

# Tales of Destiny 2 Debug Mode FAQ

by Chad\_

Updated to v1.5 on Mar 4, 2003

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*****
*Tales of Destiny II      *
*Debug Feature Guide     *
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```

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Okay, sad times... I no longer have the game TOD2, so I wont be able to update regularly. If anyone has anything they'd like to see on the guide, lets hope some nice soul contributes the information... Sorry.

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Version History
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## v1.5 Update 3/4/03

- Added 207-901 Town maps, completely contributed by LavosSpawn
- Minor allignment changes, probably unnoticeable... I hope...

## v1.4 Update 7/21/02

- Defined EL in 5B. Battle Menu
- Added Info regarding Continue + features in 7. Other Notes
- Changed E. Anomalies to F. Anomalies to make room for...
- E. Event Flags. I've verified it.
- Verified the extra valuables (Etapoke) are the supposed removed pocket station games in 4C. Craymel Ball Player (The debug room) Updated info.
- 8D. Battle Group List now goes to 1-200 & 949
- 8E. Town Map List now goes to 1-206 & 807

## v1.3 Update 6/28/02

- Major reformatting
- Change to Cox.net E-mail (Don't you wish I made up my mind? :D)
- Extended 8D. Battle Group List to 1-100 & 949
- Extended 8E. Town Map List to 1-107 & 807

## v1.2 Update 3/30/02

- Added 8E. Town Map List (Just 3 for now)
- Changed 5A. Field menu to Town Menu
- Changed 4E. Other to Anomalies
- Minor updates to 5A. Town Menu
- Even more minor updates that I can't recall
- My new Email updated

## v1.1 Update 2/7/02 (Not much, this version)

- Added 8D. Battle Group list (Thanks Rena)
- Simplified 6. Extra Controls
- Changed the Lists format around
- Minor updates,
  4. The Debug Room

v1.0 Original 1/6/02

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\*\*\*\*\*

## 1. Thanks

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I give my thanks to:

-LavosSpawn for the rest of the Town Map lists

-Rena Chan Shuzhen(alucard\_rpg@yahoo.com) for contributing much info.

-Namco Ltd. And Staff for making this great game.

-The many outstanding FAQ creators, for without FAQ's like theirs, I would have no example and be totally lost.

-Gamefaqs.com, for the information on how to make a FAQ, having a place on the web to display this guide, and many other things.

\*\*\*\*\*

## 2. Introduction

\*\*\*\*\*

This guide is designed to explain all the specifics of the debug feature for Tales of Destiny 2. A debug feature, in most cases is a special menu, room, control, or aspect the creators have placed in the game to test the game for any glitches or bugs that may have been overlooked. It is usually left in the game release, but is inaccessible by any normal means. Debug features are usually unlocked by use of a cheat device. Debug features are also confusing, often including menus of selections that don't even include words, but jumbled

symbols. Tales of Destiny 2's debug room is well developed, and all of it, with a few exceptions, is in perfectly understandable English. Yet, there are still many things that need explaining.

\*\*\*\*\*  
3. The Code

\*\*\*\*\*  
Here's the code: 30132748 0003 (Note: Gameshark must be version 2.2 or up)

After the title screen comes up, press start. You'll notice none of the options are highlighted. Now press X, you'll be taken to the debug room.

\*\*\*\*\*  
4. The Debug Room

\*\*\*\*\*  
Here, you start in the middle of a small area, with two houses, A tree in the lower left corner, which takes up much of the screen, and stairs that lead to a path. You cannot go in either of the houses, or go down the path. The characters here are: Undine, Dede the Miacis, a Craymel ball player, Reid (lying down), Farah, Keele, Meredy, Ras, Chat, Max, and a Townsperson(?). Let's go into detail about the different options you can do here. Also notice that you start with the Sorcerer's ring, Freeze ring, and Inferian Map.

You can use the Sorcerers ring and the freeze ring here on the characters and they'll respond as if you walked up and talked to them normally.  
(Contributed by Rena Chan)

\*\*\*\*\*  
4A. Party Members

\*\*\*\*\*  
All of your possible party members are lined up on your right side. To have a character join your party, simply talk to them, then select "yes". The character sprite will fall on the ground, and you'll have them in your party. To have a character leave your party, talk to their character sprite (that's lying down) you can also remove Reid. The townsperson behind Max will give you the option to have your current main character changed into one of the characters from the Seyfert Trials. That is: an Eggbear, Little Keele, Little Meredy, and Shizel. If you talk to the townsperson after having your character changed, you'll change back to normal. You can only have six characters in your party at one time, and only four in battle like usual.

\*\*\*\*\*  
4B. Undine

\*\*\*\*\*  
If you talk to her, you get an option to select a craymel. You can only select one at a time, but you can repeat this until you get the normal greater craymels. I have tried, but there seems to be no way to get any of the supreme greater craymels (Rem, Shadow, Maxwell, or Sekundes), but you can get them through the game. You must have someone that has a craymel cage in your party to receive craymels. (I.E. Meredy or Keele)

\*\*\*\*\*  
4C. Craymel Ball Player

\*\*\*\*\*  
She's the one at the top of the stairs  
Here's the menu:

1. Items, Cooking
  - A. Give All Items(15)
  - B. Learn Inferian Cooking

- C. Learn Celestian Cooking
- D. Learn Other Cooking
- 2. Set Monster Guide Flags
  - A. Encounter All Monsters
  - B. Examine All Monsters
  - C. Set All Flags
  - D. Clear All Flags
- 3. Call Auction menu
- 4. Call C.Cage Menu

1A. Give All Items(15)

Does what it says. It give you ALL the items, including some stuff impossible to get in the normal game. This gives you four new valuable items called Etapoke1, Etapoke2, Etapoke3, and Etapoke4, respectively. These are for the pocket station. Each one has to do with a main character (I.E. Reid is on Etapoke1, Farah on 2, etc.). I didn't have a chance to find out exactly what they consist of, as the PSX pocketstation I bought off my friend had no batteries. Who knows, maybe someone will write a FAQ about them.

1B. Learn Inferian Cooking

Teaches you all the cooking from Inferia

1C. Learn Celestian Cooking

Teaches you all the cooking from Celestia

1D. Learn Other Cooking

Teaches you all the "other" cooking recipes

2A.Encounter All Monsters

It acts like you've "seen" all the monsters. The monster guide is filled with all the monsters, but none of them show the items or "examined" information

2B. Examine All Monsters

Act's like you've used the spectacles on all the monsters. Shows the monster statistics and element information in the monster guide.

2C. Set All Flags

Shows everything about the monsters in the monster guide. Shows the items the monsters have along with the examined info.

2D. Clear All Flags

Clears all monster information from the monster guide.

3. Call Auction Menu

It calls a mock Auction menu to test if the auction menu is working. It only shows up if you have an item in the normal inventory. Nothing special.

4. Call C.Cage Menu

Activates the C.Cage menu to show that it's working properly.

\*\*\*\*\*  
4D. Dede

\*\*\*\*\*  
Dede (Max's Miacis) starts off at the bottom of the stairs, but will follow the character your controlling. When she get to your character, she'll say "Hiya ??? (??? is replaced with whatever character your controlling) then fall asleep. If you talk to her, she'll say "Restore!" and heal your party.  
(info submitted by Rena Chan. Thanks!)

\*\*\*\*\*

#### 4E. Event Flags

\*\*\*\*\*

Here's how to set the event flags:

You have to be in the debug room. I hope your familiar with the controls, it isn't hard to find though.

- Press L2, See the red rectangle? That'll help you see where you are when there's a foreground layer in front of the main character.
- Then press R2, which sets a no clipping mode (You can walk anywhere on the map).
- Walk into the tree, towards the base of the screen.
- Press R2 again, disabling clip mode.
- Now navigate (using the red rectangle as a guide for where your character is) to near the base of the screen, and walk around in the lower left area.
- This should pop up:

```
1:toe +1000
2:toe +100
3:toe +10
4:toe +1
```

These ARE event flags. Experiment with them, go nuts. I'm not making a list of oh say... 15,000 or so events... Here's how they work:

- Go to a selection
- Press X
- The screen will pop up again. This is because it's cumulative. Keep on making selections if you want to add them up.
- After you think you've gone far enough, Press O. You'll exit the screen.
- Go to your menu, then exit. If you've gone far enough, it'll ask you to switch discs. You don't need to, just press X, then X again. (Override)
- Wander around using Town Map or just run around and check out what's going on in the world.

\*\*\*\*\*

#### 4F. Anomalies

\*\*\*\*\*

These are some hidden text messages that I've found.

##### "OFF SWITCH 0-2048"

To find this message in the debug room turn off clipping (Described in section 6A) and turn on the red square shadows to help see your character(also described in 6A) and walk "into" the tree. After you're in the tree, turn clipping back on and walk around where the red shadow is around the middle of the tree, and slightly to the left. This message comes up, but so far I have not figured out its significance.

\*\*\*\*\*

#### 5. Extra Menus

\*\*\*\*\*

The debug feature adds two extra menus, one for the field, and one in battle.

\*\*\*\*\*

##### 5A. Town Menu

\*\*\*\*\*

Pressing start in a town, cave, dungeon, etc. brings up this menu. Here's what it looks like:

```
Town Map      0
Battle Group  0
Battle Map    0
Field         0
Movie         0
```

Mini Game 0  
Chat 0  
Exit

#### Controlling

Left/Right = Changes the number in increments of 1  
Up/Down = Changes selected option  
X = Executes desired option (Dependent on the number)  
Square + Left/Right = Changes the number in increments of 10

All the numbers can wrap around from 0 to the end number (ex. Press left when its set on 0 on the Town Map selection and it'll go to 902.)

#### Town Map

Town Map refers to the locations in towns, dungeons, caves, castles, etc. Any place works on any disc, even though there is no possibility of it existing on that disc anyway. For instance, you can go to the entrance of Shizel's Castle by just setting the number to 807 and press X. Limit: 902.

#### Battle Group

Refers to a group of enemies. Selecting a number and pressing X causes a battle. This works in conjunction with Battle Map. Limit: 949.

#### Battle Map

Selects the scenery for battle. Set the number like usual, and pressing X will put you in a battle with what ever is selected in the Battle Group. Limit: 115.

#### Field

Warps you to a map. Note that some of these are cinemas. See "Lists" for a list of selections. Limit: 14.

#### Movie

Plays a game movie. Note that these are disc specific, and if you pick a number of a movie that's not in the disc, it'll just black out for a second. See "Lists". Limit: 16.

#### Mini Game

Starts a mini game. I haven't thoroughly experimented with this, so I don't know how to get out of demo mode on the Dance Hall (its 0), or I don't know if there's a way to play craymel ball against the computer (3). See "Lists" Limit: 7.

#### Chat

Supposedly initiates a game chat. The only ones that worked for me are 265-343, which are the map hints. I would make a list for them but I don't know how to title them! Limit: 376.

#### Exit

Exits the game and goes to title screen.

#### \*\*\*\*\* 5B. Battle Menu

\*\*\*\*\*  
To open this menu, in a battle, open the Battle Options menu. It is an invisible selection to the right of "Items". NOTE!!!: Once in this menu, you cannot exit it to the battle you were just in! If you press 0 in any selection other than "Exit" it will reset the battle to what ever is on the variables. Here's the options:

1. RID Lv30 Manu

2. FAR Lv30 Auto  
3. KEE Lv30 Auto  
4. MER Lv30 Auto  
Group ?  
Map ?  
OFF  
Nor  
EL ?  
Exit

The first four rows are your battling party. The numbers are just that, the order. The three letters after that are the character. The number next to Lv are the set level of your characters. The last part is how they are controlled.  
Lv Limit: 1-250

Changing these variables:

To change the character, simply press left or right.

To change the level, use the L2/R2 shoulder buttons.

To change the control method use the L1/R1 shoulder buttons.

Here are the character names:

RID: Reid	FOG: Max
FAR: Farah	KUM: Eggbear
KEE: Keele	C-Ke: Little Keele
MER: Meredy	C-Me: Little Meredy
RAC: Ras	SHI: Shizel
CHA: Chat	

Group ?

You can change the variable by simply moving the cursor to it and pressing left or right. This selects the enemy group you fight when the battle restarts. Same variables as in the Battle Group on the Field Menu.

Map ?

Selects the map scenery for the battle when it resets. It has 4 extra map backgrounds than the Field Menu does, 116-119. (Info contributed by Rena Chan)

OFF

This changes the battle to a special battle, where if you put the cursor on this and press left/right it'll go through two other options, ON, and Stop.

When it is ON, and the battle resets, all enemies can be brought down to 1 HP, but they will not die. Stop indicates that the enemies will just sit there and do nothing. It also has the effect of "ON".

Nor

Effects unknown

EL

I now assume EL = Enemy Level, thanks to information given to me on the GameFAQ's Message Board. The higher the number the more difficult the enemies seem. Limit: 1-30

Exit

If you have the cursor on this option when you press O, you'll exit the battle and it'll be as if you won the battle. (I accidentally did this on the first Hyades, and he ran off like he got worked.)

\*\*\*\*\*

## 6. Extra Controls

\*\*\*\*\*

The debug feature activates some extra controls that aren't usually there...

\*\*\*\*\*  
6A. Field Controls  
\*\*\*\*\*

Here are the extra controls I have found that can be done in any town, cave or dungeon:

R2-toggles clipping on/off. Clipping is the aspect of an object or wall that will stop your character from moving beyond it. For short, toggle clipping off and you can walk right through walls. Quite important if you're going to use the Town Map feature, because sometimes you are placed on a wall...

L2-toggles a red shadow on/off. I'm not sure why this is here, but it helps for navigating behind stuff, like a tunnel. (Or the big tree in the debug room, with clipping off)

Select, w/ field menu opened-Changes character movement from your control to event control and back. A green menu background means that your character is under event control, blue background means your control. Example: Go to Field Map 25, Reid will move along the path by himself. Open the Field menu and notice the background is green. Now press select and it'll change blue. Reid will no longer be moving along the path, but stop. Now you can control him. If Reid is in an area or section in the game where the computer wouldn't normally control him to advance the story, and you change it green he'll just stand there.

L1, w/ field menu opened-Changes character sprite size. There are just three sizes, small, medium, and large (it doesn't say that anywhere though...). Simply open the Field menu and press L1. All the sprites will change a size.

\*\*\*\*\*  
6B. Map Controls/Map Detail  
\*\*\*\*\*

The map seems to have changed a little...hmm...That's it! There's a new clock in the upper right corner, telling you the time of day (game time) on the map. Anyway, here's the controls for the map:

R2-Toggles time on and off. Tap it once and you'll see the clock in the corner stop. It'll stay stopped until you tap it again. That means it won't change to night if it's day and vice versa.

L2-Advances the time by one hour. It doesn't matter if you stopped time (R2) or it's still going, every time you press L2 the hour advances.

O-Speeds up movement on the map. It is also a no clipping button. As long as it's held down, you can run over mountains and water. (Stand on top of Mt. Farlos. Interesting.)

Van Eltia

It's not a new control, but with this the Van Eltia starts off with all conversions done, but still empty cabins. You get all the map commands that are normally there.

\*\*\*\*\*  
7. Other Notes  
\*\*\*\*\*

Here are some important notes about the Debug feature:

\*With the debug code activated, there are NO random encounters. but all the



enemies you can see are still there to fight. (ex. shadow cave reapers)

\*Apparently, if you lose in battle, it's no end game scene, you just show up in the same spot with all allies dead.

\*With the debug code on, you can override the disc change menu. This leads to some very weird stuff. To override it, just press X, it'll say wrong disc, but press X again and it will continue like usual. One weird thing is playing the game from the beginning...on the 3rd disc. The voice acting is on the other disc, but since they used the same numbers for the different voice clips, It started off with Hyades for some of Reid's parts, and they were completely wrong. BTW, in order to play movies through the Field Menu that are on other discs than the first one, you will have to override the change disc menu.

\*You CAN save the game with the stuff you've got from the debug features, stop using the code, reload the save and play normally. (random monsters, YAY!) It has no active effect left over though...meaning the only thing that stays is the level you may have altered your characters to be, the characters you've selected, craymels, and items. Remember, there is no way out of the debug room unless you select a map, and that doesn't stay if you turn off the code. (So DON'T SAVE IN THE DEBUG ROOM)

\*To play the game normally, you must start the story line by going to Field Map 25.

\*Nereid's Labyrinth is accessible by setting "Field" to 5 in the debug menu, which will take you to the Orbus barrier, on Celestia side. Nereid's Labyrinth is unlocked. However, you cannot access the "Hardcore" difficulty. Other than that, I do not know if it stays that way as if you were to play the game normally.

\*\*\*\*\*

## 8. Lists

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Here are a couple lists of the variables in the Menus:

\*\*\*\*\*

### 8A. Fields

\*\*\*\*\*

0. Inferia Land (023,108)
1. Inferia Aifish (115,168)
2. Orbus Barrier Van Eltia (000,000) (Inferian side)
3. Celestia Land (041,072)
4. Celestia Aifish (215,175)
5. Orbus Barrier Van Eltia (000,000) (Celestian side)
6. Orbus Relay Pt. Van Eltia (???,???) (Celestian Side)
7. CINEMA: Aifish, Tunnel to Jini (Actually takes you there)
8. CINEMA: Mt. Farlos, Bridge of Light
9. CINEMA: Van Eltia, Destination: Balir Castle
10. CINEMA: Van Eltia, From Celestia, to Orbus Relay
11. CINEMA: Van Eltia, From Orbus Relay, To Inferia
12. CINEMA: Van Eltia, Surrounded by Inferian Ships
13. CINEMA: The Luishka Disaster
14. Mini game: Race around Celestia!

\*\*\*\*\*

### 8B. Movies

\*\*\*\*\*

(These aren't the real names of the movies, if they do have names for them... I just made them up depending on what I saw. You can access the cool Aibird Eltia

Conversion movie that cant normally be seen. I'd like to think they consciously knew they put the movie on the wrong disc... but then again...)

Disc 1

0. Game Introduction
1. Galenos and Meredy (new game start)
2. The Orbus Barrier Wave
3. Bridge of Light

Disc 2

4. Launch of Van Eltia
5. The Van Eltia Cannon (Assault on Balir Castle)
6. Shizel: To the Dark Matter
7. Van Eltia: Conversion 1 (Stage 2: Aifish add-on)
8. Van Eltia: Conversion 2 (Stage 3: Aibird add-on; Not normally accessible)
9. Projection Room (Story of Seyfert)
10. Seyfert Observatory (Breaking the Seyfert Ring)
11. Unsuccessful Attack on the Dark Matter

Disc 3

12. Overhead shot of Balir Castle, in relation to the Seyfert Observatory
13. Firing of the Fringe Cannon (2nd attack on Dark Matter)
14. Collision imminent (Inferia & Celestia begin to collide)
15. Destruction of the Orbus Barrier
16. Taking off: Van Eltia's Final Stage

\*\*\*\*\*

8C. Mini Game

\*\*\*\*\*

Could someone tell me if there's a way to change the Dance hall to where you can control a character, or change Craymel Ball to against the CPU?

0. Dance Hall (Demo by the Dance Master)
1. Abandoned Mine
2. The Craymel Express
3. Craymel Ball (2 player, weird characters)
4. River Rafting
5. Sea Battle
6. WHIS
7. Carousel Sushi

\*\*\*\*\*

8D. Battle Group (Many contributed by Rena Chan)

\*\*\*\*\*

I find combinations 84-89 really cool, as they combine bosses with normal creatures you'd see everywhere in the game (From Nereid's Labyrinth).

0. SwampThing
1. Antler(4)
2. Bandit, Striker, & Night Flyer
3. Maxwell
4. Celsius
5. Gnome
6. Undine
7. Volt
8. Sylph & Arms(2)
9. Valkyrie
10. Rassius
11. Shadow & EmptyDoll(2)
12. Shizel

13. ????? (Hyades 1)
14. Rem
15. Efreet
16. Hyades 2
17. Sekundes
18. Cress
19. Cress & Arche
20. Shizel {Nereid}
21. Hyades 3
22. Living Armor
23. Guardian
24. Monk(8)
25. Shileska G.(8)
26. Jungler
27. Hershel & Zeibel (Seyfert egg bear battle)
28. Spiral & Escargot(3)
29. Birial Guard(4)
30. Elementler(Water) & GraveKeeper(3)
31. Elementler(Wind) & GraveKeeper(3)
32. Elementler(Fire) & GraveKeeper(3)
33. Elementler(Earth) & GraveKeeper(3)
34. Elementler(Ice) & GraveKeeper(3)
35. Elementler(Lightning) & GraveKeeper(3)
36. Siren & Ghost(4)
37. Egg Trader
38. Fake
39. Regulus {Nereid}
40. Inferian G.
41. Night Flyer(2) & Green Roper(2)
42. Green Roper(2), Blood Sucker & Octoslime
43. Green Roper(2), Night Flyer & Blood Sucker
44. Night Flyer(2), Blood Sucker & Octoslime
45. Green Roper(2) & Blood Sucker(2)
46. Blood Sucker(2) & Octoslime(2)
47. Green Roper(2) & Octoslime(2)
48. Egg Bear
49. Storm Claw(2) & Mist
50. Chamballoon(4)
51. Chamballoon(4)
52. Chamballoon(4)
53. Chamballoon(6)
54. Chamballoon(7)
55. Chamballoon(7)
56. Chamballoon(8)
57. Chamballoon(8)
58. Chamballoon(8)
59. Chamballoon(8)
60. Storm Claw
61. Guitaricle
62. Storm Claw(2) & Mahogany(2)
63. Mahogany(2) & Archer
64. Mahogany(4)
65. Snow Lobster(2), Medusa(2) & Red Sizzer
66. Snow Lobster(2), Medusa(2) & Starfish
67. Medusa(3), Snow Lobster(2) & Red Sizzer
68. Mocking Plant(3) & Mahogany
69. Minicoid(2) & Woods Worm(2)
70. Mocking Plant(2) & Woods Worm(2)
71. Minicoid(2), Woods Worm & Mahogany
72. Mocking Plant(2) & Minicoid(2)

73. Mocking Plant(3) & Mahogany
74. Mocking Plant(2), Woods Worm & Mahogany
75. Evil Needles(4) & Insect Plant
76. Slime(2), Mad Eel & Crusher
77. Kick Frog(3) & King Frog
78. Slime(3) & Crusher
79. Slime(2), King Frog & Kick Frog
80. Slime(2) & Mad Eel(2)
81. Kick Frog(2), King Frog & Mad Eel
82. Kick Frog(3), King Frog & Crusher
83. Slime(3) & Mad Eel(2)
84. Voltic(2) & Undine (What? COOL!)
85. Elementler(Lightning) & Harpy
86. Elementler(Fire) & Fire Cloud
87. Elementler(Earth) & Stronghorn(2)
88. Living Armor & Bigfoot (scary...)
89. Hyades & Lakamar(2)
90. Squire(2), Ranger & Sage
91. Kraaken(2) & Toriton(2)
92. Beast Ogre(2) & Fire Cloud
93. Revenant(2), Metallicore & Mega Death
94. Mythril Golem (2) & Sky Keeper
95. Evil Ripper(2) & Tentacles(2)
96. Wizard(2) & Duelist
97. Phoenix(2) & Hellkite
98. Hellkite(2) & Red Dragon
99. Starfish(2) & Red Sizzer
100. Starfish(2) & Red Sizzer
101. Bandit(3)
102. Bandit(4)
103. Bandit(2) & Archer
104. Bandit(3) & Archer(2)
105. Sword Soldier(3)
106. Sword Soldier(2) & Witch
107. Sword Soldier(2) & Witch(2)
108. Sword Soldier(3) & Witch(2)
109. Mahogany
110. Mahogany(2) & Sprite
111. Mahogany(2) & Evil Needles(2)
112. Mahogany(2) & Red Hawk(2)
113. Beast Bear
114. Evil Needles(2)
115. Evil Needles
116. Rocky Hawk
117. Rocky Hawk(2)
118. Rocky Hawk(2)
119. Arrow Tail
120. Arrow Tail(2)
121. Arrow Tail(2) & Rocky Hawk
122. Arrow Tail(2) & Rocky Hawk(2)
123. Night Raid
124. Night Raid(2)
125. Night Raid(3)
126. Night Raid(2) & Rocky Hawk
127. Beast Bear(2)
128. Beast Bear(2) & Rocky Hawk
129. Beast Bear(2) & Rocky Hawk(2)
130. Red Sizzer(2)
131. Red Sizzer(2) & Harpy
132. Red Sizzer(2) & Harpy(2)

133. Sea Slug(2)  
134. Sea Slug(2) & Harpy  
135. Sea Slug(2) & Harpy(2)  
136. Harpy(2)  
137. Harpy(3)  
138. Zombie(2)  
139. Zombie(2) & Sprite  
140. Zombie(3)  
141. Zombie(2) & Sprite(2)  
142. Sea Slug(2) & Sprite  
143. Red Sizzer(2) & Sprite  
144. Sprite(2)  
145. Sprite  
146. Sprite(2)  
147. Sprite(2)  
148. Slime  
149. Slime(2) & Evil Needles  
150. Slime(3)  
151. Slime(2) & Sprite(2)  
152. Brown Pot(2)  
153. Brown Pot(2) & Sprite  
154. Brown Pot(3)  
155. Brown Pot(2) & Sprite(2)  
156. Rock Golem(2) & Harpy  
157. Rock Golem(2)  
158. Rock Golem(2) & Rocky Hawk(2)  
159. Rock Golem(2) & Harpy  
160. Green Roper  
161. Green Roper(2)  
162. Green Roper(3)  
163. Green Roper(2) & Sprite  
164. Bandit(3) & Archer  
165. Sword Soldier(2) & Witch(2)  
166. Mahogany(2) & Sprite  
167. Arrow Tail(2) & Rocky Hawk(2)  
168. Night Raid(2) & Rocky Hawk(2)  
169. Beast Bear(2) & Rocky Hawk(2)  
170. Red Sizzer(2) & Harpy(2)  
171. Sea Slug(2) & Harpy(2)  
172. Zombie(2) & Voltic(2)  
173. Slime(2) & Sprite(2)  
174. Brown Pot(2) & Sprite(2)  
175. Rock Golem(2) & Harpy(2)  
176. Green Roper(2) & Voltic(2)  
177. Bandit(2) & Archer(2)  
178. Sword Soldier(2) & Witch(2)  
179. Mahogany(3) & Sprite(3)  
180. Arrow Tail(2) & Rocky Hawk  
181. Night Raid(3) & Rocky Hawk(3)  
182. Beast Bear(3) & Rocky Hawk(3)  
183. Red Sizzer(3) & Harpy(3)  
184. Sea Slug(3) & Harpy(3)  
185. Zombie(3) & Voltic(3)  
186. Slime(3) & Sprite(3)  
187. Brown Pot(3) & Sprite(3)  
188. Rock Golem(3) & Harpy(3)  
189. Green Roper(3) & Voltic(3)  
190. Striker(2)  
191. Striker(3)  
192. Striker(2) & Mage(2)

- 193. Striker(2), Thug(2) & Mage(2)
- 194. Thug(2)
- 195. Thug(3)
- 196. Thug(2) & Sorcerer(2)
- 197. Insect Plant & Evil Needles(3)
- 198. Mocking Plant(2) & Mahogany
- 199. Mocking Plant(2) & Evil Needles(4)
- 200. Insect Plant(2) & Forest Hawk(2)
- 949. GraveKeeper(3)

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8E. Town Map (207-902 all contributed by LavosSpawn)

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Some descriptions I put down are going to be vague, as some places are hard to describe, lacking characteristics.

- 0. Debug Room
- 1. Far Away Village, Rasheans (Front display)
- 2. South Rasheans
- 3. Northwest Rasheans
- 4. Northeast Rasheans
- 5. South Rasheans (Past, Pre-disaster)
- 6. Northwest Rasheans (Past, Pre-disaster)
- 7. Northeast Rasheans (Past, Pre-disaster)
- 8. South Rasheans (Past, Mid-disaster)
- 9. Northwest Rasheans (Past, Mid-disaster)
- 10. Northeast Rasheans (Past, Mid-disaster)
- 11. South Rasheans (Past, Mid-disaster, Event Close-up)
- 12. Elders House (Rasheans, Hole in wall)
- 13. Elders House (Rasheans, Hole Boarded up)
- 14. Farah's House (Rasheans)
- 15. Elders House 2nd Story (Rasheans)
- 16. Reid's House (Rasheans)
- 17. Traveler's Shop (Rasheans)
- 18. Reid's Basement (Rasheans)
- 19. Keele's House (Rasheans, Past)
- 20. Private House (Rasheans, Keele's old house)
- 21. Keele's House 2nd story (Rasheans, Past)
- 22. Cow Shed (Rasheans)
- 23. Inside the Well (Rasheans, Past)
- 24. Far Northeast bend (Rasheans Forest)
- 25. Northeastern Path (Rasheans Forest, Where the game begins)
- 26. Watch Tower (Rasheans Forest, Not Destroyed)
- 27. Watch Tower (Rasheans Forest, Top, Event close-up)
- 28. Watch Tower (Rasheans Forest, Destroyed)
- 29. South Fork (Rasheans Forest)
- 30. East Fork (Rasheans Forest)
- 31. Northeastern Dead End (Rasheans Forest)
- 32. East Bend (Rasheans Forest)
- 33. West Bend (Rasheans Forest)
- 34. Northwest Lake (Rasheans Forest)
- 35. Crash Site (Rasheans Forest, Ship intact)
- 36. Crash Site (Rasheans Forest, Destroyed)
- 37. Bridge (Outside Rasheans, Event close-up)
- 38. Regulus Dojo South
- 39. Regulus Dojo Entrance
- 40. Franco's Room (Regulus Dojo)
- 41. Beginner's Room (Regulus Dojo)
- 42. Advanced Room (Regulus Dojo)
- 43. Great Dojo (Regulus Dojo)
- 44. Great Hall (Regulus Dojo)

45. Craymel Arts Room (Regulus Dojo)
46. Inn Lobby (Regulus Dojo)
47. Traveler's shop (Regulus Dojo)
48. Inn 2nd floor (Regulus Dojo)
49. Regulus Knoll Entrance
50. First fork (Regulus Knoll)
51. Elbow Path (Regulus Knoll)
52. Second fork (Regulus Knoll)
53. Camp Sight (Regulus Knoll)
54. West area (Regulus Knoll)
55. Outside tomb entrance (Regulus Knoll)
56. Northwest Hall (Regulus Tomb)
57. Eastern Double Elbow Turn (Regulus Tomb)
58. Four-way (Regulus Tomb)
59. Southern Treasure Hall (Regulus Tomb)
60. Western Double Elbow Turn (Regulus Tomb)
61. Bridge Hall (Regulus Tomb)
62. Hairpin Hall (Regulus Tomb)
63. West Hall (Regulus Tomb)
64. Two Cave Fork (Regulus Tomb)
65. Southeastern Treasure Hall (Regulus Tomb)
66. Tomb Entrance (Regulus Tomb)
67. Descending tunnel (Regulus Tomb)
68. Underground Lake (Regulus Tomb)
69. Treasure room (Regulus Tomb)
70. Sealed Door (Regulus Tomb)
71. Regulus Seal (Regulus Tomb)
72. Rasheans River Pier, North Entrance
73. Halfway point (Rasheans River Pier)
74. Landslide Site (Rasheans River Pier)
75. Landslide Site (Rasheans River Pier, Repaired)
76. Library Fork (Mintche)
77. Mintche Entrance
78. Southeast Mintche
79. Mintche Track (Crayball Arena)
80. Mintche Port (Wooden Ship)
81. Mintche Port (Van Eltia 1)
82. Mintche Port (Van Eltia 2)
83. Mintche Port (Van Eltia Final Form, Epilogue)
84. Mintche Entrance (Epilogue)
85. Southeast Mintche (Epilogue)
86. Mintche University (Overview)
87. Mintche Entrance (Overview)
88. Mintche Sanctuary
89. Student Store (Mintche)
90. Reception Desk (Mintche University)
91. Mintche Inn 2nd Floor
92. Fire laboratory (Mintche University)
93. Light Laboratory (Mintche University)
94. Water Laboratory (Mintche University)
95. Wind Laboratory (Mintche University)
96. Light Laboratory (Mintche University, Destroyed)
97. Mintche Inn Lobby
98. Mintche Cafeteria
99. 1st Floor Hallway (Mintche University)
100. 2nd Floor Hallway (Mintche University)
101. 4th Floor Hallway (Mintche University)
102. Beginner Exam Room (Mintche University)
103. Intermediate Exam Room (Mintche University)
104. Advanced Exam Room (Mintche University)

105. Lecture Hall (Mintche University)
106. Library Reception (Mintche)
107. Library Stack Room (Mintche)
108. First Section (Mt. Mintche)
109. Campsite (Mt. Mintche, day)
110. Campsite (Mt. Mintche, night)
111. Second Section (Mt. Mintche)
112. Bridge (Mt. Mintche)
113. Mt. Mintche Observatory
114. Inferian/Celestian Map (Mt. Mintche Observatory)
115. Telescope View (Mt. Mintche Observatory, "What's Reid doing out there?")
116. Southwest Tunnels (Nostos Cave)
117. Southeast Tunnels (Nostos Cave, Low Tide)
118. Southeast Tunnels (Nostos Cave, Mid Tide)
119. Southeast Tunnels (Nostos Cave, High Tide)
120. Middle Section (Nostos Cave, Low Tide)
121. Middle Section (Nostos Cave, High Tide)
122. North Section (Nostos Cave, Low Tide)
123. Campsite (Nostos Cave, Fire Lit)
124. Eggbear Den (Nostos Cave)
125. Southeast Tunnels (Nostos Cave, Low Tide, Event Close-up)
126. Entrance (Nostos Cave)
127. Campsite (Nostos Cave, Eggbear Slaughter)
128. Campsite (Nostos Cave)
129. Northern Tunnel (Nostos Cave)
130. Morle Entrance
131. South Path (Morle)
132. Middle Path (Morle)
133. Middle Bend (Morle)
134. South Village (Morle)
135. North Village (Morle)
136. North Path (Morle)
137. North Turn (Morle)
138. Outside Mazet's House (Morle)
139. Inn, First Floor (Morle)
140. Inn, Second Floor "Lobby?" (Morle)
141. Inn, Third Floor (Morle)
142. Grocery Store (Morle)
143. Mazet's House (Morle)
144. Mazet's House, Second Floor (Morle)
145. Traveler's Shop (Morle)
146. Northwest Path (Morle Backwoods)
147. Northeast Section (Morle Backwoods)
148. Campsite (Morle Backwoods)
149. Southern Hairpin (Morle Backwoods)
150. Southern X-ing path (Morle Backwoods)
151. Southwest bottom (Morle Backwoods)
152. Mazet's Map (Morle)
153. Entrance (Forest of Temptation, referred to as FoT here on, Event Close-up)
154. Statue Room (FoT)
155. Campsite/Lower River (FoT)
156. Upper River (FoT)
157. Campsite (FoT, Fire Lit, Event Close-up)
158. East/West Path (FoT)
159. North/South Path (FoT)
160. North/East/West Path (FoT)
161. South/East/West Path (FoT)
162. North/South/East Path (FoT)
163. West/South Turn (FoT)
164. West/North Turn (FoT)



165. East/North Turn (FoT)
166. West Dead End (FoT)
167. North Dead End (FoT)
168. Four Way Path (FoT)
169. Spring of Life (FoT)
170. Deity of Creation (FoT)
171. Deity of ? (FoT)
172. Inferia City Entrance (Event)
173. South Central Section (Inferia City)
174. Southwest Section (Inferia City)
175. Southeast Section (Inferia City)
176. North Central Section (Inferia City)
177. Northeast Section (Inferia City)
178. Castle Gate (Inferia City)
179. Castle Entrance (Inferia City)
180. Outside Sanctuary (Inferia City, Event Close-up)
181. Playhouse (Inferia City, Before Play)
182. Playhouse (Inferia City, Play Set-up 1)
183. Playhouse (Inferia City, Play Set-up 2)
184. Playhouse (Inferia City, Play Set-up 3)
185. Playhouse (Inferia City, Play Set-up 4)
186. Playhouse (Inferia City, Play Set-up 5)
187. Playhouse Lobby (Inferia City)
188. Weapons Shop (Inferia City)
189. Hotel Lobby (Inferia City)
190. Hotel, Second Floor Hallway (Inferia City)
191. Hotel, Third Floor Hallway (Inferia City)
192. Hotel, Fourth Floor Hallway (Inferia City)
193. Observatory First Floor (Inferia City)
194. Observatory Second Floor (Inferia City)
195. Observatory Third Floor (Inferia City)
196. Observatory Fourth Floor (Inferia City)
197. Observatory Top (Inferia City)
198. Hotel Room Basic (Inferia City)
199. Battle Arena Reception Desk (Inferia City)
200. Arena Infirmary (Inferia City)
201. Arena Corridor (Inferia City)
202. Battle Arena (Inferia City)
203. Seyfert Sanctuary (Inferia City)
204. Item Shop (Inferia City)
205. Armor Shop (Inferia City)
206. Observatory Telescope (Inferia City)
207. East Building, First Floor
208. East Building, Underground Storeroom
209. Dungeon
210. Dungeon Event
211. Above Water Dungeon
212. Above Water Dungeon 2
213. Guard Station
214. Guest Room 1
215. Guest Room 2
216. West Building Corridor 2F
217. West Building Corridor 1F
218. Rooftop Garden
219. Kitchen
220. Audience Room
221. Princess Arende's Room
222. Inferia Castle Hallway
223. Inferia King's Bedroom
224. Port of Inferia

225. Port of Inferia 2 Pier for Barole  
226. Port of Inferia 3, Van Eltia 2  
227. Port of Inferia 3, Van Eltia 3  
228. Angler  
229. Ferry A  
230. Ferry B  
231. 2nd Class Cabin (Ferry)  
232. First-Class Cabin (Ferry)  
233. 2nd-Class Cabin 2 (Ferry)  
234. Cafeteria (Ferry)  
235. Corridor A (Ferry)  
236. Corridor B (Ferry)  
237. Corridor C (Ferry)  
238. Barole 1  
239. Barole 2  
240. Barole 3  
241. Barole 4  
242. Barole Event Screen  
243. Inn Bedroom (Barole)  
244. Scaroni Grill  
245. Scaroni  
246. Barole Inn  
247: Barole Bookstore  
248: Barole General Store  
249: Barole Jewelry Shop  
250: Barole Weapon Shop  
251: Barole Grocery  
252: Barole Port  
253: Barole Port  
254: Barole Port 3  
255: Barole Fish Market  
256: Entrance to Chambard  
257: Chambard 1  
258: Chambard, City of Scorched Sand  
259: Chambard 3  
260: Chambard Item Shop  
261: Chambard Inn  
262: Chambard Inn Bedroom  
263: Chambard Bistro (Arena)  
264: Chambard Bistro (Arena)  
265: Chambard Bistro (Hallway)  
266: Chambard Bistro (Food Shop)  
267: Weapon Shop  
268: Clothes Shop  
269: Undine Stream A  
270: Undine Stream B  
271: Undine Stream C  
272: Undine Stream D  
273: Undine Stream E  
274: Undine Stream F  
275: Undine Stream G  
276: Sylph Cavern a  
277: Sylph Cavern b  
278: Sylph Cavern c  
279: Sylph Cavern d  
280: Sylph Cavern e  
281: Sylph Cavern f  
282: Sylph Cavern g  
283: Sylph Cavern h  
284: Sylph Cavern i

285: Sylph Cavern j  
286: Sylph Cavern k  
287: Sylph Cavern l  
288: Sylph Cavern m  
289: Sylph Cavern n  
290: Sylph Cavern o  
291: Sylph Cavern p  
292: Sylph Cavern q  
293: Sylph Cavern r  
294: Sylph Cavern s  
295: Sylph Cavern t  
296: Efreet Gorge 01-1  
297: Efreet Gorge  
298: Efreet Gorge 02  
299: Efreet Gorge 03  
300: Efreet Gorge 04  
301: Efreet Gorge 05 (Rest Area, Regular)  
302: Efreet Gorge 05 (Rest Area, Camp)  
303: Fire Craymel Valley 06  
304: Efreet Gorge 07  
305: Efreet Gorge 08  
306: Efreet Gorge 09  
307: Efreet Gorge 10  
308: Farlos Sanctuary  
309: Farlos Sanctuary 2  
310: Farlos Sanctuary  
311: Farlos Sanctuary 1  
312: Fortune-teller's Room  
313: Farlos Basement 01  
314: Farlos Basement  
315: Farlos Basement (Shrine outside)  
316: Farlos Basement (Room 1)  
317: Farlos Basement (Room 2)  
318: Farlos Basement (Small Room)  
319: Farlos Basement (Inside Shrine)  
320: Mt. Farlos 1  
321: Mt. Farlos 2  
322: Mt. Farlos 3  
323: Mt. Farlos 4  
324: Mt. Farlos 5  
325: Mt. Farlos 6  
326: Mt. Farlos 7  
327: Mt. Farlos 8  
328: Mt. Farlos 8b  
329: Mt. Farlos 9  
330: Mt. Farlos 9b  
331: Mt. Farlos Entrance  
332: Mt. Farlos 11  
333: Mt. Farlos 12  
334: Mt. Farlos 13a  
335: Mt. Farlos 13b  
336: Mt. Farlos Mountaintop  
337: Mt. Farlos 15  
338: Mt. Farlos 16  
339: Mt. Farlos Additional Map 1  
340: Mt. Farlos Additional Map 2  
341: Mt. Farlos Additional Map 3  
342: Stone Sanctum  
343: Stone Sanctum (After Ceiling Collapse)  
344: Stone Sanctum (Side View)

345: Cape Fortress  
346: Cape Fortress  
347: Celestia (Arrival)  
348: Imen, City of Craymels  
349: Imen 2  
350: Imen 3  
351: Imen 4  
352: Imen 5  
353: Imen 6  
354: Imen 7  
355: Imen 8  
356: Imen 9  
357: Imen 10  
358: Imen 11  
359: Imen 12  
360: Imen  
361: Imen Entrance (destroyed)  
362: Alchemy Workshop  
363: Weapons Workshop  
364: Library  
365: Galenos's Living Room  
366: Galenos's House, Livingroom (destroyed)  
367: Bedroom Men's  
368: Galenos's House Bedroom 2 Women's  
369: Alchemy Workshop & Guerudu : Imen  
370: Imen Weapon Shop (destroyed)  
371: Library (destroyed)  
372: House A  
373: Residence A (destroyed)  
374: House B  
375: House B (destroyed)  
376:  
377: Imen Station  
378: Luishka Village (Before Disaster)  
379: Luishka Village (Before Disaster)  
380: Luishka Village (Before Disaster)  
381: Luishka Village (Destroyed)  
382: Luishka Village (Destroyed)  
383: Luishka Village (Destroyed)  
384: Luishka Station  
385: Luishka Station  
386: 1F Hall 1  
387: 1st Floor Living Room  
388: 2nd Floor Hallway  
389: 2nd Floor Bedroom 1  
390: Basement Water Tank  
391: Basement Laboratory  
392: Drainage Vent (<Meredy 00 00 30> Escape Route)  
393: 1st Floor Hall 1  
394: 1F Living Room  
395: 2nd Floor Hallway  
396: 2nd Floor Sleeping Quarters 1  
397: Basement Water Tank  
398: Basement Laboratory  
399: Destroyed (Bedroom of Memories)  
400: Peruti Harbor  
401: Peruti (Right Side Cut)  
402: Peruti (Leftside Cut)  
403: Peruti  
404: Peruti (During freeze)

405: Mountain Gear shop Front (During freeze)  
406: Fish Store  
407: Inn 1F Bar (During the Freeze)  
408: Inn 1F Bar (After Thaw)  
409: Inn 2F Guest Room Women  
410: Inn 2F Guest Room Men  
411: Mountain Gear Shop  
412: Armor Shop  
413: Neighbor 1  
414: Neighbor 2  
415: Inn 2F Women's Quarter (Night)  
416: Port Peruti 1  
417: Port Peruti 2  
418: Port Peruti 3  
419: Port Peruti Frozen  
420: Tinnsia, City of Artisans  
421: Tinnsia2  
422: Tinnsia3  
423: Tinnsia 4  
424: Tinnsia5  
425: Tinnsia 5  
426: Passageway  
427: Underground Storeroom  
428: War Room  
429: Infirmary  
430: Front of Commander's Room  
431: Commander's Room  
432: Craymel Cannon Lab Craymel Cannon 1  
433: Craymel Cannon Lab Craymel Cannon 2  
434: Craymel Cannon Laboratory No Craymel Cannon  
435: Map of Celestia  
436: Tinnsia Dock (Transforming the Van Eltia)  
437: Tinnsia Dock (Van Eltia Transformation Complete)  
438: Guest Room  
439: Corridor  
440: Women's Room  
441: Men's Quarter (Day)  
442: Men's Quarter (Night)  
443: Hotel Tinnsia  
444: Elevator Bottom  
445: Elevator Upper  
446: Elevator Bottom (Night)  
447: Elevator Top (Night)  
448: Rooftop  
449: Food Shop  
450: Ship Chandler  
451: Item Shop  
452: Armor Shop  
453: Carousel Sushi  
454: Jini Daytime 1  
455: Jini Daytime 2  
456: Jini Nighttime 1  
457: Jini Nighttime 2  
458: Casino & Exchange  
459: Auction Hall  
460: Dance Front Desk  
461: Inn  
462: Inn Room  
463: Bookstore  
464: General Store

465: Chat's Hut  
466: Entrance  
467: Reception Room  
468: Chat's Hut B3F-01  
469: Chat's Hut B3F-02  
470: Chat's Hut B3F-03  
471: Chat's Hut B3F-04  
472: Chat's Hut B3F-05  
473: Chat's Hut B3F-06  
474: Chat's Hut B3F-07  
475: Chat's Hut B3F-08  
476: Chat's Hut B3F-09  
477: Chat's Hut B3F-10  
478: Chat's Hut B3F-11  
479: Chat's Hut B3F-12  
480: Chat's Hut B3F-13  
481: Chat's Hut B4F-01  
482: Chat's Hut B4F-02  
483: Chat's Hut B4F-03  
484: Chat's Hut B4F-04  
485: Chat's Hut B4F-05  
486: Chat's Hut B4F-06  
487: Chat's Hut B4F-07  
488: Chat's Hut B4F-08  
489: Chat's Hut B4F-09  
490: Chat's Hut B4F-10  
491: Chat's Hut B4F-11  
492: Chat's Hut B4F-12  
493: Chat's Hut B5F-01  
494: Chat's Hut B5F-02  
495: Chat's Hut B5F-03  
496: Chat's Hut B5F-04  
497: Chat's Hut B5F-05  
498: Chat's Hut B5F-06  
499: Chat's Hut B5F-07  
500: Chat's Hut B5F-08  
501: Chat's Hut B5F-09  
502: Chat's Hut B5F-10  
503: Chat's Hut B5F-11  
504: Chat's Hut B5F-12  
505: Chat's Hut B6F-01  
506: Chat's Hut B6F-02  
507: Chat's Hut B6F-03  
508: Chat's Hut B6F-04  
509: Chat's Hut B6F-05  
510: Chat's Hut B6F-07  
511: Chat's Hut B6F-08  
512: Chat's Hut B6F-09  
513: Chat's Hut B6F-10  
514: Chat's Hut B6F-11  
515: Chat's Hut B6F-12  
516: Chat's Hut B6F-13  
517: Chat's Hut B6F-14  
518: Chat's Hut B7F-01  
519: Chat's Hut B7F-02  
520: Chat's Hut B7F-03  
521: Chat's Hut B7F-04  
522: Chat's Hut B7F-05  
523: Chat's Hut B7F-06  
524: Chat's Hut B7F-07

525: Chat's Hut B7F-08  
526: Chat's Hut B7F-09  
527: Chat's Hut B7F-10  
528: Chat's Hut B7F-11  
529: Chat's Hut B7F-12  
530: Chat's Hut B8F-01  
531: Chat's Hut B8F-04  
532: Chat's Hut B8F-06  
533: Chat's Hut B8F-07  
534: Chat's Hut B8F-08  
535: Chat's Hut B8F-09  
536: Chat's Hut B8F-10  
537: Chat's Hut B8F-11  
538: Chat's Hut B8F-12  
539: Chat's Hut B8F-13  
540: Chat's Hut B8F-14  
541: Chat's Hut B9F-01  
542: Chat's Hut B9F-02  
543: Chat's Hut B9F-03  
544: Chat's Hut B9F-04  
545: Chat's Hut B9F-05  
546: Chat's Hut B9F-06  
547: Chat's Hut B9F-07  
548: Chat's Hut B9F-08  
549: Chat's Hut B9F-09  
550: Chat's Hut B9F-10  
551: Chat's Hut B9F-11  
552: Chat's Hut B9F-12  
553: Chat's Hut B10F-01  
554: Chat's Hut B10F-02  
555: Chat's Hut B10F-03  
556: Chat's Hut B10F-04  
557: Chat's Hut B10F-05  
558: Chat's Hut B10F-06  
559: Chat's Hut B10F-07  
560: Chat's Hut B10F-08  
561: Chat's Hut B10F-09  
562: Chat's Hut B10F-10  
563: Chat's Hut B10F-11  
564: Chat's Hut B10F-12  
565: Chat's Hut B10F-13  
566: Craymel Hot Spring  
567: Reception Desk & Lounge  
568: Men's Dressing Room  
569: Hot Spring  
570: Katz Village  
571: Katz Village  
572: Katz Village House  
573: Katz Village Elder's House  
574: Katz Village Storehouse  
575: Mt. Celsius Entrance  
576: Mt. Celsius 02  
577: Mt. Celsius 03  
578: Mt. Celsius 04  
579: Mt. Celsius 05  
580: Mt. Celsius 06  
581: Mt. Celsius 007  
582: Mt. Celsius (near the peak)14a  
583: Mt. Celsius (near the peak) 14b  
584: Mt. Celsius (near the peak) 14c

585: Mt. Celsius (near the peak) 15a  
586: Mt. Celsius (near the peak) 15b  
587: Mt. Celsius (near the peak) 15c  
588: Mt. Celsius (near the peak) 15d  
589: Mt. Celsius (peak)  
590: Mine of Gnome  
591: Mine of Gnome B1-1  
592: Mine of Gnome B1-2  
593: Mine of Gnome B1-3  
594: Mine of Gnome  
595: Mine of Gnome (Resting Area)  
596: Mine of Gnome B2-6  
597: Mine of Gnome B2-7  
598: Mine of Gnome B2-8  
599: Mine of Gnome B2-9  
600: Mine of Gnome B2-10  
601: Mine of Gnome B2-11  
602: Mine of Gnome B3-13  
603: Mine of Gnome B3-14  
604: Mine of Gnome B3-15  
605: Mine of Gnome B3-16  
606: Mine of Gnome B3-17  
607: Gnome Village Entrance  
608: Full view of Gnome Village  
609: Gnome's Village Greater Craymel  
610: Earth Craymel Exit  
611: Ruins of Volt Ground Level Entrance  
612: Ruins of Volt, Deepest Recesses  
613: Rest Point (Normal)  
614: Rest Point (Camp)  
615: Control Room (2F)  
616: Electrical Current Puzzle Room  
617: Central Room (1F)  
618: Barrier Room 1  
619: Barrier Room 2  
620: Corridor 1F-00  
621: Corridor 1F-01  
622: Corridor 1F-02  
623: Corridor 1F-03  
624: Corridor 1F-04  
625: Corridor 1F-05  
626: Corridor 1F-06  
627: Corridor 1F-07  
628: Corridor 1F-08  
629: Corridor 1F-09  
630: Corridor 1F-10  
631: Corridor 1F-11  
632: Corridor 1F-12  
633: Corridor 1F-13  
634: Corridor 1F-14  
635: Corridor 1F-15  
636: Corridor 1F-16  
637: Corridor 1F-17  
638: Corridor 1F-18  
639: Corridor 2F-00  
640: Corridor 2F-01  
641: Corridor 2F-02  
642: Corridor 2F-03  
643: Corridor 2F-04  
644: Corridor 2F-05



645: Corridor 2F-06  
646: Corridor 2F-R00  
647: Corridor 2F-R01  
648: Corridor 2F-R02  
649: Corridor 2F-R03  
650: Corridor 2F-R04  
651: Corridor 2F-R05  
652: Corridor 2F-R06  
653: Corridor 2F-R07  
654: Corridor 2F-R08  
655: Shadow Cave Entrance  
656: Shadow Cave a  
657: Shadow Cave b  
658: Shadow Cave c  
659: Shadow Cave d  
660: Shadow Cave e  
661: Shadow Cave f  
662: Shadow Cave g  
663: Shadow Cave h  
664: Shadow Cave i  
665: Shadow Cave j  
666: Shadow Cave k  
667: Glimmer Spire 1F  
668: Glimmer Spire 2F  
669: Glimmer Spire 3F  
670: GLIMMER SPIRE 4F  
671: GLIMMER SPIRE 5F  
672: GLIMMER SPIRE 6F  
673: GLIMMER SPIRE 7F  
674: GLIMMER SPIRE 1F  
675: Glimmer Spire 2F  
676: Glimmer Spire 3F  
677: Glimmer Spire 4F  
678: Glimmer Spire 5F  
679: Glimmer Spire 6F  
680: Glimmer Spire 7F  
681: Glimmer Spire 7F-2  
682: GLIMMER SPIRE 8F  
683: Tomb of Aifread Stairs Room  
684: Tomb of Aifread Main Hall  
685: Tomb of Aifread Last Room  
686: Tomb of Aifread Entrance Corridor  
687: Tomb of Aifread Top  
688: Tomb of Aifread Bottom  
689: Tomb of Aifread Mummy Stairs  
690: Tomb of Aifread Exit Corridor  
691: Tomb of Aifread Coffin Room  
692: Tomb of Aifread E Haunted House 00  
693: Tomb of Aifread E Haunted House 01  
694: Tomb of Aifread E Haunted House 02  
695: Tomb of Aifread E Haunted House 03  
696: Tomb of Aifread E Haunted House 04  
697: Tomb of Aifread E Haunted House 05  
698: Tomb of Aifread E Haunted House 06  
699: Tomb of Aifread E Haunted House 07  
700: Tomb of Aifread E Haunted House 08  
701: Tomb of Aifread E Haunted House 09  
702: Tomb of Aifread Haunted House of Hell 00  
703: Tomb of Aifread Haunted House of Hell 01  
704: Tomb of Aifread Haunted House of Hell 02

705: Tomb of Aifread Haunted House of Hell 03  
706: Tomb of Aifread Haunted House of Hell 04  
707: Tomb of Aifread Haunted House of Hell 05  
708: Aifread's Hideout Cavern  
709: Start Room  
710: Goal Room  
711: Aifread's Hideout Dice Dungeon (Operational)  
712: Seyfert Garden (Entrance)  
713: Seyfert Garden (Center)  
714: Seyfert Garden (Trial Gate)  
715: Projection Room  
716: Sunken Ship Entrance 00  
717: Sunken Ship 01  
718: Sunken Ship 02  
719: Sunken Ship 03  
720: Sunken Ship 04  
721: Sunken Ship 05  
722: Sunken Ship 06a  
723: Sunken Ship 06b  
724: Sunken Ship 07  
725: Sunken Ship 08  
726: Sunken Ship 09  
727: Sunken Ship 10  
728: Sunken Ship 11  
729: Sunken Ship 12  
730: Sunken Ship 13  
731: Sunken Ship 14  
732: Sunken Ship 15  
733: Sunken Ship 16  
734: Sunken Ship 17  
735: Sunken Ship 18  
736: Sunken Ship 19  
737: Sunken Ship 20  
738: Nereid's Labyrinth 00  
739: Nereid's Labyrinth 01  
740: Nereid's Labyrinth 02  
741: Nereid's Labyrinth 03  
742: Nereid's Labyrinth 04  
743: Nereid's Labyrinth 05  
744: Nereid's Labyrinth 06  
745: Nereid's Labyrinth 07  
746: Nereid's Labyrinth 08  
747: Nereid's Labyrinth 09  
748: Nereid's Labyrinth 10  
749: Nereid's Labyrinth 11  
750: Nereid's Labyrinth 12  
751: Nereid's Labyrinth 13  
752: Nereid's Labyrinth 14  
753: Nereid's Labyrinth 15  
754: Nereid's Labyrinth 16  
755: Nereid's Labyrinth 17  
756: Underwater Cave 0  
757: Underwater Cave 1  
758: Underwater Cave 2  
759: Underwater Cave 3  
760: Balir Castle Pier  
761: Van Eltia (Stage 1)  
762: Van Eltia (Stage 2)  
763: Balir Castle (Garden)  
764: Balir Castle (Garden) Post-Destruction

765: Craymel Cannon  
766: Craymel Cannon  
767: Fringe Cannon  
768: Fringe Cannon (Final Stage)  
769: Balir Castle Garden (Ras Center)  
770: Balir Castle Pier (Van Eltia 3rd)  
771: Hallway 1F  
772: Left Tower 1F  
773: Left Tower 2F  
774: Left Tower 3F  
775: Hallway 2F  
776: Hallway 3F  
777: Inner Citadel  
778: Right Tower Hallway 3F  
779: Right Tower Hallway 2F  
780: Right Tower Hallway 1F  
781: Right Tower 3F  
782: Throne  
783: Right Tower 2F  
784: Right Tower 1F  
785: Hall  
786: Small Room Hall 1  
787: Small Room Hall 2  
788: Small Room Hall 3  
789: Small Room Hall 4  
790: Small Room Hall 5  
792: Inner Citadel Room 2  
793: Inner Citadel Room 3  
794: Inner Citadel Room 4  
795: Right Tower Hidden Path 1  
796: Right Tower Hidden Path 2  
797: Right Tower Hidden Path 3  
798: Right Tower Control Room  
799: Left Tower Hidden Path 1  
800: Left Tower Hidden Path 2  
801: Left Tower Hidden Path 3  
802: Control Room  
803: Banquet Hall  
804: In Front of Throne  
805: Throne (destroyed)  
806: Balir Castle Sideview  
807: Shizel Castle  
808: Shizel Castle Center of Bridgeway  
809: Shizel Castle Bridgeway (Right) 2  
810: Shizel Castle Bridgeway (Right) 3  
811: Shizel Castle Bridgeway (Right) 4  
812: Shizel Castle Floating Island (Key)  
813: Shizel Castle Bridgeway (Bottom Right)  
814: Shizel Castle Elevator (Top Right Level)  
815: Shizel Castle Elevator (Mid Right Level)  
816: Shizel Castle Elevator (Bottom Right Level)  
817: Shizel Castle Bridgeway (Left)  
818: Shizel Castle Elevator (Top Left Level)  
819: Shizel Castle Elevator (Mid Left Level)  
820: Shizel Castle Elevator (Bottom Left Level)  
821: Shizel Castle Stairs (Landing)  
822: p(CIZEL) Castle Stairs (Bottom)  
823: Shizel Castle Front of Sekundes  
824: Shizel Castle Path A  
825: Shizel Castle Path B

826: p(CIZEL) Castle Path C  
827: Shizel Castle Path D  
828: Shizel Castle Path E  
829: Shizel Castle Path F  
830: Shizel Castle Path Guardian's Room  
831: Shizel Castle Area 2 Craymel Pillar Room<END>  
832: Shizel's Room Front Stairway  
833: Shizel's Room  
834: Shizel Castle Area A  
835: p(CIZEL) Castle Puzzle Room Fire (B)  
836: Shizel Castle Area C  
837: Shizel Castle Puzzle Room D  
838: p(CIZEL) Castle Puzzle Room E  
839: p(CIZEL)Castle Puzzle Room F  
840: Shizel Castle Earth Craymel Room  
841: Shizel Castle Water Craymel Room  
842: Shizel Castle Fire Craymel Room  
843: Shizel Castle Wind Craymel Room  
844: Shizel Castle Ice Craymel Room  
845: Shizel Castle Lightning Craymel Room  
846: Van Eltia Control Room Stage 1 Sea  
847: Van Eltia Control Room Stage 1 Dock  
848: Van Eltia Control Room Stage 2, 3 Ocean  
849: Van Eltia Control Room Stage 2, 3 Dock  
850: Van Eltia Control Room Stage 2, 3 World View  
851: Storeroom A  
852: Storeroom B  
853: Storeroom C  
854: Corridor A  
855: Corridor B  
856: Corridor C  
857: Engine chat\_pos:<BOXED><1F><05>  
858: Stage 1 Deck  
859: Stage 1 Deck  
860: Stage 2 Deck  
861: Stage 2 Deck  
862: Stage 2 Deck  
863: Stage 3 Deck  
864: Stage 3 Deck  
865: Stage 3 Deck  
866: Viewing Deck  
867: Viewing Deck  
868: Observation Room  
869: Plane  
870: Aifish  
871: Infirmary  
872: Vending Machine Room  
873: SLEEPING QUARTERS  
874: Empty Room  
875: Warp Station  
876: Game Room  
877: Seyfert Observatory Entrance  
878: Seyfert Observatory Observation Room  
879: Seyfert Observatory Trial Gate  
880: Seyfert Observatory Trial Room  
881: Seyfert Observatory Dock 2  
882: Seyfert Observatory Dock 3  
883: Craymel Train  
884: Engine Room  
885: Engine Room Bottom

- 886: Seyfert Shrine
- 887: Trial Room
- 888: Seyfert Shrine, Trial Gate
- 889: Aifread's Platform Interior
- 890: Aifread's Transformation Dock (1)
- 891: Aifread's Transformation Dock (2)
- 892: Orbus Barrier
- 893: Orbus Barrier (After Ring Separation)
- 894: Orbus Relay Point Hidden Dome Pier
- 895: Ring Control Room
- 896: Ring Control Room (Left Side Close up)
- 897: Ring Control Room (Right Side Close-up)
- 898: General purpose Map Inferia Forest
- 899: General Map - Inferia Plains
- 900: General purpose Map Celestia Forest
- 901: General-purpose Map Celestia Plains

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#### 9. Things To Come

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Okay, I've sold ToD2... So this guide won't be updated regularly...

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I hope you (the reader) have found this guide to be helpful. Any  
questions/comments/suggestions/corrections (Whatever you wish to tell me)  
Feel free to e-mail me at [speed-bump@cox.net](mailto:speed-bump@cox.net)

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