talk to the people there to be offered to play blackjack. You have to place a bet of 100 Gald and pick cards numbered from 1 through 13 four times. In order to win, the sum of the values of the drawn cards must be 21. You lose if you exceed that number and you get your money back if after the getting the fourth card you haven't reached 21. You can also retire at any moment and get your money back.

Almost all the cards have at least two different values that appear at random, which makes the game a bit difficult, plus the fourth set of cards varies all the time.

Winning seems to be a long shot, but do not despair, there's a simple way to win most of the time. You see, some of the cards take the same value most of the time, and they happen to sum 21 exactly. All you have to do is pick: 'Mountain' (numbered 8, hopefully), then 'Sun' (numbered 11) and finally 'Monkey' (numbered 2, if you are lucky).

Obviously, you should quit the game if you happen to find a 'Mountain' numbered 9. You could also keep playing and try with 'Cat' instead of 'Monkey' from the third set, but winning is not just as likely.

That way, you should win one out of four matches! The prize for this is 200 Gald plus a Mind Ring the first time (after that, you just get Miracle Gels).

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4.6- Cress' Quiz!  
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Items to Get:     Sacred Text 2 [1], Channeling [1]  
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At any time during the second half of the game, you can go to Armeida village to meet two characters from ToD's predecessor, Tales of Phantasia. They are standing right outside the inn in the center of town.

When you talk to them, they will ask you if you know their names, the right answer is number 2, 'Cress, Arche'. Now they will ask you 50 questions, each of which you will have to answer within 4 seconds. You can stop the quiz at any time by pressing the Cross button.

Here's the list of the correct answers:

| <u>Q</u> | <u>A</u> | <u>Q</u> | <u>A</u> | <u>Q</u> | <u>A</u> | <u>Q</u> | <u>A</u> | <u>Q</u> | <u>A</u> |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| 1-       | B        | 11-      | B        | 21-      | B        | 31-      | C        | 41-      | D        |
| 2-       | A        | 12-      | A        | 22-      | B        | 32-      | A        | 42-      | B        |
| 3-       | D        | 13-      | D        | 23-      | A        | 33-      | A        | 43-      | D        |
| 4-       | C        | 14-      | C        | 24-      | D        | 34-      | C        | 44-      | A        |
| 5-       | C        | 15-      | C        | 25-      | B        | 35-      | C        | 45-      | C        |
| 6-       | D        | 16-      | D        | 26-      | C        | 36-      | A        | 46-      | B        |
| 7-       | B        | 17-      | B        | 27-      | D        | 37-      | D        | 47-      | D        |
| 8-       | B        | 18-      | A        | 28-      | A        | 38-      | A        | 48-      | C        |
| 9-       | A        | 19-      | C        | 29-      | C        | 39-      | D        | 49-      | D        |
| 10-      | C        | 20-      | D        | 30-      | D        | 40-      | B        | 50-      | C        |

After the quiz, Cress will tell you how many answers you got right. If you were did well, he will give tech Stahn the Throw Sword Sacred Skill. If you got a perfect score, you will also receive a second Channeling ring.

NOTE: You can repeat this mini-game as many times as necessary until you get the Channeling.

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4.7- Cats 'n Stones  
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Items to Get:     Elixir [1]  
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During the second half of the game, you can go to the square at Moreau and talk to one of the cat men to play this mini game.

Those who played Tales of Phantasia will probably remember this game. The cat tells you the number of stones in a pot (a random number between 16 and 29), then you both get turns to take stones away from the pot, and the one to take away last one loses.

In order to win you have to put him in a position he can't escape. You have to make the number be one of the following when his turn comes: 1, 5, 9, 13, 17, 21, 25, 28. Before starting he will say the number and ask if you want to go first, if the starting number is one of the above say no, if not, take the first turn and take away the amount needed to make it one of the special numbers. If the number is 27 you have to take away 2 to make it 25, suppose your opponent takes 2, the number is now 23, so take two more to make it 21.



