

Tales of Destiny 2 FAQ/Walkthrough

by kung lee

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Tales of Eternia Complete FAQ
by Kung Lee, 2001(kung_lee@hotmail.com)

Version 1.15(5/6/2001)
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* The latest version of this FAQ always can be found at
*
* -<http://www.gamefaqs.com/console/psx/game/30093.html>
*
* -<https://www.neoseeker.com/Games/Products/PSX/taleseternia/index.html> *
* -http://www.psxcodez.com/faqs/tales_of_eternia.shtml
*
* Look for it there, don't E-mail me for it. I won't normally send it to anyone.
*

(This FAQ is best viewed, when saved in a Text only format(TXT). and should be
view on the WordPad with the width set to the line below.) (I can't believe I have to
say this in a FAQ! but hey, it's for your sake.)
(Please use Ctrl-F to view & find information in this FAQ, many people have complain
about this. and this is the best way to find anything in it.)

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 Technical Mumbo Jumbo

This FAQ is for non-commercial use. Please do not abuse it. Writing a FAQ is hard work and it takes time and effort. Any request send to me (kung_lee@hotmail.com) concerning this game(& FAQ) should be subject: "Tales of Eternia FAQ request" and that includes those who wants to post/use information from this FAQ

- I would grant you use of this FAQ provided that you met the following criteria.
- All Credits must not be altered.
 - You must E-mail me for permission in advance. I will notify you back in a day or so.

Since this FAQ is a "Complete" one, you can send suggestions to me if you find any errors. I will try to update this FAQ as often as I can. This is my first time at writing a FAQ and there are going to be flaws. Information in this FAQ is constantly update and change to make it more "Complete". If you read through an Older version, I suggest you go through this FAQ again to make sure you don't miss the changes.(Bare with me, in every update up until now. I've change more than 10-15

place in this FAQ in every update and I can't keep track of all of it. So you're going to have to do the hard part yourself.)

Game Information

Type: RPG
Producer: Namco Limited
Character Design: Inomata Mutsumi
Story: Toyoda Jun
Music: Sakuraba Motoi
Release: 3/11/2000
Price: 5,800 yen

Game Rating: 74 %
Gameplay: 9
Graphics: 9
Story: 8
Sound: 6
Replay Value : 5
Play Length: 40+ hours

This is the 3rd installation of the series, the first was Tales of Phantasia released in January 1996, for the Super Family Console Platform. Using 48 Megabit made it the best SFC game ever developed(On a side note, It was developed by Tri-Ace, whom at the time was Wolf Team, a RPG team at Namco. Tri-Ace later Developed Star Ocean and Valkyrie Profile.). The game has huge success, great reviews and thus the series began. The second installment was Tales of Destiny released in 1997 using a modified engine of Phantasia. It was the first of the Tale series to be released for the Playstation. It was the only Tales that got ported to the states(30/9/1998).

Seeing that Tales of Phantasia still has a strong base of fans, Namco decided to ported the game to the Playstation using a Maxed-out version of the Destiny's engine and released it in 23/12/1998 (5,800 yen). Namco took about two years off to develop a new engine and release the long awaited sequel to the RPG series that we've grown to love.

Character design for Phantasia was Fujishima Kosuke, a very popular Manga artist whose works include Ah! my goddess and Tokyo police woman duo, both were eventually become OVA(Original Video Animation)s and TV anime series(many of you may already have seen it.) Tales of Destiny was however done by a different artist, Mutsumi Inomata (guess they couldn't handle Kosuke's Cost), whose works now include 2 Anime series, Brain Powered(OVA) and The Continent of Wind(OVA). Her Design now extends over to this game. Where Colorful graphics now depicted once more at the hands of the master. The game now extends over 3 discs for more voice cast, more cutscences and excellent storyline true to the series. (Dates might not be accurate. Because I don't remember it exactly)

Story is still created by the ones who ploted TOD, Toyoda Jun

As I'd told you before,Tales of Eternia has been built on a new engine, compare this one to Phantasia or Destiny and you'll see that every aspect of the game has improved. Sounds was the only thing that didn't make up to Phantasia's standards(But then again, MANY games couldn't live up to Phantasia's standards). The story is also refreshing and unique (The lack of Summons brings the game down a little though). I can only say this, "Phantasia Fans, you won't be disappointed."

Now you'd hope to see the game being ported to the states,don't you? However Tales of Destiny(English) had only minimal success, thus limiting the chance of Tales of Eternia ever being ported. Wait no longer, Import the game and play! This game requires low or no knowledge of Japanese to play! and since you have this FAQ. You can rest assured that you'll NOT miss any details of the game.

Emulator Compatibilities

This section is for people who can't take their PSX on the road but still wanted to play this great game. (People who bought the POne shouldn't have any trouble getting a LCD screen. POne is design be portable in the first place.).

ePSXe

Initail Release: 14/10/2000

Developer: calb, Galtor, _Demo_

Homepage: <http://www.epsxe.com>

Current Version: 1.20

Price: Free

Progress: Last Updated 7/3/2001

Minimal System:

: Pentium 200 MMX, 32 MB ram, a 3d Video board

OS: Windows 9x/Me, Windows 2000

Setup: ePSXe version 1.01 with plugins

Graphic -Pete's Soft Driver

Sound -Pete's Midas Audio Driver

CDROM -ePSXe ASPI CDR core

and using the Bios version SCPH1001

Results:(98%) (as tested by Lugia249) (at the minimal 320x240 resolution)

A little Graphical glitch when entering the battle scene, other than that It works fine. You'll need a good CPU to get a decent play out of it though.

(My celeron 466 wasn't enough. even though I use a Geforce as a video card) This Emu does have very good progress. Just keep an eye on them.

Note(1): You'll need to dump your PSX's Bios by using your Gameshark

Note(2): You can also Search the Web for it.

Ps Emu Pro

Initial Release: ???

Developer: Vision Thing(Duddiw, Kazzuya, Tratax)

Homepage: www.psemu.com

Current Version: 1.0.21b

Price: Free

Progress: Discontinued(DEAD!)

Minimal System:

Pentium, 16 MB ram, 2x CD-Rom, Video card with 2MB VRAM

OS: Windows 9x/Me

Setup:

Graphic -Pete's D3D Driver

Sound -Pete's Midas Audio Driver

CDROM -TSG MSCDEX Driver

Bios -SCPH1001

Results:(70%) (at 640x480 resolution)

This Emulator is the start of many emulator projects. However this Emulator is Dead. Progress have stop since 1998. Since this thing was popular, it is put here for reference.

Note(1): Don't even bother to try to use this Emu. Use ePSXe, it's a second generation Emulator based on this one. Has much better progress too.

Bleem!

Initial Release: 22/4/1999

Developer/Publisher: Bleem! Team(David,Randy)

Homepage: www.bleem.com/pc/

Current Version: 1.50b

Price:

Progress: Stalled(300 games compatible so far)

Minimal System:

Pentium 233 MMX or higher ,16MB RAM 3MB free hard disk space
DirectX 6.1 or better, Sound card ,CD-ROM ,Internet connection for updates
Full-featured 3D accelerator card required for D3D Enhanced! graphics.

Recommended System:

Pentium II 300mhz or better ,32MB RAM, PCI Sound card
20X or faster CD-ROM
Full featured 3D accelerator card required for D3D Enhanced! graphics.

OS: Windows 9x, NT4

Results:(???) haven't tested yet.

til this date, I still can't get Bleem! to setup correctly on my machine.

Note(1):

This one was the 3D king until ePSXe shows up and it lacks the
Compatibility VGS has. Since progress has stopped(I've read
that Bleem! for the PC will not even be updated to version 1.6!
(from 1.5b) until Bleemcast! for the Dreamcast is complete.),
just skip it for now.

Connectix Virtual Game Station

Initial Release: ???(G3 Macintosh)

Developer/Publisher: Connectix

Homepage: <http://www.connectix.com/>

Current Version: 1.41(Win), 1.40(Mac)

Price:

Progress: Last Updated

Minimal System:

(Macintosh) G3 Macintosh* Mac OS system 8 or higher 10 MB ram
3.5 MB HDD space

(Windows) Pentium II 266, 32 MB ram

Recommended System:

(Windows) Pentium III 75 MB HDD space
Video card and sound card with DirectX 6.1-compatible drivers
Windows 9x/Me

Results:(94%) (at 320 x200 resolution)

Very Playable!(you may have to download a patch from PSXemu
(<http://www.psxemu.com/>) to make it work.) In fact the walkthrough in this
FAQ was done by playing on it!

Note(1):

Sacraficed the 3D eye candy for sheer compatibility by running in
pure software(with MMX). Don't expect the Graphic upgrade found in
most Emu from this one. It does have better speed than ePSXe's.

Note(2):

The VGS had demo versions that can't config joystick input or do
any memory card saves. If you got that one then, Good luck! (you'll
need it to try to complete this game in one swoop.)

These Emus aren't fully functional yet.

AdriPSX

Initail Release: 27/12/1999

Developer: Roor

Homepage <http://www.adripsx.psxem.com>

Current Version: 00.12.01(DOS)

Price: Free

Progress: Last Updated 19/Aug/2000

OS: DOS, Windows 9x/Me, Windows 2000

FPSE

Initail Release: Febuary 1999

Developer: ???

Homepage <http://www.fpse.emusphere.com>

Current Version: 0.08 build 1

Price: Free

OS: Windows 9x, Linux, AmigaOS

PSone Emu
Initail Release: 31/01/2001
Developer: D1Y
Homepage <http://www.pcoe.psxemu.com>
Current Version: ???
Progress ???
Price: Free
OS: Windows 9x

PSMac
Initail Release:
Developer: ???
Homepage <http://www.emuhq.com/psmac>
Current Version: ???
Progress Discontinued(DEAD!)
Price: Free
OS: Mac OS system 8 or above

PCSX
Initail Release: September 2000
Developer: Nocomp, Shadow, Roor, Linuzappz, Nik3D
Homepage <http://www.pcsx.emuforce.com>
Current Version: 0.5.240 (Win 32), 0.6.300 (Linux)
Progress Last updated 9/8/2000 (Win32) ,2/13/2001 (Linux)
Price: Free
OS: Windows 9x, Linux

Psyke
Initail Release: August 3rd, 1998
Developer: (gone to work on the PS Emu Pro)
Current Version: 0.20f
Progress: Discontinued(DEAD!)
Price: Free
OS: Windows 9x, NT4

Sope
Initail Release: 20/09/1999
Developer: Linuzappz, SaD(lefted)
Homepage <http://www.sope.sourceforge.net>
Current Version: 0.04
Price: Free
Progress: Last Updated 19/Aug/2000
OS: Linux/Unix

As you can see, there's alot of these that comes by now and then. So Stay tune to the Emulation scene for more.

Story

The game is set in the twin world of Inferia and Celestia where both is joined together by a black sphere. The Main Characters are mainly from Inferia. Rid, Farah and Keel. While another main character, Meredy and other 2 sub characters (Fog & Chat) are from Celestia. The game plot evolves around Meredy to discover who she is and why she has come to Inferia. Traveling on, they set off to uncover mystic ruins and summon lost ancient powers as the story unfolds.

Gameplay

The Best thing about this game is that it kept all the traditional RPG's elements and didn't spoiled it (like all the latest Final Fantasy series did), while adding a whole new features to the game. That kept Navigation easy (you'd remember doing FF VII for the first time and trying to get to a spot but just can't get use to the control method? or just trying to do a Meteria mixing for the first time. Some of you might like it, Others don't.) New stuff, Like Frynging in this game is kept simple and effective. But what is the most distinctive of all about the game is it's battle system.

/Battle System/

The Battle system is Unique that it's more of a StreetFighter style game using miniature character duking it out on 2-D screen. Battles happens in real-time, by doing so heats up the battles more than typical RPGs. You can Slash, Punch, Thrust, Cast spells that will drive the opponent to the ground, or block and jump to dodge incoming attacks. There are 2 main type of attacks, normal or special. Normal is your character simply hitting the opponent with his/her weapon.

Swordsman style characters are different because they can do 2 set of normal attacks, Slash & Thrust by pressing the directional button with the attack button, O.

Special differs by character. Mages Cast spells when you select this command. the X button is assign to special attacks but you'll have to map the attack to the button first to use it. To block an attack, Press Square. Some attacks however are unblockable. To jump just press L1 + up. selecting to select button in battle enables you to select Auto, Semi-Auto and If you have the requiring Item - Manual styles of control over your main character. You can order your comrades to attack enemies with their specials, heal or use items to support you by press the Triangle button for the Menu. Press R1 to select the Target enemy to which your controled character will attack and Non controled character will be order to attack.

Simple Combinations:

Rid(3 hits)

Slash +Slash +Slash(up)

/Controls/

L1+L2+R1+R2+start+select to Reset

Battle Screen:

R1 + <- or -> to select targeted enemy

L1 + up to have your party jump

L1 to turn your formation around(Forward -> Reverse)

Triangle is the Menu button

O is the Normal Attack button

X is the Specal Skill Attack button

Square is the Block button

Start to pause

Select to choose between Auto, Semi-Auto, Manual Control of the Main character (that you're controling) You can map additinal commands for other members's skills to L2 and R2 buttons.

Escaping You can escape by moving the character you control to any end of the battlefield and keep moving against the screen. An arrow with a bar comes up, and when the bar is filled. Your party will escape from that battle. No Gald & Exp will be gain from escaping. You can equip "Magic Mist" to

halves the time use to fill up the escape bar.

Town Screen:

Triangle to bring up the Main Menu
-Skill
 Select to Change between Auto,Semi-Auto, Manual
-Item
-Commands
-Formation
-Equip
-Character Status
-Meal Recipe
-Crymel Gauge
-Option
-Save

Dungeon Screen:

L1 to shoot the Sorcerer's Ring
R1 to shoot the Freeze Ring

World Screen:

O to enter places
X to cancel
L1 to rotate view to left
R1 to rotate view to right
Triangle to bring up the Main Menu(same menu as the Town screen)
Square to bring up Accessory menu such as Camping, Ariel board, Van
Eltia's aircraft, Van Eltia's submarine
Select to have a character tells you what to do next.
Start to Bring up/Close down Mini-World map & Compass

/Battle/

Battle Menu:

Constist of 6 menus to choose from

- Specials-
 Assigns Skills & Spells. Enable/Disable Skills & Spells from this menu
- Group Commands<9 Commands>-
 Tell your group how to act.
- Character Commands<16 Commands>-
 Modify how other character behave.
- Formations-
 Set how your character form themselves in battle.
- Equipment-
 Set Equipment for your character(*very important*) For Instance, if Rid is equiped with Ice Coffin(Ice) and the enemy is strong against ice. Changing weapon would be a good idea(What good will it do you to use Eternal Sword against Secondos,The Time Spirit?).Or if your character's Reverse doll is used. It would be better to have an option to be able to equip a new one,isn't it?
- Use Items-
 Use Items to assist in battles. a person can only use one item at a time.You can only stock up to 15 per item.Use it wisely. Battles can be LONG and Hard(try last boss-Chizel+Neried to see what I mean, 30 minutes least is what you'll need to fight her.)

-Character Commands-

There're 16 ways of commands for characters to behave accordingly.
(*Commands are modified from Devilking's version in the post*)
1.Manual(Player controled).
2.attack nearest enemy
3.attack furthest enemy
4.attack Targeted enemy

- 5.attack enemy that have higher attack
- 6.attack enemy that have higher defence
- 7.attack the enemy that have the higher speed
- 8.attack enemy that is low in HP
- 9.attack the enemy with players that have the same enemy
- 10.attack Targeted enemy and the others
- 11.all other char will attack a different enemy from the Target
- 12.attack the nearest enemy,com will everytime change the enemy
- 13.attack enemy that are in the air
- 14.attack enemy that is using magic
- 15.attack enemy that have TP
- 16.attack enemy during it was attack by another character

-Orders-

There are 9 Orders you can select.

(*Orders are modified from Devilking's version in the post*)

- 1.Use the strongest attack regardless of TP.
- 2.Use no TP
- 3.Defence when fighting for using recover spirit or magic
- 4 Prepare for Attack(Tekiomukaeute)-Regulus Dojo Area(24,132)
- 5 Concentrate on single enemy(Shyuusyukougeki)-Morle Area(114,144)
- 6 Attack Front enemy(<Maenotekionerae)-Shanbol Area(162,45)
- 7 Attack enemy in the back-Farlos Church Area(100,100)
- 8 Full Attack(Totsugekishiru)-Luishka Area(81,38)
- 9 Use low TP skills(Komakaiwazaotsukae)-(130,118)

*Orders with Co-ordinates must be acquired and can be got from these places as listed.

(*Thanks to Gong Sniper for posting the translations*)

You can set how often you character uses each Type of attack by setting the bar of these from 1(least use) to 5(most likely to use)

Rid:

- Normal Attack
- Slash Skill
- Thrust Skill

Farah:

- Normal Attack
- Fist Skill
- Kick Skill

Meredy:

- Normal Attack
- Offensive Spells
- Healing Spells

Keel:

- Normal Attack
- Offensive Spells
- Healling Spells

Chat:

- Normal Attack
- Offensive Skills

Fog:

- Normal Attack
- Ofensive Skills

Formations:

There are 3 formations to choose from

-Attack base- Fighters upfront, with Mages in the back. Good for claiming a fast victory.

-Balance- Fighters are positioned front and back to protect the Mages in the middle. This formation is for when you're surrounded.

-Defense base- Only Rid is positioned front and all Members are left in the back. Good for Boss fights.You can still arrage the positions of the characters to fit your style.

You can also manage who you will put in the battle team here(bottom right command), remember you can

only have 4 at a time in battle. So balance it wisely!

Note: press L1 to turn your formation around(Forward -> Reverse). It's essential in boss battles where some boss do "travel" alot across the screen.

/Technical Smash/

Doing well in battles can earn you more than you know. Technical Smash are when conditions when you've met the proper requirements, you'll recieve a bonus according to the type of Technical smash you're able to do.

(??? means that I haven't figure it out yet)

Chain Smash

Do 4 attacks in a row

+2%Hit/10 Exp

Group Smash

Use the whole group to attack

+2% to Experience acquired

Combo Smash

Do more than 20 Hits

+10 Experience per hit

Ariel Smash

Do an Air-Combo

+2% to ???

Effective Smash

Use spell against enemy's weakness

+2-5% to ???

Summon Smash

Use Summons to attack

x2 to Smash bonus

High Speed Smash

Hit more than 2 times in 2 seconds

+1% to ???

No Damage Smash

No damage to character(you'll know it when you get 100 points for your battle)

+1% to getting Item

You'll also recieve extra experience according to this formula

Bonus Exp =(n x n/2) +n +1

/Combos/

Rid

#1 (8 hits)

Slash x3 +Jirisazame

#2 (9 hits)

Slash x3 + Kogahazan + Raijin Souhazan

#3 (28 hits)

Fuujinbakufuu + Slash(up) + Thrust + Senkuureppa +Shouurekkugeki

#4 (18 hits)

Slash x2 +Majinken +Houotenkuu + Majinken +Houotenkuu +Majinken

+Kuuhezetshougeki

Farah

#1 (8 hits)

Punch x2 +Rengadan

#2 (5 hits)

Yousoushuugeki + Shouteiha +Soudou Shouteiha

#3 (36 hits)

Punch x2+Rengadan +Hienrentenkyaku +Sankamoushuukyaku
+Satsugekibukouken

/Combination Combos/

#1 Rid +Farah (10 hits)

Rengadan(Farah) + Slash x2(Rid) + Kokahazan(Rid)

#2 Rid +Meredy(Keel) (33 hits)

(Rid)+(Rid)+(Rid)+(Rid)+Eruption(Meredy or Keel)+Slash(up) x2 (Rid) +(Rid)+(Rid)
Rock Break(Meredy or Keel)+Slash(up) x2 (Rid)+(Rid)+(Rid)

#3 Rid +Chat(999 hits)

Fuujinfubakusatsu(Rid) x2 + parali ball(Chat) +repeatedly do
(Fuujinfubakusatsu(Rid) +when enemy is about to land use Picohan(Chat))
(* haven't tested this one yet, Taken from Tales of Eternian page
(<http://www.talesofeternia.com/>), Sorry but I still can't do more than 50 Combos)

(*Send me more on Combos! you'll be credited.)

/Character Status/

#Poison

Character turns Green

#Frozen

Character is froze in an acward position

#Freezing

Character turns Blue

#Blind

Character turns Black

#Life/TP Drained

Character is surround by black bubbles

#Stunned

Character is unconcious with little bird above character's head

#Paralyzed

Yellow spark is shown above character's head. Character will go stunned after taking a hit.

#*Down*

You can guess what status this is can't you? well this is the least likable status in the game isn't it? This is the status when character's life reaches zero.

/Difficult Setting/

Although the game is hard enough as it is, it still has more difficult setting for those who need to torture themselves.

Normal

You start with this. There is no easier mode.

Hard

For example Bandit(NO.0) which has HP 900 in Normal mode will have HP of 1,080 in Hard mode, about 1.2 times of Normal Mode. Some of the stats are also increased.

Mania Available only when you beat the game.

From the last example, Bandit(NO.0) will have HP 1,350 when in this mode, about 1.5 times the HP of Normal mode.

*At Night, Enemies are usually stronger, especially in the woods. So if you still find the game easy, just try fighting there when it's dark.

/Crymel Gauge Commands/

There are 3 commands in the C-Gauge system.

#1 Place Spirit.

Place spirits that you require in the Gauge crystal of Meredy & Keel.

#2 Use Items.

Use Spirit boosting items to raise spirit's gauge and experience.

#3 Frynging

Press this command to get the spells available.

/Spirit's Gauge and Vitality/

To summon a spirit you'll need to maximize the gauge that the spirit has. When a spirit's gauge reaches 10, it's summon is available. only one spirit in each crymel gauge will be full at any time. You can use items to raise the gauge but rememeber when you raise one spirit's gauge, another may(will) go down.

Vitality is a characteristic that you won't see often. Just know that it exist. The only chance you'll get to see(know) one is in Efreet Gorge. Where Undine will use her power to protect you from the heat, her vitality will show up here. When it reaches zero, you'll take full damage from the Fires there.

/Crymel Frynging Tutorial/

To acquire spells, you must Frynge to get them. A spirit will always gives you one initial spell. To get more spells(effects),mix 2 spirits to acquire them. Mixing is spirit in meredy's gauge x spirit in keel's gauge.(x is mixing with)

for Example, You've got

Volt(Lv.15), Celsius(Lv.17), Efreet(Lv.22),Sylph(Lv.23),Gnome(Lv18),Undine(Lv.24)

if you put

Celsius - Left gauge

Volt - Right gauge

You'll get Absolute(Celsius Lv.14 x Volt Lv.12)

(you can switch their places as long as they're place in opposites guage)

Now put Efreet in the opposite guage of Volt to get

Explode(Efreet Lv.15 x Volt Lv.9)

but you'll miss the Freeze guard effect you'll get from frynging Efreet with Celsius.

+Freeze Guard (Efreet Lv.10 x Celsius Lv.10)

Same goes for any other combinations found.

Now that you've got the place settled. Press the Frynge command(3rd one) to gain the spells you've mix. You'll also have to frynge for spells that comes with the spirit as well(no mixing required) such as Freeze Luancher(Celsius).

Character Introduction

Rid Hershel

178 cm, 62 kg

Type -Swordsman/Cook

Age -18 years old

Weapon -Sword, Dagger, Spear, Axe, Helberd

The main character, and the only swordsman in the group. As the leader of the team(?) he is placed with heavy responsibilities. Loves to cook, and will learn recipes along the way. Rid possess "Fibril" as called by Meredy,the power of the Gods(Seyfert, god of Creation and Nereid,God of Destruction). As a swordsman, he can use many weapons that come by and his range will varies. Mastering his technique is most vital to surviving the game. TOE is much tougher than all other Tales before it and Long Boss battles are common.

Farah Oersted

161 cm, 46 kg

Age -17 years old
Weapon -Glove
Personality -Hot headed,Short tempered
Type -Fighter
Skill -Marshal Art
Catch up line -"Ikeru Ikeru"

Rid's girlfriend, Hot headed but always optimistic in most situations. She is skilled in Marshal arts and can be deadly when properly used. Her combination is much easier to connect once mastered. Doing a group hit of up to 40+ isn't hard once you know her timing. She will be useful as a healer earlier in the game.

Meredy

157 cm, 45 kg
B-W-H 80-56-82
Pet -Quickie
Type -Crymel Crystal Weilder(Mage)
Age -16 years old
Weapon -Whistle

Mysterious girl who crash lands near Racheans, Rid's home village. Speaks "Melnics" the Language of Celestians. She has a pet by the name of "Quickie"whom she always carries around. She's a Crymel crystal weilder, a mage which is most useful as a backup for Rid's swords and Farah's Fist. Her HP isn't high so put her in the back, out of harm's way. She's first listed and will be the one who will get most of the summons before Keel. Her TP is also a little higher than his.

Keel Zeibel

174 cm, 51 kg
Type -Crymel Crystal Weilder(Mage)
Age -17 years old
Weapon -Staff, Mace

Keel has left Rahean to study in Mintche, you'll get him early in the game. His function is mostly as a back-up for Meredy. Since he is also a Crymel crystal weilder. his use will be the same as Meredy. His HP is higher but a little slower than Meredy's.

Chat

146 cm, 38 kg
B-W-H 76-55-77
Type -Pirate
Vehicle -Van Eltia
Age -12 years old
Weapon -Bag

The oddball of the group, her weapon is unique and her skill is too.She's a pirate and there for she has a Steal skill. She's proud of her ancestral bloodline decended from the famouse Pirate, Aifreed. Her ship, The Van Eltia is the most useful vehicle found in the game. She doesn't like Quickie much as it annoys her.

Fog

185 cm, 92 kg
Pet -Dedechan(Merekiss)
Type -Gunner
Age -38 years old(probably lying)
Weapon -Gun

He loves ,even owns a Merekiss called" Dede chan". His guns are unmatched although they do require time to charge up a shot. He has the most HP and will definately be the first to reach 9,999.

Race(Rasis Fomalhaut)

182 cm,76 kg
Type -Senetus Knight of Inferia
Age -25 years old
Weapon -Saber

He appears a Merchant as first, but hid his true intentions as Senetus

Knight of Inferia. He will be in your party for a very short period of time.He possesses the same Fibril power that Rid has and can use some Light skills as well.(needless to say, you'll never get a chance to use them)

Intro

a girl and an old man is talking in a strange language in front of a pod-like ship.

Girl:()
OldMan:()
Girl:()
OldMan:()
Girl:()

And the Pod flies up in to the sky.

OldMan:()

Walkthrough(Complete with optional quest)

Verson 1.00(this section has been update so many times. I decided to put up a version line for it)

Racheans Forest:

Items:Spectacle,Wood shield, Apple Gummy 1,
Enemies: Kanbara Bear,Rocky Hawk

A boy(Rid) walking to girl(Farah), who is on the top of a observation tower. After some conversation. a bright light suddenly lit up. and jumping off to safety, Rid and Farah found the observation tower smashed. Farah than rans off to see what happens. Now you'll be able to control Rid.

<Rid> Lv.8 HP 560,TP 66
Attack(Slash,Thrust) 40, Defense 31, Magic 80,
Luck 10,Evade 100, Accuracy 100
Wears: Hand Axe(+75 Slash,+60 Thurst), Soft Leather(+2 Defense)
Title: Ryoushi

Follow Farah down 2 screens to the screen with the Green Crystal. That's a load crystal, if you save now. you will start from this screen(same goes for any load crystal you'll find). There's a spectacle and a wood shield here. Take it.

The Enemies here are strong to Electricity,so try not to use Raijinken. Now take the right path to find a little blue animal. Follow it up the screen to find a crash pod and a girl. You can go to the other path for an apple gummy. Farah is talking to her,but can not understand what she says. Suddenly the Pod starts to glow and blew up. Rid and Farah than takes the girl back to their village - Racheans.

Racheans(22,105):

Items: Apple Gummy 4, 500 Gald
Valuables: Collector's Book(Collector Zukan)
Lens: 2
Wonder chef's Recipe: Sandwich, Omlet Rice
Item Shop:

-Apple Gummy(restore30% HP)

100 Gald

-Penecea Bottle(cure Poison,) 400

160 Gald
 -Life Bottle(Revive Downed Ally & Restore 10% HP)

Gald
 -Bread
 60 Gald
 -Cheese
 60 Gald
 -Lettuce
 60 Gald
 -Long Sword(+70 Slash, +70 Thrust)
 300 Gald
 -Whistle(+35 Attack, -3 Accuracy)
 300 Gald
 -Soft Leather(+2 Defense)
 300 Gald
 -Cloak(+5 Defense)
 200 Gald
 -Leather Helm(+1 Defense)
 240 Gald
 -Pot Lid(Nabe no Futa) (+2 Defense, Fire)
 100 Gald

Back at their village, they took the girl to see Kamulan, the village elder who than thinks she will bring trouble to them if she stays. Arguing, the wall behinds them at the back of the room burst apart. Reveiling a man in a blue outfit, who seems to come for the girl. Farah and Rid than rushes to her aid.

Boss: ???? (NO.110)
 HP: 1,000, Exp
 Strong against: Electricity 25%
 Attack: Fireball, Thunder blade, Spark Wave,
 Gives: Life bottle 100%, Orange Gummy 100%

He isn't hard if you keeps him cornered up and don't let him get out any spells. Try icing him in Hard or Mania mode to get a better battle out of this.
 - (NO.xxx) where xxx is the number of the Monster in the Monster's book (found later in the game) -

The village elder then drives them out. Farah than takes the girl home with Rid following them in dismay. At Farah's home, They have a discussion. which gets them no where but the word " Fibril"? from the girl. Farah than decides to take the girl to see Keel who is studying in Mintche.

<Farah> Lv.9 HP 540, TP 82
 Attack(Fist, Foot) 61, Defense 40, Magic 97, Luck 90, Evade 105, Accuracy 97
 Skill: Shouteiha, Sazanka
 Wear: Leather Arms(+60 Fist, +68 Foot, +2 Accuracy), Cloak(+5 Defense)
 Title: Fama

<????>Lv.8 HP 560, TP 66
 Attack 27, Defense 37, Magic 103, Luck 50, Evade 72, Accuracy 78
 Spell: Crive(Earth), Ice Needle(Ice), Lightning(Electricity)
 Wear: Whistle(+35 Attack, -3 Accuracy), Cloak(+5 Defense)
 Title: Traveling artist?

There's a lens in Rid's house and another one in the door of the windmill that is abandoned at the village's entrance. You can get the Collector's book is in the bookshelf in the 2nd floor of the elder's house and 500 Gald in the far corner of the elder's house. You can rest in Rid's House to recover lost HP, and resting indoors cure ANY ailments.

In the game, there are "Wonder Chef"s who will teaches you how to cook food if you find him. The chef from a pink pig in the left house from Farah's house will teach you how to make "sandwich" (#2 on cooklist) (Bread, Lettuce, Cheese). The chef

from the armor in the Item shop will teach you "Omlet Rice"(Rice with cooked egg)
(#11) (Rice,Egg(Tamago),Onion(Tamanegi)).

The person in front of the abandoned windmill will trade your equipped
weapon for

-Short Sword(+50 Slash,+40 Thurst,+30 Accuracy)

-Hand Axe(+75 Slash,+60 Thurst)

-Short Spear(+50 Slash,+85 Thurst)

Just take any thing you like. you can trade as many times as you want(not
that it matters anyway) Talk to the village people reveals that you need to go west
from the town to get to Mintche.

Enemies: Archer,AroTail,Bandit,Kanbara Bear,Mahogani,Night Rid,Rocky Hawk,
Sword Soldier,Slime,Terror Needle

Enemies(Night): Zombie.Poasu,WIich

You can press Square and select Camping from the Menu to recover lost HP,
however camping outdoors won't recover TP. Nor will it cure any ailments you've
got. While crossing the bridge across the town. The party talked and finds out that
the girl's name is "Meredy"& her pet name is "Quicky" Unable to garner anymore
info about her because Meredy starts to spill words they can't understand.
Meredy then gets the title" Traveling Artist?" from the two.

Racheans Pier(31,122):

At the Racheans Pier, they found out that the bridge connecting Racheans
and Mintche is out because of a landslide.

<FMV>

The worker clearing the debris tells them to get help from the Regulus Dojo.
As they walk out, one of the workers mentioned that Farah is "Cute" and one of them
blushes.

Regulus Dojo(23,124):

Order: Prepare for Attack(Tekiomugaeute),Area behind Regulus dojo (24,131)

Items found: Apple Gummy,Leather Helm,Orange Gummy,Pot Lid(Nabe no Futa)

Valuables: Manual Book

Skills: Syukou -Healing-

Lens found: 2

Wonder chef Recipe: Meat Stew(NikuNabe)

Inn: 10 Gald

Weapon Shop:

-Francheska(+110 Slash,+70 Thrust)

400 Gald

-Short Spear(+50 Slash,+85 Thrust)

300 Gald

-Short Sword(+50 Slash,+40 Thrust,+30 Accuracy)

Gald

-Power Arms(+67 Fist, +75 Foot)

400 Gald

Item Shop:

-Apple Gummy

100 Gald

-Penecea Bottle

160 Gald

-Life Bottle

400 Gald

-Spectacle(reveal enemy stats)

50 Gald

-Bear Meat(Bear no Niku)

150 Gald

-Carrot(Ninjin)

50 Gald

-Cabbage

60 Gald

Armor Shop:

-Hard Leather(+4 Defense)
-Robe(+12 Defense,+1 Evade)

400 Gald
300

Gald

-Leather Helm

240 Gald

-Wrist Band(+1 Defense)

240

Gald

-Wood Shield

200 Gald

Kettle in 2nd floor of the Hotel is the wonderchef who will teach you Meat Stew(Niku nabe) (#9) (Bear Meat(Bear no Niku),Carrot(Ninjin),Cabbage)

The Buiding beyond these stone steps is the Regulus Dojo. Once inside, They mistaken Rid for a new applicant and test him. Rid beats them and Franco, comes in rather please at Rid's "Strength". Rid is piss off and tells him that He isn't applying for the Dojo. Farah then push Rid off to greet Franco. Seems that Farah is a student at the Dojo. Farah explains to Franco that you need to get to Mintche. Franco then ask Rid's name and if he wants to apply. Rid decided to decline the offer.Franco, decides to teach Farah the "Syukou" skill - Healing - to help their journey. As Franco is talking to Rid. Paolo(is the guy that was blushing at the Pier) barges in offering to help them. Franco telling them that Paolo has studied at Mintche,tells Paolo that he has to do something about the water in the river for them to get through.

The 3rd room has a lens hidden in the Table on the right,

The 4th room has a lens hidden in a box on the left

You can ask the Guy in the Second room to train you (battle with 8 monks per round) until you get 100 points perfect that is.Then he won't train you anymore.

The one on the right in the 3rd room will tell you how to choose

-Semi Auto-

-Manual-

Just choose"Manual" to get the Manual book.

Paolo'room is the 4th room. Follow him in there and he will explain how Mintche's Technique can be use to calm the Racheans River. He's practiced as a Spirit Crystal Wielder.(A magic user) and by using his crymel gauge, he can use the Water "Spirit" to clam the waters. There are spirits in all things. such as light,fire,wind, or water. Rid still doesn't understands all of this.Paolo tells them that he will show them how at the Racheans pier.

Racheans Pier(31,122):

Paolo will ask if you're ready. Answer yes. and he will utter something alot like what Meredy is speaking. Meredy will then try to speak with him but Paolo didn't understands her. As he leave, he blesses your party on Seyfert's behalf for the journey. Farah then tells him that he's being nice as always and tells Rid that Paolo is her Senior at the Dojo. after Paolo leaves, it's time for the first Mini-Game: Rafting.

-Rafting-

Controls:

Rules:

Mintche(68,142):

Lens: 1

Wonder chef Recipe: Hamburger

Inn: 20 Gald

Mini-Game: Quiz, Crymel Ball

Item Shop:

-Apple Gummy

100 Gald

-Orange Gummy(restore 30%TP)

200 Gald

-Penecea Bottle

160 Gald

	-Life Bottle	
400 Gald		
	-Spectacle	
	50 Gald	
	-Long Sword	
300 Gald		
	-Francheska	
400 Gald		
	-Long Spear(+66 Slash,+133 Thrust)	500 Gald
	-Rod(+40 Attack)	
400 Gald		
	-Ribbon(+2 Defense)	200
Gald		
	-Mantle(+1 Defense)	30
Gald		
Food Shop:		
	-Bread	
60 Gald		
	-Rice	
	100 Gald	
	-Cheese	
60 Gald		
	-Bear Meat (Bear no niku)	150
Gald		
	-Lettuce	
60 Gald		
	-Tomato	
80 Gald		
	-Onion (Tamanegi)	50
Gald		

The Big Pink Flower in the Cafeteria is the wonderchef who will teach you Hamburger(#1) (Bread,Bear Meat (Bear no niku),Lettuce) The Tree to the left of the stone steps that led into the field where two girls will introduce you to the Mini-Game "Crymel Ball" has a lens.

-Crymel Ball-

Rules: Ball start as neutral. when ball rolls over a crystal (red/blue). It will be of that color. Player can pick up crystal and press O to use it. But when your opponent picks the same color. yours will change to an opposite one. Simple logic is same color as ball = repel ball. different color = draws ball near. Player is given a point when ball rolls over the other player. first one who gets 3 points or has the most points when time is over, wins. Extraround is executed when there is a draw. In this case, Another ball will be added to the game. Making the game harder.

I tell you- in this game, Defense is the best offense. just pick the same color crystal as the ball and hit O when it's near. Corners are Usually a good place to stand. Given the size of the ball, Unless the opponent or you press to use a crystal. Luckily it will hit your opponent. 60 Seconds isn't that long. it'll be over before you know it. You will have to fight 3 rounds to win the game, though.

To the right of the Crymel game, there is a little scene about Katelin & Pier, who are seems to be dating. Farah than ask Katelin about Pier. Katelin says that Pier lives in Inferia City. but she's studying here and it's a long way from the capital to Mintche. She then thank Farah for listening to her and walks off.

At the university, the clerk greets them. Rid is abit tongue tied and Farah has to answer for him. Farah ask to see Keel (Keel Zeibel). and lies that his father send them there. The Clerk the look through the files and says that Keel should now be in the Light spirit Labotory. Then Meredy jumps on to the table and starts to dance, Making the clerk very angry and they had to run away.

The 1st room closest to the stair is the Light Spirit Labotory. Farah tries to get Meredy to stay out of this because of the confusion she'd cause ealier. Meredy

apparently doesn't understand. Farah and Rid then enter the room leaving Meredy outside. While talking to the guy with the red hair who's standing near the spirit machine, Sanc, Meredy will come in and somehow causes the machines to go haywire and blow up. Principle Carlye will come in and throw them out of the room.

Sanc then tells them that the language Meredy's using is Melnics, the same language the Spirit Machine uses. Judging by the clothes she wears, she might be an Imperial Spirit Crystal Wielder. Sanc doesn't know why one of them would be here. Meredy doesn't understand what they're talking about, starts to shout. Farah then asks Sanc where Keel is. Sanc tells them that Keel is now at the Mountain Observatory. His theory about some big disaster has caused troubles in the university, so he has retreated there. Meredy then gets the title "High level Spirit Mage? (Shyoureijyutsushi?)" from the two.

Dragon Rock Mountain (59, 155):

Enemies: Arotail, Harpy, Rocky Hawk, Rock golem

Items: Orange Gummy, Saber, Apple Gummy, Pole Axe, 600 Gald

Just pull stones to their designated place to block the monsters from coming out.

Mountain Observatory:

Items: Holy Bottle

Lens: 1

Upon entering, no one will be in... Then Keel comes in and sees them. Farah tells him about Meredy and that she speaks Melnics. Keel is very interested and drags Meredy to a dictionary and tries to translate her speech. After a lot of effort, he is able to understand very little bit of Meredy's speech. Meredy runs off to see a picture of a Map of Eternia.

<FMV>

Keel then explains to you that the world of Eternia is divided into Celestia above, and Inferia below and is divided by the Plane of Orbas. Meredy coming from Celestia (they understand that much) causes some confusion, because according to the old records, everyone from Celestia is violent, inhuman and consumes human flesh. Meredy also manages to communicate to them about a massive explosion which will come about if something is not done.

After your story is told, Keel lets you look into his telescope and points out a black object in the sky, moving closer to Inferia. That must be the reason Meredy came to here, to warn them about Inferia's destruction. They will have to go to Morle to someone who is an expert in Melnics. Before you leave the observatory, search around to find a Lens near the bottom left corner.

<Keel Zeibel>

Level: same as Rid (is not a constant one, so I can't write down a sure stats)

Wears: Rod (+40 Attack), Robe (+12 Defense, +1 Evade)

Skills: Aqua Edge (Water), Wind Cutter (Wind), Fireball (Fire)

Title: Gakushi

Mintche Mountain:

While on the way down, Keel gets tired and they camp. He then tells you that by proving that his theory of world collapse is true as with Meredy, a living proof, he can be reinstated in the university. Rid thinks that might be a selfish goal, but Keel insists that he's just searching for the truth.

Nostos Cave (88, 149):

Enemies: Poas, Zombie, Brown Pot, Green Roper, Red Gizard, Spector, Chesrang

Items: Panacea Bottle, Protector, Buckler, Orange Gummy 2, Battle Axe, Life Bottle, Circlet, Rapier

Lens: 1

Peddler:

-Apple Gummy

100 Gald

-Orange Gummy

Gald

-Panacea Bottle

160 Gald
 -Life Bottle
 400 Gald
 -Holy Bottle(Reduce Encouter rate) 200 Gald
 -Dark Bottle(Increase Encounter rate) 200 Gald
 -Spectacle
 50 Gald

Upon entering the cave, a peddler walks out and tells them of an Eggbear out loose in the cave. It has kill one of the peddler. he than offers to sell you some item.

Boss: Eggbear(No.76)
 HP 3,200, 32 Exp, 90 Gald
 Attack 130,Defense 120,Magic 50
 Drops: Bear Meat(Bear no Niku)40%
 Steal: Appple Gummy80%

The Lens in hidden in the pile of wood at the back of the cave(from where the bloodstains leads).

Enemies: Making Plant, Terrible Needle, MicroNid, MiniKite,Mage,Striker,Warbear, Eggbear, Starfish(along the beach), Forest Hawk

Forest Village of Morle(125,157):

Order: Concentrate on single enemy(Shyuusyukougeki),Northwest of Moruu, near the beach where the forest meets the mountain(113,144)

Secret Screen Item: Poison Check, In the area surronds by mountain north of the Undine Stream(150,144)

Items: Holy Bottle

Valuables: Monster Book(Monster Zukan), Oje earrings

Skills: Gedokokou -Cure Ailments-

Lens: 1

Wonder chef Recipe: Vegetable Salad(Yasai Salad), Fruit Juice

Inn: 30 Gald

Item Shop:

-Apple Gummy
 100 Gald
 -Orange Gummy

200 Gald
 -Mix Gummy(Restore 30%of TP&HP) 1,000 Gald
 -Penecea Bottle 160

Gald
 -Life Bottle
 400 Gald
 -Holy Bottle 200 Gald
 -Dark Bottle 200 Gald
 -Spectacle
 50 Gald

Food Shop:

-Bread
 60 Gald
 -Bear Meat(Bear no niku) 150 Gald
 -Cheese

60 Gald
 -Lettuce
 60 Gald
 -Cabbage 60 Gald
 -Carrot(Ninjin) 50 Gald
 -Cucumber(Kyuri) 50 Gald
 -Lemon 60 Gald
 -Strawberry(Ichigo) 80 Gald
 -Kiruma Fruit 80 Gald

Upon entering the Foodshop, you'll meet with a familiar face. Farah will ask for her name. the old man will tell you it's Simone. Simone? Farah ask her. Isn't it, Katerin? Katerin will hush you and tells you that she is traveling under a false name and is trying to get to Inferia city to see you know who. She says goodbye to you than rushes off. The Pumpkin in the far corner is the wonder chef who teaches "Vegetable Salad(Yasai salad)"(#5) (Lettuce, Tomato, Cucumber(Kyuuri))

Go to The House at the end of the town. Going in, Keel greets Mazet and tells him about Meredy and their troubles. After hearing their story, Mazet will give the party the Oje earrings which suppose to make them "understands" each other. but apparently, It isn't working as Meredy still spills out jibberish to them. Then Meredy starts to look around for something and runs off. They quickly follow. But before they leave, Mazet will tell Keel that he has to learn more, not from books.

Seems that Meredy has run in to the backwoods of Morle Village

Morle Backwoods:

Enemies: Micronid, Minikite, Terror Needle, Woods Worm

Items: Knight Saber, Piyo Piyo Whistle, Iron Sallet

They finally catch up to her. Meredy is after Quickie, who has run off in here earlier. But Quickie is in trouble, he's found himself a monster. You then have to aid him.

Boss: Insect Plant (NO.34)

HP: 8,800, 115 Exp, 500 Gald, Earth

Strong against: Water 50%, Earth 30%

Weak against: Fire 50%

Attacks: Running through enemies.

Gives: Kiruma Fruit 25%, Lemon 5%

Steal: Kiruma Fruit 80%

This boss is stupid and shouldn't pose a problem, provided that you've got the Majin Senretpa skill. Keep focusing on him. Just pound in hits, he won't be avoiding it. Soon He'll go down. Even in Hard mode, this thing is a piece of cake.

Defeating the Insect plant, Keel will get mad at Meredy. Meredy than appologises, to the party's surprise. They can understand her now! On their way back, Keel will demand to know why she is here. Meredy tells you that she's here because of the "Grand Fall". Grand Fall, will make Inferia and Celestia collide in a big "Boom" Meredy says. In "Short Short" time, so she's trying to collect the "Great Spirits" in Inferia. Collecting the Great spirits? Keel then brushes away that notion, No Crymel gauge can do that! Meredy then show them her Celestian Crymel Gauge which is capable of doing so.

Keel suggest that Mazet might point them as to the location of the Great spirits. But still won't co-operate with Meredy. Go back to see Mazzet. He hears Meredy's story. and tells them that to the north of Morle, an area where the Water spirit resides is somewhere along the river. Then he will give you The Inferia map and teaches Farah a new skill- Gedokokou (TP 4), a cure skill. Before the party leaves, Mazzet will tell Keel that. Outside of Mazet's house, Meredy will tell you that the man who's after her earlier was Hades, her uncle. Talk to Mazzet again to get the Monster Book. The treasurebox upstairs has no treasure but contains the Wonderchef who teaches Fruit juice (#4) (Kiruma Fruit, Lemon, Strawberry (Ichigo))

Undine Stream (151, 126):

Enemies: ChesRang, King Frog, Kik Frog, Terror Needle, Crusher Tortoise, Red

Roper, Star Fish, Scorpion, Manticore

Items: Poison Check 2, Phaser Robe, Silk Cloak, Mace, Iron Wrist, Mix Gummy 2,

Cincuedia, Apple Cedar

Lens: 1

Before crossing the shallow parts heading to the second screen, (just above the 2 ray of lights) there is a hidden area

in the trees there, it reside in it a lens. Travel onward, until you see a hole behind the waterfall. Go in, and Undine's voice

will talk with you. She says that she will have nothing to do with humans. Despite the party saying about Grand Fall & the fate of Eternia. Meredy will try to get her to enter the gauge. But if the Great spirit isn't willing, it's of no use. Then she disappears.

The party decides to go on. Until they reach Undine's place. Undine decides to use force to persuade them to Leave.

Boss: Undine(NO.24)

HP: 5500, 1360 Exp, Water

Attack100, Defense 268, Magic 50

Weak against: Electricity

Strong against: Wind30%,Earth30%,Fire30%,Ice30%,Water100%

Weak against: Electricity30%

Attacks: Spread Spell, Water Spear, Water wave

Gives: Talisman100, Mental Bangle100

She has an invincible status when she's charging up her Water spear(an aura of water blocks your attacks. Try getting your mage away from her. Her water spear isn't dangerous because she has to charge it. But her water wave can do multiples damage in front of her for about a distance. get Keel to use Fire balls or Wind cutter(doesn't matter as long as Meredy keeps pounding in Lightning.) Farah should stay behind to assist you with items. Just keep her busy. eventually she'll be down in notime. (just keep that Lifebottle handy). Level 20 should be enough even in Hard mode. Mania might be a different game,though.

Seeing that you're serious, she joins you. You'll be able to use the spell "Spread" and summon her in combat, *When Frynge with Other spirits. She'll be best off with Secondos, the Time spirit(Raise Dead)provide that her gauge is full. Just read the Craymel Gauge section to get going. Next,Keel suggests that since getting all the Great Spirits isn't going to be an easy task, They should try to report the matter of the Great Fall to the king(who's in Inferia's Capital city southeast of here). You'll have to go through Izanai forest to the southeast to get to the Capital.

Forest of Temptation(150,145):

Enemies: Ghoul, Spector, Skeleton, Syche Killer,Troll,Oak Jelly

-Part 1

Items: Iron Arms, Mix Gummy 2, Iron Wrist, Life Bottle 2, Holy Bottle, Liquor Bottle, Flare Bottle, Pine Gummy 2, Misty Robe, Silk Cloak

Lens: 1

There is a screen to the right of the starting point where there is 5 statues standing. Search the Root blocking the path behind the middle statue for a lens. go back and then go straight up to see 2 ghost wondering. These ghost, when touch does not trigger fights. Instead cause you to be "Hurt". Avoid them, find 2 statues northwest from the 5 statues and turn them right(Chaos, Destruction) The other two(Regularity, Creation) can be found to the east, turn these two to face left.

Go back down, Meredy will follow quicky along. Follow her to the next section.

As they camp, Keel will ask Meredy about Celestian technologies.He doesn't believe that the Celestian has such an advance edge over the Inferian.

-Part 2

Items: Reverse Doll, Penecea Bottle, Lemon Gummy, Charm Bottle, Suishyoseki, Orange Gummy 2,Rune Bottle,Bastard Sword, Miracle Gummy,400 Gald,765 Gald, Ryokushoseki,Spectacle, Pine Gummy, Apple Gummy

To get through the 2nd part of the forest. there're 5 statues blocking the way out.You'll have to fight 5 "Jungler(NO. 247)" to make the statues disappear.

Sub Boss: Jungler(247)

HP 5,400, 200 Exp, 100 gald

Attack 160, Defense 240, Magic 100

Weak against: Fire 50%

Attack: Slush Feather(throw multiples feather on to targets in front.)

Drop: Orange Gummy20%, Life Bottle20%

Inferia City(187,120):

Items:Pine Gummy 3, Weltas Daihon

Valuables: Josen Pass

Lens: 3

Wonder chef Recipe: Cream Stew, Fluffy Cake(Fuwafuwa cake)

Inn: 60 Gald

Weapon Shop:

-Short Lance(+100 Slash,+220 Thurst,+5 Accuracy)	1,920 Gald
-Crecent Axe(+300 Slash,+140 Thrust)	2,200 Gald
-Heavy Grip(+220 Slash,+220 Thrust,-10)	2,000 Gald

-Poison Son(+118 Fist,+125 Foot,+7 Accuracy)	1,440 Gald
-Wegisbue(+160 Attack)	1,640 Gald
Armor Shop:	
-Chainmail(+10 Defense)	1,900 Gald
-WhiteCloak(+8,Defense,+5 Evade)	1,480 Gald
-Circlet(+1 Defense,+4 Magic)	760 Gald
-Iron Wrist(+3 Defense)	1,320 Gald
-Round shield(+9 Defense, +3 Evade)	1,600 Gald
-Leather Mantle(+3 Defense)	100 Gald
Item Shop:	
-Apple Gummy	100
Gald	
-Orange Gummy	
200 Gald	
-Mix Gummy	
1,000 Gald	
-Penecea Bottle	
160 Gald	
-Life Bottle	
400 Gald	
-Flare Bottle	600 Gald
-Holy Bottle	200 Gald
-Dark Bottle	200 Gald
-Spectacle	
50 Gald	
Food Peddler:	
-Bread	
60 Gald	
-Rice	
100 Gald	
-Cheese	
60 Gald	
-Egg(Tamago)	50 Gald
-Bear Meat(Bear no niku)	
150 Gald	
-Lettuce	
60 Gald	
-Tomato	
80 Gald	
-Onion(Tamanegi)	
50 Gald	
-Cucumber(Kyuuri)	50 Gald
-Kiruma Fruit	80 Gald
-Lemon	60 Gald

Farah and Rid will say what a big city it is. Keel says Of course it's the Capital city aferall! and then Meredy starts to dance. People will start gather around to see her. Farah notices it and blocks them. Keels then warns Meredy not to attract too much attention. Celestian has brought troubles to this world in the past. Keels says. Meredy piss by that notion starts to say that it's silly. Farah agrees. Now Keel is angry but decide to leave it at that.

On the 2nd floor of the Inn, The wrongly place vase besides the man standing in front of the window is the Wonderchef with the recipe for Cream Stew(#14) (Bear Meat(Bear no Niku), Milk, Carrot(Ninjin), Potato, Onion(Tamanegi)) The Plant near the entrance of the Theater is a Wonderchef who will teach you how to make Fluffy Cake(Fuwafuwa cake)(#6) (Egg (Tamago,Milk),Kiruma Fruit, Strawberry(Ichigo)) The other plant in the Theater has a Lens.

You can see a Play name "Weltas By" in the Royal Theater by paying

1st part	10 Gald
2nd part	50 Gald
3rd part	200 Gald
4th part	1,000 Gald
5th part	5,000 Gald
6th part	20,000 Gald

7th part 100,000 Gald

Final part 500,000 Gald

The next part of the play will only show up when you've seen the last one. After watching all of them, there will be a book on the stage. Take it, it's the Weltas By script(Weltas Daihon).

You can compete in the Arena now for 5,000 and 10,000 Gald. But since Rid has to do it alone, and you're probably not ready for it yet(Level recommened is 60+, Minimum Attack should be at least 900+). Just skip this until you're ready.

At the gate of Inferia castle, the group tries to get an audience with the king, but the guards just laugh at Keel's "Big" Matter. and drove them away. Outside the castle walls, Meredy ask Keel what's he doing? Keel says that this is important and he must speak with the king. Meredy then ask what is a king? Keel is piss and says it's typical of Celestians to be this way. Meredy is angry. and Keel tells her that what they're here for. To see the"King". Meredy says that Celestians don't have a "King".

Seeing the argument will lead to nowhere, Farah then ask what to do next. Keel says if he can show his evidence, the king will understands him. Perhaps more evidence should be acquire before going in. They then try to use the Telescope at The royal observatory. On the 4th floor, they're stopped by the observatory staff. Keel then says that his matter is urgent. Celestia and Inferia is about to collide. The staff laughs at the idea. Keel then show him the proofs. but the staff throw it away and drives them out of the room. After they're out, Zosimos comes in and asked what is wrong, the staff says there's nothing then hurries to clean up keel's papers.

Outside, Rid giveups hope and Farah is mad at him for doing so. Keel then suggests that getting to Seyfert Ring might be of use. Geting permission to go there, they must ask the Seyfert church to do so. Farah then rushes them on.

At Seyfert church, Keel request why He must go to Seyfert Ring and about the matter of "Great fall". The priest than becomes mad and says that lying isn't permitted in front of God. They rush out only to be taken in by Roin Ramoa, the head of the palace guard.They're charge with crimes of treason against the kingdom and sentenced to Death! Rid wish to breakthrough, but Keel thinks that they may have a chance of gaining an audience with the king this way.

At their execution (to die by drowning in a prison in front of the King.), Keel tries to shout out his speech. The princess Arlendy is interested, but Roin says that they're criminals and should be ignored. She turn to the queen who supports Roin's opinion of the party.The Queen then order Roin to begin the execution. As the water pours in,Keel tries to use Undine to escape. But guess the Great spirits don't interfere in human's affairs. As Keel try to appologize to everyone, Farah becomes angry and says that there're still hope. The valves at the bottom of the prison well may be the key. Rid take Farah's decision and decides to try it. Rid was unsuccessful but it doesn't matter anyway because every one(except Farah,who was waiting for Rid) was brought up to see the King.

The king tells them that he now know the seriousness of the matter as brought up by Zosimos, the Royal researcher.Zosimos tells Keel that he read his papers and want Keel to help. Keel follows Zosimos off. The Audience is over. They're now guests at the castle.

Roin comes over and tells them that their room is on the 2nd floor. The room to the left is Arlendy's room. Go in and the princess will thank you and tells you that it was hilarious. Rid's piss off, but Roin barges in and pushes you out of the room. Go to your room on the floor below. Meredy is cheerful as always, Rid decides to take a nap as Farah drags Meredy to the next room inspite of Meredy asking why she can't sleep with Rid? Meanwhile Zosimos and Keel is busy collecting data.

When they're up, Keel come in to see them. Princess Arlendy then comes in and with Roin as protective of her as always. She began to chat with Meredy. Roin breaks up their conversation and says they have to go.

Before you go,the Drawer next to where Rid was sleeping has a lens. As you go to the palace entrance, You'll hear a conversation between Roin and the Princess. (Sorry,I didn't get any of this) As they left,Keel says that Zosimos must be up to something. Follow them in to the Grandhall(Right wing is the prison, Left wing is Guest rooms, Kitchen, Middle buiding is the Grand Hall)

The King then declare a state of National Disaster. then leaves it to Zosimos. Zosimos than says that the Celestian is plotting to destroys Inferian by the Means of Grandfall.The king order the knights to ready. Zosimos tells them that by using the "Bridge of Light" they can enter Celestia to stop the Grandfall. After

everyone leaves,

Keel ask Zosimos's intentions. Zosimos tells them that the only way to mobilize the kingdom is to give them false information to declare a war. Farah asks about the Bridge of Light. Zosimos tells them that the Bridge was discovered by Baril 30 years ago. Farah is excited that an Inferian has been to Celestia. Zosimos walks off. Roin comes in and tells them to go away for they're not need-ed. As they're walked out to the gates, Roin give them "Jousen Pass" as their reward. Rid is piss that he means to tell them to go away. Farah then tells Roin that the GrandFall is not cause by Celestian. Roin dumps that notion and says that she means to tell him that the king is Wrong? so they have to run off.

Outside Farah ask Meredy what to do next. She tell them that getting all Great spirits should be the best idea. Farah then cheerfully say that the objective now will be the Bridge of Light and The Great Spirits. Rid is frustrated at Farah's over cheerful attitude. Since you now have the pass, you can travel overseas now. So head over to Inferia's Port. Before you leave., you can now enter the observatory 5th floor and above. At the papers south of the Telescope, is the Lens hidden in this building.

Inferia Port(181,108):

Lens: 1

Wonder chef Recipe: Fish Stew(Sakana nabe)

Anchor in the Marine shop is the Wonderchef who will teach you Fish Stew (Sakana nabe) (#10) (Squid(Iga), Mackerel, Cabbage, Daikon) The barrels near the ship on the right has a lens. They then set their destination to Barole where the next spirit should be. As they board the ship, Keel then stay behind saying that he has to continue the work with Zosimos. Farah says she understands as it has always been his dreams. The party then left Keel behind as they set sail.

On board the ship, They're sad about Keel's decision. Meredy is sad that Keel is now something like her enemy, but Farah comforts her by telling her that Keel just wants to learn new things and is not going to fight her.

Barole Port(57,41):

Items: Kite Shield(must pay 4,000 Gald), Armet Helm(must pay 1,440 Gald), Mitsuiru no Kakera

Wonder chef Recipe: Squid Ring(Iga Ring)

Food Shop:

-Makarel

-Lobster(Ebi)

-Squid(Iga)

There are chests lying around at the port ,but if you want it, You're going to have to pay for it. (Kite Shield 4,000 Gald, helmet) Squid ring(Iga Ring) (#7) (Squid(Iga), Cabbage, Lemon) is the Recipe you'll get from the wonder chef in the bottommost box

Enemies: Striker, Carnivorous Plant, Rogue, Battler, Sorceress, Heavy Lifter, Plant Vitor, Phantom, Grizley, Hammer slo, Mage, Sorcerer

Barole(50,39):

Items: 1,000 Gald, Shamseal, Elixir

Lens: 1

Wonderchef Recipe: Steak, Gratan

Inn: Barole no 120 Gald

Weapon Shop:

-Palshizan(+155 Slash, +260 Thrust, +10 Accuracy)	2,960 Gald
-Steal Sword(+330 Slash,+240 Thrust, -2 Evade, -20 Accuracy)	2,400 Gald
-Knight Saber(+150 Slash,+130 Thrust)	1,600 Gald
-Needle Glove(+210 Fist, +160 Foot, +5 Accuracy)	2,400 Gald
-Mace(+110 Attack)	1,200 Gald
-Wigusbue(+160 Attack)	1,640 Gald
-Chain Mail(+10 Defense)1	1,900 Gald
-Misty Robe(+14 Defense)	1,440 Gald
-Armet Helm(+5 Defense)	1,440 Gald
-Bracelet(+5 Defense)	3,360 Gald

-Buckler(+4 Defense, +2 Evade)	460 Gald	
-Round shield(+9 Defense, +3 Evade)	1,600 Gald	
Jewel Shop: Anagachi		
-Magic Mist(Reduce Escape time by half)	6,000 Gald	
-Poison Check	6,000 Gald	
-Paralyze Check(Prevent Paralyze status)	24,000 Gald	
Item Shop: Yojinba		
-Apple Gummy		100
Gald		
-Orange Gummy		
200		
Gald		
-Mix Gummy		1,000 Gald
-Penecea Bottle		
160 Gald		
-Life Bottle		
400 Gald		
-Flare Bottle	600 Gald	
-Liquor Bottle		1,200 Gald
-Holy Bottle	200 Gald	
-Dark Bottle	200 Gald	
-Spectacle		
50 Gald		
Food Shop:		
-Bread	60 Gald	
-Pasta	60 Gald	
-Bear Meat(Bear no Niku)	150 Gald	
-Milk	50 Gald	
-Cheese	60 Gald	
-Cabbage	60 Gald	
-Potato	50 Gald	
-Carrot(Ninjin)	50 Gald	
-Lemon	60 Gald	
-Kiruma Fruit	80 Gald	

When you get to the town, you see a man beating up a boy and Farah rushes to help him and tells the man off. After the man has been beaten up, he says that the boy was actually a thief and Farah is very frustrated. The man starts threatening her but Race comes in and threatens him with all sorts of legal punishments (Code 87, Inferia Law?). Farah then gets the Title "Hotheaded"

You treat Race to lunch at the tavern, and learn that he is a travelling merchant, which is why he has such good knowledge of the law. He also asks if Farah has always been so short-tempered. Rid says yes, and proceeds to recount a whole lot of past experiences, until Farah is pissed with him. Race then brings out a valuable pot and reveals that he's been to the Wind Spirit cave and will lead you there for 50,000 gold. Select the second option and he'll let you go with him for free.

The Fountain in the Middle of town has 1,000 Gald(Easy Money). The Drunk at the top of the bar is another Wonder Chef who tells you how to make Steak(# 8) (Bear Meat(Bear no Niku), Potato, Carrot(Ninjin)) The Golden Pot in the Jewel shop has another Lens, and Wardrobe in 2nd floor of the inn is another Wonder Chef, who teaches you Grantan(#12).(Bast, Milk, Lobster(Ebi), Cheese).

When you meet Race at the inn later, Meredy hugs Race and that same light that Rid had when Meredy hugs him appears and Meredy says that he also has "Fibril".

Go to the town's Public library, and you'll get a scene. It's Katerin, she appears to be researching. When she turns to see the party, Farah asked her about how did her trip to the capital went. Rid says that He doesn't know about this but now this is Barole and it's not the capital for certain. Katerin then hastily walks off. Now Head down to the cave.

<Race>

Level: Same as Rid

Wears: Saint Rapier, Robe(+12 Defense, +1 Evade), Circlet

Skills: Fuuraijinken(Wind Thunder God Sword) (TP 8) (Wind,Electricity), Akisazeme (Autamn Falling Rain) (TP 12),Souryurengazan(TP 12),Souryuzankoken(TP 16),Light
Title: Tabinoshyonin

You can now try to get Recipe #29 Vitamin Drink by Mastering Fruit Juice (#4),Vegetable Salad(#5) and Steak(#8). Mastering is to put 5 stars on a person(Anyone).

Sylph Cavern(27,65):

Enemies: Bone Knight, Gas Cloud, Dyer Wolf, Mad Eel, Meredy Song Pot, Willow Wisp, Bland Vitor, Hornet, Phantom

Items: Storm shield, Mix Gummy 2, 1,800 Gald, Assult Dagger, Orange Gummy, Lemon Gummy, Arc Wind, Needle Glove, Life Bottle, Mental Ring

Lens: 1

When you reach the entrance of the cave, you'll notice there are inferian guards guarding the cave. Luckily(?), Race seems to know them as they make way for you to enter the cave.

In the cave, you have to step on the holes when air is pouring out, to get push up. Check the poles in the first part of the cave to get Reis to tie a rope between them. At the camping point, Race ask you if you're gathering the Great spirits? and show you the Compus Key, You proceed to tell Race why you're trying to gather the Great Spirits. Up ahead you'll soon see a path with 3 routes to take, Take the middle one will cause you to fall down, but leads you to a treasue box. At the topright edge of the hole is a Lens.(where the Assult Dagger is) Go in deeper until you meet Sylph, The Wind Spirit. He will test you as well.

Boss: Sylph(NO.47)

HP: 6,600, 1,929 Exp, Wind

Attack 170, Defense 200, Magic 80

Strong against: Water30%,Fire30%,Electricity10%,Ice10%, Wind100%

Weak against: Earth100%

Attack: Air Slash Spell, Sylph Arrow, Cyclone

Drops: Protect Ring100%, Life Bottle100%

While he doesn't have any invincible moves, The fact that he's always floats up in the air still poses a challenge. Pound this two minion(Hard mode or above) first and you'll have a much easier time with him. Do not let him use spells. Stay with short combos since after about the 4th hit, he will warp back into the air and you'll have to hit him down again. Use jumping attacks and moves like Kogarenzan to bring him down. His Airslash can do alot of damage to you if not becareful. If you're unlucky, He will cast Cyclone on you, For Major damage! Try to stay off it and keep using Life bottles to Stay in shape. After beating him, he joins you along with the spell"Air Slash".

* Mix him with Shadow, the Dark Spirit to get Cyclone -the most powerful wind spell

As you leave the cave, Raceleaves your party and Keels comes to see you. He then enters your party again. Now, put Sylph in Keel's Gauge to get the spell "Heal" to have 2 healing characters. (Keel will be the same level as Meredy)

New Menu Item: Aerial Board

Sylph will give you the Aerial Board. Accessible from the menu -Square button at the worldscreen. With it, you can cross rivers, oceans but you can't go in to forests. Next, go to Chambard-the Desert town, East of Barole.

Now that you've got the Aerial board, you can travel to amost any place in Inferia.

-The opening in the mountains north of Barole, lies a secret screen where a woman who sells only strawberries stands(52,25)

-An old soldier is mumbling some stuff at(150,101)at the cape north west of Inferia city.

-Go to the clearing northwast of the Island that's northwest of Chambard, to get the Order "Taenotokionerae" and a lens(161,45)

-In the Middle of the Largest Island at the northwest corner of the Map, Northwest of Barole. You'll find a Savory and a Lavender(18,12)

-Small Island south of the Fire Cave has a Liqour Bottle and a Life Bottle

-Midorinokakera, Ryoukushouseki is at (39,36), Clearing in the mountains west of

Barole and a little west of the strawberry peddler.

-Order: Attack Enemies in the Back(Ushirunotekionerae) is at (100,100),In the middle of only forest in the Farlos Mountain area

- Cape south west of Barole, the only grass area that looks isolated from the rest. The center of it has a lens.(13,74) The cape is where you'll see 3 islands leading out from it.

- At any Port City, you can take a Boat trip for

Barole <-> Inferia Capital

1st Class 1,020 Gald

2nd Class 900 Gald

Mintche <-> Inferia Capital

1st Class 840 Gald

2nd Class 720 Gald

Take a 1st Class boat trip , You'll find a White Cloak, A savory and a scene with Katerin who is also taking that boat? in the Cafeteria of the ship. This will end the trip for you. Take the boat trip again, This time 2nd class, goin to the room on the right. the jars on the top of the room has a lens. Go on to the Deck for an Armet Helm, a Cresnet Axe, a Chain mail, and a Wigesbue. You can't get in to the Cafeteria, though. It's for 1st class passengers only. However the chest only has an apple gummy. and the buffet above yeilds Bear meat(Bear no Niku) 3, Lemon 2, Lettuce 2,Onion (Tamanegi),Carrot(Ninjin).

* Taking the 1st class trip does has advantages. The Man in the room on the right in the 2nd class section is a peddler and he sells:

-Lemon Gummy	2,500 Gald
-Pine Gummy	3,000 Gald
-Miracle Gummy	6,000 Gald
-Liquor Bottle	1,200 Gald
-Suishoseki	6,000 Gald
-Poison Check	6,000 Gald
-Shepus Mantle	2,400 Gald

Chambard(188,59):

Enemies: Dodo,Rogue, Tarantula

Items: Rune Bottle, Elven Boot,

Lens: 1

Wonderchef Recipe: Pescatore, Carbanara

Inn 240 Gold

Mini-Game: Shanballon, Cooking Contest(10,000 Gald)

Weapon shop: Heat Up

-Dhao Blade(+295 Slash,+285 Thrust)	4,400 Gald
-Crescent Axe(+300 Slash,+140 Thrust)	2,200 Gald
-Halberd(+300 Slash,+300 Thrust, -5 Accuracy)	3,800 Gald
-Pretty Horagai(+200 Attack,+8 Luck)	3,160 Gald
-Gem Rod(+200 Attack)	3,200 Gald

Armor shop: Hot Shot

-Ring Mail(+13 Defense)	3,500 Gald
-Cross Helm(+10 Defense)	3,600 Gald
-Gold Crest(+2 Defense,+8 Magic)	3,560 Gald
-Kite Shield(+13 Defense,+5 Evade)	4,000 Gald

Item Shop: Running Water

-Apple Gummy	100 Gald
-Orange Gummy	200 Gald
-Mix Gummy	1,000 Gald
-Penecea Bottle	160 Gald
-Life Bottle	200 Gald
-Flare Bottle	600 Gald
-Liquor Bottle	1,200 Gald
-Holy Bottle	200 Gald
-Dark Bottle	200 Gald
-Spectacle	50 Gald

Cloth Shop: Shesrul

-White Cloak(+8 Defense, +5 Evade)	1,480 Gald
-Silk Cloak(+10 Defense,+1 Magic, +2 Luck)	1,840 Gald

-Feather Robe(+9Defense,+2 Luck, +2 Evade)	1,560 Gald
-Blue Ribbon(+5 Defense)	2,800 Gald
-Leather Mantle(+3 Defense)	100 Gald
-Kitchen Mitten(+5 Defense,+5 Evade, Fire)	3,560 Gald

Food Shop: Shan

-Bread	60 Gald
-Pasta	60 Gald
-Rice	100 Gald
-Bear Meat (Bear no Niku)	150 Gald
-Squid(Iga)	80 Gald
-Lobster(Ebi)	80 Gald
-Cheese	60 Gald
-Egg(Tamago)	50 Gald
-Milk	50 Gald
-Makerel	200 Gald
-Tofu	60 Gald
-Pressed Vegetable(Konyac)	60 Gald

Food Shop: Bal

-Lettuce	60 Gald
-Cabbage	60 Gald
-Potato	50 Gald
-Cucumber (Kyuri)	50 Gald
-Carrot (Ninjin)	50 Gald
-Onion (Tamanegi)	50 Gald
-Tomato	80 Gald
-Bead	60 Gald
-Daikon	60 Gald
-Lemon	60 Gald
-Strawberry (Ichigo)	80 Gald
-Banana	50 Gald
-Kiwi	80 Gald
-Kiruma Fruit	80 Gald

Now you should have about 19 lens, go to see Elene(remember her from Destiny? She works for Oberon Corperation,remember?), the purple haired woman in the corner at the top of the screen.She'll give you the Combo Command as a reward for you finding over 10 lens. Go to Bristol Chambard. the Champange in the reception section near the statue is the wonder chef. Who teaches you Pescatore (#3) (Bast,Lobster(Ebi),Squid(Iga), Tomato). The Top bed in the Hotel is the Wonder chef who will teach the Recipe, Carbanara(#13) (Bast, Egg(Tamago),Cheese,Milk, Bear Meat(Bear no Niku)) to you.Go to the Fountain with the horse statue to get a lens. now that you have 20 lens, collect Inferi Mantle from Elene.

Go inside the Cloth Shop, You'll meet with Katerin(again!). She's got in to trouble with the store attendent, who tries to sell her a dress for 23,000 Gald! (payable in 12 installment)(I'm guessing here.can any one tells me this?) Farah helps Katerin by saying NOall the time to the store attendent. Katerin then thanks Farah and leaves. Talk to the Ballon Master (the man doing Tai-ji chuan)at the Beach to play the Mini-game: Shanballon

-Shanballon-

Rules:

Controls: Same as battle screen

Item: Usawa

Beat the game and talk to Ai, the girl near the shanballon master. She'll give you the Usawa.

Efreet Gorge(221,76):

This place is Hot! There's Lava everywhere, so you can't continue on. Keel will ask Undine to cool down the place for them. Undine says she'll do what she can and she'll shield you from fire damage but her ability in this place is limited. <Undine HP: 13,627> Undine's HP will go down as long as you're in the cave.

Enemies: Ogre, Fire Bird, Garo, Iron Golem, Rafel, Drake,Baldic

Items: Venom, Sage, Lemon Gummy, Flare Mantle, Lavender, Cross Helm, Fight Shield, Life Bottle, Blue Ribbon, Bracelet, Rune Bottle. Akanokakera

Valuables: Sorcerer's Ring

Lens: 1

Traveling onward, Keel will be exhausted at the camppoint. and they'll have to rest. You'll see a bunch of doors, which Keel tries to open but says that it'll be trigger by a light mechanism.

Boss: Efreet(NO,51)

HP:24,000, Exp, Fire

Attack, Defense, Magic

Weak against: Water

Strong against: Wind,earth,Ice,Electricity, Fire100%

Attacks: Fireball, Eruption, Explode, Burning Fist

Drops: Black Onyx100%, Flare Bottle100%

He will try and force your party to the wall with Burning fist. You can never get pass him and that's a fact. But since he's weak to Undine's spell just have your mage cast spread to push him back. Rid should chip in with Kokarenzan to help. The Flames below him can be hazardous to your health if not careful.

Losing to you, Efreet still doesn't feels like helping. So Undine has to force him in. Undine will ask you whose gauge will it be? and push that arragant spirit in to the gauge. Acquiring the 3 spirits, their powers brought Rem - the light spirit to appear. Farah will ask Rem about the GrandFall. Rem will tell them that the GrandFall is Human's doing and she will not interfere. Rem then gives you the Sorcerers ring(Press L1 to shoot) and leaves. Keels tries to get her to explain why is the GrandFall the working of Humans? but fails. as you leave Meredy will ask you to Frynge for the Eruption spell. Arrage the Spirits, Remember that Frynging Efreet with Undine will give you the Sharpness spell(eventually). and the Concentrate when Frynge with Sylph. (Requires Efreet to be at least Level5). Just take your pick. *To get Explode the best fire spell, you'll have to wait for Volt, the Electricity Spirit.

Go back to open the 3 doors earlier with the sorcerer's ring. Shoot the switch with the ring again and a monster will come out. kill it to get the treasure. (Akanokakera,Rune Bottle,and a Lens)

Reaching the Camppoint, Keel ask Meredy how can the GrandFall have been caused by Humans? Meredy proceeds to say that it was Baril,who mastermind the GrandFall. Keel than gets mad at Meredy and says this is all the Celestian's Fault. Farah comes in to protect Meredy and says that this isn't her fault. Rid than ask them to point out that Baril may be the same man who discovers the bridge. Keel says that's outrageous! to think that an Inferian can do that is.. Rid then says that then why is Celestian is capable of doing that? and to know all of it they'll have to go to the Bridge of Light first. Meredy thanks Rid. Rid says that He don't know where the bridge of Light is so don't thank him. Keel then mumbles up the name" Farlos Mountain" and tells them that He's seen the bridge of Light up there from the Telescope. Rid is impressed, Meredy then thanks Keel who says that he's only doing it to see for himself the truth.

-Machine in the Water Labotory in Mintche has a lens

-Level up before you go, It'll be easier for you that way(playing the game in Mania mode does require alot of Leveling up).The best place for you to level up(and get killed) is the crescent island norrh of Farlos Mountain.There's Angus Beak gives 1%Sage, Arachna that gives 20%Resist Ring, and Super Star that only appears at night that gives 7% Reverse Doll. you'll have a good chance to beat the super star at night when you're above level 40(normal).

Now go the Farlos Mountain, SouthWest from Shanbal. It's the Island with the Highest mountain in Inferia.

Enemies:Lost Soul, Grappler, Shaman

Farlos Church(93,110):

Skills: Keiseikou -resurrection-

Lens: 1

Peddler: Traveler's Supplier

-Apple Gummy	100 Gald
-Orange Gummy	200 Gald
-Penecea Bottle	160 Gald
-Life Bottle	400 Gald
-Holy Bottle	200 Gald
-Dark Bottle	200 Gald
-Spectacle	50 Gald

Fortune teller

As they rest for the night, Keel ask Meredy about Celestia. Meredy tells him that it's quite different like no wind blows there. Keel is having a hard time believing Meredy's story. Rid seems to be tired and wants to get an early rest to go to

Celestia. Before going out of the room, get the Lens in the Wardrobe first. as you are about to go out of the church. The priest will teach Farah, Keiseikou -a resurrection skill. The nun right to the exit will sell you items.

Farlos Mountain:

Lens: 1

Enemies: Violent Viper, Killer Bee, Falsha Horns, Plairy Hawk, Grapler, Kimera, Wyvern, Feather Magic,

Items: Crystal Robe, Duel Helm, Ankh Shield, Flare Bottle, Apple Gummy, Orange Gummy, Emerald Ring, Fight Symbol, Lemon Gummy, Trident, 2,600 Gald, Life Bottle

As you go up the mountain, a landslide occur and Farah is seperated from the group. The rest decide to stay on course and continue the path up the mountain because Keel thinks that Farah is strong enough to take care of herself. While on the way up, Keel notice something and Rid tells Keel that they should still be looking for Farah, and Keel told Rid to look below to see that Race has accompanied Farah up on a seperate path. They then agrees to meet up at the top.

Pass the section with the falling rock, They camp. And Keel noticed that the party is strangely quiet especially Rid. Rid throw away that notion, and they sets off. now you'll reach a section where a cliff is needed to be scale. Luckily, Race has left some ropes behind in his climb. Control Quickie, Meredy's pet to set the rope path. Here's the command

-Release Rope!

-Climb up

-Jump

Release!->Jump->Climb->Climb->Release!->Climb->

Jump->Climb->Release!->Jump->Release!->Release!

and all the ropes should now be hanging down for you to climb up. Continue upward to the Bridge of Light. Meet with Farah and Race. Now Keel will introduce himself to Race and Tells the party thar Race is an Imperial Knight of the Kingdom. Shoot the door with the Sorcerer's Ring(Press R1), the door will open.

Keel and Meredy goes up to the plater and assemble the spirits, Bringing Rem out. Of course this is the bridge of LIGHTafter all! Rem will activate the bridge of light and vanished.

Race will tell you to stop and tells them that the 2 head kinght of the kingdom are Rasis and Roin. and Accuse Keel of being a spy and tells them that's why he know where the bridge of Light is. Rid will ask him how can he knows where they'll be? Race will tell them that the Compass key he showed them earlier is actually the Seyfert Key. Farah ask Race if he know anything about the GrandFall's cause and why hasn't he tries to stop it. Race says he will not act outside of the King's orders and tries to stop you from using the bridge of light, in the name of Rasis Falmahalt- Senatus Knight of Inferia Kingdom.

Boss: Race Falmahalt(NO.70)

HP: 4,408, 1,000 Exp

Strong against: Wind75%,Water75%,Fire75%,Earth75%

Attack 142,Defense 700, Magic 100

Attacks:Fuuraijinken(Wind Thunder God Sword), Akisazeme(Autamn Falling Rain), Souryurengazan, Souryuzankoken

Drops: Heal Bangle100%, Leather Mantle100%

He's too stupid to bother and though he retains all of his attacks. he can't hurt you more than 100 per slash which is so lame. try him in Mania mode to see how stupid he is(must be the most stupid boss in all of the game!)

Race crumbles and the party enters the bridge of light just when the soldiers arrived. The party shoots up into the sky towards Celestia.

-----End of Disc 1-----

Disc2:

Cape Fortress(34,63):

Items: Miracle Gummy

Lens: 1

Meredy will tell them that the town of Imen is near.

Enemies: Grass Hopper,Pit Beast, Night Flyer,River Jingle,Rapid Rabbit,Pas Beattle

Since the wind doesn't blows, your precious Aerial board is not available.

Imen(43,68):

Items: Stripe Ribbon, Orange Gummy

Valuables: Eter Poke 2,

Lens: 1

Wonderchef Recipe: Zarame Rice, Amanin Tofu

Weapon and Armor Shop: Paps Imen

-Saw Saber(+355 Slash,+350 Thurst,+5 Accuracy)	8,000 Gald
-War Hammer(+370 Slash,+370 Thurst,-10 Accuracy)	9,000 Gald
-Bardische(+410 Slash,+300 Thurst)	8,400 Gald
-Gradius(+)	8,400 Gald
-Silver Knuckle(+)	7,600 Gald
-Ruby Wand(+)	7,200 Gald
-Splint Mail(+)	8,000 Gald
-Amber Cloak(+)	7,800 Gald
-Crystal Robe(+)	4,200 Gald
-Duel Helm(+)	5,000 Gald
-Striped Ribbon(+)	5,200 Gald
-Fine Shield(+)	6,000 Gald

Food Peddler: Fudou Imen

-Bread	60 Gald
-Rice	100 Gald
-Cheese	60 Gald
-Milk	50 Gald
-Tusk Meat	50 Gald
-Lettuce	60 Gald
-Cabbage	60 Gald
-Cucumber	50 Gald
-Tomato	80 Gald
-Banana	50 Gald
-Kiwi	80 Gald
-Amango	80 Gald
-White Sode	60 Gald

Item Peddler: Els Imen

-Apple Gummy	100 Gald
-Orange Gummy	200 Gald
-Mix Gummy	1,000 Gald
-Lemon Gummy	2,500 Gald
-Penecea	160 Gald
-Life Bottle	400 Gald
-Flare Bottle	600 Gald
-Liquor Bottle	1,200 Gald
-Holy Bottle	200 Gald
-Dark Bottle	200 Gald
-Spectacle	50 Gald

at Imen, Meredy introduces you to Sagura,Brandat,Hamilto, the party will went to Meredy's house to rest. At the Spirit pump in the middle of town, As you speak to Lotte, Ponz will give Meredy the Eterpoke 2 The Funny Robot in the Living

Room of Meredy's House where Rid sleeps is the Wonder Chef with the Recipe for Zarame Rice(#27) (Tusk Meat(Tusk no Niku), Tomato, Onion(Tamanegi), Rice, White Sode). The glass table in the middle of the room has a lens.

Talk to Farah in the Room upstairs, get the striped ribbon in this room and go to the library, find Keel who has kept Meredy up all night translating. After taking Meredy back to her home to sleep. go back to the Library. Opened book in the Library has the Amanin Tofu Recipe(#18) (Milk, Amango, Banana, White Sode)

Go to the Blacksmith shop, Talk to Kukurol. Keel and Kukurol agrees to work on weapons together and Keel is very happy. Go to the Weapon shop talk to Sagura to learn about Celestia and it's technology. Examine the Tube and Sagura will tell you about the Train gauge. He'll sell it for 2,000 Gald. Go back to see Meredy. She calls Galenosthrough some werid looking gadget called Elara who suggest you see him in Luishka. As you go out of town, Hamilto will come and tells Meredy to be careful. Rid and Farah then pulls Keel away from their conversation?

Imen Station(60,70):

You learn from the train staff that you'll need fuel to operate the train. Remember the train gauge? now this is when it comes in handy. go back Sagura in Imen.

Imen(43,68):

Valuables: Train Guage

Keel will ask about this Galenos person. Meredy says that Galenos is the one who sends her to Inferia and that she is his apprentice. Meredy now get the title "Spirit Engineer" Get the Train gauge for 2,000 Gald. Now that you have fuel, go back to the station.

Imen Station(60,70):

Now that you've got the Train Gauge you can now take the train to Luishka Station. You'll have to play the Minigame: Spirit Train.

- Spirit Train-

Rules:

Controls: O to drop bombs

Try to drop bombs as the enemy enters the screen and keep an eye on the tracks. when it is near, your bombs will hit it's target easily. when it's apart, you'll have to time it slightly different.

Luishka Station(115,71):

Weapon Shop: Es Luishka

-Great Sword	6,600 Gald
-Silver Knuckle	7,600 Gald
-Memory Whistle	8,000 Gald
-Splint Mail	8,000 Gald
-Amber Cloak	7,800 Gald
-Crystal Robe	4,200 Gald
-Duel Helm	5,000 Gald
-Striped Ribbon	5,200 Gald

Item Shop: Tein Luishka

-Apple Gummy	100 Gald
-Orange Gummy	200 Gald
-Mix Gummy	1,000 Gald
-Lemon Gummy	2,500 Gald
-Pine Gummy	3,000 Gald
-Penecea Bottle	160 Gald
-Life Bottle	400 Gald
-Flare Bottle	600 Gald
-Liquor Bottle	1,200 Gald
-Holy Bottle	200 Gald
-Dark Bottle	200 Gald
-Spectacle	50 Gald

Food Shop: Fudo Luishka

-Rice	100 Gald
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-Tusk meat	150 Gald
-Cabbage	60 Gald
-Potato	50 Gald
-Onion	50 Gald
-Tomato	80 Gald
-Bead	60 Gald
-Tofu	60 Gald
-Red Sode	60 Gald
-White Sode	60 Gald
-Black Sode	100 Gald

Luishka (Destroyed) (127,72):

Wonder chef Recipe: Nigari Ma-po, Hot Borscht

They arrive in the town, surprise to see it destroyed. Meredy tells them that it resulted from the use of the Ultimate light Magic (Kyoukouzyutu) and says Galenos knows more about this than she does.

Continue up the path to the house at the top of the town. Go to the bedroom and the waste basket there will provide you with Nigari Mapo (#22) (Tofu, Tusk Meat (Tusk no Niku), Red Sode, White Sode) recipe. You'll meet Galenos in the Lab to the right section of the home. Galenos thanks you for helping to gather Inferia's Great spirits. Keel ask Galenos about the Grand Fall.

Galenos then proceed to explain about the Grand Fall. that it has been started here by Baril with the Ultimate light Magic. Fibril is the power of the gods, and Nereid, the god of Destruction is the cause of this. He goes on the explain that some Inferian has this Fibril in them. Keel and Farah turns to Rid, who make a hastely retreat back. Galenos then ask Rid to go down for a clear inspection. Follow Galenos back to the Lab.

Farah and Meredy will go upstairs to sleep. Farah will ask Meredy about her parents. Meredy says that her parents died. Farah appolagize but Meredy says that she isn't lonely because she has Galenos, Keel, Rid, and Farah to keep her company. and they went to sleep.

After examining Rid, Galenos tells them that he'll have to go to Orbas plane to check out something to be sure. Galenos than tells them about Baril's Castle and the only way to get there is to go to the town of Peruti to take a ship there. Peruti is west of here. you'll have to go through the mountain to reach it. Before you leave, go up the screen to the second screen from the town entrance. You'll see an odd looking wooden box hidden amongst the ruins. It's wonder chef time! again and this time is the Hot Borscht Recipe (#21) (Bead, Cabbage, Potato, Red Sode)

Now go back to Luishka Station. Take the train to the Mine Station. Another Minigame is in order. This time it's the Abandon Mine Minigame

-Abandon Mine-

Rules:

Controls:

Enemies: Hard Horns, Flying Soul

Try to take them out when they enters the screen. you'll have a better chance of doing so when the tracks come close together. If you fail. you'll have to take on 2 Hard Horns, and 3 Flying Souls which is not hard if you take my advice and trained at the Crecent Island before (you could easily get level 35-40+ there)

Mine of Gnome:

Enemies: Gentalman, Jealous, River Jingle, Hard Horns, Blood Sucker, Roller Snail, Fang Snail, Night Flyer, Tetra Tusk, Living Sword

Items: Gold Bracelet, Savory, Red Line Shied, Lemon Gummy, Rune Bottle, Miracle Gummy, Belbane, Hourglass, Ruby wand, Gnome Pick, Rabbit Symbol, Bear Claw, Ogre Lance, Mitril Crest, Couldron no Supu

Valuables: Wis

Lens: 1

Enemies in here are more ground based and weak to electricity. Use Senkusouhazan to get an upperhand in here. You can rest in the miner's locker room to heal HP, TP Now search the locker, you'll find 3 options

-Shovel (to dig/clear debris)

-Dynamite (to blow up boulders)

-Key (to operate Lift)

First select Dynamite to blast off the boulder blocking the path. Pull lever to get Hourglass then select shovel and clear the debris blocking the way ahead. Dig on a crack before the treasure chest that holds a Pine gummy to get Couldron no supu, one of 7 treasures of Celestia. (Do not open it! it'll poison your party.) Go back and select Dynamite again to blow the rock near the lift. Go and take the Key to operate the lift.

After going down the lift, Keel decides to camp and everyone agrees except Rid(who isn't tired one bit). now everyone is bored, Meredy suggest that they play "Wis", a game popular in Imen.

- Wis-

Unlike other minigames, this one is accessible anytime from the item menu.

Controls:

<-,> to select card

O to play card

X to pass

Square to quit game

Rules:

now that you've played(or not?) Wis, Meredy will give the card set to you. Go down the hidden path below for a Gnome Pick. Go further and you'll see a boulder blocking you again. This time you don't have to go all the way back to the locker room to get the Dynamite. Before the boulder screen, there's a switch that operates a coveyer belt. Using it will give you the Dynamite you need.

Now you enters the Gnome village, Little Gnomes are excited that humans have entered their vilage. The party are frustrated and Keel tells them that they are here to see the "Great" Spirit(Apparently these little gnomes aren't that "Great"). they think for a while and leaves to inform the Head Gnome. Lower left corner of the village there is a lens hidden. As usual, this one isn't going to co-operate easily.

Boss: Gnome(NO.59)

Element: Earth

HP: 16,160

Weak against: Wind

Strong against: Water,Fire,Ice,Electricity, Immune to Earth

Attacks: Crive Drive,Summon Gnome,Grow in size

Gives: Moon Crystal, Rune Bottle

Little elves in the back will throw some nut at you once in a while. So try and end this quick. He will tries to ram you with his nose and plow you to the ground. He's weak to Wind so use Sylph's spells to gain an advantage. His Summon Gnome is stupid and if you train your character well, it'll do little damage. You can even win this fight with only Rid alive! and using only Majinkens(when he's far) and Senkusouhazan (when he's about to do Crive dive).Run away from his Growth attack when he jumps up(he will appear in an opposite direction). The only thing to worry about is his raming that gets over 15 hits and leaves you stunned.

Downed him and Meredy will release Sylph and Efreet to talk to him. Gnome will be surprise to see the two. Sylph says to Gnome that Undine is also here. Meredy then release Undine to talk to Gnome. Undine tells him that Rid and the party is serius about stopping the Grand Fall. Gnome understands and tells you which gauge should he enters?

Now if you place Gnome with Undine, You'll get Acid Rain when Undine's at Level 10 and Gnome is at Level 5. When Placed with Sylph, you'll get a Mental Check effect when Gnome is at Level 5 and Sylph is at Level 10. Efreet Level 12 and Gnome Level 9 brings you Flame Wall. Also, since you have Gnome now you have "Rock Break" his starting spell as well.

*He's Better off with Shadow Later(Give Grand Dusher)

As you leave, Farah will ask Gnome to get you out of here. Gnome than orders his crew to dig a path. Little Gnomes will burrow a way out for you(it's was their entrance but the size was too small for you), So you can leave.

Enemies: Happy Snail, Grass Hopper, River Jingle

Chat Hut:

Enemies:Skull Warrior, Criminal, Cool Police,Living Sword,Shadow Servant, Murder
Items:Pine Gummy 3,Soul Eater, Gold shell, Penecea Bottle, Mithril Helm, Pretty
Robe, Blue Talisman,Lemon Gummy, Mix Gummy, Emerald ring, 4,000 Gald, Old
Divide

Lens: 1

Wonder chef Recipe: Mitsu Ramen

As you enter the place, no one is home. Farah tries to look if anyone is around, but found nothing. As you leave the door opens. Rid and the party decide to go in. Once inside, there still isn't a sign of anyone. Entering the living room, Meredy is happy to see a couch and starts to jump on it. Sleeping gas comes out knocks your party unconcious.

Meredy is the first to awaken and goes outside to look around. She comes in to wake everyone to find that they're deep underground. Rid is frustrated and everyone decides to look for the way out, The Clock in the living room has the wonder chef with the recipe"Mitsu Ramen" (#15) (Banyamen,Cabbage,White Sode).
The Mask here sells you.

200 Gald -Apple Gummy

500 Gald -Apple Gummy 2, Orange Gummy 1

1,000 Gald -Orange Gummy 2, Life Bottle 1

B8: you'll see a hole in the center of the room, Meredy tries to have Quickie enters it to see what is inside. bu he's too big.in the furthest room to the right, you'll see a toy duck, which Meredy says she use to have one like it. Keel says that's Ch ildish isn't it?(I may be wrong here) and Meredy gets mad. Take the Toy Duck and go in to the furthest left room and have Meredy. start the Rulet machine. go back to the hall and go the right. take the first door and you'll see a room with 5 lightbulbs. select the middle one to start the rulet. Lit all 5 bulbs and the arrow will randomize. That is the direction the door can be open. you'll need to make the left door accessible to get the windup key. Use both the windup key and the toy duck on the hole in the hall and the door will open.

B7: Push the Armor blocking the first door on the right pathby going in from the back to fall down to get the Windup key. Push the Armor blocking the third door on the left path to get the toyduck.

B6 In the first room to the left (from the entrance) switch on the machine(Keel will be angry that you're snooping around doing what you don't know a thing about). in the 2nd room use shoot with the sorcerer's ring to find the real door(the one in front of you) to get the toyduck and a Pretty Robe. Go back to the hall, shoot the wall on the right to reveal a door.go through the first door and shoot the wall left of the door to see the real one. go and get the windup key.

B5: In each room there are a Quiz, Correct answer will get you an item. Wrong or no answer(not select in time) will enter you in to a battle with 2 Criminals and a Murder. at the furthest room on the right,answer the first one to get Lemon Gummy on the left path,1st room from the right - answer 3rd one to get Windup key
In middle room,answer first answer for Mix Gummy

In 3rd room, answer 2nd answer for Pine Gummy

In the 4th room, answer 3rd answer for the Toyduck.

B4: Wardrobe in right path has the windup key
Refrigerator in left path always triggers a battle
Laundry shoot has the Toy Duck.

The oldbox below the cooking stove has a lens.

B3: Left path, place statue over switch to get Mitsukumo in the right path
get the Windup Key in the first room and put statue in the middle of the conveyer to stop you from missing the door to get the Toy Duck.

B2: Rotate the 3 portriats of the heroes of Tales of Destiny to match the non-rotatable ones.

Stahn- Left

Philia- Upside down

Rutee- Left

get the Toyduck from the room on the right path and get the windup key from the room on the left

B1: Toyduck is in the room to the right, push all barrels to get it

the crate above the vegetable box has a lens
put all the books in the leftroom back on to the shelves to get windup key.
put the duck in to the hole and the Guardian appears.

Boss: Guardian(NO.245)

HP 30,000, 3,000 Exp,210 Gald

Attack 200, Defense 800,Magic 100

Strong against: Electricity100%

Weak against: Water100%, Fire20%, Ice20%

Attacks: Power sword, Fire balls, Full slash, Charging strike

Drops: Rune Bottle100%, Pine Gummy100%

Kill him any way you please. he's a piece of cake.

When you come out , Chat will greet you and tells you that she's Aifreed's granddaughter. Aifreed-the famous pirate in history. The party is surprise to know that she's a girl. Chat is frustrated. She says that you're good to beat the dungeon? (I don't know anything about this) As you're about to leave, Chat says that since she's Aifreed's granddaughter, she has Aifreed's ship-The Van Eltia. She will allow passage on her ship but she's in need of crews. You will have to be her crew for the meantime. Being her crew, you'll have to call her "Captain" and answer "Aye Aye, Sir!" as a response.

The Van Eltia:

New Menu Item: Van Eltia

Lens: 1

She shows you the Van Eltia which is docked underground.

Take the lens from the engine. Follow her up to the Bridge and set sail for Peruti.

While sailing, Chat ask about Quickie and acts childish about it.

Peruti(34,101):

You soon hit Peruti's Icy port, and surprise to see her throwing away her "Captain" act(apparently after being childish and everyone's watching has made her realise that keeping this act isn't going to work?) Peruti is freezing and everyone feels it, all except Meredy. Rid ask Keel what he thinks only to find out that he freezes over.

Enemies: Rapid Rabbit, Night Flyer

Items: Apple Gummy

Wonder chef Recipe: Ebichiriri, Shibu Sushi

Inn: 2,000 Gald

Weapon and Armor Shop: Es Peruti

-Destroyer(+	12,000 Gald
-Demon Javelin(+	12,000 Gald
-Trident(+	6,400 Gald
-Crystal Shell(+400 Fist, +420 Foot, +5 Accuracy)	12,000 Gald
-Skull Staff(+380 Attack,+5 Magic,-10 Luck)	11,200 Gald
-Total Bag(+400 Attack)	11,800 Gald
-Plate Mail(+	12,000 Gald
-Bloody Robe(+14 Defense,+5 Evade, Dark)	8,800 Gald
-Check Ribbon(+	10,000 Gald
-Golden Bracelet(+	9,600 Gald
-Ankh Shield(+	5,200 Gald

Fish shop: <CLOSED>

Item shop:

-Apple Gummy 100

Gald

-Orange Gummy	200 Gald
-Mix Gummy	1,000 Gald
-Lemon Gummy	2,500 Gald
-Pine Gummy	3,000 Gald
-Penecea Bottle	160 Gald
-Life Bottle	400 Gald

Cloth shop:

-Penecea Bottle	160 Gald
-Life Bottle	400 Gald

-Liquor Bottle	1,200 Gald
-Holy Bottle	200 Gald
-Dark Bottle	200 Gald
-Spectacle	50 Gald
-Frost Check(Prevent Frozen status)	20,000 Gald

The Stove in the fish shop is the wonder chef who has the recipe for "Ebichiriri" (#19) (Lobster(Ebi), Tomato, Red Sode) Now try and get Recipe #35, Tuna Paella by Masterwing Squid Ring (#7), Ebichiriri (#19), and Zarame Rice (#27) (put 5 star on any character). Try going in to the Fishshop and you'll see that it can't open because of the weather.

At the Hotel, you unfroze Keel and when you talk to Pink haired man, you learn that this insane weather is the doing of the Ice Spirit-Celsius. You tell him that you're going to take care of this.

At the upper right corner, there's a little creature that looks like a cat. but this is Celestia version of a cat call "Merekiss". Go upstairs to the 2nd room, to find a ill-placed snowman(who doesn't melt) who is actually the wonder chef for the recipe "Shibu Sushi" (#25) (Rice, Mackerel, Lobster(Ebi), Black Sode). When you enter the cloth shop, the shopkeeper tells you that Gaston has already ordered cloths suitable for snow travel for you (Gaston was the man with the pink hair). Talk to the storekeeper and Rid will automatically (or forcibly) get his snowwares. Talk the others to get them to change and then Choose these cloths for them.

Poncho - Farah (2nd option/lower left)/Left changer

Cape - Meredy (3rd option/right side)/middle changer

Over Mantle - Keel (1st option/top right)/right changer

Before leaving buy a Frostcheck. It'll come in handy over the battle on Mountain Celsius.

Mountain Celsius (28, 96):

Enemies: Hunch Back, Ice Tiger, Snow Lobster, Gallow's Bird, Shadow Serveant, Flying Soul, Big Foot, Terror

Items: Elixir 2, Aqua Mantle, Liquor Bottle 3, Frost Check, Rune Bottle, Silver Cloak, Flare Bottle 2, Sage, Miracle Gummy,

Valuables: Freeze Ring

Battle Pick, Old Divide, Lavender, Hourglass

Lens: 1

The snowstorm is so dense here. So, Meredy ask Efreet to help them get through, Efreet then burns through the whole area with his flame. Some enemies in the area has a Freezing attack that inflicts Freeze status upon you. Froze characters will be opened to all kind of damages. You might face a gameover more sooner than you think, so try to put a Frostcheck on atleast one character to make sure you're not all effected by it. Equip a Flamebarg to get additional damages (better than even the Destroyer!) Ahead, you'll see blocks of ice in your way. You'll have to use the sorcerer's ring to melt it. and most of the time, Monsters will come out of it

2 Terror (NO.113) (10% Penecea Bottle)

2 Big Foot (NO.111) (Grand Roller, Freeze Lanucher) (7% Sage, 8% Pine Gummy)

Continue on to find 2 Iceslides up ahead, and 2 spots which when you walk on, will collapse. The lower one has a lens. Continue further, you'll have to downed a column of red ore to make a bridge to go through (this is done automatically).

You'll find Celsius thinking to herself. Unable to get attention, Efreet tries to talk to her. But only ends up making her nervous and attacks.

Boss: Celsius (NO.48)

HP: 33,333, 2,000 Exp, Ice

Attack 264, Defense 300, Magic 80

Strong against: Water 50%, Earth 50%, Wind 50%, Electricity 50%, Ice 100%

Weak against: Fire 20%

Attacks: Hyouhanpo (Phase through), Shishisenkou, Icicle Fall, Ice roar, Freeze Launcher

Drops: Resist Ring 100%, Frost Check 100%

Her Ice roar, if connect can be Major trouble for you. In Mania, It can take away more than 3,000 HP in 3 hits. She's a close-range fighter and would attack more with Shishisenkou or Ice roar more than spells. You can even have Rid just

use Majinkens to keep her at bay (this even works in Mania mode). Keep your character alive and well always and this battle should be easy.

Celsius is down and Gnome will talk to her instead of Efreet. She will understand what's going on and will help you now. You'll get a Freeze ring (Press L1 to shoot). She will ask which gauge to enter (as always isn't it?)

Nurse Celsius Lv.10 x Undine Lv.1 (Best Choice right now)

Blizzard Celsius Lv.12 x Sylph Lv.15

+Freeze Guard Celsius Lv.10 x Efreet Lv.10

Resist Celsius Lv.10 x Gnome Lv.7

*She'll be better off with Volt Later (Gives Absolute)

Now Frynge to get Freeze Launcher. Take the Hourglass, Lavender, and Elixir then leaves.

Peruti: (After snow melts) (34,101):

Lens: 2

Items: Mackerel Gummy

Valuables: Merekiss Badge, Celesti Map

Wonderchef Recipe: Hiya Piri Chinese

Shop: same except Food shop, 2 Peddlers

Food shop:

-Mackerel	200 Gald
-Lobster	80 Gald
-Squid(Iga)	80 Gald
-Pasta	60 Gald
-Tusk Meat (Tusk no Niku)	150 Gald
-Cheese	60 Gald
-Egg (Tamago)	50 Gald
-Milk	50 Gald
-Rice	100 Gald
-Banyamen	60 Gald
-Kiwi	80 Gald
-Amango	80 Gald
-Red Sode	60 Gald
-White Sode	60 Gald
-Black Sode	100 Gald

Item Peddler:

-Dark Bottle	200 Gald
-Holy Bottle	200 Gald
-Spectacle	50 Gald

Bottle Peddler:

-Penecea Bottle	160 Gald
-Life Bottle	400 Gald
-Liquor Bottle	1,200 Gald

Enter the town to see that it is restored. Gaston will invite you to his room in the Hotel. Rid, with the mentioning of food quickly follows. When they're in Gaston's room instead of food, Gaston offers them memberships of Shileska, an organization built to destroy Baril. Farah agrees to join up. Gaston joyfully tells them that they're identified by the Merekiss badge that they wear. Meredy tells him that these people aren't Celestians but are Infact Inferians. Gaston accepts that and goes on to say that the Leader of Shileska is Fog. Keels then says that they're going to Tinnsia. Gaston then pinn a Merekiss badge on Keel. After the discussion is over, Food is brought in with Rid the most joyful of all.

That night, Meredy recieves a call from Imen through her Elara Alarm and asked Farah to go back to Imen before going ot Tinnsia. Farah agrees. Next morning, Gaston is frustrated that you'll not be going with him. Keel ask how can they get in now that they're not going with him? Gaston assures them that the badge is enough proof and gives them a Celestia Map for directions.

Go to the pond in the center of the town and inspect the Monk statue who is the Wonderchef with the recipe Hiya Piri Chinese (#17) (Banyamen, Egg (Tamago), Tusk Meat (Tusk no Niku), Cucumber (Kyuri), Red Sode). At the middle screen (with the Hotel) you'll encounter 3 fellow who after introducing themselves to you runs off. Near that is the Cargo containing crabs with a lens in it. At the port, you'll see a

woman, Rishtia painting the landscape picture of the ocean the tree near the fountain

Recipe #34, Spagetti Soup is now available by Mastering Pascatore (#3), Hiya Piri Chinese(#17), and Hot Borscht (#21)

You tells Chat that you want to go to Imen. Chat ask you can you steer the ship?

<-, -> to steer

O is forward

X is Backward

Square is the Ship's Menu

-Ship

-Depart to land *appears when at shore, town

-Dock at Town *appears when at town

Chat is also recruitable now. She will be in the Van Eltia's Engine room.

<Chat>

Level: Same as Rid's

Wears: Chat's Bag, Amber Cloack, Aifreed's Hat, Pinyon

Skills: Picohan, Rob Item

Title: Captain

Now you have Sea travel. you can now access these locations (A lot more but I should only point out key ones. the other will be point out by co-ordinates later)

-Red Belbane, Red Lavender, (217,70) Below Tinnsia, there is 4-5 little islands that forms an arrow pointing in to the forest covered shores, follow that arrow and some where not far from that shore is the item screen.

-Lens, (60,126), Right of Seyfert Shrine. there is a stream that runs from a lake. above it is a small passage through the mountain. the lens is there in the secret screen.

-4,000 Gald, (177,31), Lowerleft cove of the Big star-shaped Island above Tinnsia

-Order: Full Attack (Totsukekishiro), (81,38) In the Celesti map, you'll see a river at the top of the continent where Imen and Luishka is located that is exactly at the middle of the continent. go to where that river flows into the sea. the Left Cove from where you

see is the screen in which this order lies.

-Order: Use Low TP skills (Komakaiwazaotsukae), (131,116), East of Chat Hut, follow the river to end at an edge of a forest. Goin to the forest for this Order.

-Chat's Poihan Skill, (183,130), In Celesti map, you'll see strands of Islands link by shallow waters. the Biggest Island in the middle of the strand is where Chat's skill is.

Imen (Destroyed) (43,68):

Lens: 1

You'll see the town is wrecked, Meredy suddenly runs off. You went through the town to find that Kukulol is dead, Lotte is lying on the ground. Meredy's house in ruins. Go to the Library. At the Library, you'll see Sagura thrown out at you. And a familiar face is harrassing Meredy and Ponz.

Boss: Hades (NO, 225)

HP 45,000, Exp, Dark

Attack, Defense, Magic

Strong against:

Weak against: Holy

Attacks: Gas Aura, Grand Shake

Drops:

Steal:

He's subceptible to Chat's Picohan. So use this to your advantage.

After the battle, Meredy appolagizes to Keel for running off. Sagura saids nothing and leaves. Ponz will ask for Lotte. At the weapon shop, Sagura moarn the lost of Hamilto and Brandat. Keel and Rid than tries to explain to Sagura that this is Baril's fault, because Hades is Baril's subordinate. Ponz will ask Sagura about Lotte. Sagura looks at him and Rid walks out to moarn for the dead alone.

Sagura and Ponz finally come to terms with the lost and the party sets off for

Tinnsia, west of Imen. now go back and search the broken display case in the weapon shop for a lens.

Tinnsia(212,54):

Enemies:

Items: Rune Bottle

Lens: 1

Minigame: Eating Contest

Wonder chef Recipe: Okoge Sandwich, Sweet Pafe

Inn Ai Tinnsia 3,800 Gold

Food Shop: Fudou Tinnsia

-Bread	60 Gald
-Pasta	60

Gald

-Rice	100 Gald
-Tusk Meat	150 Gald
-Cheese	60 Gald
-Egg(Tamago)	50 Gald
-Milk	50 Gald
-Banyamen	60 Gald
-Kiwi	80 Gald
-Banana	50 Gald
-Amango	80 Gald
-White Sode	60 Gald
-Black Sode	100

Gald

Weapon and Armor Shop: Es Tinnsia

-Onibouchou(+500 Slash,+470 Thurst)	20,000 Gald
-Battle Pick(+	12,400 Gald
-Qatar(+	17,600 Gald
-Dragon Fang(+470 Fist,+440 Foot,+10 Accuracy)	18,800 Gald
-Charge Rapier(+	17,600 Gald
-Battle Suit(+22 Defense,-3 Evade)	16,800 Gald
-Pretty Mitten(+	14,800 Gald
-Paralyze Check(Prevent Paralyze Status)	24,000 Gald

Item Shop: Tein Tinnsia

-Apple Gummy	100 Gald
-Orange Gummy	200 Gald
-Mixed Gummy	1,000 Gald
-Lemon Gummy	2,500 Gald
-Pine Gummy	3,000 Gald
-Miracle Gummy	6,000 Gald
-Penecea Bottle	160 Gald
-Life Bottle	400 Gald
-Flare Bottle	600 Gald
-Liquor Bottle	1,200 Gald
-Holy Bottle	200 Gald
-Dark Bottle	200 Gald
-Spectacle	50 Gald

Near the Gnome statue, Rishtia painting her painting again. The Gnome statue has a lens. Elene is in Tein:Tinsha, the item shop. You should have more than 30 lens by now so get the Celesti Mantle from her.

- Sushi eating Contest-

In this game, you'll contest against the Mighty Kongman (from Tales of Destiny) to beat him at eating. you'll have to pay 2,000 Gold to challenge him.

Rules:

White plate 100 points

Red plate 300 points

Yellow plate 800 points

Controls:

O to eat

X to drink tea(Bring Bar down a little).

Eat until your meter is more than half red, then drink some tea to bring it back down. Try to get all the yellow plates, since those are worth 800 compare to 300, 100 for Red and White. Winning, will gain Rid the Title "Fast Eater".

The statue of a Merekiiss in Marine shop is actually the wonder chef with the recipe for Okoge Sandwich(#16) (Rice,Tusk Meat(Tusk no Niku),Onion(Tamanegi), Black Sode) The statue of a bird near the reception at the Hotel has the Recipe for Sweet Pafe(#20) (Milk,Banana,Amango,Kiwi,White Sode)

Now you can get Recipe #28,Fruit Sandwich by, Mastering Sandwich(#2), Amanin Tofu(#18) and Sweet Pafe(#20).and Recipe#30,Chikara Niku Udon by Mastering Hamburger (#1), Mitsu Noodle Soup(#15) and Okoge Sandwich(#16).

The boat at the farside of town is Shileska Headquater.

Shileska Headquater:

Lens: 1

Once inside you'll be assaulted.

Shileskahei(NO.234) x 8

HP 8,000 , 100 Exp, 100 Gald

Attack220, Defense 800, Magic 1000

Drops:Apple Gummy30%, Banyamen40%

Steal: White Sode100%

Chat's Picohan comes in very handy in this battle of duking out at close range. Chat, Farah and Rid are the main key to an easy battle. Keel is of better use than Meredy in this one. Keep Keel's Attack bar at 5 and 1 on both spell bars.

Beat all Shileskahei and Aira will come out to greet you. She says that this routine is needed for their safety. She then shows you the Location of Baril's castle.

The party ask what the Shileska will do because Baril has a very powerful Fibril. Aira then shows them the BIG spirit cannon they've got. The only problem is it's too big to be of any use. Aira leads you to see Fog, the leader of Shileska. Farah agrees to help them defeat Baril, and Keel comes up with an idea to solve their problems. By using the Parasol developed by Galenos to collect the Great Spirits, He should be able to modify a Spirit Cannon small enough to fit on to a ship and still has the same firepower. However, The Lightning spirit: Volt is needed to produce it. Keel will also has to stay behind to supervise the construction. Fog will decides to accompany you in your quest for Volt. Before leaving, don't forget to take the Lens in the chest in Fog's office.

<Fog>

Level: Same as Rid

Wears: Assut Shot, Pretty Robe, Gold Crest, Talisman

Skills: Burning Force

Title: Boss

Fog will talk Chat into letting the Van Eltia be modified to fit the suppose spirit cannon. Which Chat reluctantly agrees. Now go to the Ruin of Volt, southeast of Tinnsia.

Ruin of Volt(32,150)::

Enemies: Air Slicer, Savage Beast, Falling rus, Venom, Mudman, Mist

Items: Paralyze Check, Pine Gummy 2, Big Bag, Pirate Hat, Old Divide, Penecea

Bottle, Voltec Sword, Holy Staff, Red sage, Rune Bottle, Thunder Mantle

Lens: 1

Meredy tries to read the tablet at the front of the ruins but can't make sense out of it. Meredy then says if Keel were here he would know. Fog isn't waiting and breaks in barehanded. Everyone follows to see that Fog is a little "Well done" by traps inside. Fog gets Title "Goukaisan". Enemies in here have Paralyze attack. Paralyze character are very likely to get stuned by a single hit. Remember that and it's up to you to equip a Paralyze Check or not(I didn't).

Use the Freeze ring to distincquish the fire to shut down the sparks.

The First stone Tablet hid a lens. Go straight to the door and you'll come into a room with 8 switches and 3 way out. Step on to a swich will present you with numbers. To open each doors, Add up the numbers according to this formula.

Green door (14) = 5 + 6 + 3

Push both switch and get the fuse in the furthest room. Don't forget to put out

the electric charge blocking the way from the first tablet.

White door (15) = 6 + 5 + 4

Put out the Electric charge and put the fuel in to activate the tiles. walking on tiles,moves the one you're standing on. Wrong one may get you there but drops your HP to 1.

< Red door (17) = 11 + 2 + 4 may not be needed. using the Red one is ok anyway. But you'll have to pay the HP penalty.>

To cut the trip short, just pay up the HP penalty. The camping scene is ahead anyway. At the campsite, Rid and Farah discuss Meredy's dedication to stopping the GrandFall. Farah thinks it must be for saving mankind and that is good enough for her. Go to the right path, you'll see that the Floor has been charged with Electric Current. Fog will try to get pass it bluntly. But will get himself fried instead.

Go straight (Straight is the Control Room)and head right. Press the Blue and Red switch, Leave the green one on. Go in the Blue door and get the Purple bulb need for the control room. for The Green door. you must leave the Blue and Red on and press only the Green one.It has only a Thunder Mantle. Go back to the Control room and put the bulb in. Go back to the room where there was electric currents all over the floor. You'll see that it is now minimized. Push Center button for 1st line, Right in the 2nd line and Left in the last line to open the door.

Go in and see Volt, the Electricity Spirit's mumbling something about"Zero, Set Zero,Set%"? Fog will go in and punch him. Earning a good old shock from Volt and triggers him to attack.

Boss: Volt(NO.46)

HP: 54,321, 3,600 Exp, Electricity

Attack 218,Defense 508, Magic 160

Strong against: Wind,Earth,Fire,Ice,Light,Dark, Electricity100%

Weak against: Water

Attacks: Indignation, Lightning stream, Lightning ,Seperate Family

Drops: Holy Symbol100%, Rune Bottle100%

Fog will begin the battle with only 1 HP, have him use a lemon gummy. Have Rid keep him close to the wall with Kogarenzan. Have Meredy keep you alive with nurse and down him with spread. Using Chat and Fog works well as he tends to knock you unconcious with his attack. He might use Seperate Family to knock most of your party Hp out. or worse. Do an Indignation spell at you. Since you have trained well. He should be no problem for you right?(Level 43 can take him easily.)

Volt probably has something wrong with him. Celsius says that you'll have to reset him. Talk to Meredy to get the sequence you need. Start the machine in the back. Press the 3 columns to stop the symbol to match the sequence. Fortunately, if you get one right. It'll stay that way. After doing so, Meredy gets Volt in the gauge. She back away to call all spirits out. Which brings Rem and Shadow to appear.

Rem and Shadow will join powers to give you the Excalibur Sword

(Slash +615,Thrust + 590, Luck +5) for getting all 6 spirits.

Frynge to get the "Thunder Blade" spell.

Paralyze guard Volt Lv10.x Undine Lv.10

Charge Volt Lv.5 x Sylph Lv.13

Explode Volt Lv.9 x Efreet Lv.15

Recover Volt Lv.6 x Gnome Lv.1

Absolute Volt Lv.12 x Celsius Lv.14

Go back to Tinnsia to see Keel.

Tinnsia:

Fog left your party as you enter Shileska. Chat also leaves to help with the Re-modeling. Keel is finished with the preperations and joins you. Aira then gives you the Hotel ticket. Go and rest at the Hotel while the Spirit cannon is being attached to the Van Eltia. (You can go to see this at the Marine shop) Giving the ticket to the receptionist then head to the suite room(2nd option). Rid tells Keel that he's now going to give 400% verses 100% of Baril's and goes to sleep. At night, Rid is having nightmares about when his father died defending him and can't sleep. He goes to the girl's room but Meredy isn't present. Go to the rooftop to see Meredy.

The Spirit Cannon is readied and now it's time for the assault on Baril's

Castle. Before you go in, you get to play the Minigame: Ocean wars(similar to the one in Destiny, only easier.)

-Ocean Wars-

Rules: Clear all enemy ships

O to charge and press again to release charge.

X to use charge to accelerate throttle

The trick is to try to get more than one in a single shot. Rush past them and quickly rotates to charge and fire at them. Your ship is too slow when charging up so be careful. Get most ship out before they begin using mines and torpedoes. After Clearing "Ocean wars" mini game. The Van Eltia Charges up and fires the spirit cannon at Baril's Castle opening a way in.

Baril's Castle(222,21):

Enemies: Strong Horns, Skull Warrior, Garbadoil, Clay Golem, Spiral, Homskros, Death, Coward Eel, Gitalkle, Eskalgo, Wit, Anger Lizard

Items: Pretty Ribbon, Mithril Arms, Dragona Lance, Silver Cloack, Lapis Brace, Silver Plate, Black Oynx, Rare Shield, Scale Robe

Valuables: Seyfert Key

Lens: 2

Inn: 7,700 Gald

Weapon Shop:

-Ice Coffin(+475 Slash, +460 Thurst)

16,000 Gald

-Mithril Arms(+515 Fist, +530 Foot)

40,000 Gald

-Big Bag(+480 Attack)

19,000 Gald

-Silver Cloak(+16 Defense, +7 Evade)

33,600

Gald

-Scale Robe(+22 Defense)

36,000 Gald

-Lapis Brace(+11 Defense, +2 Magic, +2 Luck)

Gald

33,600

-Sheep Mantle(+5 Defense, +5 Evade)

2,400

Gald

Item Shop:

-Apple Gummy

100 Gald

-Orange Gummy

200 Gald

-Mix Gummy

1,000 Gald

-Lemon Gummy

2,500 Gald

-Pine Gummy

3,000 Gald

-Penecea Bottle

160 Gald

-Life Bottle

400 Gald

-Liquor Bottle

1,200 Gald

-Holy Bottle

200 Gald

-Spectacle

50 Gald

Fog goes on ahead. now go back to the Van Eltia to get Chat. The barrel at the port has a lens. The Teleporter here does nothing important and should be ignored. *Opening the teleporter will unleash monsters (Coward Eel 2, Skull Warrior 2)

*On the 3rd floor go to the right wing of the castle. You'll see a campsite. From

Campsite, go down. Shoot the blue crystal with Freeze ring to have the robot move out of the way. Get the white card. Go further to see a monster blocking the way.

Sub-Boss: Spiral(NO.248)

HP 42,000,1,000 Exp, 3,000 Gald

Attack230, Defense 400, Magic 100

Attacks: Rock Break, Bashkal Spin, Eruption

Drops: Fairy Ring100% Orange Gummy100%

He's nothing. just use normal tactics and nail him to the wall.

Go down again to a lecture hall on the right. *along opening chest, you might find out that some of them are monsters.

Unique Monster: Fake (NO.244)

HP 10,000, 2,100 Exp, 1,050 Gald

Attack420,Magic 100

Strong against: all100%

Attacks: Distortion

Drops: Life Bottle100%

Steal: Pine Gummy50%

always poisoned

Keep him busy and don't let him use" Distortion". Just have every other characters stay put and he'll eventually die of poisoning.

You can choose to fight him or not and you can even run away from it. But seeing that he is a *Unique* monster.I suggest you try him for fun. He will always gives you an Elixir if he dies.To the topright of the hall is the point where you should insert the card that you got earlier. Now go back by using the teleporter in this room. You'll be back at the campsite. shoot the red crystal with the sorcerer's ring.Go through it. Along the way you'll get a lens from a box as well. At the top, check the computer to go back to the left wing and shoot the red crystal again to gain entry in to left wing's computer room. Check the computer here and input the code. Go back to the Big door before before you reach the campsite.

Go in and you'll see that Baril is dead in his chair. His wife, Chizel appears, telling them that Baril has been dead for over 10 years. Meredy and Chizel seems to know each other. Rid then ask what is then of the Grand Fall. Chizel tells them she will continue it. Rid is furious and says what will become then of Eternia? As Chizel is telling Rid that she will not stop the Grand Fall, Fog appears thinking that Chizel is Baril and shoots her, which doesn't even dent her. Chizel zaps Fog and the Shileskas with lightning and your party attacks.

Boss: Chizel(NO.85)

HP: 100,000,Exp

Attack,Defense,Magic

Strong against: Water,Wind,Fire,Earth,Ice,Electricity

Attacks:Eternal Infinity(All enemy HP reduce to 1),Fearful Flare, Meteor Strom, Black Hole, Delay Indignation, Sparkle, Fireball

Drops: Elc sea100%1, Reverse Doll100%

You can win this battle but it's not worth it. and She'll end it even before it is

over. She'll praise you for your strength. and ther rest of the dialogue would be the same. Just let her kill you. Race will comes in and tells you to leave and use Kyoukoheki to counter Chizel's Kyokouyutsu. Your party will passout. When you awake, you'll find that you're outside. Chizel has gone and now Race is dying. Race will give you the Seyfert key and tells you to seek Galeno's help. He will then dies.

Luishka:

On the way, Keel ask Meredy what is going on? Meredy tells you that Baril and Chizel are Her parents.

At Luishka, Galenos tells you that there are 2 types of Ultimate magic, Dark of Nereid and Light of Seyfert. A person with Fibril can learn these skills. Rid has the

same type of Fibirl similiar to Race and can learn Ultimate Light magic (Kyokouzyutsu) to counter the Dark one that Chizel use. However 3 Trials must be taken and the key to these test is the Seyfert key. Race has not yet complete his training and was no match for Chizel's power. The Full one should be able to stop Chizel. Rid decide to take the trials himself. Galenos will then accompany you back to Tinnsia.

Tinnsia:

You can now recrut Fog for your party. You can find Fog in his office back in Shileska Headquater. Talk to the man behind the spirit cannon in Shileska and he'll set up a weapon for Fog at a fee of 20,000 Gald Give him the money and go out for a while and come back. He'll have Fog's weapon ready for you. Aim for the Plasma Canon for now. On the boat, Rid will use the Seyfert key to point out the Seyfert shrine. It's light lead towards southeast around Peruti

Peruti:

At the port, you'll see a pink merekiss, sleeping on the barrel. Fog will goin and try to pet it. Meredy says that a pink Merekiss is very rare. Instead of letting Fog pet him, the Merekiss zaps Fog with lightning and run away. Fog seem to be joyful anyway shake the ashes of his costume and laughs. He will learn Air Blade, a level 1 skill At the next screen, you'll see a captain name Manha who will let you play "Ocean Wars" again(He calls it "Around the Celestia"). now go around the cape to the back of Peruti, south of it lies the Seyfert Shrine.

Seyfert Shrine:

Lens: 1

SKill: Kyolouheki (Press O + X + Square when Rid's HP is low in Red)

The first glass bulb on the right has a lens. Inside, Farah and Keel will try to goin the door but can't pass though. Meredy then tries too but is prepped across the room. Only Rid can enters. The test place Rid as the Eggbear that was killed by him in the Nostos cave. as he's coming out, some Eggtrader attacks and get killed by Rid. when he's at the spot where he kill this Eggbear. he faces himself and his party<Keel & Rid> You can't win this one. the eggbear's too slow to even react to Rid's skills. just lose. once the Eggbear is killed. Rid learns Kyolouheki. Once he met with his party. Rid is still a little shock from having to be the Eggbear and was a little afraid when he see his friends. On the Van Eltia, Rid use the Seyfert key to point the next test.

Seyfert Key points to Inferia to where the next test lies. Geting back to Inferia would be a problem, But Chat suggests that she's read in one of Aifreed's book in her house that there is a way. Keel ask how? but Chat says that she'll have to look it up again to know for certain.

Tinnsia:

Item: Plasma Canon

Now collect your cannon. Give him another 20,000 to work with. This time you're aiming for the Grand Magnum.

Chat Hut:

Valuables: Gevius

Chat pulls a lever bringing down a miniture monument of Aifreed. she says the book tell her about this. Meredy reads it and says somethng about 204,98. Chat says that a co-ordinate for a place in Celestia. She then gives you the Gevius.

You're now equip with the most useful tool of the game, the Gevius. it displays your current co-ordiante. Making traveling alot easier.

Now with the Gevius, let's get the rest of the items.

- Seishyouseki, Aonokakera, (52,154)
- Murasakinokakera, Shishyouseki, (204,76)
- Amango, (72,48)
- Thunder Mantle, (187,15)
- Miracle Charm, (228,120)
- Rune Bottle, (227,162)
- Lobster(Ebi), (14,10)

Now go to an Island south of Tinnsia.

Aifreed's Cave(204,98):

Enemies: Ramia, Shespin, Dragon Toss, Spirit, Triton

Items: Flame Sword, Hourglass

Lens: 2

As your ship approaches, a Cave hidden is revealed. The Crate stacked near where you go in has a lens. You'll have to play Sugoroku, where you'll have to play a rulet to see how far you go. Landing in places brings monsters. Fake treasure chest, Set back, or nothing. Once you finish the game, check the Aifreed statue to open the door. The Ankor hanged on the right of the door has a lens. Chat operates Aifreed's tools and The Van Eltia is now being Re-modeled.

The Van Eltia:

Lens: 1

The Wooden Barrel in the bar has a lens. Go down to see Chat is delighted with the renovations. Check Aifreed statue to enable the Sub. now the Left Submarine where Chat was adoring has a lens. Don't miss it. The Van Eltia has now 2 rooms for modeling useful facilities into it. You should try and get an Item shop(Gald) and a bedroom(Gald) by re-modeling at the Marine shop in Tinnsia. Now you have more than 40 lens. Time to get an item from Elene, Get Extreme from her(an item for Keel).

Tinnsia:

Item: Grand Magnum

Collect your gun and pay another 20,000 to get set for another one, the Impulse Canon.

Jini:

Items: Ceresea Map(10,000 Gald or 100 Jini), Hokushouseki

Lens: 3

Wonder chef Recipe: Syakunetu Curry, Piri Zyaga, Kara Oden

Inn: 5 Jini

Shop:

Apple Gummy	100 Gald
Orange Gummy	200 Gald
Mix Gummy	1,000 Gald
Lemon Gummy	2,500 Gald
Pine Gummy	3,000 Gald
Miracle Gummy	6,000 Gald
Penecea Bottle	160 Gald
Life Bottle	400 Gald
Flare Bottle	600 Gald
Liquor Bottle	1,200 Gald
Holy Bottle	200 Gald
Dark Bottle	200 Gald
Spectacle	50 Gald

This City's shops only opens at night. So you'll have to wait until nightfall or stay at the inn. As you enter the city, you found 10 Jini The Frog in the Bookstore is the wonder chef with Syakunetu Curry Recipe(#26) (Tusk Meat, Carrot, Potato, Rice, Red Sode) Recipe for Piri Zyaga(#24) (Potato, Onion, Carrot, Red Sode) is at the Auction Hall, The picture behind the curtain at the upperleft is the wonder chef who has it. Get Kara Oden recipe(#23) (Egg, Daikon, Konyac, Red Sode) from Gaming machine in the upperleft of the Casino. the Middle Slot Machine has a lens. The Topright Table(with a man standing) of the Auction Hall has a lens. The topright Heater in the Dancefloor also has a lens.

Now it's time to get #31-#33 to complete your recipe list.

#31 Ohako Stew, Mastering Meat Stew(#9), Fish Hot-pot(#10) and Kara Oden(#23).

#32 Potato Doria, Mastering Omlet Rice(#11), Gratan #12), Carbonara(#13) and Piri Zyaga(#24).

#33 Mapo Curry, Mastering Sweet Pafe(#20), Nigari Ma-po #22), Syakunetu Curry (#26) and Zarame Rice (#27).

*While scavenging the ocean floor, you might notice the text "Tales of Eternia" engraved on the bed of the ocean at 167,81

Shadow Cave(5,12):

Enemies: MegaDeath, Dark Disaster, Crypt Keeper, Hunger Plant, Fear Flyer, Metalica

Items: Saint Halberd,765 Gald, Dream Check, Holy Crest, Scale Robe, Flame Arms

Lens: 1

Enemies in the first section are Touch-based. Means that you don't mess with them, they don't mess with you. Equiping Excalibur will be a Major advantage to you. This is the best place to train for new levels as Enemies here isn't very hard. Until your level reach 55 that is and then you should go to Maxwell's domain to further your training. Once you reach another load crystal. you'll have to kill 4 batch of monsters. the topleft one has a lens. once you kill all of them, go in the middle cave to fight Shadow.

Boss: Shadow(No.73)

HP: 100,324, 32,768 Exp, Dark

Attack 460, Defense 420, Magic 62

Strong against: Water10%,Wind10%,Fire10%,Earth10%,Ice10%,Electricity10% , Dark100%

Weak against: Light50%

Attacks: Dark Force, Dark Lance, Burning Channel, Summon Demon,Dashergera Wonder, Shadow Slash

Drops: Fast Ring100%, Rune Bottle100%

He's got 2 Empty Doll as minions, but you only need to worry about him. Ice him and the other will go down as well. Empty Doll regenerate HP by 3,000 every now and then, Making them very annoying. Shadow however isn't cheap and he's got more trick up his sleeve than you know. He's very good in close range but takes time to cast a spell. Use Rid to pound him and over and over to get him down. Most likely all your character will go down, but keep Rid alive and you'll win anyway. Best skill to use are Majinkens,and same old Kokarenzan. Majinkens will disturb his spells. Kokarenzan to pound him. Make sure you equip Excalibur to be most effective.Beat him and he will join with "Dark Force" Spell

Deep Mist -Shadow Lv.5 x Undine Lv.15

Cyclone -Shadow Lv.9 x Sylph Lv.20

Grand Dusher -Shadow Lv.9 x Gnome Lv.21

Barrier -Shadow Lv.5 x Volt Lv.10

Valuables: Eter Poke 3

Talking to the left conductor at Luishka Station, he asks you to get his "Ticket Puncher" back from the conductor at Imen Station. Agree to help him Ask the conductor at Imen Station. He answers with an old Melnics word that even Meredy does not understand (Remember this word).Go to the library in Imen and search a dictionary for the word. You must choose the correct characters of the word

1

1

3

1

3

2

Gives you the meaning of Bonsai. Keel find the ticket punch from the fallen plant to the right.Go back to the Luishka Station to give it back to the conductor to get Eter Poke 3. Now go to all safe house and get all silvergauges.

#1 (57,112)

#2 153,164

#3 (167,111)

#4 (228,41)

#5 (3,150)

Aifreed's Pedestal(98,93):

Lens: 1

The controls at the middle has a lens. Put in all the silvergauge you've gathered in to their places.Then go back to the surface, where the Expedition Bridge has appeared (99,92) The Van Eltia will be transported back to Inferia. Once back on Inferia, now visit all Underwater Storages.

#1(76,122)

12,240 Gald, Savory, Mitsuiro no kakera, Dyer Brace, Murasaki no kakera, Holy Cloak

#2(119,121)

Sage,Aka no kakera, Hourglass, 8,415 Gald, Rune Bottle 2

Chat's Skill Kochihan

#3(143,2)

Nintouchizakura, Kiirro no Kakera, Rune Bottle 2, Lavender, 10,710 Gald

#4(226,130)

Midori no kakera,Ao no kakera 2, Elixir, Rune Bottle, 9,945 Gald, Belbane

Get all items you have access to,

-Tomato is at (186,33)

-Pine Gummy, Lemon Gummy is at (211,31)

-Flare Mantle is at (187,140)

-Rune Bottle is at (226,90)

-Rune Bottle is at (50,148)

-Kiruma Fruit is at (121,54)

-Tsuishouseki,Mizuirunokakera is at (183,90)

Optionally, now if you play this game again (and had saved to get the star shown on it). Neried's Librarynth is now present and accessible.

Aifreed's Tomb(88,64):

Enemies: Empty Doll,Medusa, Storm Hawk, Revenant, Metalica,Bull frog,

Poison toad, Revenant, Spirit, Fake

Items: Mithril Brace 2, Old Divide, 13519 Gald, Elixir 2, Star shield,

Red Savory,Captain Hat, Rosania's Dress, Red Belbane, Moon Robe

Valuables: Light ball(Hikari no Tama)

Lens: 1

Wooden box in the Oriental section has a lens(near the bridge where Kappa jumps up to attack

you.) Now you should try and get as much money as

you can to get your ship modified at Tinnsia's Marine shop

Sunken Ship(34,2):

Take a detour to the sunken ship at 34,2 for an extra dungeon.

Enemies: Frot Dragon, Shespin, Tan Turtle, Fake, Kraken, Mashkuashin, Superstar

Items:Cuty Mitten, Elixir, Pyohan, Twinkle Flute, Vopal Sword, Rare Plate,

10,655 Gald, 12,245 Gald, 15,365 Gald,14,325 Gald

Valuables: Insea Map

Get the Key to open the door at the middle path from the 3rd room in the right path. Open the Door go and get Pump room Key from the middle path. Don't forget to press the switch at the statue. Go to the left path to the Pump room to flush the water out. Go back to the middle room and go down. Along the way, Keel and Chat will argue with one another. Keel says that Maybe this ship has been sanked by Aifreed? Chat however says otherwise. Go down further to meet

Siren

Boss: Siren(NO.252)

HP: 52,000,Exp, Gald, Water

Attack, Defense, Magic

Strong against: Ice,Wind,Earth, Water100%

Weak against: Fire,Electricity

Attacks: Swollow+ Drop, Spread, Siren Song, Deep Phantom

Drops: Trident100%, Sefira,

Steal: Mizukumo(Water Boots??)100%

Don't get too close or she'll swallow you. She isn't that tough(well compare with Shadow that you've faced and Maxwell you're going to face) but she's got some unique move that makes this fight simply frustrating. She sit upon a monster-rock and cannot be easily push back. The spirits above(5 of em) will be annoying as they can be. They'll disturb your concentration on her so just get rid of them first. Don't be afraid to use a few life bottles. It'll become common soon.

After battling with her,Chat will tell her to release the souls of the sunken shipShe thanks you for freeing her spirits and slowly disappears. Chat says to

Keel now what do he think? Keel has given up and says "Aye Aye Sir" to Chat to end their argument.

Tinnsia:

Skill: Aqua spiral

At the Gnome statue, you see another pink Merekiss. Keel tries to go see but Fog pushes him out and says it'll scare him away. This Merekiss however plays Catch-up with Fog, but once he catchup with it. it zaps him again. Keel ask him what did he learn? Fog laughs and he learn Aqua spiral.

Chat Hut:

Item: Picohan Revenge

Go back to Chat Hut, Chat will run to the miniture Aifreed monument she drops at the tree. She says that it has been switch? Meredy reads it " 120,128" Chat will erge you to go there. The place is just south of Chat Hut in the forest. Another monument and Farah will find something else, Picohan Revenge! an item for Chat that returns Picohans for any damages Chat recieves. Go back to Chat Hut, Inside, Keel will read Aifreed's memo. and mummings something about SE.2298 and 88? Meredy reads further and gives the info to Chat and turns out that it meant 208,98 which is Aifreed's Cave! go there

Aifreed's Cave:

Skill: Eternal Sorrow

Inside, Chat will enter the Rulet section alone. You'll have to take a popquiz. Use these answers to get through.

5
6
4
4
6
3
4
1
5
6

Once Chat has pass the test. She'll learn Eternal Sorrow.

Farlos Mountain:

Lens: 1

Go up the path to the bridge of light. Outside, where the load crystal is. Behind the stonepile to the right of the load crystal is the lens. Since you have the Seyfert key from Race, you can investigate behind the Priest in Farlos Church to open up a hidden passage. Inside you'll meet the Force spirit, Maxwell. Before you meet him, Train. I suggets you have levels far beyond 60+ to be sure. This place isn't that hard and is the 2nd place you should continue your training from the Shadow Cave and if you use this combination

Majinrenkazan Rid

Cyclone Meredy or Keel

Air Blade Fog

Absolute Keel or Meredy

and put all skill other than these on hold. put piority to the Max(5) and you'll almost get 100 points everytime of the battle. Now keep pounding in Majinrenkazan to disrupt the enemies. The others will soon add up to their share of the battle. This way you can train easily from Lv.50 -> Lv.xxx you need.

Secret Chamber:

Enemies: Needle Shell, Lady Bug, Stinger, Dinosaur, Norturnal Fly, Fear Cloud

Items : 24,424 Gald, Gold Helm, Spirit Robe, Red Lavender

Boss: Maxwell(NO.55)

HP: 40,000, 34,002 Exp, Force

Strong against: Force30%

Attack 400,Defense 2100, Magic 145

Attacks: Distortion, Rock Break, Tracter Beam, Indignation, Cyclone

Drops: Fairy Ring 100%, God Weapon 100%

He's Hard, But not that hard. You'll almost certain to be KO'ed at least 2-3 times but if you use this strategy, you can win against him Maxwell, The Force Spirit. has 2000 points of defense points which makes Rid, Chat, Farah seems useless. Just have

Chat (Manual) - Do any Picohan skills to disrupt him from casting spells. Use Items when others are badly injured.

Farah (Auto) - set her on using skills not Healing and she'll hit Maxwell when he's near.

Rid (Auto) - Set him on Slash skills and place him near the corner to have him ambush Maxwell.

Fog (Auto) - Set him on Skills not regular hits, he's the main punisher for Maxwell in this formula and with his HP. He won't go down too soon. Set him on Aqua Spiral ONLY, since this is the best skill you have and the least time to charge a shot. He'll get in about 1,200-2,100 a shot (300 a hit) and that will be the best you have to rely on.

Unfortunately there's a problem. When you fight, you'll see magic circle phasing left and right. After a while it'll fix on a character. When it turns red. It'll throw any character foolish enough to stand above it. that makes spell casting nearly impossible. That 's why you shouldn't bother to bring Meredy or Keel, since he/she takes too much time to cast any spells (for now). Keep you team apart. Heal when necessary and just distracts Maxwell all the time. Even though he teleports alot but he won't survive for long. After he's down, he joins you (as always) allowing you to use the spell "Meteor Swarm".

Cure - Maxwell Lv.1 x Wendine Lv.1

+Item Getter - Maxwell Lv.1 x Sylph Lv.1

+Mental Supply - Maxwell Lv.1 x Efreet Lv.1

+Life Up - Maxwell Lv.10 x Celsius Lv.10

+Poison Guard - Maxwell Lv.10 x Shadow Lv.10

Try to put in an item shop for 300,000 Gald so you won't have to stray far, or a Bedroom for 900,000 Gald so resting would be possible (Tinnsia's price if you use Inferia port's service, the price will be different.) Now check Rid's Level, if his level is high enough. and you're pretty confident about your ability. Go to the Arena in Inferia's City.

Inferia City:

Enemies: Piker, Ranger, Sage, Kragen, Triton, Beast Ogre, Fear Cloud, Mithril Golem, Revenant, Metalica, MegaDeath, Breeze Keeper, Evil Lihver, Terrible Tentacle, Duelist, Wizard, Phoenix, HellKite, Red Dragon

Items: Eternal Sword, Arche's Ribbon (Hard or Mania), Arche's Broom (Mania)

Valuables: Eter Poke 1

Inn: 7,700 Gald

Here you'll have to beat all of the 3 tournaments (*First time means 1st time you fight in this Arena, that means you'll get only one shot at the Leaf set or Master Leaf set)

Tournament 1 5,000 Gald

-Piker x2, Ranger, Sage

-Kragen x2, Triton x2

-Beast Orge x2, Fear Cloud

Rewards: 15,000 Gald + 1 Set (1st time Leaf set, after that Gummy set)

Tournament 2 10,000 Gald

-Revenant x2, Metalica, MegaDeath

-Mithril Golem x2, Breeze Keeper

-Evil Lihver x2, Terrible Tentacle 2

Rewards: 30,000 Gald + Deluxe Set (1st time Deluxe Leaf set, after that Deluxe Gummy set)

Tournament 3 15,000 Gald *This one will be available once you beat the other two.*

-Duelist, Wizard x2

-HellKite, Phoenix x2

-Hellkite x2, Red Dragon

Rewards: 60,000 Gald + 1 Master Gummy Set

Since you can't use any items in the Arena, you'll have to equip HP

restoring equipment instead(Holy symbol or the Healing Bangle).Beating the final tournament, Rid will express his thanks to everyone(Keel, Farah, Merdy). As he about to leave, a voice came from the locked up door behind Rid stops him. And Cless (The Hero of Tales of Phantasia) appears, Challenging Rid to see who is the best. his battle will differ depend on the setting you have on.

Normal Difficulty:

Boss: Cless(NO.230)

HP: 9,999

Attack 484, Defense 1,000, Magic 100

Strong against: all(90%)

Attack: Majinken, Kukahazan, Haotenku, Senkuushyoretpa, Meiouzanshouken

(Netherworld Extinction Ascending Sword) (Enemy's HP to 1), Akisazeme

(Dimension Slash)

Drops: Cless's Bandana 100%

Cless is highly resistant to all spells including fire. That means your precious Haotenku don't work on him and he's too dangerous to stay close to. With the Meiouzanshouken skill that can end the fight easily, facing him head on is sheer stupidity. Use Majinkens to keep him busy than when he gets too near, use Senkuusohazan to thrust at the front than the back of him to let you get pass him. Run away to the other side and repeat the same strategy. Doing so, your Holy symbol should heal you of any damage he inflicts. and your Mental Bangle ensures that you don't run out of TP. when you get his HP down to about 2,000-3,000. He'll use Meiouzanshouken on you. don't panic! just run away to heal yourself and repeat the procedure. Eventually he'll go down, but not without a lot of effort on your part. (*Note from Calvin Niu) Cless will always use a attack called Eternal Break if you use Ryu'ko'ma'tso'a'zan the strongest move of Rid, the Eternal Break will cancel Rid's move and kill Rid Instantly.

Hard -> Mania Difficulty:

Boss: Cless(NO.230) + Arche(NO.231) (remember her? the half-elf from TOP)

HP: 9,999 + 6,000, Exp, Gald

Attack 484 -Cless, 300 -Arche, Defense 1,000 -both, Magic 100 -both

Strong against: all(90%)

Attack: Cless: Same as above +, Eternal break

Arche: Meteor Swarm, Fearful Flare, Cyclone, Freeze Lancer, Eruption, Indignation

Drops: Cless's Bandana 100%, Arche's Ribbon 100%

Avoid confronting Cless at all cost. Kill Arche first then use the same tactics as above. Arche can fill in what Cless lacks, The ability to punish you when you're far from them. She'll take away the time needed to Heal from you and puts you in an easy position to get creamed by Cless. Finish her off, you'll find the battle much easier (but still is damn hard).

Losing to Cless (May be you're good enough?), You can still fight Cless by apply to the new receptionist at the far-left of the screen. Winning the match, Cless gives RId His Eternal Sword and Rid earn the title "!! Now you can't fight him again, even if you talk to the receptinist.

If you fight in Mania mode, go back to your ship (don't let your party run around it.) at the room where meredy normally be standing. Check the Green striped Pillar on the far wall, You'll find a Deck broom (must be the one that was used by Stahn), Get it. now you've found the 3rd treasure of Celestia! (1st being Legendary Pot (Couldron no supu) and 2nd being the treasures of Aifreed.)

In front of the Arena, there is an old man who is looking for his "Grip Sword". He will ask you to find it for him. Say yes to help him and ask the man in front of the Armor shop. Then go back to the Arena to talk to the Middle Soldier standing in front of the counter. He will give you the Grip Sword. After you've gotten his sword back for him. he will give you the Eterpokel in return for your help.

[Side Event] Stay at the Hotel. You'll now have to stay in the east room on the 3rd floor. As Rid went to sleep, Rid will hear that someone says "'give me the leg'". Rid tries to wake up the others but his efforts are of no-use. At last he gives up and went to bed shaking. Go back to the Hotel to stay again, the counter will tell you that the all room is full and you'll just have to stay in the west room at 3 floor. Rid will try to

decline but Farah wants to stay and ask Rid would he do it? Say "Yes" and Rid will reluctantly agrees to staying. Before Rid sleep, he hear that "someone" says "give me the leg" again. This time he succeeded in waking everyone up and they see a cat in the middle of the room, and everyone was surprise that it can talk? Now Rid is angry. At last, he know that that "someone" is just a cat. After that, leave the 4 floor room, you will saw a "servicers" was very scared to close the window. Next morning, go to ask the counter and the counter will tell you that the "servicer" you see has die from felling out the window and the one you saw last night is a Ghost!

Seyfert Garden(169,19):

Skill: Kyokkou-ken

Enemies(Test): Terrible Needle, Night Lid,

Go in and Keel will be excited at the Mechanism here. He'll try his hands on the controls in the center of the room. Rid goes in ahead with Farah.

Now you'll be tested as Keel, since you're a child now. Fighting any monsters is not a good idea. Just run away when you enters a battle. You wake up and go downstairs to eat with your parents(Gisro and Ramina). Rid calls you to go outside and says Farah is waiting at the Regulus Knoll. go to the town entrance. Noris, Farah's uncle will spot the both of you and ask you where you and Farah are going? You mumble something to him and runs away. At the Regulus Knoll, Farah is mad that they're late. You tell her that you were stalled by her uncle. Rid ask her whether to go forth with the plan. Farah doesn't cares about the grownups and shows them the key she took from her dad. You tell her that Regulus Knoll is offlimits and is dangerous. Rid however went in ahead of you. Go left all the way to the camppoint, you're mad at Rid for running off. Rid goes ahead anyway regardless of your temper.

Go left and enter the Knoll, Rid is searching the ground for something. You chip in and help and found it. As you talk, Noris comes in for the both of you and go deeper to find Farah. He finds himself in a room full of ores and he is engulf by a group of black clouds. The test is now over and Rid is given the Kyokkou-ken skill.

Come back to see Keel is still playing with the tools and as you talk, the Machine is Activated and an explanation of the world is shown.

<FMV>

You can reactivate the machine to see the flic again.

Go back and see that the Van Eltia is now surrounded by Inferian Battle Ships. You're brought before the King again and He ask you about Race. You tell him that Race has died. Arlendy collaspe and the Queen demand your execution. The king tells them that an invasion is to be plan for Race's revenge. Roin is to head this rade and Zosimos is to accompany him, as for you and your Celestians are to be imprisoned in the dungeon of the castle.

As you try to figure a way out(Chat is mad as hell), Arlendy comes in. She tells you she's in love with Race(I may be mistaken). Rid tells her that Race has tell him to save Eternia. After hearing your story, Arlendy decide to let you out. At the gate you're stop by the guards. Arlendy demands their way open. You're now free to leave.

Go back to Inferia Port to get the Van Eltia back(you won't be able to call it from the Menu).

Inferia Port:

A guard is guarding the ship. He won't let you in without a fight.

Enemies: Iferian Guard

On board, Rid use the Seyfert Key to point the next test. In Orbas Surface. Now you can pay 800,000 at Inferia's Port to get a Gameroom (Ocean Wars) Go back to Tinnsia to get the next weapon for Fog.

Item: Plasma Cannon

Pay him 40,000 to get the Impulse Cannon and another 20,000 to have him developpe the Photon Eraser. Go to Cape Fortress for another Fog skill.

Skill: Rise Laser

Here you'll see yet another pink Merekiss, and still it doesn't let Fog pet him. After a little chasing, it decides to let Fog have it. Fog is a little down but quickly gets back up to his normal self and he learns "Rise Laser".

Go to Seyfert Observation Station for the final test.

Seyfert Observation Station(Orbas Surface) (,):

Skill: Kyokouha

Enemies(Test): Virialhei

Go up the Elevator to see the observation deck. Keel is excited again and Meredy stays with him. Farah and you then go down for the test.

Virial has rebelled against Baril, You're now Meredy in this test. Baril decides to fight to stall time for Chizel and Meredy to escape. He and Hades should buy enough time for them. He hugs you and leave. Go down and find out that the path is blocked As Chizel is in your team, you'll have spells in this test.

X to use Spark wave .

v +X to use Cure

<-, ->+ X to use Crive

^ + X to use Prism sword

If Meredy is down, you'll have to continue from the last battle again.)

Go back to the room and go out the right window. Go down the shoot and face yet another bunch of rebels. Chizel tries to call Galenos in Imen from the Elara, but there is no answer. Activate the escape tunnel with the control to the right and go down the shoot. face another batch of rebels and go to the town entrance.

Hades is waiting, Chizel ask him what has become of Baril. Turns out that Hades is a traitor and has sided with Virial. Meredy and Chizel is now taken hostage to lure Baril out. Baril is angry and tells Virial to let them go. Meredy tries to fight and get push down. Chizel pushes Virial out and Virial orders the soldier to shoot. Baril shields Chizel with his body. Baril falls down and Chizel cries over his body. The soldier shoots at Chizel.As she is dying, she unleashed her Fibril(Dark) and The town of Luishka is destroyed.The test is over and Rid has learn Kyokkouha(Press O+ X+ square to counter Eternal Infinity). Outside the test, Farah is waiting for Rid. As he comes back, a shake is felt and they goes up to see Keel and Meredy. Keel ask Rid to use the Seyfert Key on the machine.

<FMV>

The Seyfert Ring is now broken. Go back to the Van Eltia and enter the ring. Seeing a black energy is surrounding the place. You decides to shoot the spirit cannon, both from Baril's Castle and the one in the Van Eltia. Galenos recieves your signal and shoots.

<FMV>

-----End of Disc 2-----

Disc 3:

You find yourself as a child in the event of your village destruction. Go down and see Farah at the windmill. She blame herself for the destruction and of Her parent's death. Farah then disappears. Rid wakes up to find himself in Shileska headquater with Farah by hisside. Godownstairs and see Keel and Galenos. Galenos is happy to see you up and tells Keel to go with you and see Meredy in Fog's office. Meredy is also happy to see you. Fog tells you Dedechan is getting along very well with Quicky.Scouts will come in and report that the spirit cannon at Baril's Castle is being invade by Inferia's troops. Aira is in command of the guarding unit and is now caught up in the fight. You'll have to go there. Galenos will accompany you.

Baril's Castle():

At Baril's Castle, you'll find that the inferians are battling something. It's Hades! Hades has held Aira captive and is killing off Inferian's troops. Roin sees the party and accuse them of conspirating with Celestians. He is baffled when your party goes in after Hades.

Boss: Hades(NO.233)

HP: 130,000, 30,000 Exp, Dark

Attack 380, Defense 800, Magic 73

Strong against:Fire,Wind,Ice,Water,Earth,Electricity

Attacks: Spark Wave, Grand Shake, Grand Dusher

Hades will warn meredy not to misuse her power, or she will end up the

same. He will then dies. The two armies will confer with one another and decided to join forces. Roin and Fog will both be representatives from each sides. Fog will still retain his humor and slaps off roin's hand as he try to shake his.

Keel and Galenos will devise a way to destroy the black sphere, by Frynging both world's Cremel together to power a Canon. Zosimos thinks the idea is impossible but Keel and Galenos assures them that it can be done. After that, Galenos will ask Rid to find some Riberves to use in the Frynging process. Zosimos ask that the Ribeves is ores of Light in the legend? That reminds Farah of something and she tells Rid that she know where to find some in Inferia.

Once back in Inferia, Rid then ask Farah about the Riberves. Farah than tells Rid that it's somewhere in Regulus Knoll near His hometown, Racheans.

Regulus Knoll(17,118):

Enemies: Red Pudding, Night Wing, Piker, Ranger, Sage, Duelist, Beast Ogre, Medusa, Keep man, Flying Horrif, Vanflor, Jin,
Items: Mithril Plate, Elcseal, Flame Spear, Mithril Mesh, Kokushyouseki, Shishyouseki, Mystic Symbol, Mithril Brace, Dyer Knuckle,

Once there, you'll find the door is locked. Rid then force his way in. After some walk, they camp and then talk about the olddays. Continue to the room with the glowing rocks. Undine will warn them of dangers. The path ahead is tricky. Green light emitting means that TP is recharged. Red light means that TP is being drained. At the end of the path, there will be a large door. Rem will come out to defend this door.

Boss: Rem(NO.120)

HP: 100,000, 40,960 Exp, Light

Attack 500, Defense 740, Magic 110

Strong against: Fire30%,Ice30%,Water30%,Wind30%,Earth30%,Electricity30%, Light100%

Weak against: Dark30%

Attacks: Ray, Holy Spear

Drops: Reflect Ring100%, Rune Bottle100%

Defeating her, She'll have to join you and with the Spell"Ray". Now you have all 6 Spirits you need to complete this game!

Resurrection(Water) -Rem Lv.1 x Undine Lv.20

+Medical Plus -Rem Lv.10 x Sylpth Lv.10

Holy Lance(Light) -Rem Lv.15 x Efreet Lv.20

+LIFE Rescue -Rem Lv.10 x Gnome Lv.10

*Indignation(Electricity)-Rem Lv.10 x Volt Lv.15

Heal Weapon-Rem Lv.10 x Shadow Lv.10

Holy Lance(Light) -Rem Lv.20 x Maxwell Lv.15

Go in to collect the Riberves. Suddenly, Quickie will suddenly cry out. The party turns to see some mysterious "Dark clouds" surrounding Meredy. Rem will try and repel it from her, but with out much luck as it gathering once more. The party will take her back to Farah's house.....

It seems that Meredy has the same potential her mother possesses and Nereid was trying to take over her soul.

Baril's Castle(222,21):

Go to the Spirit Cannon and give the Ribaves ores to Aira. Galenos will ask to accompany you to Seyfert Observation Station in Orbas Surface.

Now talk to Zosimus, he will ask whether you know a weapon smith. You then mention Sagura in Imen.

Imen(,):

Item: Last Fencer

Go to the Weapon Shop in Imen to see Zosimos there, having Sagura forge a weapon out fo Riberves ores. Go in&Out of town for 5 times then go back to the weapon shop. The weapon will be finish. It's the Lastfencer, which Zosimos will give now give to you. This sword is the strongest sword you'll get(non-element) and you'll need it to win over the battle over Secondos and Chizel.

Tinnsia(,)

Item: Photon Eraser

Go to Shileska Headquater in Tinnsia and get the Photon Eraser(Pay up, you will need to pay at least 3 times of 20,000 Gald to get it). Pay again to have him develop the Mega Cruncher

Seyfert Observation Station():

Galenos will start working to break the sphere. You'll see scenes as following.

-Aira and Roin in front of the Frynged spirit cannon.

-Chat made peace with Quickie.

-Keel and Meredy

-Rid and Farah

- 6 Spirits scene

<FMV>

Steer the Van Eltia through the Seyfert ring.

The Frynged Spirit cannon is readied.

<FMV>

The Black orb slowly crumbles to reveal "Chizel's Castle"

Chizel's Castle():

Enemies: Flying Horrif, Fire Warrior, Shespin, Owl Fish, Fake, Vander snatch, Impulse,Thunder sword, Deadly Insect, Swepshing

Items: Seiryutou, Mitril Mesh, Large Bag, Demon seal, Mem Bine,Eternia M

Go up the first Elevator and go up after getting the 4 chests. You'll get Darkness orb(Yami no tama).

Now that you have both the Darkness orb and the Light orb. You can complete the quest to get you your well earned Aircraft Ablity. Goto the Relay station. In the room with Aifreed's statue, put both orbs in on each side of it. you'll notice some shaking. Rid and Chat will decide to investigate. You'll find that your ship is now "Upgraded". now a Darken,Military-like ship, the Van Eltia is extend with "Aircraft" ability and 2 more spare rooms making a total of 4. Chat will also get the title "Komigatsuki".

Air access to the Glimmering Spire(Kirameki Tower) at 107,22 in Inferia is now possible.The Glimmering Spire is sort of like the Tower of Daruga in Tales of Destiny. But with a much smaller scale that the former.

Glimmering Spire(Kirameki Tower) (107,22):

Enemies: Gunner, Breeze Keeper,Sage, Antler, Liny Old, AC Roper, Medusa

Items: Aka no kakera, Rune Bottle,Lavender, Murasaki no kakera,Ao no kakera, Mizuiro no kakera,Belbane, Mackerel Gummy, Kiiro no kakera, Midori no kakera, Gold Armor, Beam shield, Sage,BC Rod, Elixir, Jet Boot, 19,125 Gald, 17,595 Gald, Savory

1st Floor make all spikes of the star light up

After clearing the puzzle, Rid will hear a sound warning them to go back.

But since Rid is the only one who hears this,

he'll think it's his imagination and continue on.

2nd Floor freeze the air hole then light the torches.

3rd Floor shoot all crystals to light up

4th Floor Rid will hear the voice warning them to go back again, Others will not hear this and Keel says that if Rid is scared, he should leave.

Move the invisible tiles to all 3 lights(R,G,B)

5th Floor Light up all 3 light bulbs(R,G,B)

Again Rid will hear that voice, this time Rid will ignore it.

6th Floor light all the fire the same color and you'll see the tiles in the next floor.

7th Floor Just walk across without getting send back

xxox.

xxox

ooox

oxxxx

^start here

Moving straight up, you'll see a figure standing amongst some chests. This is the Valkyrie, Rid challages her to a duel. She agrees to your challenge.

Boss: Valkyrie(NO.40)

HP: 35,000, 32,768 Exp

Attack 250, Defense 1,000, Magic 100

Strong against: Wind30%,Water30%,Earth30%,Fire70%,Light30%,Electricity30%,

Time30%,Ice30%,Dark70%, Force100%

Attacks: Majinken, Valkyria Strike, Valkyria Saber, Fireball, Wind Cutter, Throw Sword

She has a couple of fast moves which is annoying. But there's nothing to worry about. Remember, you've iced Cless and he's Much tougher than this.

Valkyrie Saber is a 15-combination strike and will almost definately knock you unconcious. Valkyrie Strike is a shorter combo but will be use more often. Fireball and Wind Cutter is actually a sword technique that embues elemental power into her weapon when she attacks. Throw sword is rarely used and isn't very damaging.

The Valkyrie then bestow upon you the right to use the S.D (Swordian). Take all the Treasure before you go. Walk right out and head to the Celestia's Underwater Storage #1 where you saw the Swordian.

Underwater Storage#1()

Valuables: S.D.

Pull it out and now you've access to the Summon -Destiny(Ice,Fire,Force, Dark,Water). Available every 30 minutes of play(current) and by spending 200 TP, you get to see the 5 former teams of Tales of Destiny doing damage in their own style.

-Stahn(Swordian: Dimlos)

-Rutee(Swordian: Atwight)

-Garr(Swordian: Igtinos)

-Philia throwing 3 of her bombs at the enemies.

-Leon(Swordian: Chatier)

Racheans()

Valuables: Eter Poke 4

Items: Oshirui

Go back to Rahean and you'll find that Kamulan, the village elder is sick. He said he knows what is to cure him, a medicine call "Howdybanri" which is made up of 3 ingredients but decline to tell you what or where to look for them. Go outside and ask the oldman in front of the door of the cowhouse, the man in the fields, and the man in the house near the field to know about them.

Go back to Farah's house and check out the Dressup Table to get Oshirui.

-Hoshikawa from Spirit Hot spring event.

-Yamatsuno from Falsha Horns in Farlos Mountain.

-Takigimushi from Auction hall in Jini.

Once you've got all ingredients, go back to Racheans and give all of them to the old man in front of the cowhouse. He'll mix them for you to get Howdy banri. Give the Medicine to Kamulan to recieve Eter Poke 4.

Now go in to Racheans's forest.

Racehan Forest:

Lens: 1

Where Meredy's Pod has landed. Behind the leftmost piece of the pod is a lens hidden.

Mintche():

Item: kakomon

Go to the port and talk to the student there. He will sell you his papers for 100,000 Gald.

Chambard():

item: Button

Go to the Clothshop and check out the second dresser. Meredy will find a button there.

-There's a lens at 159,131 above the forest of temptation.

Spirit Hotspring(Syourei Onsen) (208,108):

Skill: Pararai ball

Item: Hoshikawa

Lens: 2

There's a lens in the tank out front. The spring is seperated into girl's and boy's section. Upon entering the boy's section, Rid will see an Aifreed's monument. Chat listens to Rid and Rid says he can get her in the boy side with no problem at all. since she doesn't look much like a girl and she'll gett her Paraly Ball Skill There is a lens in the cabinet besides a brush in the boy's section.

Take with you 15 Kiruma Fruit, Farah and Meredy will float the fruts in the spring. They will slowly grow and you'll get Hoshikawa for the Eter Poke4 quest go to Celestia for the rest.

Catmen's Village(Nekonin Village) (120,109):

Lens: 2

Food Shop:

Purple Sode

200 Gald

Pots in the first house has a lens. In the house where Rid tries to sleep also has a lens. This is the ONLY place in the game where you can buy the rare purple sode(you'll have to buy one at a time however). It's a key ingredient for Recipe #28- #35.

Luishika:

Skill: Dark Eraser

Go to Luishka, with Fog in your party. At the top of the screen, Fog will tell you that he once live here and starts to moarn about the past. A pink merekiss comes up and starts to cuddle him. Farah and Rid tries to get him to see this but he's too caught up. Soon Fog is annoyed and throws the Merekiss away. The Merekiss, pissed and zaps Fog with lightning. Fog is stunned but delighted that he is yet one step closer to petting one. He then learns Dark Eraser.

Tinnsia():

Item: Mega Cruncher

Go back to Tinnsia and Pay another load of cash(15 time at least) to get Mega Cruncher.

Jini():

Item: Cancellor.

Skill: Elemental Master

Now get Fog out of your party, You'll have to do this without him.

You'll have to see Rushitia paints her portrait of the ocean at 5 places

1. Peruti(after snow melts), at the port right before the Van Eltia.(You've seen this)
2. Tinnsia, Gnome statue(You've seen this too)
3. Cape Fortress, on the right.
4. Luishka, outside of Meredy's old house

.Finally ,Jini. Go into the Hotel You'll find (Sean,Millie and Gred) there.

Now go outside and go right a screen. Rushitia'll finish her painting there and gives you the Cancellor to give to the Shileska's Leader(Which is Fog).Get Fog back on your team. go back to Jini. Here to find the last pink Merekiss. which Fog finally gets to pet. as Keels comes in and says something, the Merekiss disappears. the party think it's a god of some sort. and Fog learns Elemental Master

Tinnsia():

Item: Corona Symbol

Now go to Tinnsia and see Elene, she'll give you the Corona symbol, an Item to speeds up casting time.

you can see (Sean, Millie & Gred) at five different places.

(Remember them? they're the Infamous "Lens Hunter"(yeah,right) from Tales of Destiny.

- 1.At Hotel in Jini(You already seen this)

2. At the volcano of the Efreet Spirit
3. At the screen with the 5 god statues in the Forest of Temptation.
4. At Sylph Cavern, where the guard post is.
5. At the theater of Inferia city (the end)

Go back to Chizel's Castle go up the path, go down the first Elevator and go down again and follow the stairs down to see a room covered with roots.

You'll meet Secondos, who is actually the spirit of Dhaos banished in to this realm, After explaining your situation to him, Secondos decides to join you with the spell "Distortion". Whoever he joins receives the title "Master Cramel".

Raise Dead (Water) -Secondos Lv.1 x Undine Lv.20

+Mental Up -Secondos Lv.10 x Efreet Lv.10

Delay (Earth) -Secondos Lv.30 x Gnome Lv.20

Strangnition (Ice) -Secondos Lv.5 x Celsius Lv.30

Bloody Howling (Dark) -Secondos Lv.15 x Shadow Lv.20

+Dream Guard -Secondos Lv.10 x Rem Lv.10

*Shooting Star (Force) -Secondos Lv.20 x Maxwell Lv.20

Walk up to the spot where you meet him again. and you'll notice that Secondos is calling you. He'll ask you to fight him. Answer "Yes" to fight.

Boss: Secondos (NO.115)

HP: 200,000, 60,000 Exp, Time

Attack 620, Defense 900, Magic 100

Strong against: Water 10%, Wind 20%, Fire 50%, Earth 10%, Ice 10%, Electricity 10%

Dark 20%, Force 15%, Time 20%

Weak against: Light 5%

Attacks: Dhaos Laser (shoots 2 weak beams than 1 fierce beam consecutively

= 5,000 Damage to all in front of him in a straight line), Headorasacodo,

Dhaos Collaspe, Miracle Moment (Headorasacodo + Dhaos collapse + Dhaos

Laser)

Spells: Rainbow Spin, Eternal storm, Gliding Wrap (WoW! look at the pretty spells!)

He's Tough. but you can have Keel (or Meredy) cast "Indignation" (Volt, Lv.15 x Rem, Lv.15 for 52 TP) - The strongest Electrical spell on him when his HP is below half and it'll damage him for over 30,000! (one time only) But that if you can keep keel or meredy alive long enough to cast it. (It was Dhaos's downfall before, and it's still is now) I was left with only Rid and have to use Houzetsenshou repeatedly and relying on the Holy symbol to heal me. But that did work also. I'd must have gotten very lucky?

Maybe Mania would pose a better challenge. And Calvin Niu (solea@earthlink.net) has reported that he'll be MUCH harder than even Regulus (The secret dungeon Boss), since he isn't going to pause after being hit and he has an enormous range of spells to play with you then. I'm going to have to try it and see for myself. (He must have gotten a very hard time with Secondos.) Anyway, try to keep all of your party alive and well. Disrupt his spells. Have Fog use any short skills to keep him busy. (Just the same old tactics you should do with any Boss now.) Rely on items to keep your party going. He'll go down, eventually.

He then gives you the Daris Emblem (+100 Accuracy) and rejoins you

Head back up to the screen with the 6 pillars. You'll need to seal all 6 pillars with the correct spirit (don't worry, it'll be done automatically.)

Water: Get all blocks to enter the hole.

Wind: Move the lift to press the switch and go to the door.

Ice: Press L1 to shoot the clock. It will lit up with fire and starts to count down to none, then push all Red stones into the Red hole, Blue goes into Blue. to get it done in time just shoot the clock to see where the stones should go in. Then get out of the room and move the stones close to the hole.

Fire: Get the Fireball to the last orb. The fireball can't get pass Walls and it will fade if you don't get the next orb to pass it on.

Earth: Nothing too difficult here. Cross the beam of light towards the exit.

Electricity: Shoot the rotating colored prism with the Freeze ring (L1) to have it stop on the correct color.

After the Puzzle in any path, you'll meet a Sub-Boss blocking your way.

Boss: Elementaler (NO.249)

HP: 80,000, Exp, Gald,, Depends on what puzzle you're tackling

Attack, Defense, Magic

Strong against: it's Element

Attack: Punch+Kick and Laser beam in close range doing around 4,000 damage

Wind(Wind Cutter,Cyclone)

Fire(Fireball,Explode)

Earth(Earthquake,Grand Dusher)

Electricity(Thunder Blade,)

Water(Spread,)

Keep your distance away from these guys. and try to make them go down as they try to cast spells. Taking them out shouldn't be a difficult task. Continues up to place the spirits to seal the Pillars(Gnome,Sylph,Volt,Efreet, Celsius and Undine) Once you sealed all 6 pillars, The warp at the middle will be functional. You can now go up to face Chizel.

Chizel is waiting for you. Rid tells her to stop the GrandFall. Chizel will ignore his threat and says that they have no chance of winning. Meredy will ask if she knows Chizel, her mother. Chizel ask her who is this Chizel? Rid thinks about the ones who had died and Meredy will come to terms that the Old Chizel has died and now lives only the enemy in front of her. Chizel will zaps Meredy down and now you'll have to face her

Boss: Chizel(NO.85)

HP:100,000, 51,200 Exp, Dark

Attack300, Magic 75

Strong against: Water10%,Wind10%, Fire10%, Earth10%, Icel0%, Electricity10%

Attack:Eternal Infinity(all enemy HP to 1),

Drops: Elixir100%, Reverse Doll100%

Just Try to keep her from using her spells, which should be easy now that you've beaten Secondos, Maxwell. A reverse doll isn't necessary and should be preserve for later. Her Eternal Infinity can be canceled now by pressing the Square, O,X to use the Ultimate light wall skill. Try to keep everyone else's distance away from her by using formation 3. After a lot of pounding(you may have to rely on Life Bottles), She'll be down.

Chizel, Downed but not out, yet will reveal the True form of the God of Destruction, Neried. You'll have to do battle with her again in a much stronger form. Luckily, you've managed to preserve most of your items, Didn't you?

Boss: Nereid(Transformed Chizel) (NO.232) + nereid(NO.235)

HP:300,000 + 300,000, Exp, Gald

Attack, Defense, Magic

Strong against: all(50%) ,Force(40%) - nereid(Transformed Chizel)

Attack:Eternal Infinity(all enemy HP to 1),Fearful Fare, Meteor swarm, Black Hole

She's much tougher than the last form, and with more HP to waste as well. This Battle could drag on as long as 5 to 40 minutes depending on your character level and difficulty setting. Just keep your eyes on her, and make sure she doesn't get a chance to use her spells! which is much more devastating than the last form. Neried isn't there just for show but you'll only have to beat Chizel to win the battle. Remember that.

Warning! just before she dies, she'll use Eternal Infinity for the last time. You must use Rid's Infinite Revival(square+O+X) to counter her. Otherwise, it'll be a gameover!

Beating Her, the Seyfert Ring is now safe. But suddenly, a vibration signals that the Grandfall has not yet stopped. The land is begining to crumble. Rid decides to destroy the black sphere. Keel stops him, saying that it'll accelerate the Grand Fall even further. Meredy will try to bridge the sphere with her power.But her power is not enough, Rid walks up to help contain the sphere. Meredy thanks keel for always being there for her. Keel hugs her and says he'll always be with her. The black clouds floats from Chizel and covers Meredy, Meredy is again in danger of being possess.

At the last moment, Chizel, wounded and deformed. Walks up to the sphere. Rid and Keel will try to block her from getting through. Chizel, however uses her power in place of the two and got sucked in. Meredy will callout to her mother, but it was too late. The Sphere exploded destroying the Seyfert Ring and Orbas surface is no more. Rid and Farah falls down toward Inferia. A mysterious force glides them down gently to the place where it all started, The observation tower in

Racheans Forest.....

Ending

Time has passed, Farah is preparing her lunch and has met up with Rid and Chat at the Port. Once aboard, Chat powers the New Van Eltia's engine and the ship roars up from Inferia towards the New planet now floating aside.
Celestia.....!

(Ending Credit)

Rid Hershel:

Farah Oersted:

Keel Zeibel

Meredy:

Race

Fog:

Chat:

Roin Ramoa:

Undine:

Sylph:

Efreet:

Gnome:

Celsius:

Volt:

Rem:

Shadow:

Zosimos:

Galenos:

Produced by Namco

-----FIN-----

(now you'll be offerd to save your game. save it in a different slot. the new one will have a green star on it. it will bring up the extras in the game. Look for the walkthrough for this part in the Extra/Secret section)

Specials List

/Skills/

Some skills also have elemental status. Becareful not to use them on enemies that are resistant to them.
(*Skills translations are taken from Kain's FAQ.*)

Rid-

Majinken(TP 4)

(Demon God Sword)

2 Slash,1 Thrust

Rid slashes a powerful wave traveling forward.

Raijinken(TP 4),Electricity

(Thunder God Sword)

1 Slash, 2 Thurst

Thrusting ahead, Rid charge up a Electricity into his weapon.
Jirisezeme(TP 7)
2 Slash, 5 Thrust
Rid Thrust Repeatedly in Spears of Light.
Kokahazan(TP 6)
(Tiger Fang Breaking Blade)
5 Slash, 2 Thrust
Rid slashes up than slam his weapon down in the air
- When Meredy or Keel uses FireBall, Rid's Kokahazan will turn into Gurenkan -
Senkuuretpa(TP 10),Light
9 Slash, 16 Thrust
- When Meredy or Keel uses Cyclone, Rid's Senkuuretpa will turn into Dankuukun-
Retkuuzan(TP 9),Wind
16 Slash, 8 Thrust
Majinken Souga(TP 8)
(Demon Blade - Twin Fang)
10 Slash, 3 Thrust, Majinken 48 times
Fuuraijinken(TP 8),Wind,Electricity
(Wind Thunder God Sword)
4 Slash, 10 Thrust, Raijinken 50 times
Akisazeme(TP 12)
(Autamn Falling Rain)
4 Slash, 13 Thrust, Jirisazeme 130 times
Kogarenzan(TP 10)
(Tiger Fang Consecutive Slash)
13 Slash, 4 Thrust, Kokahazan 150 times
Senkuushouretpa(TP 14),Light
5 Slash, 22 Thrust, Senkuuretpa 250 times
Shinkuretzan(TP 14),Wind
23 Slash, 4 Thrust, Retkuuzan 250 times
Raijinsohazan(TP 10),Electricity
7 Slash, 5 Thrust, Raijinken 16 times
Majinzenretha(TP 10)
(Demon Blade Thousand Ripping Wave)
5 Slash, 7 Thrust, Majinken 24 times, Sarisazeme 24 times
Kuuhezetshougeki(TP 15)
1 Slash, 14 Thurst, Raijinken 70 times, Jirisazeme 70 times
Majinrenkazan(TP 15)
(Demon Blade Consecutive Fang Slash)
13 Slash, 1 Thurst, Majinken 60 times, Majinken Souga 50 times
Senkuusouhazen(TP 20),Light
19 Slash, 14 Thrust, Senkuuretpa 80 times, Kokahazan 120 times
Shouretkuugeki (TP 24)
14 Slash, 19 Thurst, Akisazeme 120 times, Retkuuzan 80 times
Haotengu(TP 40),Fire
22 Slash, 24 Thrust, Fuuraijinken 200 times, Kuuhezetshougeki 150 times
Rid jumps up and swoop down in flames shaped firebird.
+ Hou zetsen shou(TP 50) (Press Haotengu Repeatedly at exactly when Rid hit
pass the enemy. An enemy must be thrown by the move and no spell can be cast
at the time.)
Haotengu 250 times
Passing the enemy, Rid does a backward 180 degree turn rush back.
Fuujinbakufuu(Wind Blade ???? ????)(TP 40)
30 Slash, 30 Thrust
Charge up a circle of light on one enemy. Throws the enemy up in the air than slash
for damage.
+ Fuujinfuubakusatsu(TP 24) (Press Fuujinbakufuu at exactly when the enemy is
about to be thrown up from the last Fuujin)
The enemy is slashed for 18 times. Creating over 5,000 in damage!
+Moukorenkekiha(TP 40)
24 Slash, 20 Thrust, Kokahazan 250 times, Kogarenzan 200 times.
+Ryukometkazan(TP10)
MoukorenKekiha 90 times.

Press the X button exactly when he slashes the eighth blade and when he lands.
It'll take alot of Luck to get this one right.
Kyokouheki (Press O and Square when HP is Low and Flashes in Red)
Get from clearing the Eggbear's story event in Seyfert Temple at in Celestia.
Kyokohan(Press O repeatedly after using Kyokoheki)
Get from clearing Young Keel's story event in Seyfert Dome at 169,19 in Inferia.
Kyokouha(Use to counter Eternal Finality that nereid uses, Press O + X + Square to use)
Get from clearing Chizel's story event in Seyfert Shrine at in Orbas Surface(Sky Plane).

The Combo Command Item can be use to execute skills without having to assign them.(*Seems that Gong Sniper already had post some of this when I add them.*29/1/2001*)

Where D is down, F is forward, B is backward, U is up, O is circle, X is cross

Majinken

D , DF , F , O

Raijinken

D , DF , F , X

Jirisazeme

F , D , DF , X

.Kokahazan

F , D , DF , O

Senkuuretpa

D , U , X

Retkuuzan

D , U , O

Majinken Souga

D , DF , F , O+X

Fuuraijinken

D , DF , F , X+square

Akisazeme

F , D , DF , X+square

Kogarenzan

F , D , DF , O+X

Senkuushouretpa

D , U , X+square

Shinkuretzan

D , U , O+X

Raijinshohazan

B , DB , D , DF , F , O

Majinzenretha

B , DB , D , DF , F , X

Kuuhazetshougeki

F , B , F , X

Majinrenkazan

F , B , F , O

Shouretkuugeki

D , D , D , X

Senkuusouhazen

D , D , D , O

Fuujinbakufuu

D , DB , B , DB , D , DF , F , square

Haotenku

D , DB , B , DB , D , DF , F , X

Moukorenkekiha

D , DB , B , DB , D , DF , F , O

Farah-

Farah's skills are almost non elemental. Except for her last skill, Satsugekibukouken. Farah can do more hits than even Rid can. So using her is the key to making combos. however her skills doesn't cover enough area as Rid's

so make sure you aim well.

Shouteha(TP 4)

2 Fist, 1 Foot

Sazanka(TP 6)

1 Fist, 2 Foot

Hienrenkyaku(TP 7)

4 Fist, 5 Foot

Rengadan(TP 8)

5 Fist, 2 Foot

Yousoushuugeki(TP 8)

4 Fist, 8 Foot, Hienrenkyaku 40 times.

Hiyouhonpo(TP 10)

15 Fist, 15 Foot

Farah phase through enemy

Gariukuuha(TP 12)

8 Fist, 4 Foot, Rengadan 30 times, Shouteha 10 times.

- While Meredy of Keel uses Heal, Farah's Gariukuuha will become Kairyuken -

Sankamoushuukiaku(TP 12)

11 Fist, 12 Foot, Sazanka 80 times, Yousoushuugeki 30 times.

Soudoushouteiha(TP 12)

10 Fist, 8 Foot, Shouteha 60 times, Gariukuuha 30 times.

- While Meredy or Keel uses Thunder Blade, Farah's Soudoushouteiha will turn in to Raisenken -

Hienrentenkyaku(TP 13)

9 Fist, 18 Foot, Hienrenkyaku 150 times.

Hachiyourenge(TP 18)

16 Fist, 8 Foot, Renkadan 150 times.

Yousourakubakushuu(TP 20)

22 Fist, 25 Foot, Sankamoushuukaiku 160 times, Hienrentenkyaku 100 times.

Shishisenkou(TP 20)

22 Fist, 14 Foot, Hachiyourenge 100 times, Soudoushouteiha 16 times.

Farah does a Burst of Dragon-like force up front

+Shikoubekusaijin(TP 50)

Shishisenkou 380 times

Satsugekibukouken(TP 60),Fire

30 Fist, 30 Foot, Shishisenkou 120 times, Yousourakubakushuu 120 times.

(this is put here by Michel Niu's request)

Farah has the secret move of Den'sin'bo'ti (if I spell it right.) You learn it by putting Farah as the leader and fight over 300 fight(with high level of course) It takes long time too charge that attack but it hit over ten-thousand. Another secret move of Farah only can be activate after using Den'sin'bo'ti, when Den'sin'bo'ti was used the enemy at front of you will be paralyzed and screen turn black, is you attack the freezing enemy (only freezing enemey!!) by 2 normal attack then chain an anti air attack like Hienrentenkyakuhten immediatly chain an on air attack like Sankamoushuukiaku, without killing the enemey, before the screen regain it's color Farah will be automaticall using Burning Dance of Fire Dragon

Syukou(TP 12)

Heal 1 Person

Regulus Dojo

Gedokukou(TP 4)

Cure Ailments 1 Person

Morle

Kaiseikou(TP 50)

Revive one Downed Ally

Farlos Church

*-While attacking upward, pressing attack in midair will cause Farah to use

Gariyusoenu -*

(*Gong Sniper's Post also had this*)

Shouteha

D , DF , F , O
Sazanka
D , DF , F , X
Rengadan
F , B , F , O
Hienrenkyaku
F , D , DF , X
Yousoushuugeki
D , D , X
Gariuukuuha
F , D , DF , O
Soudoushouteiha
D , DF , F , X+square
Hachiyourenga
F , B , F , O+X
Hienrentenkyaku
F , D , DF , X+square
Yousourakubakushuu
D , D , X+square
Soudou Shouteiha
D , DF , F , O+X
Hiyouhonpo
D , D , square
Shishisenkou
F , D , DF , O+X
+Shikoubekusaijin
Satsugekibukouken
D , DB , B , DB , D , DF , F , O
Syukou(Heal)
D , U , X
Gedokukou(Purify)
B , DB , D , DF , F , X
Keiseikou(Revive)
D , DB , B , DB , D , DF , F , X

Chat-

Picohan(TP 12) -Stun Enemies

<Earth>

already have

Rob Item (TP 15) -Steal Items

already have

Poihan (TP 16) -High Chance of Poisoning

<Water>

Found at 183,131 Celestia

Paralai Ball. (TP 16 + need to equip necklace) -Paralyze

<Electricity>

goto Seirei Onsen (Inferia 208,108)

Kochihan (TP 20) -Freezes Enemies

<Ice>

foud at Inferia Underwater Storage 2 (121,122)

Eternal Sorrow (TP 60) -Keeps throwing Hammer until no TP is left

Go back to Aifreed's Cave (Celestia 204,98) at the Rulet Room

use these answers to get Chat's Last skill.

- 1) 5
- 2) 6
- 3) 4
- 4) 4
- 5) 6
- 6) 3
- 7) 4
- 8) 1
- 9) 5
- 10) 6

Picohan
D, DF, F, X
Rob Item
F, B, F, X
Poihan
F, D, DF, X
Paralai Ball
B,DB, D, DF, F, X
Kochihan
D, D, X
Eternal Sorrow
D, DB, B, DB, D, DF,F, X

Fog-

Burning Force (20 TP 20) -Level 1 Fire element 2Hits
already have

Air Blade (TP 24) -Level 1 Wind element 7Hits

Peruti, barrel at the Pier.

Aqua Spiral (TP 28) -Level 1 Water element 6Hits

Tinnsia, near the Gnome statue.

Rise Laser (TP 34) -Level 2 Holy element 8Hits

Cape Fortress, where you first came to Celestia.

Dark Laser (TP 40) -Level 2 Dark element 12Hits

Luishka, in a broken down house in the top-left of the town(about 2 screen from town entrance)

Elemental Master (TP 72) -Level 3 Fire+Wind+Water+Force Element 13Hits

going to all place without Fog in your party in order to see Rishitia painting. when you go to Jini(night), she will give you a canceller, Fog's Skill equipment. go back and get Fog go left 1 screen(just look around)to see the last pickcat, now will let Fog pet him. but will disappears this time and now he will has the Elemental Master skill.

Burning Force

D, DF,F,X

Air Blade

F, D, DF,X

Aqua Spiral

D, U, X

Rise Laser

B, DB, D, DF, F, X

Dark Laser

D, D, D, X

Elemental Master

D, DB, B, DB, D, DF, F, X

Notes:

Burning Force

Press <Burning force> +O to explode shot after stopping it in midair.

Aqua Spiral

Press <Aqua spiral> and press O rapidly when the blue bubble of water appears to heal Fog.

(* thanks to Lugia249 for the Information*)

< Race>-

This guy isn't with you for long. but he's got skills too, hasn't he? so his skills

are put here to make the list complete.

Fuuraijinken(TP 8),Wind,Electricity

(Wind Thunder God Sword)

Akisazeme(TP 12)

(Autamn Falling Rain)

Souryurengazan(TP 12)

()

Souryuzankoken(TP 16),Light

There are no combo command available when you met him, so I can't make a command list of his skills.

/Spells/

Only Keel & Meredy can use spells. Most spells come from Frynging Spirits together. While some spell is available, another won't be. That's what Frynging is all about. Choose your spells wisely, then you can win most battles easily. and remember every spell has an elemental property,so use them accordingly.

(*) means that the spell is the most powerful of the line.

<Water:>

Aqua edge(TP4) Keel's Start spell

Spread(TP 9) Undine

A Gush of Water pour upwards.

Acid Rain(TP 10) Undine Lv.10 x Gnome Lv.5

Heal(TP 16) Undine Lv.1 x Sylph Lv.1

HP is restored to target.

Cure(TP 32) Undine Lv.15 x Maxwell Lv.1

Nurse(TP 42) UndineLv.10 x Celsius Lv.1

4 nurse rushes from the door to heal the party.

Resurrection(TP 60) Undine Lv. x Rem Lv.1

*Raise Dead(TP 96) Undine Lv. x Secondos Lv.1

<Wind>

Concentrate(TP 6) Sylph Lv.6 x Efreet Lv.5

Wind Cutter(TP 7) Keel's Start spell

A disc of rotating wind slashes the enemy.

Air Slash(TP 12) Sylph

3 sharp discs of wind slashes the enemy.

*Cyclone(TP 44) Sylph Lv.20 x Shadow Lv.9

<Fire>

Sharpness(TP 6) Efreet Lv.5 x Undine Lv.7

Raise Attack by %.

Fire Ball(TP 7) Keel's Start spell

4 balls of fire hits the enemy.

Flame Wall(TP 12) Efreet x Gnome

Eruption(TP 18) Efreet

fireballs erupts from the ground and rains down on the enemies.

*Explode(TP 36) Efreet Lv.15 x Volt Lv.9

Stream of fire hits down from above creating a giant explosion.

<Earth>

Crive(TP) Meredy's Start spell

Resist(TP) Gnome x

Rock Break(TP) Gnome

*Grand Dusher(TP) Gnome Lv. 21x Shadow Lv. 9

Powerful Earth wave rips enemies and push them back.

<Ice>

Ice Needle(TP 6) Meredy's Start spell

Many Ice shard pierce through the enemy.

Resist(TP 6) Celsius Lv.10 x Gnome Lv.7

Reduce Damage from Elements by %.

Blizzard(TP 20) Celsius Lv.12 x Sylph Lv.15

A sudden snow storm accurs.

Frost Lancer(TP 21) Celsius

*Absolute(TP30) Celsius Lv.14 x Volt Lv.12

The Enemy is suddenly put in a block of ice at absolute tempreature.

<Electricity>

Lightning(TP7) Meredy's Start spell
A small lightning hits the enemy
Recover(TP 10) Volt Lv.6 x Gnome Lv.1
Cure Ailments.
Charge(TP 10)Volt Lv.5 x Sylph Lv.13
TP is transfered from the caster.
Thunder Blade(TP 24) Volt
Varia
*Indignation(TP 52) Volt Lv.15 x Rem Lv.10

<Dark>

Deep Mist(TP 6) Shadow Lv.5 x Undine Lv.15
Down Accuracy by %.
Barrier(TP 6) Shadow Lv.5 x Volt Lv.10
Reduce Damage by %.
Dark Force(TP 32) Shadow
*Bloody Howling(TP 72)Shadow Lv.20 x Secondos Lv.15

<Light>

Holy Bless
Ray(TP 30) Rem
*Holy Lance(TP 52)
Rem Lv.20 x Maxwell Lv.15 or Rem Lv.15 x Efreet Lv.20

<Force>

Meteor Swarm(TP 60) Maxwell
*Shooting Star(TP 80) Maxwell Lv.20 x Secondos Lv.20
[When Maxwell's Bar is at Maximum, Casting Shooting Star will turn the caster into Arche! (similar to the Groovy Arche game found in Tales of Phantasia)]

<Time>

Stragnation(TP 16),Secondos Lv.5 x Celsius Lv.30
Recieved Damage is reduce.
*Distortion(TP 64) Secondos

/Summons/

Summons are instant spells that require no time to cast. But your gauge for that spirit must be full first.

Undine(Water) TP 30

Undine appears and slams her trident to the ground.
-Heals all party HP and damages all enemies.

Sylph(Wind) TP 40

Sylph cause a whirlwind to throws up all enemies and slams 'em to the ground.

Efreet(Fire) TP 50

Efreet Bust up ward. burning everything in sight.

Gnome(Earth) TP 60

Little Elves appeared all over the field and Gnome gush up from the ground to attack the enemies.
-Attack has Poison property.

Celsius(Ice) TP 70

Celsius summons a giant wolf who blow away the enemy and when Celsius is on it's back, it's unleash a powerful blow.
-Attack has Freezing property, blow enemy to the other side.

Volt(Electricity) TP 80

Volt sprays lightning on to the enemies. Follows by a raid of little Volts flooding the place. Enemies are stunned temporary.
-Attack has Knocked down property

Shadow(Dark) TP 90
Rem(Light) TP 90
Maxwell(Force) TP
Secondos(Time) TP

This Summon is special because it has no gauge to cast but instead depend on a real-time,in-game clock and will be accessible every 30 minutes of current gameplay.

Destiny(Fire,Ice,Water,Force,Dark) TP 200

/Crymel Mixing Effects/

Frynging doesn't always results in spells. It can combine to make effects for the holder as well. so what good is it? see for yourself.

+ Medical Plus

Sylph Lv.10 x Rem Lv.10

Heal Spell effect +5%

(means that all your healing spells are 5% stronger than usual.)

+ Item Getter

Sylph Lv.10 x Maxwell Lv.10

Technical Smash +2%

(adds 2% to any Technical smash bonus recieves)

+ Mental Check

Gnome Lv.5 x Sylph Lv.10

Restore TP +1% periodically

+ Life Rescue

Gnome Lv.10 x Rem Lv.10

+ Mental Supply

Gnome Lv.20 x Maxwell Lv.20

Spells does 128 Percent Damage, 1/64 TP is restore every 64 seconds.

+ Frost Guard

Celsius Lv.10 x Efreet Lv.10

Immune to Frost Effect

+ Paralyze Guard

Volt Lv.10 x Undine Lv.10

Immune to Stun Effect

+ Heal Weapon

Rem Lv.10 x Shadow Lv.10

Hit to Restore HP

+ Mental UP

Secondos Lv.10 x Efreet Lv.10

When Level UP, +1 to TP

+ Drain Guard

Secondos Lv.10 x Rem Lv.5

Immune to HP/TP drain effect

+ Life UP

Maxwell Lv.10 x Celsius Lv.10

When Level UP, +2 to HP

+ Poison Guard

Maxwell Lv.10 x Shadow Lv.10

Immune to TP/HP Drain Effect

/Boss/Enemies/Special Characters Spells & Skills/

These are the Skills/Spells that is use ONLY by the enemies,Boss, and the characters you control for a short time. This means that you shouldn't waste your time looking for a way to get it, even if it appears in the Voice sample.

Skills:

Valkyrie Slash

Valkyrie Strike

Spells:
Fearful Flare
Prism Sword
Plasma Wave

Game Data Lists

/Experience Required to Reach Level/

8	Rid starts with this(and Rid is the lowest leveled starting character in the game.)
9	1,074 Exp
10	1,500 Exp
15	5,513 Exp
20	14,108 Exp
25	29,561 Exp
30	54,521 Exp
35	92,014 Exp
40	145,439 Exp
45	218,572 Exp
50	315,562 Exp
55	440,935 Exp
60	599,590 Exp
65	796,803 Exp
70	1,038,223 Exp
75	1,329,876 Exp
80	1,678,161 Exp
85	?,???,???
90	?,???,???
95	?,???,???
100	?,???,???
250	??,???,???,???

/Equipments/

To fight those villains in the Eternia world. you'll need more than your bare hands to do so. You'll need.. Equipment! to extend your hopes to rid the world of evil. And there's a lot to choose from.

-----|- Swords: Use by Rid, Race
Saint Rapier(Sell for 100 Gald)
Slash 100,Thrust 200
Long Sword(Buy for 300 Gald in Racheans & Minche, Sell for 150 Gald)
Slash 70,Thrust 70
Dropped by Sword Soldier
Saber(Sell for 260 Gald)
Slash 105,Thrust 85, Accuracy 5
Rapier(Sell for 400 Gald)
Slash 80,Thrust 140, Accuracy 10
Knight Saber(Buy for 1,600 Gald, Sell for 800 Gald)
Slash 150,Thrust 130
Bastard Sword(Sell for 1,000 Gald)
Slash 180,Thrust 175
Shamseal(Sell for 1,500 Gald)

Slash 260, Thrust 200
Nimble Rapier(Sell for1,800 Gald)
Slash 200,Thrust 320, Accuracy 10
Flam Barge(Sell for 3,000 Gald)
Slash 320,Thrust 320,Fire
Saw Saber(Buy for 8,000 Gald, Sell for 4,000 Gald)
Slash 355,Thrust 350, Accuracy 5
Earth Blade(Sell for 5,000 Gald)
Slash 410,Thrust 405,Earth
Destroyer(Buy for 12,000 Gald, Sell for 6,000 Gald)
Slash 440, Thrust 440
Ice Coffin(Buy for 16,000 Gald, Sell for 8,000 Gald)
Slash 475, Thrust 460, Accuracy 15, Ice
Onibouchou(Buy for 20,000 Gald, Sell for 10,000 Gald)
Slash 500,Thrust 470
Voltage Sword(Sell for 20,000 Gald)
Slash 550,Thrust 565, Accuracy 10, Electricity
Flame Sword(Sell for 30,000 Gald)
Slash 610,Thrust 605, Accuracy 5, Fire
Vopal Sword(Sell for 60,000 Gald)
Slash 735,Thrust 710,Water
Nintouchazakura(Sell for 64,000 Gald)
Slash 740, Thrust 720, Accuracy 10
Excalibur(Sell for 80,000 Gald)
Slash 615,Thrust 590,5,Light
Given by Rem & Shadow, Volt Ruin
Last Fencer(Sell for 100,000 Gald)
Slash 765, Thrust 758,Luck 5, Evade 3,Accuracy 10
Given by Sagura,Aimen after Riberves quest.
Eternal Sword(Sell for100,000 Gald)
Slash 890.Thrust 850,Luck -2,Time
Given by Cless,Inferia City's Arena

----->Spears: Use by Rid

Short Spear(Buy for 300 Gald, Sell for150 Gald)
Slash 50,Thrust 85
Long Spear(Buy for 500 Gald, Sell for250 Gald)
Slash 66, Thrust 130
Kolseska(Sell for 750 Gald)
Slash 80, Thrust 230
Short Lance(Buy for 1,920 Gald, Sell for 960Gald)
Slash 100, Thrust 220, Accuracy 5
Palshizan(Buy for 2,960 Gald,Sell for 1,480 Gald)
Slash 155, Thrust 260, Accuracy 10
Arc Wind(Sell for 1,600 Gald)
Slash 170, Thrust 320, Accuracy 5, Wind
Found in Sylph Cavern
Trident(Buy for 6,400 Gald, Sell for 3,200 Gald)
Slash 240, Thrust 400, Water
Ogre Lance(Sell for 4,800 Gald)
Slash 300, Thrust 450, Accuracy 5
Demon Javelin(Buy for 12,000 Gald, Sell for 6,000 Gald)
Slash 320, Thrust 520, Accuracy 5, Dark
Draknar Lance(Sell for 21,000 Gald)
Slash 400, Thrust 680
Flame Lance(Sell for 32,000 Gald)
Slash 500, Thrust 780, Fire
Gungnir(Odin's Spear) (Sell for 90,000 Gald)
Slash 600, Thrust 999, Accuracy 5
Acquired after beating Wind Elemental, Nereid's Libarynth

===_|= Axe: Use by Rid

Hand Axe(Sell for 160 Gald)
Slash 75, Thrust 60
Rid's Starting Weapon
Franchesca(Buy in Regulus Dojo for 400 Gald, Sell for 200 Gald)
Slash 110, Thrust 70
Battle Axe(Sell for 700 Gald)
Slash190,Thrust 60, Accuracy 5
Crescent Axe(Buy in Inferia City for 2,200 Gald, Sell for 1,100 Gald)
Slash 300,Thurst 140
Bardische(Buy in Imen for 8,400 Gald, Sell for 4,200 Gald)
Slash 410, Thurst 300
Battle Pick(Buy in Tinnsia for 12,400 Gald, Sell for 6,200 Gald)
Slash 480, Thurst 200
Strike Axe(Sell for 18,000 Gald)
Slash 680, Thurst 320, Accuracy -5, Electricity
Drop by Falling Riz
Gaia Cleaver(Sell for 84.000 Gald)
Slash 999, Thurst 500, Accuracy -5, Earth
Acquired after beating Dark Elemental, Nereid's Libarynth

--i==- Dagger: Use by Rid

Short Swords(Buy in Regulus Dojo for 200 Gald, Sell for 100 Gald)
Slash 50, Thrust 40, Accuracy 30
Cincuedia(Buy in Barole for 1,600 Gald, Sell for 800 Gald)
Slash 160, Thurst 170, Accuracy 30
Found in Undine stream
Assult Dagger(Sell for 1,600 Gald)
Slash 250, Thrust 260, Accuracy 30
Found in Sylph Cavern
Gradius(Buy in Imen for 8,400 Gald, Sell for 4,200 Gald)
Slash 320, Thrust 310,Accuracy 20
Gnome Pick(Sell for 5,000 Gald)
Slash 390, Thrust 360, Accuracy 30,Earth
Found in Gnome Cave
Kadal(Buy in Tinnsia for 17,600 Gald, Sell for 8,800 Gald)
Slash 450, Thrust 450,2, Accuracy 20
Kris Dagger(Buy in Jini for 9,800 Gald, Sell for 20,000 Gald)
Slash 650, Thrust 650, Accuracy 30

==IIDDDDD>Large Swords: Use by Rid

Steel Sword(Buy for 2,400 Gald, Sell for 1,200 Gald)
Slash 330, Thrust 240, Evade -2, Accuracy -20
Great Sword(Sell for 3,300Gald)
Slash 390, Thrust 370, Evade -3, Accuracy -20
Soul Eater(Sell for 5,600Gald)
Slash 490, Thrust 430, Accuracy -30, Dark
Dragon Bane(Sell for 26,000Gald)
Slash 670, Thrust 650, Accuracy -30, Dark
Hanuman Shaft(Monkey God Staff)(Buy in Jini for 13,200 Gald, Sell for 33,000 Gald)
Slash 790, Thrust 740, Luck 5, Accuracy -20
Seiryotou(Sell for 75,000 Gald)
Slash 865, Thrust 840, Defense 5, Accuracy -10, Water
Found in Chizel's Castle
Last Defencer
Slash 765, Thrust 765,Luck 5, Evade 3,Accuracy 10
Acquired from ????

-----V- Halberds: Use by Rid

Deck brush(Sell for 200 Gald)*
Slash 200, Thrust 200, Accuracy 30, Wind
Found in Van Eltia*one of 7 treasures of Celestia*
Pole Axe(Sell for 500 Gald)
Slash 120, Thrust 120, Accuracy -15

Found in Minche Mountain

Heavy Grip(Buy in Inferia City for 2,000 Gald, Sell for 1,000 Gald)

Slash 220, Thrust 220, Accuracy -10

Halberd(Buy in Chambard for 3,800 Gald, Sell for 1,900 Gald)

Slash 300, Thrust 300, Accuracy -5

War Hammer(Buy in Imen for 9,000 Gald, Sell for 4,500 Gald)

Slash 370, Thrust 370, Accuracy -10

Melnil(Buy in Jini for 11,000 Gald, Sell for 20,000 Gald)

Slash 510, Thrust 515, Electricity

Saint Halberd(Sell for 30,000 Gald)

Slash 630, Thrust 630, Luck 8, Accuracy -15

Found in Shadow Cave

Knuckles: Use by Farah

Power Mitts(Buy for 400 Gald, Sell for 200 Gald)

Fist 67, Foot 75, Accuracy 3

Leather Arms(Sell for 250 Gald)

Fist 60, Foot 68, Accuracy 2

Chain Arms(Sell for 340 Gald)

Fist 90, Foot 92, Accuracy 5

Iron Arms(Sell for 940 Gald)

Fist 180, Foot 165, Accuracy 2

Needle Glove(Buy for 2,400 Gald, Sell for 1,200 Gald)

Fist 210, Foot 180, Accuracy 5

Venom(Sell for 2,000 Gald)

Fist 240, Foot 215, Accuracy 3

Poison Son(Buy in Inferia City for 1,440 Gald, Sell for 720 Gald)

Fist 118, Foot 125, Accuracy 7

Dropped by Giant Spider

Shiver Knuckle (Buy for 7,600 Gald, Sell for 3,800 Gald)

Fist 275, Foot 255, Accuracy 10

Bone Knuckle(Sell for 4,400 Gald)

Fist 300, Foot 295, Luck -6, Accuracy 2, Dark

Dropped by Hebisnig

Bear Claw(Sell for 4,800)

Fist 325, Foot 320, Accuracy 8

Ghost Shell(Sell for 5,200 Gald)

Fist 365, Foot 350, Luck -10, Dark

Crystal Shell(Buy for 12,000 Gald, Sell for 6,000 Gald)

Fist 400, Foot 420, Accuracy 5

Dragon Fang(Buy for 18,600 Gald, Sell for 9,400 Gald)

Fist 470, Foot 440, Accuracy 10

Mithril Arms(Buy for 40,000 Gald, Sell for 20,000 Gald)

Fist 515, Foot 530, Accuracy 5

Flare Arms(Sell for 33,000 Gald)

Fist 580, Foot 620, Accuracy 7, Fire

Dyer Knuckle(Sell for 70,000 Gald)

Fist 650, Foot 635, Accuracy 7

Kaiser Knuckle(Sell for 72,000 Gald)

Fist 760, Foot 725, Accuracy 10

Dropped by Rowcamal

God Weapon(Sell for 88,000 Gald)

Fist 800, Foot 805, Luck 10, Accuracy 7, Holy

Dropped by Maxwell, the Force spirit, Farlos Church

-----o Rod: Use by Keel

Rod(Buy for 400 Gald, Sell for 200 Gald)

Attack 40

Gem Rod(Buy for 3,200, Sell for 1,600 Gald)

Attack 200

Ruby Wand(7,200 Sell for 3,600 Gald)

Attack 260

Skull Staff(11,200 Gald, Sell for 5,600 Gald)

Attack 380, Magic 5, Luck -10
Holy Staff(Sell for 16,800 Gald)
Attack 480, Luck 8, Holy
BC Rod(Sell for 37,500 Gald)
Attack 740
Found in Glimmering Spire, After beating Valkyrie

Mace: Use by Keel
Mace(Buy for 1,200 Gald,Sell for 600 Gald)
Attack 110
Star Mace(Sell for 28,000 Gald)
Attack 650, Magic 5, Luck 5, Force
Dropped by Beast Ogre

Whistle: Use by Meredy
Whistle(Buy for 300 Gald, Sell for150 Gald)
Attack 35, Accuracy -3
Piyo Piyo Whistle(Sell for 660 Gald)
Attack 100, Luck 5, Accuracy -5
Wegisbue(Buy for 1,640, Sell for 820 Gald)
Attack 160
Purity Horagy(Buy for 3,000 Gald, Sell for 1,500 Gald)
Attack 200, Luck 8
Memory W(histle) (Buy for 8,000 Gald, Sell for 4,000 Gald)
Attack 300
Toshike kiratsupa(17,600, Sell for 8,600 Gald)
Attack 460
Twinkle F(lute) (Sell for 24,000 Gald)
Attack 580,Magic 3,Luck 8
Eternia M(edalliion) (Sell for 38,000 Gald)
Attack 750, Magic 5, Time

Gun: Use by Fog
Assult Shot(Sell for 11,000 Gald)
Attack 485
Plasma Cannon(Buy for 20,000 Gald, Sell for 15,000 Gald)
Attack 525,Electricity
Grand Magnum(Buy for 40,000 Gald, Sell for 20,000 Gald)
Attack 610
Impulse Cannon(Buy for 80,000 Gald, Sell for 26,000 Gald)
Attack 700
Photon Eraser(Buy for 160,000 Gald, Sell for 32,000 Gald)
Attack 840
Mega Cruncher(Buy for 320,000 Gald, Sell for74,000 Gald)
Attack 955

Bag: Use by Chat
Chat's Bag(Sell for 5,400 Gald)
Attack 315
Total Bag(Buy in Peruti for 11,800 Gald, Sell for 5,900 Gald)
Attack 400
Big Bag(Buy in Baril's Castle for 19,000 Gald, Sell for 9,500 Gald)
Attack 480
Found in Ruin of Volt
Large Bag(Sell for 46,000 Gald)
Attack 720, Luck 30
Wonder Bag(Sell for 58,000 Gald)
Attack 780, Luck 8
Dropped by Gunner in Glimmering Spire, Nereid's Libarynth

Helmet: Use by Rid,Fog
Leather Helm(Buy for 240 Gald, Sell for 120 Gald)
Defense 1

Iron Sallet(Sell for 500 Gald)
Defense 3
Armet Helm(Buy for 1,440 Gald,Sell for 720 Gald)
Defense 5
Cross Helm(Buy for 3,600 Gald, Sell for 1,800 Gald)
Defense 10
Duel Helm(Buy for 5,000, Sell for 2,500 Gald)
Defense 14
Mithril Helm(Sell for 4,200 Gald)
Defense 18, Magic 2
Rare Helm(Sell for 8,000 Gald)
Defense 20
Golden Helm(Sell for 22,000 Gald)
Defense 24, Evade 5
Star Helm(Sell for 32,000 Gald)
Defense 28, Luck 2, Evade 3

Baret: Use by Chat

Aifreed's Hat(Sell for4,400 Gald)
Defense 12
Pirate Hat(Sell for 8,700 Gald)
Defense 18, Evade 6
Captain Hat(Sell for19,800 Gald)
Defense 24, Evade12

Circlet: Use by Keel, Race

Circlet(Buy for 760 Gald,Sell for380 Gald)
Defense 1, Magic 4
Gold Crest(Buy for3,560 Gald,Sell for1,780 Gald)
Defense 2, Magic 8
Mithril Crest(Sell for 4,000 Gald)
Defense 3, Magic 12
Holy Crest(Sell for 28,000 Gald)
Defense 4, Magic 18, Luck 5
Star Circlet(Sell for 32,000 Gald)
Defense 5, Magic 24
Cless's Bandana (Cless no Bandana) Use only by Rid
Evade 20, Accuracy 10, Time
Dropped by Cless, Inferia City's Arena

Ribbon: Use by Farah, Meredy

Ribbon(Buy for 200 Gald,Sell for 100 Gald)
Defense 2
Blue Ribbon(Buy for 2,800 Gald, Sell for 1,400 Gald)
Defense 5
Stripe Ribbon(Buy for 5,200 Gald, Sell for 2,600 Gald)
Defense 9, Evade 5
Check Ribbon(Buy for 10,000 Gald, Sell for 5,000 Gald)
Defense 16, Evade 10
Pretty Ribbon(Sell for18,000 Gald)
Defense 20, Luck 5, Evade 5
Arche's Ribbon(Arche no Ribbon) (Sell for 1,000 Gald)
Luck 50, Water, Wind, Fire, Earth
Dropped by Arche, Inferia City's Arena

Armor: Use by Rid

Soft Leather(Buy for 300 Gald, Sell for 150 Gald)
Defense 2
Hard Leather(Buy for 400 Gald, Sell for 200 Gald)
Defense 4
Protector(Sell for 780 Gald)
Defense 7
Chain Mail(Buy for 1,900 Gald, Sell for 950 Gald)

Defense 10
Ring Mail(Buy for 3,500 Gald, Sell for 1,750 Gald)
Defense 13
Sprint Mail(Buy for 8,000, Sell for 4,000 Gald)
Defense 15
Plate Mail(Buy for 12,000 Gald, Sell for 6,000 Gald)
Defense 18, Evade -3
Battle Suit(Buy for 16,800 Gald, Sell for 8,400 Gald)
Defense 22,Evade -3
Silver Plate(Sell for 18,000 Gald)
Defense 28,Evade -5
Reflects(Sell for 29,500 Gald)
Defense 35, Evade -3,
Mithril Plate(Sell for 30,000 Gald)
Defense 37, Evade -3
Rare Plate(Sell for 36,000 Gald)
Defense 38, Evade -5
Mam Bine(Sell for 68,000 Gald)
Defense 42, Earth, Electricity, Ice, Dark
Gold Armor(Sell for 80,000 Gald)
Defense 49, Water, Wind, Fire, Holy

Cloak: Use by Farah, Meredy, Chat
Cloak (Buy for 200 Gald,Sell for 100 Gald)
Defense 5
White Cloak(Buy for 1,480 Gald,Sell for 740 Gald)
Defense 8, Evade 5
Silk Cloak(Buy for 1,840 Gald, Sell for 920 Gald)
Defense 10, Magic 1, Luck 2
Amber Cloak(Buy for 7,800 Gald, Sell for 3,900 Gald)
Defense 10, Evade 10
Silver Cloak(Buy for 33,600 Gald, Sell for 16,800 Gald)
Defense 16, Evade 7
Holy Cloak(Sell for 26,000 Gald)
Defense 25, Luck 5
Mithril mesh(Sell for 30,000 Gald)
Defense 35, Magic 2, Evade 5
Star Cloak(Sell for 72,000 Gald)
Defense 40, Magic 3, ???

Robe: Use by Keel, Fog, Race
Robe(Buy for 300, Sell for 150 Gald)
Defense 12, Evade 1
Feather Robe(Buy for 1,560 Gald, Sell for 780 Gald)
Defense 9, Luck 2, Evade 3
Misty Robe(Buy for 1,440 Gald, Sell for 720 Gald)
Defense 14
Crystal Robe(Buy for 4,200 Gald,Sell for 2,100 Gald)
Defense 12 , Evade 2
Purity Robe(Buy for 8,800 Gald,Sell for 4,400 Gald)
Defense 14, Evade 5, Dark
Scale Robe(Buy for 36,000 Gald, Sell for 18,000 Gald)
Defense 22
Moon Robe(Sell for 30,000 Gald)
Defense 28, Magic 3
Spirit Robe(Sell for 70,000 Gald)
Defense 34, Evade 5, All

Shield: Use by Rid
Pot Lid(Nabe no Futa) (Buy for 100 Gald, Sell for 50 Gald)
Defense 2, Fire
Wood Shield(Sell for 100 Gald)
Defense 3, Evade 1

Buckler(Buy for 460 Gald, Sell for 230 Gald)
Defense 4, Evade 2
Apple Cedar(Sell for 400 Gald)
Luck 5, Evade 10
Storm Shield(Sell for 400 Gald)
Defense 6, Evade 3, Wind
Round Shield(Buy for 1,600 Gald, Sell for 800 Gald)
Defense 9, Evade 3
Fight Shield(Sell for 1,200 Gald)
Defense 6, Evade 8, Fire
Kite Shield(Buy for 4,000 Gald, Sell for 2,000 Gald)
Defense 13, Evade 5
Ankh Shield(Buy for 5,200 Gald, Sell for 2,600 Gald)
Defense 10, Evade 4
Fine Shield(Buy for 6,000 Gald, Sell for 3,000 Gald)
Defense 18, Evade 8
R Line Shield(Sell for 8,000 Gald)
Defense 28, Evade 4
Order Shield(Runebottle->Chaos Shield) (Sell for 9,000 Gald)
Defense 26, Evade 10
Star Shield(Sell for 15,000 Gald)
Defense 30, Evade 10
Chaos Shield(Runebottle ->Order Shield) (Sell for 20,000 Gald)
Defense 40, Luck -5, Evade 2
Beam Shield(Sell for 25,000 Gald)
Defense 32, Evade 12
B Line Shield(Sell for 25,000 Gald)
Defense 12, Evade 32
Rare Shield(Sell for 30,000 Gald)
Defense 10, Luck 5, Evade 28

Bracelet: Use by Farah, Meredy, Keel, Chat, Fog, Race
Wrist Band(Buy for 240 Gald, Sell for 120 Gald)
Defense 1
Iron Wrist(Buy for 1,320 Gald, Sell for 660 Gald)
Defense 3
Bracelet(Buy for 3,360 Gald, Sell for 1,680 Gald)
Defense 5
Kitchen Mit(Buy for 3,560 Gald, Sell for 1,780 Gald)
Defense 5, Evade 5, Fire
Gold Brace(Buy for 9,600 Gald, Sell for 4,800 Gald)
Defense 8
Pretty Mitten(Buy for 14,800 Gald, Sell for 7,400 Gald)
Defense 9, Luck 10, Evade 2
Lapis Brace(Buy for 33,600 Gald, Sell for 16,800 Gald)
Defense 11, Magic 2, Luck 2
Lovely Mitten(Sell for 17,000 Gald)
Defense 12, Luck 3, Evade 5, Light, Dark
Diya Brace(Sell for 18,000 Gald)
Defense 14
Cuty Mitten(Sell for 20,000 Gald)
Defense 15, Luck 5, Evade 5, Accuracy 5
Angel Brace(Sell for 22,000 Gald)
Defense 18, Luck 8
Mithril Brace(Sell for 22,000 Gald)
Defense 22, Magic 2
Star Brace(Sell for 30,000 Gald)
Defense 26

Mantle:

Mantle(Buy for 30 Gald, Sell for 15 Gald)
+1 to Defense
Sheep Mantle(Buy for 2,400 Gald, Sell for 1,200 Gald)

+5 to Defense,+5 to Evade
Leather Mantle(Buy for 100 Gald, Sell for 50 Gald)
+3 to Defense
Aqua Mantle(Sell for 8,000 Gald),Water
Damage from Water is reduce 30%
Elven Mantle(Sell for 8,000 Gald)
+12 to Defense, +20 to Luck, +10 to Evade
Celesti Mantle(Runebottle ->Inferi Mantle) (Sell for 10,000 Gald),Earth, Ice, Electricity
Damage from Earth,Ice and Electricity is reduce.
Inferi Mantle(Runebottle ->Celesti Mantle) (Sell for 10,000 Gald),Water, Wind, Fire
Damage from Water,Wind and Fire is reduce.
Thunder Mantle(Sell for 8,000 Gald),Electricity, Wind
Damage from Electricity is reduce 30%
Flare Mantle(Sell for 8,000 Gald),Fire, Earth
Damage from Fire is reduce 30%
Smash Mantle
Raise Technical Smash Bonus

Boots:

Elven Boots(Sell for 8,000 Gald)
Jet Boots(Sell for 12,000 Gald)
+8 to Defense, + 8 to Evade
Speeds up running
Persia Boots(Sell for 38,000 Gald),All
Damage from all Elements is reduce by 30%.
Water greeves(Mitsugumo) (Sell for 10,000 Gald),Water
Damage from Water is reduce by 50%.

Gem:

Black Oynx(Runebottle ->Moon Crystal) (Sell for 16,000 Gald)
Increase HP by 30%.
Moon Crystal(Runebottle ->Black Oynx) (Sell for 18,000 Gald)
Increase TP by 30%.
Magic Mist(Buy for 6,000 Gald, Sell for 3,000 Gald)
Halves Escape time.

Charm:

Talisman(Sell for 8,000 Gald)
Increase Defense by 5%.
Poison Check(Buy for 6,000 Gald, Sell for 3,000 Gald),Water
Make wearer immune to HP/TP drain.
Frost Check(Buy for 20,000 Gald, Sell for 10,000 Gald),Ice
Make wearer immune to Freeze symtom.
Paralyze Check(Buy for 24,000 Gald, Sell for 12,000 Gald),Electricity
Make wearer immune to Paralyze symtom.
Dream Check(Sell for 18,000 Gald),Dark
Make wearer immune to Stun symtom
Piyohan(Sell for 25,000 Gald)
Combo Command(Runebottle ->Stop Ring) (Sell for 6,000 Gald)
Execute skill using Fighting style like command.
Cancellor(Sell for 30,000 Gald) Use only by Fog
Use to execute Skill simaltaniously from Lv.1 to Lv.2 to Lv.3 in order. Significantly re-
duce casting time.
Picohan Revenge(Sell for 25,000 Gald) Use only by Chat
Take Hammer revenge when Chat's taken damage
BlueTalisman(Runebottle ->Fight Symbol) (Sell for 16,000 Gald)
Increase Defense by 10%
Technical Ring(Sell for 6,000 Gald)
Heal Bangle(Sell for 12,000 Gald)
Restore 8%HP After defeating an enemy
Mental Bangle(Sell for 12,000 Gald)
Restore 3%HP After defeating an enemy

Ring:

Emerald Ring(Sell for 24,000 Gald)
Reduce TP usage to 2/3.
Step Ring(Runebottle ->Combo Command) (Sell for 6,000 Gald)
While guarding, wearer can jump backwards by pressing back+down.
Mental Ring(Sell for 20,000 Gald)
Restore 1%TP periodically
Fairy Ring(Sell for 48,000 Gald)
Restore TP periodically
Protect Ring(Runebottle-> Resist Ring) (Sell for 8,000 Gald)
Increase Attack by 10%
Force Ring(Runebottle->Reflect Ring) (Sell for 24,000 Gald)
Increase Attack by 20%
Resist Ring(Runebottle->Protect Ring) (Sell for 14,000 Gald)
Damage from all elements is reduce by 10%.
Reflect Ring(Runebottle->Force Ring) (Sell for 24,000 Gald)
Damage from all elements is reduce by 20%.
Riverviser(Sell for 32,000 Gald)
Auto Guard?
Rejyumu ring(Sell for 10 Gald)

Crest:

Extreme(Sell for 26,000 Gald)
+300 to Attack, -200 to Defense, -20 to Evade,+20 to Accuracy
Corona Symbol(Sell for 40,000 Gald)
Halves Casting time
Demon Seal(Sell for 123 Gald)
Inflicts 2 Ailments onto wearer in battle, 2x to Experience recieves.
Daris Emblem(Sell for 100,000 Gald)
+100 to Accuracy
Mystic Symbol(Sell for 30,000 Gald)
Restore HP periodically
Holy Symbol(Sell for 20,000 Gald)
Restore 5% of HP periodically
Fight Symbol(Runebottle ->Blue Talisman) (Sell for 10,000 Gald)
Increase Attack by 10%
Rabbit Symbol(Sell for 10,000 Gald)
+30 to Luck

Doll:

Reverse Doll(Runebottle ->Cefira) (Sell for 321 Gald)
Revives wearer with full HP,Reverse Doll is destroyed.
Cefira(Sell for 16,500 Gald)
Goddess Statue, Have good price. (May be Boost Gald receives???)

Gauntlet: Use by Rid

Hyper Gauntlet(H Gauntet) (Sell for 30.000 Gald)
+10 to Attack, +10 to Accuracy

/Items/

HP/TP restoring items:

Apple Gummy(Runebottle ->Orange Gummy) (Buy for 100 Gald, Sell for50 Gald)
Restore 30% HP
Orange Gummy(Runebottle ->Apple Gummy) (Buy for 200 Gald, Sell for100 Gald)
Restore 30% TP
Lemon Gummy(Runebottle ->High Gummy) (Buy for2,500 Gald, Sell for1,250 Gald)
Restore 60% HP
High Gummy(Runebottle ->Lemon Gummy) (Buy for 3,000 Gald, Sell for1,500 Gald)
Restore 60% TP
Mix Gummy(Buy for 1,000 Gald, Sell for 500 Gald)
Restore 30% of HP & TP

Miracle Gummy(Buy for 6,000 Gald, Sell for3,000 Gald)
Restore 60% of HP & TP
Mackerel Gummy(Sell for 75 Gald)
Elixir(Sell for 10,000 Gald)
Fully recover HP & TP

Status increasing items:

Sage(Runebottle ->Savory) (Sell for 800 Gald)
Increase HP by 5%
Red Sage(Runebottle ->Red Savory) (Sell for 1,400 Gald)
Increase HP by 10%
Savory(Runebottle ->Sage) (Sell for 600 Gald)
Increase TP by 5%
Red Savory(Runebottle ->Red Sage) (Sell for 1,000 Gald)
Increase TP by 10%
Lavender(Runebottle ->Bellbane) (Sell for 800 Gald)
Increase Strength by 1
Red Lavender(Runebottle ->Red Bellbane) (Sell for1,450 Gald)
Increase Strength by 2
Belbane(Runebottle ->Lavender) (Sell for1,000 Gald)
Increase Agility by 1
Red Belbane(Runebottle ->Red Lavender) (Sell for 1,800 Gald)
Increase Agility by 2

Crymel Gauge items:

Blue Fragment(Ao no Kakera) (Sell for 500 Gald)
Increase Celsius's Gauge by 1 and Experience.
Red Fragment(Aka no Kakera) (Sell for 500 Gald)
Increase Efreet's Gauge by 1and Experience.
(Kuru no Kakera) (Sell for 500 Gald)
Increase 's Gauge by 1 and Experience.
Yellow Fragment(Kiiru no Kakera) (Sell for 500 Gald)
Increase Volt's Gauge by 1 and Experience.
White Fragment(Shiru no Kakera) (Sell for 500 Gald)
Increase Rem's Gauge by 1 and Experience.
Green Fragment(Midori no Kakera) (Sell for 500 Gald)
Increase Sylph's Gauge by 1 and Experience.
LightBlue Fragment(Mizuru no Kakera) (Sell for 500 Gald)
Increase Undine's Gauge by 1 and 83 Exp.
Purple Fragment(Murasaki no Kakera) (Sell for 500 Gald)
Increase Shadow's Gauge by 1and Experience.
(Kishouseki) (Sell for 3,000 Gald)
Increase 's Gauge by 2 and Experience.
(Rakushouseki) (Sell for 3,000 Gald)
Increase 's Gauge by 2 and Experience.
(ShiShouseki) (Sell for 3,000 Gald)
Increase Volt's Gauge by 2 and Experience.
(Suishouseki) (Buy for 6,000 Gald, Sell for 3,000 Gald)
Increase Undine's Gauge by 2 and Experience.
(Seishouseki) (Sell for 3,000 Gald)
Increase 's Gauge by 2 and Experience.
(Sakishouseki) (Sell for 3,000 Gald)
Increase 's Gauge by 2 and Experience.
(Hokushouseki) (Sell for 3,000 Gald)
Increase 's Gauge by 2 and Experience.
Iyokushouseki (Sell for 3,000 Gald)
Increase Sylph's Gauge by 2 and Experience.

Battle Items:

Old Divide(Sell for100 Gald)
Hourglass(Sell for 3,000 Gald)
Freezes Time and make most of the enemy stand still.
pay 1,000,000 to the vending machine in the Van Eltia's item shop to get this.

Spectacles(Buy for 50 Gald, Sell for 25 Gald)
Liquer Bottle(Buy for 1,200 Gald,Sell for 600 Gald)
Up 30%Defense but down 20% Attack
Flare Bottle(Buy for 600 Gald, Sell for 300 Gald)
Up 30% Attack but down 20% Defense
Penecea Bottle(Buy for 160 Gald, Sell for 80 Gald)
Cure Ailments
Life Bottle(Buy for 400 Gald, Sell for 200 Gald)
Revive KO'ed Allies

Charm Bottle(Runebottle ->Mystical Charm) (Sell for 1,250 Gald)
Up Charisma temporary by 3
Mystical Charm(Sell for 3,000 Gald)
Up Charisma temporary by 5
Dark Bottle(Runebottle ->Holy Bottle) (Buy for 200 Gald, Sell for100 Gald)
Increase Encounter Rate
Holy Bottle(Runebottle ->Dark Bottle) (Buy for 200 Gald, Sell for 100 Gald)
Decrease Encounter Rate
Rune Bottle(Sell for 2,400 Gald)
Improve items
pay 1,100,000 to the vending machine in the Van Eltia's item shop to get this.

Special items:

Horn(Yamotsuno) (Sell for 180 Gald)
Drop by Falsha Horn in Farlos Mountain area.
Takigimushi(Sell for 100 Gald)
Auction from Auction hall in Jini
Fuyu Tomato-*(Sell for 100 Gald)
Hoshikawa(Sell for 400 Gald)
found by Farah after she floats15 Kiruma Fruit in the Spirit Hot spring(event).
Howdy Banri(Sell for 200 Gald)
Gather all ingredients and have it mix in Racheans.
Button-*(Sell for 80 Gald)
found by Meredy in the second changer.of Chambard's Clothshop.
FuShu Baby-*(Sell for 1,200 Gald)
Wind Ball-*(Sell for 400 Gald)
Give to you by Kamulan in Racheans, after Uploading the Eter Poke4
savedata.
Culdron no Supo-*(Sell for 300 Gald)
found in Gnome Cave
Rozania's Dress-*(Sell for 800 Gald)
found in Aifreed's Tomb
Doeniz no Bopuri-
Uchiwa-
Give to you by Ai, After beating the Chamballon minigame
Kakomon-
Bought from student at Mintche's Pier for 100,000 Gald
Silvergauge
found in Underwater Storage #1-#5 in Celestia
King no Shocker-
found in King Bedroom, on the Shelf opposite his bed.
Weltas Daikin-
found in Royal theater in Inferia City, After watching all 8 parts of the play
" Weltas By"
Oshirui-*

(-*) don't know how to use or what it is use for.

/Food Ingredients/

There are 33 ingredients for you to choose from. Some are buyable some-
where and some are not easy to find.Try collecting all of them!

Armango(Buy for 80 Gald, Sell for 40 Gald)

Strawberry(Ichigo) (Buy for 80 Gald, Sell for 40 Gald)

There's even a store that only sells this stuff! in Inferia at 52,25

Kiwi(Buy for 80 Gald, Sell for 40 Gald)

Cucumber(Kyuuri) (Buy for 50 Gald, Sell for 25 Gald)

Press Veggettable(Konyac) (Buy for 60 Gald, Sell for 30 Gald)

Tofu(Buy for 60 Gald, Sell for 30 Gald)

Kiruma Fruit(Buy for 80 Gald, Sell for 40 Gald)

Cabbage(Buy for 60 Gald, Sell for 30 Gald)

Lobster(Ebi) (Buy for 80 Gald, Sell for 40 Gald)

Squid(Iga) (Buy for 80 Gald, Sell for 40 Gald)

Potato(Buy for 50 Gald, Sell for 25 Gald)

Banana(Buy for 50 Gald, Sell for 25 Gald)

Bead(Buy for 60 Gald, Sell for 30 Gald)

Bread(Buy for 60 Gald, Sell for 30 Gald)

Milk(Buy for 50 Gald, Sell for 25 Gald)

Cheese(Buy for 60 Gald, Sell for 30 Gald)

Lettuce(Buy for 60 Gald, Sell for 30 Gald)

Lemon(Buy for 60 Gald, Sell for 30 Gald)

Rice(Buy for 100 Gald, Sell for 50 Gald)

Tomato(Buy for 80 Gald Sell for 40 Gald)

Tusk Meat(Tusk no Niku) (Buy for 150 Gald, Sell for 75 Gald)*

Onion(Tamanegi) (Buy for 50 Gald, Sell for 25 Gald)

Pasta(Buy for 60 Gald, Sell for 30 Gald)

Banyamen(Buy for 60 Gald, Sell for 30 Gald)

Bear Meat(Bear no Niku) (Buy for 150 Gald, Sell for 75 Gald)

Carrot(Ninjin) (Buy for 50 Gald, Sell for 25 Gald)

White Sode(Buy for 60 Gald, Sell for 30 Gald)*

Red Sode(Buy for 60 Gald, Sell for 30 Gald)*

Black Sode(Buy for 100 Gald, Sell for 50 Gald)*

Purple Sode(Buy for 200 Gald, Sell for 100 Gald)**

Mackerel(Buy for 200 Gald, Sell for 100 Gald)

Egg(Tamago) (Buy for 50 Gald, Sell for 25 Gald)

Daikon(Buy for 60 Gald, Sell for 30 Gald)

*-Only available in Celestia

**-Only available in Catmen's Village

/Valuables/

Inferi Sea Map

Get from Captian's desk in Sunken ship

Inferi Map

Get from Mazet in Morle after finding Quickie.

Celesti Map

Get from Gaston in Peruti(after snow melts)

Celesti Sea Map

Buy from man in Jini for 10,000 Gald or 100 Jini

Freeze Ring-Press R1 to Shoot while in Game Screen

Get from Celsius at Mountain Celsius

Sorcerer's Ring-Press L1 to Shoot while in Game Screen

Get from Rem at Efreet Gorge

Eter Poke 1

Complete Eter Poke 1 Quest.

Eter Poke 2

Get from Ponz, the boy who's with Lotte at the spirit pump In Imen before destruction of Imen

Eter Poke 3

Complete Eter Poke 3 Quest.

Eter Poke 4

Complete Eter Poke4 Quest.

Gevius -Display Co-ordinates on World screen

Manual Book(Manual Zukan)-Make available the Manual control option in battle

Get from man in the 2nd room of Regulus Dojo

Josen Pass -Allow Party to travel using ships in Inferia.

Recieve from Roin outside of Inferia's Castle

Oje Earring-Allow Rid, Farah, Keel to understand Celestia's Language (Not quite perfect)

Get from Mazet in Morle

Mere kiss Badge

Given by Gaston at Peruti (after snow melts) to certify you to Fog

Monster Book (Monster Zukan) (256 Monsters)

Get from Mazet in Morle

Siunseki

Orb of Darkness (Yami no Tama)

Orb of Light (Hikari no Tama)

Train Fuel -Allow Party to travel using trains in Celestia.

Buy from Sagura in Imen

Seyfert Key -Key to All of Seyfert Shrines.

Recieve from Race who is dying

Swordian (S.D.) -Allow the use of the Summon- Destiny (TP 200)

Get from Underwater Storage #1 after defeating Valkyrie at Shining Spire

Collector's Book (Collector Zukan)

Get from bookshelf on desk in 2nd floor of Kamulan's house in Racheans

/Monster Data (256 Monsters)/

Here is the list of the enemies you'll be facing. Most of these Info are taken from the Monster's Book (Monster Zukan)

#000 Bandit

HP 900, 10 Exp, 36 Gald

Attack 40, Defense 60, Magic 55

Weak against: Fire

Drops: Cheese 30%, Cheepus Mantle 12%

Steal: Cheese 90%

Location: Racheans - Regulus Area

#001 Striker

HP 1,200, 27 Exp, 72 Gald

Attack 88, Defense 140, Magic 43

Weak against: Dark

Drops: Bread 35%, Apple Gummy 15%

Steal: Bread 90%

Location:

#002 Night Flyer

HP 3,333, 82 Exp, 312 Gald

Attack 202, Defense 290, Magic 30

Strong against: Wind 20%, Dark 30%

Weak against: Fire 10%, Light 50%

Drops: Apple Gummy 20%, Milk 12%

Steal: Milk 75%

Location:

#003 Sword Soldier

HP 780, 14 Exp, 63 Gald

Attack 80, Defense 110, Magic 50

Drops: Bread 40%, Long Sword 2%

Steal: Bread 95%

Location:

#004 Troll

HP 2,400, 36 Exp, 200 Gald

Attack 200, Defense 140, Magic 48

Strong against: Fire, Earth

Weak against: Water

Drops: Apple Gummy 15%, Savory 1%

Steal: Apple Gummy 95%

Location: Nostos Cave - Forest of Temptation Area

#005 Witch

HP 450, 14 Exp, 72 Gald
Attack 63, Defense 22, Magic 12
Strong against: Ice
Weak against: Fire
Drops: Spectacle 25%, Pasta 45%
Steal: Pasta 95%
Location:

#006 Anger Lizard

HP 8,500, 212 Exp, 1,150 Gald
Attack 276, Defense 380, Magic 35
Weak against: Ice
Drops: Mix Gummy 12%, Bead 35%
Location:

#007 Mage

HP 850, 22 Exp, 80 Gald
Attack 77, Defense 80, Magic 50, Water
Drops: Lemon 35%, Apple Gummy 15%
Steal: Lemon 90%
Location:

#008 Roller Snail

HP 3,200, 105 Exp, 620 Gald
Attack 214, Defense 250, Magic 70, Earth
Strong against: Earth 30%
Drops: Life Bottle 15%, Holy Bottle 22%
Steal: Life Bottle 95%
Location: Cave of Gnome

#009 Terror Needle

HP 200, 10 Exp, 36 Gald
Attack 49, Defense 60, Magic 52
Drops: Penecea Bottle 3%
Location:

#010 Hunmasroa

HP 1,000, 21 Exp, 80 Gald
Attack 82, Defense 120, Magic 50
Drops: Spectacle 25%, Apple Gummy 12%
Steal: Spectacle 95%
Location:

#011 Aro Tail

HP 420, 12 Exp, 30 Gald
Attack 52, Defense 158, Magic 69
Drops: Apple Gummy 15%, Orange Gummy 8%
Steal: Apple Gummy 95%
Location:

#012 Making Plant

HP 1,500, 21 Exp, 82 Gald
Attack 82, Defense 120, Magic 35
Drops: Penecea Bottle 5%, Lettuce 30%
Steal: Penecea Bottle 95%
Location: Morle

#013 Flying Soul

HP 3,800, 115 Exp, 840 Gald
Attack 178, Defense 286, Electricity
Drops: Mix Gummy 5%, Lemon Gummy 8%
Steal: Mix Gummy 35%
Location:

#014 Red Gizard

HP 500, 10 Exp, 36 Gald
Attack 65, Defense 180, Water
Strong against: Water 30%
Drops: Lobster (Ebi) 50%, Spectacle 8%
Steal: Spectacle 95%
Location: Nostos Cave

#015 Mad Eel

HP 4,500, 54 Exp, 80 Gald
Attack 170, Defense 190, Magic 56, Earth
Strong against: Water 80%
Weak against: Electricity 30%
Drops: Penecea Bottle 12%, Kiruma Fruit 25%
Steal: Kiruma Fruit 80%
Location:

#016 Spector

HP 1,900, 36 Exp, 90 Gald
Attack 80, Defense 140
Drops: Life Bottle 8%, Spectacle 8%
Steal: Life Bottle 90%
Location:

#017 Night Light

HP 450, 12 Exp, 28 Gald
Attack 60, Defense 120, Magic 53
Drops: Apple Gummy 12%, Penecea Bottle 5%
Steal: Apple Gummy 95%
Location:

#018 Syche Killer

HP 1,800, 36 Exp, 140 Gald
Attack 140, Defense 135, Magic 40, Dark
Strong against: Ice20%,Dark100%
Weak against: Fire60%,Light100%
Drop: Dark Bottle 20%, Reverse Doll 10%
Steal: Reverse Doll 40%
Location:

#019 Inferian Guard

HP 5,000, 200 Exp, 300 Gald
Attack 280, Defense 400, Magic 100
Drops: Steel Sword 100%
Location:

#020 Kanbara Bear

HP 850, 16 Exp, 40 Gald
Attack 90, Defense 150, Magic 58
Drops: Bear Meat (Bear no Niku) 50%, Mackerel 15%
Steal: Mackerel 80%
Location:

#021 Happy Snail

HP 5,500, 115 Exp, 800 Gald
Attack 196, Defense 280
Drops: Tusk Meat (Tusk no Niku) 20%, Bone Knuckle 10%
Steal: Lemon Gummy 60%
Location:

#022 Buzz Beetle

HP 3,400, 92 Exp, 615 Gald
Attack 200, Defense 260
Drops: Mix Gummy 8%, Penecea Bottle 8%
Steal: Mix Gummy 50%
Location:

#023 Battler

HP 3,400, 42 Exp, 200 Gald
Attack 130, Defense 150, Magic 46
Drops: Spectacle 35%, Bread 35%
Steal: Spectacle 95%
Location: Farlos Mountain

#024 Undine

HP 5,500, 1,360 Exp, Water
Attack 100, Defense 268, Magic 50
Strong against: Water100%,Wind30%,Fire30%,Earth30%,Ice30%
Weak against: Electricity30%
Drops: Talisman 100%, Mental Bangle 100%

Location: Undine Stream
#025 Poltic
HP 1,800, 85 Exp, 181 Gald
Attack 120, Defense 210, Magic 80
Strong against: Fire80%
Weak against: Water50%,Ice50%
Drops: Flare Bottle 12%
Steal: Flare Bottle 95%

Location:
#026 Scarlet Needle
HP 2,800, 58 Exp, 112 Gald
Attack 180, Defense 250
Drops: Penecea Bottle 25%
Steal: Penecea Bottle 80%

Location:
#027 Rocky Hawk
HP 580, 14 Exp, 36 Gald
Attack 45, Defense 80, Magic 73
Drops: Egg(Tamago) 30%

Location:
#028 Slime
HP 255, 10 Exp, 32 Gald
Attack 45, Defense 100, Magic 66
Strong against: Water50%
Weak against: Fire100%,Ice100%
Drops: Apple Gummy 15%, Pressed Vegetable(Konyac) 15%
Steal: Pressed Vegetable(Konyac) 90%

Location:
#029 King Frog
HP 1,500, 24 Exp, 80 Gald, Water
Attack 100, Defense 150, Magic 49
Strong against: Water 50%
Weak agaisnt: Electricity 50%
Drops: Apple Gummy15%, Orange Gummy 8%
Steal: Apple Gummy 90%

Location:
#030 Shesrag
HP 850, 21 Exp, 30 Gald, Water
Attack 95, Defense 120, Magic 65
Strong against: Water30%
Weak against: Electricity60%
Drops: Penecea Bottle 10%, Cucumber(Kyuuri) 28%
Steal: Penecea Bottle 80%

Location:
#031 Skeleton
HP 2,100, 36 Exp, 90 Gald, Dark
Attack 125, Defense 160, Magic 10
Strong against: Ice 30%, Light 100%, Dark100%
Weak against: Fire 30%
Drops: Carrot(Ninjin) 18%, Bastard Sword3%
Steal: Carrot(Ninjin) 90%

Location:
#032 Mahogani
HP 850, 16 Exp, 36 Gald, Earth
Attack 52, Defense 100, Magic 71
Strong against: Water 20%, Earth 50%
Weak against: Fire 50%
Drops: Apple Gummy 8%, Tomato 40%
Steal: Tomato 95%

Location:
#033 Shadow Servant
HP 2,400, 105 Exp, 860 Gald
Attack 195, Defense 260, Magic 25

Drops: Dark Bottle 8%, Apple Gummy 12%

Steal: Dark Bottle 60%

Location:Chat Hut

#034 Insect Plant

HP 8,800, 115 Exp, 500 Gald, Earth

Attack 70, Defense 10

Drops: Kiruma Fruit 25%, Lemon 10%

Steal: Kiruma Fruit 80%

Location: Morle,Back Woods

#035 Rabid Rabbit

HP 4,950, 92 Exp ,555 Gald

Attack 212, Defense 260

Drops: Carrot(Ninjin) 40%, Rabbit Symbol 3%

Steal: Carrot(Ninjin) 90%

Location:

#036 Dodo

HP 3,500, 58 Exp, 250 Gald

Attack 180, Defense 230

Drops: Egg(Tamago) 25%

Steal: Egg(Tamago) 80%

Location: Chambard

#037 Plant Biter

HP 3,500, 50 Exp, 128 Gald

Attack 160, Defense 180

Drops: Carrot(Ninjin) 35%,Orange Gummy 15%

Steal: Orange Gummy 40%

Location: Morle

#038 Violent Viper

HP 4,530, 82 Exp, 440 Gald

Attack 200, Defense 270

Drops: Apple Gummy 15%.Mix Gummy 10%

Steal: Mix Gummy 50%

Location:

#039 King Frog

HP 3,400, 32 Exp, 120 Gald

Attack 125, Defense 125, Magic 58

Strong against: Water50%

Weak against: Electricity50%

Drops: Apple Gummy 15%, Orange Gummy 8%

Steal: Orange Gummy 50%

Location:

#040 Valkyrie

HP 35,000, 32,768 Exp

Attack 250, Defense 1000, Magic 100

Strong against: Water30%,Wind30%,Fire70%,Earth30%,Ice30%,Electricity30%,

Light30%,Dark70%,Force100%,Time30%

Location: 8th floor, Glimmering Spire

#041 Monk

HP 500, 8 Exp, 12 Gald

Attack 42, Defense 10, Magic 46

Location: Regulus Dojo

#042 Pit Beast

HP 6,000, 105 Exp, 615 Gald

Attack 200, Defense 290

Drops: Bead 25%, Orange Gummy 5%

Steal: Bead 80%

Location:

#043 Jin

HP 11,000, 625 Exp, 1,950 Gald

Attack 380, Defense 500, Magic 50

Strong against: Wind80%

Weak against: Fire50%

Drops: Flare Bottle 22%

Steal: Liquor Bottle 60%

Location:

#044 Brown Pot

HP 800, 12 Exp, 72 Gald

Attack 80, Defense 120

Drops: Penecea Bottle 15%, Liquor Bottle 3%

Steal: Penecea Bottle 80%

Location:

#045 Octo Slimy

HP 4,888, 68 Exp, 188 Gald

Attack 210, Defense 190, Magic 71

Strong against: Water50%

Drops: Squid(Iga) 50%

Steal: Apple Gummy 80%

Location:

#046 Volt

HP 54,321, 3,600 Exp, Electricity

Attack 218, Defense 508, Magic 160

Strong against: Wind, FIre, Earth, Ice, Electricity100%, Light, Dark

Weak against: Water100%

Drops: Holy Symbol 100%, Rune Bottle 100%

Location: Ruin of Volt

#047 Sylph

HP 6,600, 1,929 Exp, Wind

Attack 170, Defense 200, Magic 80

Strong against: Water30%,Wind100%,Fire30%,Ice10%,Electircity10%

Weak against: Earth 100%

Drops: Protect Ring 100%, Life Bottle 100%

Location: Sylph Cavern

#048 Celsius

HP 33,333, 2,000 Exp, Ice

Attack 264, Defense 300, Magic 80

Strong against: Water50%,Wind50%,Earth50%,Ice100%,Dark50%

Weak against: Fire20%

Drops: Resist Ring 100%, Freeze Check 100%

Location: Mountain Celcuis

#049 Ice Striker

HP 5,500, 105 Exp, 600 Gald, Ice

Attack 210, Defense 270

Strong against: Water30%,Wind30%,Ice70%

Weak against: Fire70%

Drops: White Sode 15%, Orange Gummy 10%

Steal: White Sode80%

Location: Mountain Celsius

#050 Woods Worm

HP 1,700, 24 Exp, 100 Gald

Attack 100, Defense 141,Magic 58

Drops: Apple Gummy 10%, Orange Gummy 8%

Steal: Apple Gummy 80%

Location:

#051 Efreet

HP 24,000, 2,723 Exp, Fire

Attack 200, Defense 360, Magic 50

Strong against: Wind10%,Fire100%,Earth10%,Ice10%,Electricity10%

Weak against: Water50%

Drops: Black Onyx 100%, Life Bottle 100%

Location: Efreet Gorge

#052 Crunsher Tortoise

HP 1,800

Drops: Apple Gummy 10%, Buckler 2%

Steal: Apple Gummy 90%

Location:

#053 Micro Needle

HP 2,200, 36 Exp, 90 Gald
Attack 110, Defense 150
Drops: Tofu 25%, Kolseska 8%
Steal: Tofu 90%

Location:

#054 Mini Guide

HP 600, 21 Exp, 50 Gald
Attack 90, Defense 90, Magic 67
Drops: Tofu 5%
Steal: Tofu 90%

Location:

#055 Maxwell

HP 40,000, 34,002 Exp, Force
Attack 400, Defense 2,100, Magic 145
Strong against: Force40%
Drops: Fairy Ring 100%, God Weapon 100%
Steal: Elixir 100%

Location: Secret Dungeon inside Farlos Church

#056 Mist

HP 3,600, 181 Exp, 876 Gald
Attack 180, Defense 350, Magic 30
Drops: Liquor Bottle13%, Spectacle25%
Steal: Spectacle 90%

Location:

#057 Archer

HP 600, 14 Exp, 72 Gald
Attack 54, Defense 20, Magic 30
Drops: Bread 35%, Spectacle 50%
Steal: Bread 90%

Location:

#058 Hard Horn

HP 6,200, 115 Exp, 826 Gald
Attack 170, Defense 320
Drops: Apple Gummy 5%, Earth Blade 4%
Steal: Earth Blade 20%

Location: Cave of Gnome

#059 Gnome

HP 16,160, 1,000 Exp, 2 Gald, Earth
Attack 150, Defense 350, Magic 100
Strong against: Water70%,Fire70%,Earth100%,Ice70%,Electricity70%
Weak against: Wind10%

Attacks:

Spells:

Drops: Moon Crystal 100%, Rune Bottle 100%

Location: Gnome Cave

#060 Aqua Spin

HP 3,500, 68 Exp, 180 Gald, Water
Attack 120, Defense 250
Drops: Mackerel 50%
Steal: Apple Gummy 90%

Location:

#061 Mudman

HP 7,500, 166 Exp, 1,128 Gald, Earth
Attack 300, Defense 410
Drops: Apple Gummy 15%, Potato 25%
Steal: Apple Gummy 90%

Location:

#062 Gentleman

HP 7,600, 145 Exp, 765 Gald, Earth
Attack 350
Drops: Orange Gummy 8%, Savory 1%
Steal: Savory 5%

Location: Baril's Castle

#063 Star Fish

HP 1,940, 27 Exp, 60 Gald, Water

Attack 96, Defense 124, Magic 72

Strong against: Water 30%

Drops: Apple Gummy 10%

Location:

#064 Seahorse

HP 4,400, 82 Exp, 580 Gald, Water

Attack 180, Defense 275

Drop: Apple Gummy 15%, Life Bottle 5%

Steal Apple Gummy 95%

Location:

#065 Rock Golem

HP 2,500, 18 Exp, 60 Gald, Earth

Attack 75

Strong against: Fire 50%, Earth 80%, Electricity 50%

Weak against: Water 80%

Drops: Apple Gummy 30%, Tofu 13%

Steal: Tofu 80%

Location:

#066 Living Sword

HP 4,500, 105 Exp, 555 Gald

Attack 165, Defense 320

Drops: Lemon Gummy 3%, White Sode 12%

Steal: Apple Gummy 80%

Location:

#067 Ghoul

HP 3,100, 42 Exp, 100 Gald

Attack 135, Defense 150

Drops: Apple Gummy 12% Potato 30%

Steal: Potato 80%

Location:

#068 Harpy

HP 650, 14 Exp, 66 Gald

Attack 83, Defense 120, Magic 20

Drops: Apple Gummy 15%, Spectacle 10%

Location:

#069 Zombie

HP 1,300, 14 Exp, 60 Gald

Attack 90, Defense 20

Drops: Apple Gummy 20%, Orange Gummy 5%

Steal: Apple Gummy 90%

Location:

#070 Race

HP 4,408, 1,000 Exp

Attack 142, Defense 700, Magic 100

Strong against:

Weak against:

Attacks:

Drops: Heal Bangle 100%, Leather Mantle 100%

Location: Bridge of Light, Mt. Farlos

#071 Manticore

HP 2,200, 32 Exp, 100 Gald

Attack 120, Defense 160

Drops: Apple Gummy 15%, Orange Gummy 10%

Steal: Apple Gummy 90%

Location:

#072 Medusa

HP 9,500, 657 Exp, 2,320 Gald

Attack 380, Defense 410, Magic 80

Drops: Penecea Bottle 18%, Rivaviser 1%

Steal: Penecea Bottle 90%

Location:

#073 Shadow
HP 100,324, 32,768 Exp
Attack 460, Defense 400, Magic 62
Drops: Force Ring100%, Runebottle 100%
Location: Shadow Cave

#074 Poltergeist
HP 2,500, 76 Exp, 190 Gald
Attack 150, Defense160
Drops: Apple Gummy15%, Orange Gummy 8%
Steal: Apple Gummy 95%
Location:

#075 Gitalkal
HP 6,500, 229 Exp, 1,723 Gald
Attack 220, Defense 340, Magic 52
Drops: Purple Sode 12%, Elixir 1%
Location:

#076 Eggbear
HP 3,200, 32 Exp, 90 Gald
Attack 130, Defense 120, Magic 50
Drops: Bear Meat40%
Steal: Apple Gummy90%
Location: Morle

#077 Sorcerer
HP 1,200. 32 Exp, 100 Gald
Attack 60, Defense 120, Magic 20
Drops: Strawberry(Ichigo) 40%, Orange Gummy 8%
Steal: Strawberry(Ichgo) 80%
Location:

#078 Firebird
HP 1,800, 58 Exp, 128 Gald, Fire
Attack 100, Defense 140
Drops: Tomato 20%, Flamebue 12%
Steal: Tomato 95%
Location: Efreet Gorge

#079 Green Roper
HP 940, 16 Exp, 60 Gald
Attack 60, Defense188, Magic 72
Drops: Lettuce 35%, Life Bottle 3%
Steal: Lettuce 80%
Location:

#080 Egg Trader
HP 500
Attack 80, Defense 20
Location: Nostos Cave(Trial #1)

#081 GrassHopper
HP 6,500, 105 Exp, 540 Gald
Attack 240, Defense 250
Drops: Apple Gummy 15%, Banana 25%
Steal: Banana 80%
Location:

#082 Wyvern
HP 3,500, 82 Exp, 650 Gald, Fire
Attack 200, Defense 300, Magic 50
Drops: Apple Gummy 15%, Lemon Gummy 15%
Steal: Lemon Gummy 95%
Location:

#083 Feather Magic
HP 2,650, 82 Exp, 520 Gald, Wind
Attack 210, Defense 280, Magic 50
Drops: Apple Gummy 15%, Great Sword 13%
Steal: Apple Gummy 90%
Location:

#084 Culprit

HP 4,000, 75 Exp, 450 Gald
Attack 250, Defense 350, Magic 30
Drops: Orange Gummy 20%, Demon Javelin 8%
Steal: Tomato 80%
Location:
#085 Chizel
HP 100,000, 50,000 Exp, Dark
Attack 300, Magic 75
Strong against:
Weak against:
Drops: Elixir10%, Old Divide100%
Location: Beril's Castle, Chizel Castle
#086 Plant Sucker
HP 3,000, 82 Exp, 418 Gald, Water
Attack 210, Defense 240, Magic 78
Drops: Penecea Bottle 10%
Steal: Penecea Bottle 80%
Location:
#087 Skull Warrior
HP 9,000, 196 Exp, 822 Gald
Attack 360, Defense 420, Magic 77
Drops: Orange Gummy 15%, Mix Gummy 10%
Location:
#088 Giant Spider
HP 1,850, 36 Exp, 80 Gald, Water
Attack 133, Defense 150, Magic 77
Drops: Penecea Bottle, Poison Son
Steal: Penecea Bottle
Location: Morle Backwoods
#089 Storm Crow
HP 7,800, 233 Exp, 940 Gald
Attack 350, Defense 470, Magic 115
Drops: Egg(Tamago) 35%, Lemon Gummy 10%
Steal: Egg(Tamago) 75%
Location:
#090 Hornet
HP 900, 42 Exp, 120 Gald
Attack 210, Defense 170, Magic 52
Drops: Penecea Bottle 12%
Steal: Penecea Bottle 75%
Location:
#091 River Sickle
HP 2,950, 82 Exp, 450 Gald
Attack 170, Defense 260, Magic 64
Drops: Apple Gummy 15%, Black Sode 15%
Steal: Black Sode 75%
Location: Gnome Mine,
#092 Scorpion
HP 1,800, 32, 80
Attack 85, Defense 155
Drops: Penecea Bottle 8%
Steal:Penecea Bottle 75%
Location:
#093 Poaz
HP 580, 16, 40
Attack 50, Defense 40
Drops: Apple Gummy 15%, Orange Gummy 8%
Location:
#094 Kubitom
HP 5,000, 212, 1,150
Attack 500, Defense 500, 10
Drops: Konyac 25%, Lemon Gummy 13%
Location:

#095 Forikris
HP 5,000, 212, 755
Attack 400, Defense 450, 40
Drops: Orange Gummy 15%, Strike Axe 12%
Location:
#096 Snow Lobster
HP 4,800, 115, 740, Ice
Attack 250, Defense 240, 74
Drops: Lobster(Ebi)50%, Pine Gummy8%
Steal: White Sode 70%
Location: Mountain Celsius
#097 In Bivel
HP 5,000, 181, 950, Water
Attack 380, Defense 420, 50
Drops: Squid(Iga) 20%, Orange Gummy 12%
Steal: Apple Gummy 80%
Location:
#098 Tallman
HP 8,000, 181, 666
Attack 300, Defense 400, 83
Drops: Miracle Gummy 12%, Purple Sode 9%
Steal: Purple Sode 40%
Location:
#099 Impulse
HP 6,000, 386, 1,870
Attack 300, Defense 380, 83
Drops: Lemon Gummy 10%, Rune Bottle 5%
Steal: Lemon Gummy 60%
Location:
#100 Needle Shell
HP 7,200, 595, 1,640
Attack 430, Defense 620
Drops: Penecea bottle 13%
Steal:Penecea bottle 75%
Location:
#101 Empty Doll
HP 60,000, Dark
Attack 200, Defense 400
Location: Dark Cave
#102 Fire Warrior
HP 13,400, 722, 2,600, Fire
Attack 440, Defense 450, 77
Drops: Chaos Shield12%, Red Sode15%
Steal: Red Sode80%
Location: Nereid's Libarynth
#103 Phantom Knight
HP 10,000, 510, 1,550
Attack 450, Defense 350
Drops: Rune Bottle15%, Order Shield 8%
Steal: Order Shield 35%
Location:
#104 Eraser
HP 4,100, 87 Exp, 563
Attack 250, Defense 380, 64
Drops: Red Sode 18%, Lemon Gummy 15%
Steal: Red Sode 75%
Location:
#105 Fire Flyer
HP 5,500, 264 Exp, 850
Attack 280, Defense 410, 83
Drops: Flare Bottle10%
Steal: Flare Bottle60%
Location:

#106 Escalgo

HP 5,140, 153 Exp, 643, Earth

Attack 250, Defense 350, 70

Drops: Orange Gummy 13%, Pine Gummy 7%

Steal: Milk 75%

Location:

#107 Heavy Lifter

HP 2,800, 33 Exp, 111

Attack 120, Defense 180, 50

Drops: Apple Gummy 12%, Bast 35%

Steal: Apple Gummy 75%

Location:

#108 Bald Head

HP 3,800, 94 Exp, 260

Attack 200, Defense 240, 20

Drops: Apple Gummy 5%, Orange Gummy 3%

Steal: Apple Gummy 90%

Location:

#109 Venom

HP 4,100, 166 Exp, 1,130

Attack 240, Defense 400

Drops: Penecea Bottle 10%, Tomato 20%

Steal: Penecea Bottle 75%

Location:

#110 ?????

HP 1,000, 300 Exp, 800, Fire

Attack 110, Defense 20, 20

Strong against:

Weak against:

Attacks:

Spells:

Drops: Life Bottle 100%, Orange Gummy 100%

Location: Racheans, Village Elder's house

#111 Big Feet

HP 8,000, 196 Exp, 1,200, Ice

Attack 300, Defense 300, 80

Drops: Sage 7%, Pine Gummy 8%

Location: Mountain Celsius

#112 Fire Cloud

HP 4,800, 657, 1,200, Fire

Attack 350, Defense 300, 100

Drops: Bead 20%, Flare Mantle 2%

Steal: Flare Mantle 35%

Location:

#113 Terror

HP 5,000, 140, 500

Attack 280, Defense 400, Electricity

Drops: Penecea Bottle 10%

Steal: Penecea Bottle 80%

Location:

#114 Makuashin

HP 8,630, 484 Exp, 1,200 Gald, Water

Attack 380, Defense 500, Magic 50

Drops: Lobster (Ebi) 35%, Apple Gummy 15%

Steal: Apple Gummy 95%

Location:

#115 Secondos

HP 200,000, 60,000 Exp

Attack 620, Defense 900, Magic 100

Strong against: Electricity 1%

Weak against: Electricity (indignation)

Attacks: Dhaos Laser,

Spells:

Location: Chizel's Castle
#116 Raucamel
HP 14,000, 791 Exp, 2,222 Gald
Attack 600, Defense 600, Magic 83
Drops: Miracle Gummy 15%, Kaiser Knuckle 20%
Steal: Kaiser Knuckle 35%

Location:
#117 Jealous
HP 4,500, 92 Exp, 510 Gald, Earth
Attack 230, Defense 290, Magic 56
Drops: Orange Gummy 18%, Amango 10%
Steal: Orange Gummy 30%

Location:
#118 Phantom
HP 3,200, 54 Exp, 140 Gald, Ice
Attack 170, Defense 120
Drops: Apple Gummy 5%, Orange Gummy 3%
Steal: Apple Gummy 90%

Location:
#119 Lost Soul
HP 4,500, 82 Exp, 480 Gald, Ice
Attack 240, Defense 275
Drops: Orange Gummy 12%, Pine Gummy 6%
Steal: Orange Gummy 30%

Location:
#120 Rem
HP 100,000, 40,960 Exp, Light
Attack 500, Defense 700, Magic 125
Attacks:
Drops: Reflect Ring 100%, Rune Bottle 100%

Location: Regulus Knoll
#121 Runner
HP 4,500, 166 Exp, 620 Gald
Attack 240, Defense 380, Magic 78
Drops: Lemon Gummy 13%, Miracle Gummy 4%
Steal: Banana 80%

Location:
#122 Rogue
HP 3,600, 58 Exp, 240 Gald
Attack 175, Defense 175
Drops: Spectacle 18%, Pine Gummy 5%
Steal: Spectacle 90%

Location: Regulus Knoll
#123 Ruter
HP 9,000, 537 Exp, 1,080
Attack 420, Defense 500
Drops: Spectacle 20%, Pine Gummy 13%
Steal: Pine Gummy 80%

Location: Regulus Knoll
#124 Slashker
HP 4,400, 76 Exp, 215
Attack 172, Defense 190
Drops: Spectacle 5%, Orange Gummy 3%
Steal: Spectacle 90%

Location:
#125 Duelist
HP 14,000, 566 Exp, 2,500
Attack 800, Defense 600, 96
Drops: Lemon Gummy 10%, Lavender 1%
Steal: Lavender 20%

Location: Regulus Knoll
#126 Biker
HP 10,000, 510 Exp, 1,155

Attack 420, Defense 400, 96
Drops: Spectacle 20%, Kiruma Fruit 13%
Steal: Kiruma Fruit 90%
Location: Regulus Knoll, Inferia City's Arena
#127 Ogre
HP 6,000, 85 Exp, 125
Attack 450, Defense 230, 68
Drops: Rice 25%, Lemon Gummy 8%
Steal: Lemon Gummy 35%
Location:
#128 Beast Ogre
HP 12,000, 625 Exp, 1,600
Attack 800, Defense 600, 68
Drops: Lemon Gummy 15%, Star Mace 10%
Steal: Lemon Gummy 50%
Location: Regulus Knoll
#129 Sorceress
HP 2,100, 54 Exp, 300
Attack 80, Defense 150, 40
Spells:
Drops: Milk 50%, Charm Bottle 15%
Steal: Milk 75%
Location:
#130 Shaman
HP 3,000, 82 Exp, 530
Attack 180, Defense 250, 40
Spells:
Drops: Spectacle 15%, Rune Bottle 5%
Steal: Spectacle 90%
Location:
#131 Damicon
HP 13,400, 756 Exp, 2,500
Attack 520, Defense 470, 50
Drops: Lemon Gummy 20%, Pine Gummy 13%
Steal: Lemon Gummy 70%
Location:
#132 Liny Old
HP 6,500, 458 Exp, 1,350
Attack 150, Defense 450, 100
Spells:
Drops: Rune Bottle 18%
Steal: Rune Bottle 70%
Location:
#133 Wizard
HP 9,800, 620 Exp, 1,000
Attack 100, Defense 600, 200
Spells:
Drops: Rune Bottle 25%, Savory 3%
Location:
#134 Coward Eel
HP 6,000, 196 Exp, 850
Attack 300, Defense 480, 64
Drops: Apple Gummy 20%, Red Sode 10%
Location:
#135 Killer Bee
HP 1,600, 94 Exp, 282
Attack 250, Defense 222, 52
Drops: Apple Gummy 15%, Lemon Gummy 5%
Steal: Apple Gummy 95%
Location:
#136 Tentacle Plant
HP 7,000, 127 Exp, 812
Attack 280, Defense 350, 75

Drops:Penecea Bottle 8%, Amango 25%

Steal: Amango 80%

Location:

#137 Stinger

HP 12,000, 625 Exp,1,600

Attack 450, Defense 500, 75

Drops: Penecea Bottle 8%, Lemon Gummy 15%

Steal: Penecea Bottle 80%

Location:

#138 Dyer Wolf

HP 3,000, 50 Exp, 120

Attack 150, Defense 161,53

Drops: Apple Gummy18%, Potato30%

Steal: Apple Gummy80%

Location:

#139 Hell Hound

HP 3,900, 74 Exp, 430

Attack 240, Defense 280, 53

Drops: Apple Gummy 15%, Orange Gummy 8%

Steal: Apple Gummy 90%

Location:

#140 Death

HP 6,000, 196 Exp, 1,422, Dark

Attack 300, Defense 380, 74

Drops: Orange Gummy 15%, Pine Gummy 8%

Location:

#141 Mega Death

HP 9,600, 458 Exp, 1,450, Dark

Attack 420, Defense 460, 80

Drops: Purple Sode 4%, Belbane 3%

Steal: Purple Sode 70%

Location: Shadow Cave

#142 Grizley

HP 4,500, 50 Exp,130

Attack 180, Defense 180, 58

Drops: Bear Meat(Bear no Niku) 38%, Orange Gummy 5%

Steal: Apple Gummy 90%

Location:

#143 Night Wing

HP 7,750, 595 Exp, 1,425

Attack 360, Defense 360, 52

Drops: Apple Gummy 20%, Orange Gummy 15%

Steal: Apple Gummy 90%

Location:

#144 Tetra Tusk

HP 3,500, 92 Exp,420

Attack 180, Defense 240, 40

Drops: Tusk Meat(Tusk no Niku) 50%, Protect Ring 8%

Steal: Protect Ring 20%

Location:

#145 Hunger Plant

HP 8,200, 386 Exp, 1,110

Attack 350, Defense 440

Drops: Lemon Gummy 10%, Tusk Meat(Tusk no Niku) 25%

Steal: Lemon Gummy 60%

Location:

#146 Lady Bug

HP 4,400, 566 Exp, 1,360

Attack 200, Defense 380

Drops: Penecea Bottle 15%, Tomato 20%

Steal: Tomato 90%

Location: Secret Chamber inside Farlos Church

#147 Nocturnal Fly

HP 8,000, 566 Exp 1,500
Attack 450, Defense 500, 52
Drops: Lemon Gummy 15%, Pine Gummy 8%
Steal: Lemon Gummy 70%
Location:
#148 Grappler
HP 4,800, 94 Exp, 350
Attack 220, Defense 300, 46
Drops: Spectacle 18%, Elven Cape 2%
Steal: Elven Cape 20%
Location:
#149 Metalica
HP 4,600, 537 Exp, 1,911
Attack 340, Defense 400, 80
Drops: Lemon Gummy 12%, Pine Gummy 6%
Steal: Lemon Gummy 60%
Location:
#150 Forest Hawk
HP 1,200, 32 Exp, 112
Attack 80, Defense 128, 65
Drops: Apple Gummy 10%, Orange Gummy 5%
Steal: Orange Gummy 95%
Location:
#151 Firy Hawk
HP 3,000, Exp
Attack, Defense,
Drops: Egg(Tamago) 40%, Apple Gummy 35%
Steal: Egg(Tamago) 95%
Location:
#152 Oak Jelly
HP 1,200, Exp
Attack, Defense,
Drops: Apple Gummy 22%, Orange Gummy 8%
Steal: Apple Gummy 70%
Location:
#153 Red Pudding
HP 3,800, Exp
Attack, Defense,
Drops: Lemon Gummy 20%, Orange Gummy 15%
Steal: Orange Gummy 80%
Location:
#154 Poison Toad
HP 4,320, Exp
Attack, Defense,
Drops: Lemon Gummy 8%, Pine Gummy 5%
Steal: Lemon Gummy 70%
Location: Crecent Island
#155 Bone Knight
HP 2,950, Exp
Attack, Defense,
Drops: Potato 18%, Nimble Rapier 10%
Steal: Nimble Rapier 50%
Location: Sylph Cavern
#156 Dragon Toss
HP 10,000, Exp
Attack, Defense,
Drops: Apple Gummy 15%, Protect Ring 10%
Steal: Apple Gummy 100%
Location: Regulus Knoll
#157 Oak Rot
HP 6,000, Exp
Attack, Defense,
Drops: Cabbage, Kiruma Fruit

Steal: Kiruma Fruit

Location:

#158 Toronto

HP 11,000, 158 Exp, 740 Gald, Earth

Attack 320, Defense 480, Magic 73

Strong against: Water 20%,Earth 30%

Weak against: Fire 50%

Drops: Apple Gummy 12%, Kiruma Fruit 35%

Steal: Kiruma Fruit 80%

Location: Crecent Island

#159 Dark Disaster

HP 7,500, 264 Exp, 950 Gald, Ice

Attack 280, Defense 600, Magic 70

Drops: Lemon Gummy 10%, Dark Bottle 3%

Steal: Dark Bottle 75%

Location:

#160 Carnivorous Plant

HP 7,500m 54 Exp, 211 Gald, Earth

Attack 120

Drops: Lemon Gummy 8%, Kiruma Fruit 15%

Steal: Kiruma Fruit 80%

Location:

#161 Heavy Plant

HP 12,000, 94 Exp, 450 Gald, Earth

Attack 120

Drops: Lemon Gummy 8%, Banana 5%

Steal: Lemon Gummy 50%

Location:

#162 Frost Hare

HP 6,500, 229 Exp, 1,320 Gald, Ice

Attack 350, Defense 450

Drops: Carrot(Ninjin) 25%, Pine Gummy 5%

Steal: Carrot(Ninjin) 80%

Location:

#163 Angus Beak

HP 8,000, 184 Exp, 710 Gald

Attack 410, Defense 450

Drops: Egg(Tamago) 20%, Sage 1%

Steal: Egg(Tamago) 70%

Location: Crecent Island

#164 Bull Frog

HP 8,400, 158 Exp,760 Gald, Water

Attack 360, Defense 398, Magic 58

Drops: Cucumber(Kyuuri) 25%, Pine Gummy 8%

Steal: Cucumber(Kyuuri) 80%

Location: Crecent Island, Aifreed's Tomb

#165 Hunch Back

HP 4,200, 166 Exp, 1,140 Gald

Attack 200, Defense 350

Drops: Lemon Gummy 10%, Pine Gummy 3%

Steal Lemon Gummy 60%

Location:

#166 Katolpon

HP 8,500, 386 Exp, 1,111Gald

Attack 330, Defense 480

Drops: Lemon Gummy 10%, Pine Gummy 8%

Steal: Lemon Gummy 60%

Location:

#167 Rafal

HP 4,500, 70 Exp, 150 Gald, Wind

Attack 100, Defense 180, Magic 100

Strong against: Wind50%

Drops: Orange Gummy 8%, Penecea Bottle 5%

Steal: Orange Gummy 60%
Location:
#168 Ice Warrior
HP 5,200, 115 Exp, 880 Gald
Attack 220, Defense 280, Magic 56
Strong against: Water30%,Wind30%,Ice80%
Drops: Orange Gummy 12%, Ice Coffin 4%
Steal: Orange Gummy 40%
Location: Mountain Celsius
#169 Melody Song Pot
HP 3,500, 18 Exp, 120 Gald
Attack 180, Defense 200
Drops: Life Bottle 10%
Steal: Life Bottle 50%
Location: Sylph Cavern
#170 Kraken
HP 11,200, 410 Exp, 1,444 Gald
Attack 400, Defense 340, Magic 71
Strong against: Water80%
Weak against: Electricity50%
Drops: Poison Check 8%,Squid(Iga) 20%
Steal: Poison Check 25%
Location:
#171 Savage Beast
HP 7,400, 196 Exp, 920 Gald
Attack 240, Defense 450
Drops: Carrot(Ninjin) 25%, Orange Gummy 18%
Steal: Carrot(Ninjin) 80%
Location:
#172 BanDasnatch
HP 12,000, 722 Exp, 2,120 Gald
Attack 420, Defense 550
Drops: Tomato 20%, Miracle Gummy 13%
Steal: Tomato 90%
Location:
#173 Tropicus Worm
HP 4,200, 58 Exp, 155 Gald
Attack 180, Defense 200, Magic 55
Drops: Apple Gummy 15%, Orange Gummy 8%
Location: Apple Gummy 90%
#174 Mountum
HP 8,350, 184 Exp, 810 Gald
Attack 400, Defense 470, Magic 58
Drops: Lemon Gummy 10%,Miracle Gummy 6%
Steal: Lemon Gummy 60%
Location:
#175 Tan Turtle
HP 9,800, 341 Exp, 1,360 Gald
Attack 300, Defense 400, Magic 32
Drops: Lemon Gummy 12%, BelBane 1%
Steal: Belbane 8%
Location:
#176 Spiriam
HP 12,000, 212 Exp, 1,430 Gald
Attack 350, Defense 450
Drops: Lemon Gummy 10%, Pine Gummy 3%
Steal: Lemon Gummy 60%
Location:
#177 Sarolisa
HP 4,000, 58 Exp, 175 Gald
Attack 181, Defense 220, Magic 67
Drops: Life Bottle 10%
Steal: Life Bottle 60%

Location:

#178 Willow Wisp

HP 1,800, 54 Exp, 260 Gald

Attack 120, Defense 150

Drops: Apple Gummy 10%, Lemon Gummy 5%

Steal: Apple Gummy 95%

Location:

#179 Hunter

HP 3,000, 76 Exp, 224 Gald

Attack 200, Defense 180, Magic 83

Drops: Spectacle 10%,Lemon Gummy 5%

Steal: Spectacle 90%

Location:

#180 Ranger

HP 8,500, 595 Exp, 1,775 Gald

Attack 400, Defense 480, Magic 83

Drops: Spectacle 35%, Pine Gummy 13%

Steal: Spectacle 80%

Location: Regulus Knoll

#181 Strong Horn

HP 7,600, 196 Exp, 1,420 Gald

Attack 200, Defense 400

Drops: Lemon Gummy 12%, Pretty Mitten 7%

Location:

#182 Antler

HP 10,500, 566 Exp, 2,100 Gald

Attack 300, Defense 500

Drops: Savory 1%, Miracle Gummy 8%

Steal: Miracle Gummy 80%

Location: Nereid's Libarynth

#183 Shesbin

HP 6,500, 293 Exp, 1,120 Gald, Water

Attack 360, Defense 410

Strong against: Water80%

Weak against: Fire30%, Electricity80%

Drop: Lemon Gummy 10%, Mackurel 25%

Steal: Lemon Gummy 60%

Location:

#184 Owl Fish

HP 8,000, 510 Exp, 1,875 Gald, Water

Attack 340, Defense 500

Drops: Pine Gummy 8%, Mackurel 25%

Steal: Pine Gummy 30%

Location: Crecent Island

#185 Swapshing

HP 11,200, 695 Exp, 2,440 Gald, Earth

Attack 480, Defense 500

Strong against: Earth 80%, Dark 80%

Weak against: Wind 50%, Light 50%

Drops: Lemon Gummy 10%, Pine Gummy 3%

Steal: Lemon Gummy 60%

Location:

#186 Clay Golem

HP 12,000, 293 Exp, 1,900 Gald, Earth

Attack 600

Strong against: Earth80%

Drops: Pine Gummy 12%, Miracle Gummy 6%

Location: Baril's Castle

#187 Tri-con

HP 500, 123 Exp, 456 Gald, Dark

Attack 80, Defense 20

Drops: Lavender 11%, Belbane 11%

Location:

#188 Evil Star

HP 5,345, 94 Exp, 347 Gald, Water

Attack 180, Defense 288, Magic 72

Strong against: Water30%

Drops: Apple Gummy 10%, Lemon Gummy 3%

Steal: Apple Gummy 60%

Location:

#189 Super Star

HP 8,800, 322 Exp, 1,232 Gald, Water

Attack 350, Defense 600, Magic 72

Strong against: Water30%

Drops: Pine Gummy 10%, Reverse Doll 10%

Steal: Pine Gummy 50%

Location: Crecent Island, Aifree's Tomb

#190 Float Dragon

HP 7,500, 246 Exp, 1,440 Gald, Water

Attack 280, Defense 520

Drops: Pine Gummy 10%, Miracle Gummy 5%

Steal: Miracle Gummy 25%

Location:

#191 Triton

HP 8,500, 322 Exp, 1,520 Gald, Water

Attack 400, Defense 480

Drops: Pine Gummy 10%, Miracle Gummy 5%

Steal: Pine Gummy 30%

Location: Crecent Island, Aifreed's Cave

#192 Iron Golem

HP 3,400, 94 Exp, 1,000 Gald, Earth

Attack 350, Defense120, Magic 300

Drop: Lemon Gummy 7%, Fight Shield 8%

Steal: Fight Shield 40%

Location: Efreet Gorge

#193 Mithril Golem

HP 11,100, 858 Exp, 6,000 Gald, Earth

Attack 800, Defense 500

Strong against: Water 50%, Wind 50%, Fire 50%, Earth 50%, Ice50%,
Light 50%, Dark50%

Weak against: Electricity100%

Drops: Lemon Gummy 15%, Miracle Gummy 8%

Steal: Lemon Gummy 90%

Location:

#194 Thunder Sword

HP 11,500, Exp

Attack, Defense,

Drops: Black Sode 15%, Dhao Blade 1%

Steal: Black Sode 60%

Location:

#195 Keepman

HP 5,400, Exp

Attack, Defense,

Drops: Orange Gummy 20%, Life Bottle 20%

Steal: Orange Gummy 50%

Location:

#196 Living Dead

HP 4,000, Exp

Drops: Orange Gummy, Lemon Gummy

Steal: Orange Gummy

Location:

#197 Fiend

HP 9,500, Exp

Attack, Defense,

Drops: Bast 15%, Pine Gummy 5%

Location:

#198 Bash Farlor

HP 10,800, Exp

Attack, Defense,

Attack: Long Horn Line

Drops: Orange Gummy 25%

Steal: Orange Gummy 50%

Location: Regulus Knoll

#199 Forest Keeper

HP 8,000, Exp

Attack, Defense,

Drops: Miracle Gummy 10%. 30%

Location:

#200 Homsokris

HP 15,000, Exp

Attack, Defense,

Drops: Banyamen 15%, Lavender 1%

Location:

#201 Revenent

HP 11,500, Exp

Attack, Defense,

Drops: Pine Gummy 10%, Miracle Gummy 3%

Steal: Pine Gummy 30%

Location:

#202 Gore

HP 3,600, Exp

Attack, Defense,

Drops: Apple Gummy 10%, Lemon Gummy 5%

Steal: Apple Gummy 90%

Location:

#203 Chimera

HP 4,880, Exp

Attack, Defense,

Drops: Lemon Gummy 10%, Pine Gummy 3%

Steal: Lemon Gummy 60%

Location:

#204 Spirit

HP 7,200, Exp

Attack, Defense,

Drops: Pine Gummy 8%, Miracle Gummy 5%

Steal: Pine Gummy 40%

Location:

#205 Reptile

HP 2,900, Exp

Attack, Defense

Drops: Lemon Gummy 10%, Pine Gummy 3%

Steal: Lemon Gummy 60%

Location:

#206 Blip

HP 7,000, Exp

Attack, Defense,

Drops: Lemon Gummy 35%, Elixir 1%

Steal: Elixir 20%

Location:

#207 Druid

HP 3,000, Exp

Attack, Defense,

Spells:

Drops: Lemon Gummy, Life Bottle

Steal: Life Bottle

Location:

#208 Sage

HP 8,000, Exp

Attack, Defense,

Drops: Life Bottle 10%, Mix Gummy 3%
Steal: Life Bottle 50%
Location:
#209 Phoenix
HP 11,800, Exp
Attack, Defense,
Drops: Mix Gummy 10%, Flare Bottle 15%
Steal: Flare Bottle 80%
Location: Inferia City's Arena,
#210 Glowz Bird
HP 4,200, Exp
Attack, Defense,
Drops: Spectacle 25%, Lemon Gummy 60%
Steal: Spectacle 90%
Location:
#211 Red Roper
HP 1,600, Exp
Attack, Defense,
Drops: Apple Gummy 10%, Lemon Gummy 5%
Steal: Apple Gummy 75%
Location:
#212 AC Roper
HP 3,940, Exp
Attack, Defense,
Drops: Lemon Gummy 35%, Pine Gummy 8%
Steal: Lemon Gummy 95%
Location:
#213 Blue Roper
HP 5,540, Exp
Attack, Defense, Magic
Drops: Lemon Gummy, Liquor Bottle
Steal: Lemon Gummy
Location:
#214 Fire Bug
HP 6,800, Exp
Attack, Defense,
Drops: Lemon Gummy 35%, Flare Bottle 5%
Steal: Lemon Gummy 75%
Location:
#215 Deadly Insect
HP 12,000, Exp
Attack, Defense,
Drops: Penecea Bottle 10%, Miracle Gummy 6%
Steal: Penecea Bottle 80%
Location:
#216 Drake
HP 4,500, Exp
Attack, Defense,
Drops: Orange Gummy 13%, Lemon Gummy 5%
Location:
#217 HellKite
HP 11,200, Exp
Attack, Defense,
Drops: Sage 10%, Red Sage 8%
Location: Inferia City's Arena
#218 Tarantula
HP 3,800, Exp
Attack, Defense, Magic
Drops: Lemon Gummy 10%, Penecea Bottle 13%
Steal: Lemon Gummy 60%
Location: Crescent Island
#219 Arana
HP 6,850, Exp

Attack, Defense, Magic
Drops: Resist Ring 20%, Penecea Bottle 10%
Steal: Resist Ring 30%
Location: Crecent Island
#220 Murder
HP 4,200, Exp
Attack, Defense, Magic
Drops: Lemon Gummy 13%, Pine Gummy 10%
Steal: Lemon Gummy 60%
Location:
#221 Ramia
HP 10,000, Exp
Attack, Defense,
Drops: Life Bottle 12%, Belbane 1%
Steal: Life Bottle 60 %
Location: Aifreed's Cave
#222 WarBear
HP 3,400, Exp
Attack, Defense,
Drops: Bear Meat (Bear no Niku) 20%
Steal: Apple Gummy 90%
Location: Morle
#223 Mirage Knight
HP 12,000, Exp
Attack, Defense,
Spells: Deep Mist, Fire Ball
Drops: Lemon Gummy 18%, Piyohan 1%
Steal: Lemon Gummy 95%
Location: Nereid Labyrinth
#224 Pirate
HP 3,500, Exp
Attack, Defense,
Drops: Squid (Iga) 20%, Mackurel 20%
Steal: Squid (Iga) 80%
Location:
#225 Hades
HP 45,000, Exp
Attack, Defense
Strong against:
Weak against:
Drops: Mental Bangle 100%, Egg (Tamago) 100%
Location: Imen's Library
#226 Flying Horrif
HP 6,900, Exp
Attack, Defense,
Drops: Pine Gummy 10%, Miracle Gummy 3%
Steal: Pine Gummy 50%
Location: Nereid's Labyrinth, Regulus Knoll
#227 Crypt Keeper
HP 9,000, Exp
Attack, Defense,
Drops: Lemon Gummy 10%, Miracle Gummy 3%
Steal: Lemon Gummy 50%
Location:
#228 Living Armor
HP 8,000, Exp
Attack, Defense,
Location: Nereid's Labyrinth
#229 Birialhei
HP 600
Attack, Defense,
Location: Luishka (Trial 3)
#230 Cless

HP 9,999, Exp
Attack, Defense,
Attacks: Haoutenkuu,Majinken,
Drops: Cless's Bandana100%
Location: Inferia City's Arena
#231 Arche
HP 6,000, Exp
Attack, Defense,
Spells: Meteor Swarm, Black Hole
Drops: Arche's Ribbon100%
Location: Inferia City's Arema(Hard-Mania Mode)
#232 Nereid
HP 300,000, Exp
Location:
#233 Hades
HP 130,000, Exp
Location: Baril's Castle, Nereid's Labyrinth
#234 Shileskahei
HP 8,000, Exp
Attack, Defense,
Drops: Apple Gummy30%, Banyamen40%
Steal: White Sodel100%
Location: Shileska, Tinnsia
#235 Nereid
HP 300,000, Exp
Attack, Defense,
Location:
#236 Falsha Horn
HP 5,200, Exp
Attack, Defense,
Drops: Yamatsuno 35%, Orange Gummy 10%
Steal: Yamatsuno 70%
Location: Farlos Mountain
#237 Criminal
HP 3,000, Exp
Attack, Defense,
Drops: Apple Gummy 25%, Orange Gummy 20%
Steal: Milk 80%
Location: Chat Hut
#238 Evil Rinver
HP 12,000, Exp
Attack, Defense,
Drops: Lemon Gummy 35%, Resist Ring 5%
Location: Neried's Libarynth
#239 Terible Tentacle
HP 11,600, Exp
Attack, Defense,
Drops: Kiwi15%, Mental Bangle 5%
Steal: Pine Gummy 95%
Location:
#240 Fang Snail
HP 7,650, Exp
Attack, Defense,
Drops: Banana 18%, Pine Gummy 10%
Steal: Banana 80%
Location:
#241 Red Dragon
HP 14,000, Exp
Attack, Defense,
Attacks: Heat Breath,
Drops: Lavender 5%
Steal: Lavender 15%
Location: Inferia City's Arena

#242 Bajil
HP 840
Attack, Defense,
Attacks:
Location: Nostos Cave(Trial 1)

#243 Chibel
HP 540
Attack, Defense, Magic
Attacks:
Location: Nostos Cave(Trial 1)

#244 Fake
HP 10,000, Exp
Attack, Defense, Magic
Spells: Distortion
Drops: Life Bottle 100%
Steal: Pine Gummy 50%
Location: Baril's Castle,

#245 Guardian
HP 30,000, Exp
Attack, Defense, Magic
Attacks:
Drops: Rune Bottle 100%, Pine Gummy 100%
Location: Chat Hut

#246 Gas Cloud
HP 1,600, Exp
Attack, Defense, Magic
Attacks:
Drops: Penecea Bottle 20%, Lemon Gummy 5%
Steal: Penecea Bottle 95%
Location:

#247 Jungler
HP 5,400, Exp
Attack, Defense, Magic
Attacks: Slash Feather
Drops: Orange Gummy 20%, Flare Bottle 20%
Location: Forest of Temptation

#248 Spiral
HP 45,000, Exp
Attack, Defense, Magic
Attacks:
Drops: Fairy Ring 100%, Orange Gummy 100%
Location: Baril's Castle

#249 Elementaler
HP 80,000, Exp
Attack, Defense, Magic
Attacks:
Spells:
Drops: Pine Gummy 100%, Elixir 100%
Steal: Elixir 100%
Location: Nereid's Libarynth, Chizel Castle

#250 Shamballoon
HP 1
Defense
Drops: Cheese 1%, Lettuce 1%
Location: Chambard(Shamballon Minigame)

#251 Dinosaur
HP 14,800, 722 Exp, 2,100 Gald
Attack 520, Defense 540, Magic 100
Attacks: Heat Holder, Heat Breath
Drops: Life Bottle 15%, Elixir 1%
Steal: Elixir 11%
Location: Farlos Church's Secret Chamber, Regulus Knoll

#252 Siren

HP 52,000, 8,998 Exp, 3,000 Gald
Attack 280, Defense 800, Magic 70
Strong against: Water 90%, Wind 10%, Earth 10%, Ice 10%
Weak against: Fire 20%, Electricity 20%
Attacks: Swallow+Spit,
Spells:

Drops: Trident 100%, Cefira 100%
Steal: Water Boot (Mizugumo) 100%
Location: Sunken Ship

#253 Gunner

HP 10,000, 566 Exp, 3,100 Gald
Attack 400, Defense 500, Magic 100
Attacks: Air Blade,
Drops: Wonder Bag 4%, Miracle Gummy 15%
Steal: Wonder Bag 35%

Location: Neried Labyrinth, Glimmering Spire (Kirameki Tower)

#254 (Nereid)

HP 160,000, 63,000 Exp, Dark
Attack 500, Defense 900, Magic 100
Strong against: All 20%
Attacks:

Spells:
Drops: Hourglass 70%, Reverse Doll 70%
Steal: Rune Bottle 20%
Location: Nereid's Lair

#255 Nereid

HP 240,000, Dark
Attack 380, Defense 300, Magic 50
Attacks:

Location: Nereid's Lair (Always floats above Regulus)

/Lens/

Along the game you'll find Lens hidden in various places, these lens are remnants from the Tales of Destiny game. Though they have no use by themselves. You can collect them and trade them in for items at specific places.

-These are the items you'll get by talking to Elene in Chambard (Desert Town - Inferia).

10 Combo Command
20 Ineri Cape
30 Celesti Cape
40 Extreme (Keel's Equipment)
50 Corona Symbol (speeds up you cast time)
60 ''Lens Hunter'' name given to Rid

Lens 's Location:

Inferia:
#01. Racheans, the Vegetable boxes in the basement of Rid's house
#02. Racheans, the door of abandoned windmill near entrance
#03. Regulus Dojo, the drawer in Paolo's room
#04. Regulus Dojo, the table near the second room's door
#05. Mintche, the tree by where you play Craymel Ball
#06. Mintche, In a wooden box at Keel's Mountain Observatory.
#07. Mintche, water elemental lab in the university
#08. Nostos Cave, wood pile near the end of the cave
#09. Morle, The Fireplace in Mazzet's house.
#10. Undine Stream, First screen, behind the big tree in the middle
#11. Forest of Temptation, Behind the middle statue of the five god statues.
#11. Inferia City, plant near the theater ticket booth
#12. Inferia City, royal guest room drawer on the 2nd floor, west wing of the castle
#13. Inferia City, Keel's papers in lower right corner in royal observatory

- #14. Inferia Port, barrels
- #15. on Ship in Inferia, vase in 2nd class room
- #16. Barole Port, boxes under the tent
- #17
- #18. Barole, the golden vase in the accessory shop
- #19. Sylph Cave, At the place where the assault dagger (treasure) is
- #20. Chambard, fountain
- #21. Chambard, 2nd floor of Bristol Chambard, dining table
- #22. Efrete Cave, Use the fire ring to open a cave door, in the treasure box
- #23. Mt. Farlos, behind The stone piles near the first load crystal in front of the bridge of Light
- #24. The back of the left most piece of the pod, where Meredy's ship crashes on Inferia
- #25 (13,74), above the Forest of Temptation
- #26. Chambard, northwest of the town, there's a small Island with a hidden screen where you learn a new command, The lens near the exit (161,45)
- #27 Farlos Church
- #28 Inferia Underwater Storage #3, in a chest
- #29. Aifreed's Tomb, The left path inside a treasure box
- #30 (159,131)
- #31. Spirit Hot Spring, the barrel at the entrance
- #32. Spirit Hot Spring, men's room mirror

Celestia:

- #33. Cape Fortress, the grass on the right side of the door.
- #34. Imen, Meredy's house on the glass table
- #35. Mine of Gnome, Lower left corner of Gnome Village
- #36. Chat Hut, B4, on the stove in the left room
- #37. Chat Hut, B1, the boxes in the water tank room where the duck doll is kept.
- #38. Van Eltia (your ship), In the Engine
- #39. Mountain. Celsius, Where the snow pile collapses
- #40. Peruti (after snow melts), the boxes containing crabs
- #41. Peruti (after snow melts), the tree near the fountain.
- #42. Imen (destroyed), display case in the weapon shop
- #43. Tinnsia, Gnome statue
- #44. Tinnsia, the chest in Fog's office
- #45. Ruin of Volt, Check the stone tablet
- #46. Port of Baril's Castle, In the barrel
- #47. Baril's Castle, Treasure box in right secret room
- #48. Seyfert shrine, The 1st glass bulb on the right at the entrance
- #49. Aifreed's Cave, Boxes near the entrance
- #50. Aifread's Cave, The end of the stage with the pirate statues, the blue thing beside the entrance to the next screen
- #51. Van Eltia, Barrel on the observation deck
- #52. Van Eltia, In the left hand submarine
- #53 GPS (60,126)
- #54 Jini (night), the slot machine in the casino
- #55 Jini (night), dance floor fire place
- #56 Jini (night), right table of auction hall
- #57. Aifreed's Hideout (Where you insert plugs), In the middle of the plug stands
- #58. Shadow Cave, Top left ball of light near Shadow (Where the enemy is).
- #59. Nekonin village, in the red house
- #60. Nekonin village, the village entrance's 1st house

All of the Lens is now listed (53 of these are from Gong Sniper's Post in GameFAQ message board.) and all the mistakes has been corrected.

/Meal Recipe/

Creating Great Food is still a part of the Tales series of game. Now let's try to find all 36 recipes around the world.

#1 Hamburger

Restores 15% HP

Bread, Bear Meat, Lettuce
Mintche, Cafeteria, Flower
#2 Sandwich
Restore 30% HP
Bread, Cheese, Lettuce
Racheans, House on the left, Pink Pig
#3 Pescatore
Restore 60% HP
Bast, Lobster, Squid, Tomato
Chambard, bin on the 1st floor of Bistro Shanbol
#4 Fruit Punch
Restore 10% TP
Kiruma Fruit, Lemon, Strawberry
Morle, Mezzet's House, Chest
#5 Sour Salad
Restore 20% TP
Lettuce, Cucumber, Tomato
Morle, Vegetable Shop, Pumpkin
#6 Fluffy Cake
Restore 60% TP
Egg, Milk, Kiruma Fruit, Strawberry
Inferia City, Royal Theater, Potted plant
#7 Squid ring
Restore 15% HP and cure poison
Squid, Cabbage, Lemon
Barole, Port, Lowest Box
#8 Steak
Restore 15% HP and cure paralysis
Bear Meat, Potato, Carrot
Barole, Bar, Drunkenman on the roof
#9 Meat Stew
Restore 15% HP and temporary boost ATK (Like Flare Bottle)
Bear Meat, Carrot, Cabbage
Regulus, Hotel, Kettle
#10 Fish Stew
Restore 15% HP and boost DEF
Squid, Mackerel, Cabbage, Daikon
Inferia port, Marine Shop, Anchor
#11 Omlet Rice
Cure all ailments
Egg (Tamago), Rice, Onion (Tamanegi)
Racheans, Weapon Shop, Armor
#12 Graten
Restore 15% HP and boost Speed
Bast, Milk, Lobster, Cheese
Barole,
#13 Carbonara
Restore 60% HP & 40% TP
Bast, Egg, Cheese, Milk, Bear Meat
Chambard, Hotel, Bed
#14 Cream Stew
Restore 60% HP and cure all ailments
Bear Meat, Milk, Carrot, Potato, Onion
Inferia City, Hotel, Vase
#15 Mitsu Ramen
Restore a little HP
Banyamen, Milk, Carrot, Potato, Onion
Chat Hut, Clock
#16 Okoge Sandwich
Restore some HP
Rice, Tusk Meat, Onion, Black Sode
Tinnsia, Marine shop, Statue
#17 Hiya Piri Chinese

Restore Full HP
Banyamen, Egg, Tusk Meat, Cucumber, Red Sode
Peruti(after snow melts),Statue
#18 Amanin Tofu
Restore a little TP
Milk, Amango, Banana, White Sode
Imen,Library,an Opened book
#19 Ebichiiri
Restore some TP
Lobster, Tomato, Red Sode
Peruti,Food shop,Stove
#20 Sweet Pafe
Restore Full TP
Milk, Banana, Amango, Kiwi, White Sode
Tinnsia,Hotel, Bird statue
#21 Hot Borscht
Restore Full HP
Bead, Cabbage, Potato, Red Sode
Luishka,House debri, a pile of rubbish
#22 Nigari Mapo
Restore a little TP and boost DEF
Tofu, Tusk Meat, Red Sode, Black Sode
Luishka,Galenos home, Waste basket
#23 Kara Oden
Restore a little TP and boost DEF
Egg, Daikon, Konyak, Red Sode
Jini,Exchange shop,Game machine
#24 Piri Zyaga
Restore a little TP and boost ATK
Potato, Onion, Carrot, Red Sode
Jini,Auction Hall, Picture behind curtain
#25 Shibi Sushi
Restore a little TP and boost Luck
Rice ,Mackerel, Lobster, Black Sode
Peruti,Hotel,Snow man on 2nd floor
#26 Syakunetu Curry
Restore a little TP and boost Speed
Tusk Meat, Carrot, Potato, Rice, Red Sode
Jini,Bookstore, Frog
#27 Zaramé Rice
Restore Full HP &TP
Tusk Meat, Tomato, Onion, Rice,White Sode
Imen,House which Farah stays the night,Toy Robot
#28 Fruit Sandwich
Restore Full HP and cure all ailments for all
Bread, Strawberry, Kiwi, Milk, Purple Sode
Master Sandwich 2 times, Amanin Tofu 18 times and Sweet Pafe 20 times
<#28 Fruit Sandwich>
<Restore Full HP & TP to all>
<Bread,Strawberry, Kiwi, Milk, Purple sode>
<how to get: don't know yet?????>
(I seen this one in the official book. Still don't know how to get it.)
#29 Vitamin Drink
Restore Full TP and cure all ailments for all
Tusk Meat, Tomato, Lemon, Bead, Purple Sode
Master Fruit Juice(#4), Vegetable Salad(#5), and Steak(#8)
#30 Chikara Niku Udon
Restore HP to all
Banyamen, Rice, Bear Meat, Onion, Purple Sode
Master Hamburger(#1), Mitsu Ramen(#15), and Okage Sandwich(#16)
#31 Ohako Stew
Restore Full HP &TP and cure all ailments
Master Meat Stew(#9), Fish Stew (#10), and Kara Oden (#23)

#32 Potato Doria

+1 to HP

Potato, Bear Meat, Rice, Milk, Cheese, Purple Sode

Master Omlet Rice(#11), Graten(#12), Carbonara(#13), and Piri Zyaga(#24)

#33 Mapo Curry

+1 to TP

Rice, Tusk Meat, Tomato, Kiruma Fruit, Tofu, Purple Sode

Master Sweet Pafe(#20), Nigari Ma-po(#22), Syakunetu Curry(#26), and Zarame

Rice(#27)

#34 Spaghetti Soup

Boost some HP ,ATK and Speed

Bast, Onion, Carrot, Bear Meat, Purple Sode

Master Pescatore (#3), Hiya Piri Chinese (#17), and Hot Borscht (#21)

#35 Tuna Paella

Boost some HP ,ATK and DEF

Rice, Lobster, Squid, Mackerel, Purple Sode

Master Squid Ring (#7), Ebichiriri (#19), and Zarame Rice (#27)

#36 Dark Stew

Random Effects

Start with this recipe

/All character's Title/

Like in the previous series, Tales of Eternia's Character still has Titles available to them. and now has extended to a certain degree. Unfortunately, that's just what it is. Only a Fancy title.

Rid Hershel:

Ryoshi-Start with this

Kenshi -Reaching Lv.10

Kenteu -Reaching Lv.30

Youjinhou -Reaching Lv.60

-Reaching Lv.99

Shinnoshuya-Beat Cless at the Arena.

Tales Sensei -Answering correctly to all 30 Questions in the first room of Mintche University(First round with Chelsea).

Tales Hakaze-Answering correctly to all 30 Questions in the 1st room of Mintche University(2nd round with Glas).

Tales Otaku -Answering correctly to all 30 Questions in the 1st room of Mintche University(3rd round with Clemente).

-Beat MiniGame: Rafting under these conditions, no more than 2 hits clear stage in under 1 Minute 5 Seconds

-Beat MiniGame: Cramel Ball

-MiniGame: Cramel Ball

-MiniGame: Cramel Ball

-MiniGame:

-MiniGame

-MiniGame

Fast Eater -Beat MiniGame: Sushi eating contest in Tinnsia against Mighty Kongman.

Kaiser -Scoring more than 12,000 points in the MiniGame: "Ocean Wars".

-MiniGame: "Wis"

Item narigin -MiniGame: Item Auction, Sell an Item for 10,000 Jini.

Alpine no Kenshi -Clearing the Pocketstation Fencing Game "Tatakae! Rid" gotten from Valuable "Eter Poke 1",

Explorer -Finding all of 7 treasures of Celestia.

Lens Hunter -Gather 60 Lens and talk to Elene in Chambard.

Farah Oersted:

Fama-Start with this

Kakutouka -Reaching Lv.10

Kungfu Master -Reaching Lv.30

Silent Assasin -Reaching Lv.60

-Reaching Lv.99

Hot Headed -Given from event with Race in Barole

Mitsuhoshi Cook-Win Cooking contest "Bristol Shanbal" for the 1st time

-Win Cooking contest "Bistol Shanbal" for the 2nd time

-Win Cooking contest "Bistol Shanbal" for the 3rd time

-Clearing the Pocketstation Rock,Paper,Scissors Game"Atsuchimui to Farah"
gotten from Valuable"Eter Poke 4",

-

Meredy:

Ikokunoshoujyo? -Start with this

Freelance(Freeter) -Reaching Lv.30

Syoukyoushi-Reaching Lv.60

-Reaching Lv.99

Travelling Artist?-Racheans, Bridge

High-Level Spirit Mage?- Mintche, After Hearing Keel's Explanation.

Spirit Engineer -Imen, Leaving to catch the train.

HotsuPoya -Minigame: Post Train,Stop to deliver the mails at all 4 stations in 3
minutes.

BuriBuri Madonna -Minigame:"Damseltition"

Fling Dancer- Clearing the Pocketstation Dancing Game"Dancing Meredy" gotten
from Valuable"Eter Poke 2",

Crynmel Master -Get by having Secondos enter gauge when he joins (Only one
person can get this job, Keel or Meredy)

Keel Zeibel:

Gakushi -Start with this

Insei -Reaching Lv.10

Shuushi-Reaching Lv.30

Kyoujyu-Reaching Lv.60

-Reaching Lv.99

Doctor Mintche -Clearing the Pocketstation Quiz Game"Keel's Academy" gotten
from Valuable"Eter Poke 3",

Crynmel Master-Get by having Secondos enter gauge when he joins (Only one
person can get this job, Keel or Meredy)

Chat:

Captain -Start with this

Pirate -Reaching Lv.20

Viking-Reaching Lv.40

Taikaimoku-Reaching Lv.60

-Reaching Lv.99

Mega nage Master-

Istoukoukaishi-Minigame:

Fog:

Boss -Start with this

Teiou-Reaching Lv.30

Taimajin-Reaching Lv.60

-Reaching Lv.99

Cremel Shooter -

Race Fomalhaut:

Tabino shonin-Start with this

/Mini Games/

During the course of the game, you can relax to play a rather funny handful
of mini-games around the world. some aren optional. some are not.

Rafting

Location: Racheans River.

Rules:Steer the Raft faster and avoid all obstacles.

Controls: <-,> -Steer Left & Right.

O -Increase Speed.

Awards:

Crymel Ball

Location: Mintche.

Rules: Down your Opponent life to nothing.

The game works like this, the ball changes color constantly. Blue & Red. and has a period of which your character can manipulate it's course.

You can do this by collecting crystals Blue & Red. when you press O you emits an aura around you in Colors that you collect.

If the ball is the same color as you, it's pushed away. Yet if it's of the opposite color, it will be drawn towards you. Use that to your advantage.

Controls: Use Direction Button to control character.

O -Release Power.

Awards:

Ocean Wars

Location: Outside of Baril's Castle

Rules: Shoot all enemy ships while avoiding getting hit.

Try getting a group of them with one shot(a scratch also count as a hit)

Controls: <-,> -Steer Left & Right.

O,Square -Charge power.

Triangle - Shoot Cannon(Charge must be full).

X -Dash(Charge must be full).

L1 -Call upon backup.

Awards:

Around the Celestia

Location: Peruti(After Snow melts),after playing Ocean Wars

Rules:

Controls:

Awards:

Dancing

Location: Jini.

Rules: Just keep the Spotlight on you

Awards:

Spirit Train

Location: Imen station -> Luishka station.

Rules: Stop at all train station.

Controls: ^ to put on the breaks.

Awards: Meredy's Title" " for stoping at all 4 stations in under.

Train Pursuit

Location: Luishka station -> Imen station.

Rules: Bomb the enemy train before it gets to you.

500 points to the Engine,100 points to each bogie you blow up.

if you miss, you'll have to fight a battle.

The bomb has a timer of 5 sec. So time your shot wisely.

Controls: O to drop bombs.

Awards:

Wis

Location: Always available after Gnome story listed in the Valuables of the Item Menu. or play it in The Casino in Jini(night).

Rules:

Controls: <-,> to select cards.

O to play cards.

Award: Rid 's Title" "

Kaiten Sushi(Sushi Eating Contest)

Location: Tinnsia. Kaiten Sushi restuarant

Rules: Eat as many dish as you can against Mighty Kongman

Yellow 800 points

Red 300 points

White 100 points

Controls: O to eat sushi

X to drink tea to bring stomatch level down.

Award: Rid's Title"Fast Eater"

Tales Quiz

Rules:

Controls:

1st round

Chelsea Thorn(Tales of Destiny):

Mix Gummy and Rid's title ''Tales sensei''

2nd round

Klarth F. Lester(Tales of Phantasia):

Miracle Gummy and Rid's title ''Tales Hakaze''

3rd round

Clemente(Tales of Destiny/Thunder Swordian):

Combo Command and Rid's title ''Tales otaku''

(*Thanks to Aileron for info on this one)

Battle Tournament

Arithmetic Game

Spirit Fortunetelling

Dance Battle

Auction

/Pocket Station Games/

This game supports the Pocketstation. and you can collect 4 mini-games for it in the game.(My translation is sorta sloppy :) Items that are use for downloading the mini-games to the pocketstation unit are Eterpokes found through out the game from sub-quests. these mini-games once beaten will yield a title, one for each 4 main character and an item.(you can only get it once)
Note The Pocket Station never did make it to the US. Sony decided that it was never worth it to bring it there.the unit zaps battery power too fast to be of any real use. and production wasn't easy.(We did get some here in Thailand)

-Fight on! Rid(Tatakae! Rid)<Fencing>

Item: Eter Poke 1

How to get : After you have came back from Celestia, In Inferia City's Arena, There will be an oldman who has lost his sword in front of the Arena. He will ask you to find it for him. Try asking

-The man in front of the Armor shop

-The guard at the right in front of the castle

-The Soldier in the Arena's counter

after you've gotten his sword back for him. he will give you the Eter Pokel in return for your help.

Rule: There are 2 modes to this game but basically is you have to get rid to kill the monsters.

Skills map to buttons

Kokahazan- Up

Majinken- Down

Haotenku- Left

Akisazeme- Right

(1) Quickness

Press according to skills shown on screen. 5 miss or too slow to press causes a game over.

(2) Memory challenge

Press all skills that the computer has shown in correct order. Then wait for Rid to do the attack.

If the sequence is not right, it will count as a miss.

Again 5 miss is a gameover.

Awarded "Alpine no Kenshi" title for killing 10 monsters and clearing the game

-Dancing Meredy<Dancing>

Item: Eter Poke 2

How to get: When you've first enter Imen, Go talk to Lotte, the girl in front of the Feed Pump in Imen and Ponz ,the boy who's with her will give Meredy the Eter Poke2.

This is going to be the Easiest Eter Poke you'll get in the game. So just don't miss it.

Rule: While Meredy is dancing, there will be grids that slowly expands. When the grid form a box, hit the confirm button.Scores are ranked by X(miss),OK,Good,Cool.

The better you did the more scores you get. If you miss too much. you'll get a gameover.

Awarded "Fling Dancer" title for scoring 1,000 points

-Keel's Academy(Quiz)

Item: Eter box 3

How to get: Go back to Luishka Station, Talk to the Conductor at the trainstation. He will ask you to find his Ticket pucher(Kitsupu kiribasami). answer yes.

then go to Imen station to ask the Man stationed there. He will answer in Melnics.

then go to the Library in Imen. and put in the word you've got before. Here's the answer.

1

1

3

1

3

2

Meredy & Keel will then find the Item near by in the broken plantpot. go back to Luishka Station to get Eterpoke3 for your trouble.

Rule: Melnics Mania! In case you don't know "Melnics" is the language Celestian use to speak, and the Language that cause so much fuss in the beginning of the game.The objective is to test Keel's (Your!) ability to translate Melnics.

I have yet to play this game.(*sorry*)

Awarded "Doctor Mintche" title for winning

-Hey! Look that way, Farah(Atsuchimui to Farah)<Rock ,Paper,Scissors>

Item: Eter box 4

How to get: After you've gotten back from Celestia, go back to Racheans to find that the Village Elder is sick. After talking to the townfolks reveals that the Medicine is made up of 3 ingredients

-Takigimushi

Auctioned from Auction hall in Jini

-YamaTsuno

20% chance of "Falsha Horns(No.236)" killed will drop this ,found in Farlos mountain area

-Hoshikawa

Take 15 Kiruma Fruits to Spirit Hot Spring(Syourei Onsen). Farah will play with it and have them float in the spring. The fruits pops to reveal "Hoshikawa"

All of these ingredients are in Celestia. when you've gotten all ingredients go back to the man near the stable and he will mix

them for you(get Hoteibanri). Give the medicine to the Elder to be awarded

Eterpoke4.

Rule: This is sort of like the Japanese version of "Rock,Paper,Scissors" where the winner must try to predict which direction the loser will turn. If the loser doesn't turn like the winner predicts. It's a miss. if the loser turns in the same direction, than he scores.the one that get 3 scores first, wins but you have to go at it 3 rounds.

While doing the <Rock,Paper,Scissors> thing

Rock- Left

Scissors- Up

Paper- Right

While guessing which direction Farah will turn

Directions is same as directional pad.

Awarded " " title for winning.

Extras/Secrets

/Extra Dungeon/

at the end of the credit roll, you'll be ask if you want to save your game. This save will enable you to take on extra thing hidden in the game.If you load it, it'll be as if you start a new game. So save in a different slot. Now you can access hidden stuff, load your previous save to see new difficulties enabled - Mania. Head to Orbas Surface at (98,85).

Nereid's Labyrinth:

Enemies:

Items:

You'll notice a black sphere near the Relay station. Enter it and you'll be ask if you want to choose a character to play with(Rid,Farah,Keel,Next). Selecting Next bring out the remaining choice(Before,Meredy,Chat,Fog). You'll have to clear this dungeon using one character per level. The level here changes randomly each time you leave the screen. Take that to your advantage. path that leads to the teleport light(leads to boss) will either head from left to up,up to right, right to down, down to left. Other paths just leads you back to the next random screen. This dungeon is good for training at Level 75+ if you replay the game(You'll have access to it in disk 2).

The First to Third boss is someone who you should be familiar with by now.

Boss: Elementaler(NO.249)

Element: From Wind,Fire,Earth in order

HP: 80,000, Exp

Strong against: It's element

Attack: Punch+Kick and Laser beam in close range doing around 4,000 damage

Wind(Dark force,Cyclone)

Fire(Explode)

Earth(

Gives: Wind(Gunnil and Persia Boots)

Fire(Star Circlet and Mystic Symbol)

Earth(Star Helm and B Line Shield)

Just Keep your distance away from him, and keep landing in damages. and soon the battle will be over.

Fight through All 3 Elementals, and finds your self a new boss at the end of the path.

Boss: Living Armor(NO,228)

HP: 8,000, Exp

Strong against: Wind(10%),Earth(10%),Ice(10%), Light(10%),Water(50%),Fire(50%),

Electricity(50%),Dark(50%),Force(50%),Time(50%)

Attacks:

Gives: Star Cloak and Star Bracelet

Boss: Hades(NO.233)

HP: 45,000, Exp

Strong against: Fire, Wind, Water, Earth, Electricity

Attacks:

Gives: Riverize and Gaia Clever

If you find the battles hard. Try using the Following Selections

Wind Element-Meredy, Kill the Harpy first then keep using Dark Force ,equip jetboots to run away from boss/ Cyclone spell.

Fire Element

-Fog, Kill the Firegrand and keep using Aqua Spiral ,equip jetboots to run from boss.(or just use Cancellor+ Elemental Master to kill him).
-Keel, Kill the Firegrand and use Celsius's Ice spells(such as Freeze luncher) to kill him. equip the Corona symbol and Jet boots to make things easier.

Earth Element

-Farah, Kill the 2 Strong Horn then use Shishisenkou special or Satsugekibukouken on the Earth Element.

Living Armor:

-Chat, use Eternal Sorrow to finish it off.

-Farah:

I got this good combo that can deal 15000-20000 damage.The skills are is:

- 1)Hienrentenkyaku:a 3stage kick follow-up with a somersault kick (> or < X)
 - 2)Yousourakubakushyuu:Farah jumps and do 2 fireballs then charge like a comet to the enemy (up X)
 - 3)Rengadan:A 7hit rapid fist (down X)
 - 4)Shishisenkou:You must access the Special version (X)
- First do Hienrentenkyaku.Before she performs the somersault kick, Quickly use Yousourakubakushyuu.Once she lands,perform Rengadan. Before she does the 7th hit,use Shishisenkou(Special).

You can replace Shishisenkou with Satsugekibukouken but the damage is less.

(*thanks to Aileron for the strategies covered in this section)

Hades:

-Rid use Houzetsenshou(Press X repeatedly after executing Haotenku).

after that you'll have access to all characters again, but still no save and items ability. Properly equip your 4 best character that you'll use. Then walk up to see Regulus sitting in a throne. It seem he is possess by Nereid. now you'll be ask to send in your best team. pick the 4 characters you want. Then fight!

Boss: Regulus(NO.254) + Nereid(NO,255)

HP: 160,000 + 240,000

Strong against: all(25%)-Regulus

Defense: 900-Regulus

300-nereid

Attack: Meteor Swarm

Gives: nothing

This guy is one of the toughest boss you'll face in the game so give him everything you've got!

Regulus fades to nothing and you can leave now, There's a light on Regulus's seat, take it. It's a Hyper Gauntlet, an Item for Rid.

----- /Last Fencer/

To get this fabulous sword, After you've get Riberves ores from Regulus Knoll. Go to Baril's Castle, talk to Zosimos standing near the Spirit Canon. Than go to Imen talk to him again in the weapon shop. Go in &out of town 5 times and go back to the weapon shop to get the Last Fencer.Now you've got the strongest Non-elemental sword of the Game!

----- /Cut-ins/

There are skills that shows a Anime Cut-in . These are the ones that have been found.(I'll try to confirm it before putting it in. So if you suggest one in, it'll took longer than you'd expect)

Rid:

Hiou Zetsuen Shou

Condition: successfully execute Hiou Zetsuen Shou

(Press X after your Haotenku has throw an enemy into the air)

Fuujin Fuubakusatsu

Meredy & Keel:

Indignation(1time only)

Condition: use the spell on Secondos, when his Hp is less than 30,000. He will be KO'ed in one hit.

Raise Dead(Mint Cut-in)

Farah:

Karyu Enbu.

Use Tenketsu Bakutai, then on the stunned enemy do punch x 2 -> Anti-air-> Aerial Skill.

Chat:

Fog:

-Elemental Master

Condition: successfully execute Elemental master.

/Combination skills(kyouryoukugi)/

Using Rid's/Farah's skill with a certain spell can take that skill to a new level! Try it and see.

Gurenken

FireBall(Meredy or Keel) + Kokahazan(Rid)

Dankuiken

Cyclone(Meredy or Keel) + Senkuuretpa(Rid)

Kairyuiken

Heal(Meredy or Keel) + Gariukuuha(Farah)

Raisenken

Thunder Blade(Meredy or Keel) + Soudoushouteiha(Farah)

This is all 4 of the Combination skills the game is reported to have.
(*Thanks to Kaze Yagami(yagami@pacific.net.sg) for infos on Combination skills and Anime Cut-ins.)

/The Van Eltia (Ship)/

As you progress in the game, you'll acquire a ship, the Van Eltia. Which is Aifreed's Legacy pass on to his granddaughter, Chat. The Van Eltia will have 2 spare rooms ,after you get your first upgrade, The Sub. The Sub enables you to travel underwater. Allowing you to access places in the world you can't normally reach. that is where the upgrade path ends as the story goes. You'll have to tackle the sidequest if you want some of the features in the game, Including the Hidden Summon - Destiny.

Go to the Room with Aifreed's statue in the Relay station in Orbas Surface (Sky Plane). Selecting the statue, it reveals a location in inferia- that's the location of Aifreed's Tomb.It's a little above the Aifreed's Symbol in the sea, in the middle of the Crecent island, go inside the tomb. You'll have to solve the puzzle and get all Aifreed's Costume to place on the statue in the middle of the room.

The path left is the Mustashe. Pull the Woman statue to the Lamp. It's neck will lengthen and you'll be able to open the door

.The middle one is the Hat. When you reach the fire room, just use your freeze ring to cool it down to get through.

The right path is the Shirt. When you see the Frankenstein, just use the freeze ring to stun him. As for the Door with the Teeth

,Put a female character up front in control(Chat,Meredy,Farah), to get through.
Once you have all treasure, put all of it on the statue, It'll slide open to reveal the
Light Orb(Hikari no tama).

Now you have the light orb. You'll have to wait for the Final Dungeon - Chizel Castle
to get the Dark Orb.

Once you have both orbs, go back to the Relay station to the Room with the statue.
There put both orbs in left and right of it. Rid and Chat will notice something and go
out to see the Brand new Van Eltia!

The Original Upgraded Van Eltia's got 2 spare rooms on the 2nd floor.
now at any dock you can fill these rooms with useful stores for a price. The Fully
Upgraded Van Eltia's got 4 rooms to spare! with 4 floors and 4 rooms.Now that's
enough for a bedroom, an Item shop, a game room and a Transfer room.
When you dock the Van Eltia at a dock, go to the Shipping Guild and talk to the Guy
at the desk. He will than ask if you want to remodel the rooms in your ship. say yes.
than select the rooms (#1 and #2 for the Original. and #1 - #4 for the Upgraded Ship
with Aircraft ability). than select what you want to do with the room in question.

The Shipping Guild in Tinnsia has this option.

1- Clear the room for 170,000 Gald.

2- Put in an Item Shop for 300,000 Gald.

(got most of the food except the Purple sode and some veggies. You'll have to get
that from Chambard. You can buy some stuff at an outrageous price here too.)

3- Model it into a Bedroom for 900,000 Gald.

*4- Get Transfer Room! for 1,800,000 Gald. no need to go to Relay station no more!

(you can only go to places that appear in the worldmap that you've bought. For
example, You can't go to Jini with this thing.)

The Shipping Guild in Inferia's Port has this option

1-Clear the room for 170,000 Gald.

2-Make Informatory(Sick bay) for 1,000,000 Gald

3-put 300,000 Gald in to make a Bedroom.

4-Make a Game room(Ocean Wars) for 800,000 Gald

/7 Treasures of Celestia/

Meredy mention something about 7 treasure of Celestia, which is

#1-The S.D.(swordian) in Celestial Underwater Storage #1

#2-An Armour

#3-A Deck Broom is located inside your ship,The Van Eltia. It's in the room near
the place where Meredy is standing. Make sure your party isn't scattered all over
the ship and you'll find it. (It must be the one stahn was using.)

#4-A Village inhabitted by non-humans,"Nekonin Village" is found at(,) and is
populated by cat-men.

#5-Couldran no Supu, A pot with the fart of a hero,found in the cave of earth.
you need to use the shovel to dig onto a crack of wall.

It will poison your party or give you random effects when you open it.

#6-A special medicine,"Howdy Banri"

#7-The treasures of Aifreed,

/The Rune Bottle/

As in all the Tales series, Rune bottles can still be used to transform items
into another one. Although the rules are a little different than last time around.

Ao no Kakera ->Seishouseki

Aka no Kakera ->Sekishouseki

Kiiru no Kakera ->Kishouseki

Kuru no Kakera ->Kokushouseki

Shiru no Kakera ->

Mizuru no Kakera ->Tsuishouseki

Midori no Kakera -> Ryokushouseki

Murasaki no Kakera -> Shishouseki

Mackerel ->Macro Gummy
Sage <-> Savory
Red Sage <-> Red Savory
Lavender <-> Belbane
Red Lavender <-> Red Belbane
Apple Gummy ->Lemon Gummy
Orange Gummy ->Pine Gummy
Pine Gummy<->Lemon Gummy
Mix Gummy ->Miracle Gummy
Miracle Gummy ->Elixir
Dark Bottle<->Holy Bottle
Penecea Bottle<->Life Bottle
Charm Bottle ->Miracle Charm
Combo Command<->Step Ring
Technical Ring -> Step Ring
Fight Symbol<-> Blue Talisman
Reverse Doll -> Cefira
Mental Bangle<->Heal Bangle
Mental Ring<->Holy Symbol
Protect Ring<->Resist Ring
Thunder Mantle ->Flare Mantle
Aqua Mantle ->Thunder Mantle
Fairy Ring <-> Mystic Symbol
Force Ring<-> Reflect Ring
Black Onyx<-> Moonstone
Sheeps Mantle -> Elven Mantle
Elven Mantle ->Smash Mantle
Chaos Shield<->Order Shield

/Auctionning/

Elixir 6,000 Jini
Angel Brace 3,400 Jini
Kishouseki 1,500 Jini
Kris Dagger 9,800 Jini
Kokushouseki 1,500 Jini
Shishouseki 1,500 Jini
Tsuishouseki 1,500 Jini
Seishouseki 1,500 Jini
Sekishouseki 1,500 Jini
Technical Ring 3,000 Jini
Hokushouseki 1,500 Jini
Hanuman Shaft 13,200 Jini
Magical Ribbon 2,600 Jini
Minnil 11,000 Jini
Reverse Doll 4,500 Jini
Reflect 7,880 Jini
Ryokushouseki 1,500 Jini
Rare Helm 5,620 Jini
Rijumu Ring 50,000 Jini

/Places in the world of Eternia/

The Co-ordinates(GPS) where there is no title is the place you can enter in the world map. But since it is just one screen with no exact name to put it. I decided to just leave it that way.

World of Inferia:

Racheans ->22,105
Racheans Pier ->31,122
Regulus Dojo->23,124
Mintche Observatory->59,155

Mintche ->68,142
Nostos Cave ->88,149
Morle ->125,157
Undine Stream ->151,126
Forest of Temptation->50,145
Inferia City ->187,120
Inferia Port ->181,108
Barole ->50,39
Barole Port->57,41
Sylph Cavern ->27,65
Chambard ->188,59
Efreet Gorge ->221,76
Farlos Mountain ->93,110
Aifreed's Tomb ->Location given by Aifreed's Statue at the Relay station(88,63)
Glimmering Spire(Kirameki Tower) -> 107,22
Spirit Hot Spring(Seirei Onsen) -> 204,98
Seyfert Garden->166,18
Underwater Storage 1 -> 76,125
Underwater Storage 2 -> 121,122
Underwater Storage 3 -> 142,1
Underwater Storage 4 -> 225,131
Sunken Ship -> 34,3
Aifreed's Symbol ->99,92
<169,175> -Meredy's Picture
<62,90> -Map
Strawberry Shop->53,24
<18,12> -Savory,Lavender
<39,35> -Midori no Kakeru, Roukushousaki
<24,132> -Command" "
<50,148> -Rune Bottle
<161,45> -Command" " ,a lens
<100,100> -Command" "
<114,144> -Command" "
<186,33> -Tomato
<211,31> -Pine Gummy, Lemon Gummy
<183,90> -Tsuisyousaki, Mitsuiiri no Kakeru
<226,90> -Rune Bottle
<186,140> Flare Mantle
<13,74> a Lens
<150,101> Information from an old soldier
<159,131> -a Lens
<121,54>->Kirama Fruit
<150,144> Poison Check

World of Celestia:

Cape Fortress -> 34,63
Imen ->43,68
Imen Station ->60,70
Luishka Station ->127,72
Mine Station ->
Mine of Gnome ->113,109
Mt, Celsius ->28,96
Chat Hut ->106,112
Aifreed's Cave ->204,98
Tinnsia ->212 ,409
Jini ->66,152
Nekonin Village ->120,109
Aifreed UnderwaterDome ->98,92
Underwater Storage 1 -> 55,113
Underwater Storage 2 -> 153,165
Underwater Storage 3 -> 168,112
Underwater Storage 4 -> 228,42
Underwater Storage 5 -> 3,151

Shadow cave-> 5,12
Jini's underwater entrance -> 35,15
<99,44>
<130,118>

Orbas Surface(Sky world):
Orbas Relay Station -> 50,44
Seyfert Observation Station ->
Chizel's Castle(Final Dungeon) -> 110,10
Nereid's Labyrinth(Extra Dungeon) -> 44,60

/Extra Event(has no impact on story)/

Katerin & Pier:
-They Finally ends up in Barole at the Restaurant. Working to cover their traveling expenses.

/Boss Awards/

Here's What you get for Beating All of the Boss
?????:Life Bottle, Orange Gummy
Insect Plant: Lemon Gummy,Kiruma Fruit
Undine: Talisman, Mental Bangle
Sylph: Ring, Life Bottle
Efreet: Black Onyx, Flare Bottle
Race: Heal Bangle, Leather Mantle
Gnome: Moon Crystal, Rune Bottle
Guardian:
Celsius: Resist Ring, Frost Check
Shadow: Fast Ring, Rune Bottle
Volt: Holy Symbol, Rune Bottle
Chizel: Elc Jewel, Reverse Doll
Rem: Reflect Ring, Rune Bottle
Hades: Mental Bangle,Tamago
Siren: Trident, Sefira,Mizukumo(Water Boots??)
Maxwell: Fairy Ring, God Weapon
Valkyrie: - Grant you access to pullout the Swordian in Celestia #1 Underwater Storage
Cless: Cless's Bandana and gives you his eternal sword and the title " "
Arche: Arche's Ribbon
Regulus: - but there's a Hyper Gauntlet where he use to sit

/Best Equipment for Party/

Wonder what is the best equipment for your character? Did you get the best rig for your character? Think no more! just take a look to see the list.

Rid:

(Weapon)Last Fencer

Get by Beating Rem to get Ribeves in the story than talk to Zosimos at the spirit cannon at Baril's castle. Head to Imen(destroyed) at the former weapon shop. goin &out of town for 5 times. now head back to talk to Zosimos and the Last Fencer will be yours!(one might think Eternal Sword is more powerful, it actually is more powerful but is time element which means it does less damage to boss that is Time based like Secondos. Last Fencer, however has no element and would do the same damage to all + some luck as well. Eternal sword also decrease your luck(chance of critical hit & find item) by -2)

(Head)Star Helm

(Body)Golden Armor

in Chest behind Valkyrie

(* Note*: This is the best Armor in the tales series so far. If you've look at the

previous series- Tales of Phantasia, Tales of Destiny. You'll know what I mean.)

(Hand) B-Line Shield

Keel:

(Weapon) BC Rod

in Chest behind Valkyrie

(Head) Star Circlet

(Body) Spirit Robe

(Hand) Star Brace

Farah:

(Weapon) God Weapon

Get by Beating Maxwell, which is NOT an easy task.

(Head) Magical Ribbon

(But in my opinion, I prefer Arche's Ribbon which gives 50 to luck but no additional Defense. Get by beating Cless at Hard Level to Mania Level, He will be join by Arche.)

(Body) Star Cloak

(Hand) Same as Keel

Meredy:

(Weapon) Eternia M(elody)

Found in Chizel's Castle.

(Head) Same as Farah

(Body) Same as Farah

(Hand) Same as Farah

Chat:

(Weapon) Wonder Bag

Get from the extra dungeon "Nereid's Labyrinth"

or steal from Gunner in Glimmering Spire

(Head) Captain Hat

(Body) Same as Farah

(Hand) Same as Keel

Fog:

(Weapon) Mega Cruncher

Pay the Man in the Spirit Canon room in Shileska Headquarter 20,000 Gald to develop a gun for Fog (Fog must be in party). Progress through some events and comeback to get the guns.

(Head) Same as Rid

(Body) Same as Keel

(Hand) Same as Keel

/Status Boosting (using Items)/

Now that you've got the idea of what equipment you should aim for. Let's try to maximize the Characters stats! As you already know that there are several stats boosting items out there in the game. They confers to HP, TP, Agility, Strength that you can boost. These items are Savory, Sage, Belbane, Lavender and there are Red version which gives twice the effect (in Destiny, you can use Rune bottles on these items to turn them into "red" versions of it. Sadly, Eternia's version has taken a different route and rune bottles just switches between Sage <-> Savory, Lavender <-> Belbane instead).

Apart from collecting them from places. Some Monster also drop these wonderful things. So without delaying any further. Here's the Locations and Names of these walking gold mines (you'll have to try hard though to get any from them).

Sage (Increase HP by 5%)

Troll (NO.)

Location:

Red Sage(Increase HP by 10%)

Hell Kite(No.217)

Weakness: Ice100%, Water30%

8%Drop!

Location: Inferia Arena

Well, Bonapate! Go get yourself Maximum status.(It will take hard work. but I think you can do it!)

/Non-useful items(or stuff that we don't know what it is use for)/

There are 11 items currently marked as worthless and has no useful property discovered(besides auctioning it in Jini).

- 1 Weltas By Script(Weltas Daihon)
-See all 8 parts of the Weltas By play at the Royal Theater in Inferia City. You'll find it on the stage afterwards.
- 2 Usawa
-Clear the Chamballon Minigame in Chambard. Talk to girl name Ai near the Fountain close to where you play the game. she will give it to you.
- 3 Wind Ball
-Clear PocketStation Minigame4(Look that way, Farah). Upload the results back in the game and go back to talk to Kamulan, the village elder. He will give you the Wind Ball.
- 4 Kacomon
-Pay the Student at Mintche's port 100,000 Gald to get his papers.
- 5 King's Shoker
-Search the Cabinet opposite of the king's bed(where he is lying sick) in Inferia Castle to get this.
- 6 Rosania's Dress
-Search the box next to where Aifree's cloths is ,in Aifreed's Tomb to get it.
- 7 Oshirui
-Search Farah's dressing drawer in her house in Racheans.
- 8 Bushu Biby
Luishka
- 9 Button
-Cloth shop in Peruti. After clearing the mini-game: Around the Celestia
- 10 Fuyu Tomato
- 11 Doeniz no Popuri
In The item shop in Barole, talk to the boy. After clearing the Mini-game: Arithmetic

(*Item #1-#6's method of Requiring has been tested. the rest are just speculations)

/Cheats/

Cheating is for Losers! Get over it. you don't have to cheat to win.and if you do use it. you'll lose the fun of the game.(BTW, Cheats can make writing a walkthrough easier though.) But since this must be a "Complete" FAQ. I am obligated to put it here.

GameShark Codes:

The play time does not increase

D0020420 0001

80020420 0000

Play time

8013FDA8 xxxx

8013FDAA xxxx

Max Gald

801405E0 E0FF

801405E2 05F5

Gald does not decrease

D0119F3E 004A

80119F3E 0040

Encounter Max

801405E8 E0FF

801405EA 05F5

Encounter none

801405E8 0000

801405EA 0000

Encounter

8013FDAC xxxx

8013FDAE xxxx

Infinite all 15 item

8003C988 000F

8003C98A 2402

8003C98C 093C

8003C98E A2A2

When use,TP does not drop

D0035B2A 0082

80035B2A 0080

D006A806 0072

8006A806 0060

D007024E 0064

8007024E 0060

1Fight for Max Level

D0073926 1040

80073926 1400

1 fight for Spirit guage Max

D0073CFE 1040

80073CFE 1400

Use 1 time for Max technique.

8006DE50 1023

8006DE52 0042

8006DE54 270F

8006DE56 2442

Max Hits

801405EC E0FF

801405EE 05F5

Technical Smash 100%

D006DA50 019C

8006DA54 0064

D006DA50 019C

8006DA56 2410

D006DA50 019C

8006DA6C 0001

8004B9B4 0000

The number of lenses

30109DB5 00XX

Full Cooking list

80140AAC FFFF
80140AAE FFFF
80140AB0 000F

When use, item count does not drop.

D003E6BC 093C
8003E6C4 0000
D007478C 093C
80074794 0000

Map 100%

B0160002 00000000
80140810 FFFF
8014083C 03FF

Monster's Book Full

B07F0002 00000000
80149AC FFFF
80140AAA 03FF

When walking, HP does not drop

D0032726 00A3
80032726 00A0
D0032726 00A3
800559B4 0000

Undine's HP does not drop in Efreet Gorge

D0054CD0 3BC8
80054CD2 8443
D00D34B0 000A
80084E74 FFE9

Magic Max

8006DE50 1023
8006DE52 0042
8006DE54 270F
8006DE56 2442

Debug Mode

D00D34B0 0001
8013DED0 0003

In Newgame screen, Press L2 button
to get the option

Processing acceleration

D00D34B0 0001
80084E76 1400
D00D34B0 0002
80084E76 1440

press L2 to accellerate
R2 for normal speed

Rid

Level 3013F47A 00xx
Exp 8013F47C xxxx
8013F47E xxxx

These codes were never used. nor tested by the FAQ Author. I only put this
in to make the FAQ complete. Don't Ask me for support. I don't use these codes.
(*6 of these codes were from Gong Sniper's post. thanks! Gong Sniper.)
(*9 of these codes were taken from <http://www20.freeweb.ne.jp/play/gameinfo/>
though I did try to get the site's author approval in putting it here. I didn't recieve the

reply. So I put the codes here with this notice.)

Saves Hack:

Gamesharks isn't the only way to cheat now adays. Savegame editing is now available. So, I'm planing to put some editing info here as well.

(Until now I've been unsuccessful in hacking any stats out of the game. This game must place another check-up stat somewhere because it refuses to load the modified one everytime.)

For Editing Saves from your PS(X or one). You'll need a Dexdrive, Playsaver or any other way to get your saves into the computer. and you'll need an editor. These codes were written to use with PSXedit (<http://moberg-dybdal.dk/psxge>) and I think that should be enough for start (on the other had if you use an emu, you probably won't need a Dexdrive).

/In-game Dialogues/

IF I have time, I will put it here

/Song Lyrics/

Flying (Game Opening version)

by GARNET CROW

romanized provided by Kaze Yagami

copyright 2000, Namco LTD

Kisetsu hazure no BEACH SIDE

Yoru ni kakureta

Kimi no yokogao wa Nani wo mitsumeteru no?

Bokura wa nani hitotsu

Shiru koto nai mirai no tame ni

Te ni iretari nagedashitari shite

Hakanaku sasou yukue mezashite

FLYING GONE

Yumemiru you ni

Ochite yuku no kimi no naka e

Osorenaide kizutsuitara

Kitto setsunai yasashisa wo daiteru

FLYING FALL DOWN

Habadaki nagara

Ochite yuku no kimi no soba e

Nani mo nai asu ga kuru toki wa

Kimi ni deaeta kiseki mune ni daite

Nemurasete...

Flying (Game Opening version)

by GARNET CROW

translation provided by

copyright 2000, Namco LTD

Kisetsu hazure no BEACH SIDE

Yoru ni kakureta

Kimi no yokogao wo nani wo mitsumeteruno no?

Kitowa dannemo danine naniaga suwote

Dake toshitoyo kiru huwamu kiseyashi naito

Bokura wa nani hitotsu

Shiru koto nai mirai no tame ni

Te ni iretari nagedashitari shite
Hakanaku sasou yukue mazashite

FLYING GONE

Yumemiru you ni
Ochite yuku no kimi no naka e
Osorenaide kizutsuitara
Kitto setsunai yasashisa wo daiteru

FLYING FALL DOWN

Habadaki nagara
Ochite yuku no kimi no soba e
Nani mo nai asu gakuru toki wa
Kimi ni neieta kiseki mune ni daite
Nemurasete...
Kimiwo shinji do hodo nime hiji wo kako kute
Hateshi kai nomo no supete keshi sari keito
Kitsu ika toki yuwamo
Tada ashirizuzu keru kotoni
Yasura gisa e ganji teta nante
Imiji asuo tori koete yuke o

FLYING FALL DOWN

Tabi tatsu narama
Asemo himo yorumo nakute
Kimino minu ine kateya
Hikoto kae nanu kawa mono ni waderu
Tabitasuno...

FLYING GONE

Matsunete yukuyo
Kimi no airai supete motone
Yuneni mopi noki wo tootsu
Kimino mirai ashi tana eki ana kutemo

FLYING FALL DOWN

Habadaki nagara
Ochite yuku no kimi no soba e
Nani mo nai asu ga kuru toki wa
Kimi ni neieta kiseki mune nonakamu
Seiwo ni watashi nochi
Kare zuyoku kaga iite
Nemuresete...

/Melnics Tutorial/

Melnics is the Language that the Celestian speaks and has a very big impact upon Preliminary parts of the game. Why learn it? simple, you'll need to brush up on your Melnics to get a good chance of going at the Mini-game "Keel's Academy" in Eterpoke 4.

/Additional Information/

-Maximum Hit is 999
-Maximum Level is 250
>Valkyrie was also suppose to be a summon? (at least it appeared so in the sample) now how do we get her?
-Some spells/skills and Summons are just test clips and isn't really available in the game. Don't bother looking for them.
>I've found Seven of the non-sense items. it's
Oshirui-Inside the cupboard in Farah's house at Racheanss
Kakomon-Buy from the student at Mintche harbour
Rosania's Dress -The item box inside Aifreed's Tomb(near Aifreed's clothes)

Weltas Daihon -See all 8 parts of the"Weltas By"play in Inferia Royal Theater and you'll find it on the stage.

King's Shoker -The shelf opposite of the king's bed Inferia Castle.

Usawa-Finish the Chamballon mini game, Talk to Ai(girl near the fountain) to get it.

Buttonfound by Meredy in the second changer.of Chambard's Clothshop.

Now,here's my specutlations of getting the rest of the non-sense items

Wind ball-After you upload minigame #4, talk to the village elder at Racheans

Doeniz no Popuri-In The item shop in Barole talk to the boy

Fuyu Tomato-???

Bushu Biby-???(seen it in Luishka, in the Living room of Meredy's old house)

Now, where to get these stuff? Are my speculations true?

(I don't have a Pocket station ,so I can't confirm the Windball thing.)

(*Thanks to Ken Yagami 's 3 answers to the questions above in this section)

Final Notes

Whining:

My skill in japanese is very low. I can barely spell words written in Kata & Hiragana with out a textbook!, let alone try to read it. So that means it you find any errors(and I mean ERRORS), I appolagize and hope that you e-mail me telling me what I'm wrong about and how to correct them. Please! e-mail me about it, your contribution will be noted in this FAQ. This is my first shot at trying to write a FAQ, take it easy on me,OK?

/Author/Maintainer/

This FAQ is written and maintain(?) by Kung Lee. You can contact the author (Kung Lee) at the following e-mail address. kung_lee@hotmail.com.

/Contributors/

These are the guys that had directly put something in.

(Numbers has grown recently.)

- Zhou Tai An(kain@pacific.net.sg), is responsible for skill translations/diallogues
- Aileron, for details about the item Picohan Revenge & Cefira & some correction as well.
- Hans Martin Wahyudi(lugia249@mail.com), for the Monster Data and many other things that are too long to list.
- Matt Beischel" (mjbeisch@syr.edu), for Checking and proofing the entire FAQ by himself. I had to let go of his version because I improve too much of my FAQ already.)
- Calvin Niu(solea@earthlink.net), for making ask other ppl's opinion about how hard boss battles are(Secondos) and for Farah's additional skill.
- Kaze Yagami(yagami@pacific.net.sg), for Many corrections and improvements that I'd not thought of(Names, Song Lyrics,ETC).
- Penny Chok(mira101@yahoo.com) for the full song lyrics & for correcting the Sunken Ship scene story..

These guys have help me improve what I have overlooked.

- Dimetric Houston(dhousto6@bellsouth.net), for sending suggestions about Crymel Tutorial.
- Ken Yap, for suggesting correct names for skills.
- (Sorry I forgot your name) For asking about Spirit's Levels and Vitality.in the GameFaq's messageboard.
- Fam. Wallimann(wallico@bluewin.ch) for helping me proof my spell list.
- jesy (krystalklyr@yahoo.com) for trying to warn me to use spacebars instead of TABs.

/Credits/

I couldn't have whip all of This up by myself. So Most info in this FAQ is taken from here and there. I did do my job, though :)

-Tales of Eternia FAQ/Walkthrough by Zhou Tai An (kain@pacific.net.sg)
Taken Some Story line, Very Good Conversation coverage! and Kain, you're one damn FAQ writing mania, aren't you? (try looking at ALL of his FAQs on GameFAQs.com to see what I mean) how can you spend time writing this one?(that's why I'm writing it for you)

-Tales of Eternia FAQ by Robert Broglia(broglia@wam.umd.edu).
Taken Some Recipe,Nice Starting Item list.and some other stuff that I can't remember correctly. Your progress is getting stiff, Robert. I miss your FAQ.

-Chaki's Tales of Eternia Page

(<http://www.netlaputa.ne.jp/~migu/toepage/toetop.html>)

This Web has great Walkthrough already complete. The walkthrough is a bit short compare to what it could have been, but never the less it gives all instructions to how to win the game(minus some story). Co-ordinates is also present. not to mention Meal Recipes & Hidden Chat/Fog Skill locations.

Some Info in this FAQ is double-checked against this site's FAQ for faults & some are taken to patch what is lacked of this FAQ(Such as Meal Recipes). So hands up to Chaki! her web has speeds up this FAQ tremendously. (5/2/2001)

-Tales of Eternia:The GameFAQs message board

A LOT of info in here comes from these guys. Especially Gong Sniper, Devilking01,you were very resourceful
Aileron, Lugia249 thanks for sending in about my errors.
Thanks! I couldn't have done it with out your help.

-<http://www20.freeweb.ne.jp/play/gameinfo/>

Game shark codes, Rune bottles, Auctioning, Monster data! this site has it all! unfortunately it's in Japanese. Alot of Info is checked/ taken from it though (I send an email about this but didn't recieve any response

back but the update just can't wait for such a thing. I'll try again to get

his/her

approval.) (Not that I don't have most of these infos with me on hand but I did check most data against the site's. so I'm obligated to put it's credit here.)

These are the guys I have to thank for(just can't overlook them).

-Namco LTD, for releasing this great game!

-My Mom, for giving enough time from my store to do this(actually she didn't mean to do that).

-and Finally YOU for putting up with me and my first FAQ ever. I hope you enjoyed it as least as much as I have.(had a hell of a time writing it.)

/Rants Rants Rants/

This is My Rant section, Any non-related Quotes are put here. Any offensive Quotes are also put here. You have been Warned. (Espesially Square's Fans.)
Don't Flame Me for it.

-Man, does this thing takes TIME! it zaps me of over 100 hours worth of work!

(3-4 hours everynight for 2 months!) just to release the first version. I'm beat! So everyone e-mail me for incorrectness & faults you can find in this FAQ. So that it will be complete sooner! Better yet, tell me what you like. May be I'll put it in for you. (now over 200 man-hours. 30/3/2001)

-Tales of Eternia is the hardest in the tales series that I've seen. Not to mention a contender for the Longest Boss battle. Next Tales should be more difficult if progress in this fashion, Hah?

-More RPG translation! Japanese shouldn't be the only language a gamer should know. Games like Arc the Lad 2 ,Tales of Phantasia,Tales of Eternia and the Likes should be ported to the states. I've seen too many good games gone down unnoticed *Sob*Sob* <My Best RPG game's collection is Wild Arms, Tales of

Phantasia, Tales of Eternia, Suikoden II, and Arc the Lad 2. Others just don't cut it or I haven't play it.>

-Emulations Rulez! My playstation is now 2 years old and it's shape hasn't been the same since half a year ago. This walkthrough was done purely on an Emulator (Connectix Virtual Game Station). It was there when I need a playstation for the game. It wasn't perfect but it has done it's job. (I need to say that. Though I wish it had vibration features.)

-Square's Fans! don't get mad at me for saying those stuff(Look it up in the Gameplay section). Get even! tell Square to make a game that's true to the old RPG design. Games like Chrono Cross and the likes are making us old timers (I'm not that old but you know it's just a metaphore) dizzy!(I thought I'd was going to puke when I went in to battle for the first time around.)

Navigation! don't make us play games that some of us just can't play for more than half an hour with out having to go to the restroom. Look at games like Arc the Lad 2 or Wild Arms for example. Now those are great games!

Story twisting should be minimal, Not something that you can write a whole damn book about. Don't get me wrong, I used to love Square but the qualities nowadays? NO WAY(4/3/2001).

-Don't E-mail me about how lousy my english is. I'm not a native English user. I've never been abroad.This is the BEST I could do given that it's the first one for me. There should be alot of rooms for improvements. Stay Tune for more!

NOTE

-I did notice that TOE didn't make it well in Japan as it should have had. Perhaps everyone there was expecting too much?(Ranked 13 in sales in 2000 for 552,009 copies(Preorders count much for this))

-It is rumored that TOE would now be ported to the US as Tales of Destiny 2. Namco will use the same studio it has hired to compose the opening theme for TOD to do TOE's opening theme as well. I hope that this isn't true, the US TOD theme was so less than the original Deen's work on the Japanese version. (10/05/2001)

-(This is kinda off topic) I've heard that Arc the Lad Collection is going to be release by Working Designs. It'll feature Arc the Lad I - III + Monster Tournament + Making of Arc the Lad Collection.(6 disc) in the first quater of 2001. When it's out I'm going to delete this game's name from the rant above and get a FAQ going on it.(Still this game has been cancelled at least 4 times now. Can't be sure yet.)

-(This is also off-topic) Dreamcast is now dead! I've been thinking of getting one since last year, when the RPG stuff starts to pour on to it. Now Sega's decision has decided for me.(I'd always wanted to try out Soul Calibur too.) I'm going to have to aim for a PS2 instead(I was going to get it after getting a Dreamcast.).

-My site is now postpone until I got a better grip of my story(& Manga) which account for much of the site's content. So to anyone who's been anticipating it, I'm sorry. (There isn't much of you guys, isn't there?)(29/3/2001)

Version History

- 0.01 Start Project,sent this version to Kain(Zhou Tai An(kain@pacific.net.sg))for review.(31/12/2000)
- 0.10 Complete 30% of skeletal design. add some weapon & item details. send this version to Robert Broglia (broglia@wam.umd.edu) to ask for co-operation for co-write a FAQ.

(2/1/2001)

0.52 over 60% Completion.
Put in a new design layout.(What do you think?)(only a bunch of people got to see this one)
Add Game shark codes,Commands,Some Extra secrets,Monster Data,
some more walkthrough,Some info on the emulator compatibilities section
and Stat boosting info.
Revamp the Specials list with added commands for Chat/Farah/Rid/Fog.
This Design is again sent to Kain for review.(4/2/2001)

0.80 85% Complete!(11/2/2001)
Skeletal Walktrough is added(only boss battles)
Meal Recipe& Pocket gamestation mini-game Data is double-checked
against infos gain from Chaki's Website.
<After getting her permission to do so>
Kain's new FAQ is also up & was checked against for new information also.

0.85 Game played to check for faults.(24/2/2001)
Revamp the Walktrough to make it more "through"
Add Rants (not very important, Hah),Experience section
Add Rune Bottle section.
Add Melnics Tutorial section
This Version is then Released on GameFAQs

1.00 The walkthrough is quite finish! Thanks to everyone for sending
suggestions.
Map the FAQ to the 80 character wide limit.(27/2/2001)
(I made an opps and post this one to GameFAQs too soon.
It was suppose to be 0.95 but got 1.00 written instead at the header
Most of the site who post this got version numbers from the Top.
so I had to re-write this. Anyway this is GOOD enough to call it 1.00 right?)

1.05 Added Crymel Frynging Tutorial as requested.
Added Boss/Enemies/Special Characters Spells & Skills
Added Non-useful items(Welgas daihan, Oshirui, ETC.).
Correct a lot of names.
Highest-Ranked skills has been renamed to Cut-ins in Extra/Secrets.
Skills+Spells has been renamed to Combination skills in Extra/Secrets.
Monster Data has been updated(1/3/2001)
Update Song Lyrics(1/3/2001)

1.10 Add Some Ending description.
Add Spirit's Gauge and Vitality(3/3/2001)
Update and corrected Dropped items in Monster Data
Boss battle updated & Corrected(Secondos, Regulus,Cless+Arche,Neried)
Revamped the Emulator Compatibilities section.(6/3/2001)

1.15 Update Rune Bottle Information(10/4/2001)
Found 7 useless Items now(though they can be "Auctioned" they still don't
do anything else. which makes them rather" Useless"). The rest will be
harder to find.
Update Gameshark codes(24/4/2001)
Add Auctionning Section(25/4/2001)
Update Equipment section(25/4/2001)
Update Emulator section(26/4/2001)
Replace most TABS with spacebars (28/5/2001)
Update Rune Bottle section(2/5/2001)
Update Monster Data(3/4/2001)
Add escaping in the battle screen section (sorry I miss that)(7/5/2001)
Update Full song Lyric(Thanks to Penny Chok(miral01@yahoo.com))

Decide to put this one up because of the long delays.
Yet to be Add:
-A Full Lens list .
-Full Intro Dialogue.
-Full Skills Translations.
-Full Monster Data(Locations).
-Full Song Translations.
-Full Rune Bottle Section.

- Full Story Dialogue.
- Melnics Tutorial.
- Eter Poke4 Quest in the walkthrough
- Save Hacks Information.

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