

Tales of Destiny 2 Hardcore/Boss FAQ

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TALES OF DESTINY II
HARDCORE/BOSS FAQ

Hardcore and Bosses FAQ : Version 1.0

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1. Revisions/Updates

Version 0.60 - 7/4/2k2

- I started my FAQ. You might wonder why it took a long time before I finished the first version (please don't ask me). I had to ask a bunch of questions in the boards for more details. I finished the Boss FAQ up to Shizel (the first one). I've also included the Character's Skills and Techniques already. Let's say I've finished about 60% of the guide already. The only sections that I left blank are Disc 3 Bosses, Optional Bosses, Nereid Labyrinth's Bosses, Inferia City Battle Arena. I have a hectic schedule and I guess it would take time before I post the new version. Thanks to everyone who answered my questions in the boards especially Red Star (see Credits section).

Version 0.80 - 8/27/02

- I added new sections, 'Combo Master Title' and 'Arche?!' but I didn't write anything about the latter yet. I edited some battle strategies, especially Volt's strategy and considered using Chat in battle. I'm done with the Optional Bosses except Sekundes. I added up Demon Twist on the list of First Chain Skills, sorry if I forgot. I edited Reid's combos with the Neo Tempest Swarm as I've discovered that this skill gives 18 hits. I was planning to finish this FAQ now but my memory card got screwed up. I lost all my precious RPG files including my TOD2 files. This is the reason why I didn't write anything yet on Inferia City Battle Arena. I also can't detail anything about Shizel's Castle Bosses. It will take time before I can catch up with my recent file so this is all I can update for now.

Version 1.0 - 2/21/03

- Sorry for the very late update. As I've said earlier, my memory card glitched up and it's been long since I've started once again. Also a few personal problems got ahead. Luckily, I was able to finish this up. I've edited Valkyrie's strategy as I've discovered her attacks and a more effective technique against her (see Section 8). I've completed Section 10 already with a great strategy against Cress + Arche, one of my favorite boss battles (See Section 10). Strategy against Sekundes is also complete so for those anticipating, here you go! I've finished Nereid's Labyrinth and Shizel's Castle Bosses already. Actually, this should be my final version, but I'll still welcome contributions and add them up here if necessary. For those who emailed me, sorry for the late replies, I can't open my email as often as I've used to. Also, I have my new email address (see above) you can rather contact me with that one.

2. Copyright Notice

This FAQ is copyrighted to me. Do not use this for profit or post this on your website and claim as your own. If you wanna post this FAQ on your website then ask my permission first. If you have questions, contributions, corrections, or suggestions then email me on the email address I've mentioned above. I'll give credit for all your contributions. Thank you.

3. Introduction

Hello everyone! This is my first FAQ and I hope that this is gonna help everyone to know hardcore mode better and to give tips and

strategies on beating the bosses in hardcore. Well, it is not necessary to beat ALL the bosses in this dreaded difficulty but I tell you, it is best to beat every enemy and boss in the hardcore mode to make the game really challenging, intense, and exciting. Also, if you do not prefer this difficulty, you can apply this strategy even in normal or hard mode. I'm expecting that this FAQ to have flaws because this is my first. So if you'll ever see errors in my guide(even in grammar) then don't hesitate to inform me and I'll thank you for that. Also, e-mail me if I'm missing someone who also contributed here but is not mentioned in the credits section. I have a lousy memory, you know. Enjoy!

4. All About The Topic

4.1 How to activate the hardcore difficulty

Hardcore is one the best features of TOD2 and there are 2 ways of activating this. The first one is to beat the game. Then, the game will ask you to save the game. After saving it, insert disc 1. This is similar to Chrono Cross' New Game+ but the status of your characters is not carried over to the hardcore game from your last game. However, the all the items that you got from your last game are still recorded in you Collector's Book. The same goes with the Monster Collection.

The other method is to use the hardcore file of your friend. Here's how: First, borrow a hardcore file from your friend(you don't have to save it in your memory card), load it then soft reset(you know, the L1+L2+R1+R2+Select+Start method). On the title screen, then on the Customize menu, you will notice that the hardcore is already highlighted. Next, start a new game or load a game of your own and done. This method also requires beating the game but that's on your friend's part. And FYI, the items and monster record of your friend won't be carried over to your file. The only things that are carried over are the customize settings of your friend.

4.2 The advantages of a hardcore file over a normal file

I can only recommend the method I've mentioned above to old RPG gamers who are confident enough(like me) or those who only want to beat one hardcore battle to be able to perform Maxwell extension. Anyway, that's one of the advantages of hardcore. Aside from mere summoning of Maxwell, you can execute his extensions by pressing and holding down button/s on your joystick. For you to be able to do this(I think I've said it already) you have to beat at least one hardcore battle. Another thing you need maximum TP(999) to execute all extensions. Here's how: (Thanks to x_hunter_zero_ph@yahoo.com for this info)

1. As you summon Maxwell, hold <- + SQUARE until Dual the Sol is unleashed. Consumes 100 TP.
2. Hold O to execute Eternity Swarm. Consumes 100 TP.
3. Hold X to execute Prismic Stars. Consumes 100 TP.
4. Hold TRIANGLE to execute Shining Gate. Consumes 100 TP.
5. Hold SQUARE to execute Explosion Nova. Consumes 100 TP.
6. Hold TRIANGLE + O to execute Maxwell Minimus. Consumes 100 TP.
7. Hold SQUARE + X + O to execute Dimensional Material. Consumes 100 TP.
8. Hold TRIANGLE + SQUARE + X + O to execute Blue Earth. Consumes 250 TP. You can only do this if you have the Derris Emblem that is obtained when you defeat Sekundes. Now there's a problem here. The total TP consumed of all the extensions including summoning Maxwell is 1050 and

you can only have 999 TP as maximum. In this case, you need the Mental Ring to regenerate TP as you pummel your enemies with the extensions.

Effects of Blue Earth (Thanks to Red Star for this info)

1. It gives full HP and TP on all allies
2. It also gives additional 100000 experience for every monster that will survive up to it.
3. The BGM is gonna change to Meredy's theme.

Another advantage of the Hardcore Mode is that you can fight Arche with Cress in the World Championship at Inferia City, which results to Arche Ribbon drop (this is only for those who want to complete their item collection). I've included a strategy on defeating them two, just look for Section 10 of this FAQ "Inferia City Tournament".

Another feature of Hardcore is a bonus dungeon called Nereid's Labyrinth. I'm not sure if you can have access to it using the "other method" that I've mentioned above. I'll confirm this later on. Anyway, you can find Nereid's Labyrinth Bosses on section 13 of this guide.

Since monsters have more HP in Hardcore, they die longer. Because of this, you can perform multiple hit combos, depending on the enemies HP, so to get tons of bonus experience and to get the Combo Master Title if you'll ever get the chance of doing a 100-hit combo. Look for section 11.6 for its procedure.

Lastly, the Berserker title. This might not be very important, but if you're interested in completing titles in the game especially Reid, you need to fight 200 times in Hard or Hardcore mode to gain Berserker title.

5. Disc 1 Bosses

The characteristics of Hardcore enemies and bosses are quite different than in normal. First, HP is increased by 50% of normal HP. Second, they're pretty fast and their attack power is raised, too. Bosses can use magic 3 times in a row and can even link up their attacks and magics. It is best if you would be cautious in every battle and build up a few levels before every boss fight. I've included LEVEL BUILD-UP SPOTS on which you could get fair experience to brush your way through the bosses. Besides, this is one of the frequent questions at the boards, leveling up, so it's a pleasure for me to provide it.

LOCATION : Rasheans

BOSS : ??? (Hyades) HP : 1500

STRONG AGAINST : Lightning (25%)

ATTACK : 165 Atk ELEMENT : Fire

DEFENSE : 20

INTELLIGENCE: 30

EXPERIENCE : 300

GALD : 800

PARTY : Reid, Farah

ATTACKS : Lightning, Spark Wave, Thunder Blade, Earth Shaker,
Summon Demon

ITEMS:

100% Orange Gel

100% Life Bottle

This guy is quite tough in Hardcore. I suggest that you build a few levels first in the forest to learn some new skills. But if you do not want to waste any time, it is possible to beat this guy at level 8.

But you need at least a dozen of apple gels(it is a good thing the Slimes and Night Raids drop these), Sonic Blade(at least), and a lot of luck.

At the start of the fight, set the strategy of your characters(e.g. "Prevent Magic Attack"; Punch, Kick, and Attack of Farah set to 5). You see, this guy casts his magics at an insane speed. His first magic is Thunder Blade so keep your distance. His next attack is Spark Wave so run all the way to him. Now here is where it requires luck to survive. His next magic is Thunder Blade and he's gonna link it with Earth Shaker which causes 500+ damage. There are 2 ways that I know to avoid this. First, when he casts his second Thunder Blade(and you're in a sweep distance) run all the way to left to miss the Earth Shaker, but if you're playing one-player game, Farah may not be able to make it. Hold DOWN + L1(The word "gather" should appear on the bottom left of the screen where Formation is displayed) so Farah will follow you wherever you go. The second way is to let him cast his second Thunder Blade on you and then attack him to halt his Earth Shaker. You'll be hit by his Thunder Blade(which only damages for 150+) but you'll miss the Earth Shaker completely. Fortunately, in subsequent turns he will only use Summon Demon, which you can avoid. Just run away from it and use Sonic Blade from afar. If Farah falls down, just let yourself be killed too. Use Apple Gels when your HP gets low. If you think you can't make it then don't bother to use an Apple Gel. Besides, you don't get a Game Over when you lose to this battle. You will just repeatedly fight this guy until you win.

LEVEL BUILD-UP SPOT : Mt. Mintche

You can see enemies here and they never diminish. You'll defeat one and here comes another. This is the best place to raise your levels for now and to learn new skills to prepare the fight against Undine(not the next boss). If you run out of supplies(especially Orange Gels) you can always go back to Mintche to afford them. Be at least level 20 before you leave this place.

LOCATION : Nostov Cave

BOSS : Eggbear HP : 4800

WEAK AGAINST : Fire (50%)

STRONG AGAINST : Earth, Ice (25%)

ATTACK : 195

DEFENSE :120

INTELLIGENCE : 75

EXPERIENCE : 32

GALD : 90

PARTY : Reid, Keele

ITEMS : 40% Bear Meat

90% Apple Gel

Do I have to give a strategy here? Just pound him with Keele's Fireball and Reid's strongest attacks and you'll defeat this monster eventually.

LOCATION : Morle Treetop

BOSS : Insect Plant HP : 13200

Enemy : Evil Needles (3) HP : 615 (each)

WEAK AGAINST : Fire (50%)

STRONG AGAINST : Water (50%); Earth (20%)

ATTACK : 105 Atk ELEMENT : Earth

DEFENSE : 10

INTELLIGENCE : 0

EXPERIENCE : 115

GALD : 500

PARTY : Reid, Farah, Keele
ITEMS : 25% Kirima
10% Lemon
80% Kirima (steal)

Another easy boss. Eliminate the insects first to avoid poison. Then, corner the Insect Plant and use Farah's Sonic Fist and Reid's Neosonic Swarm(use the shortcut button) in the sense that the monster won't be able to counter. Besides, this could be your chance to do the highest combo possible and get lots of experience. I made it to 46 hits and my friend, Renz, made 56 hits. You can do better. You won't have any trouble with this battle if you will do this strategy. Use panacea bottle whenever you're poisoned.

LOCATION : Undine Stream
BOSS : Undine HP : 10200
WEAK AGAINST : Lightning (20%)
STRONG AGAINST : Water (100%); Wind, Fire, Earth, Ice (20%)
ATTACK : 150 Atk ELEMENT : Water
DEFENSE : 268
INTELLIGENCE : 75
EXPERIENCE : 1360
GALD : 0
PARTY : Reid, Farah, Keele, Meredy
ATTACKS : Subterranean Divide, Spear of Baptism, Aqua Edge,
Spread, Maelstrom
ITEMS : 100% Talisman
100% Mental Bracelet

Equip Poison Charms to somewhat decrease water damage. You should have at least 2(you'd be able to get one in the world map, check Lmagnuz Inferia Map for its location). Set the formation of your characters, Farah and Meredy on one side(either left or right) and Reid and Keele on the other side. This should avoid all your characters to be hit with Spear of Baptism. You won't be able to stop her from using it, she's somehow invincible while charging it. Because of this, she likes using it repeatedly. If you can predict that she's gonna use it, jump to avoid it(Push UP + L1 to jump with your entire party). Watch out for her Spread, Undine's strongest attack. She might extend it to Maelstrom, which causes critical damage. Also, her Subterranean Divide can cause moderate sums of damage. On the offensive, use Reid's Lightning Blade or Demon Lightning Hammer(or Super Lightning Blade if you have it already) and Meredy's Lightning. You may also want to do this combo: Super/Lightning Blade + Demon Lightning Hammer. You may want to use Farah as your healer(she has Healer, of course) or maybe let Keele do all the healing with Apple Gels(you need Farah's attacks more, I believe). Undine is a tough opponent, but if you are in a decent level, you should do just fine.

LOCATION : Forest of Temptation
BOSS : Jungler HP : 8100
WEAK AGAINST : Fire (50%)
ATTACK : 240
DEFENSE : 240
INTELLIGENCE : 150
EXPERIENCE : 200
GALD : 100
PARTY : Reid, Farah, Meredy, Keele
ATTACK : Thrust Feather
ITEMS : 20% Orange Gel
20% Life Bottle

This guy is pretty fast but this doesn't pose too much trouble so

hit him as hard as you can with all your strongest attacks and he'd be down for sure. Just watch out for his Thrust Feather. It deals moderate sums of damage.

LEVEL BUILD-UP SPOT : Forests near Barole

Man Eaters are lurking around these forests. They resemble the boss you fought in Morle Treetop. Now use Reid's Neo Swarm, Farah's Sonic Fist and Ras's Dragon Swarm(or Neo Swarm) to gain more hits and experience as many as you could. Doing this repeatedly let me get a max combo of 72 and 2500 experience. This should prepare you in your battle against Sylph. And also, be sure to have Spiral Attack and Megasonic Thrust before going to Sylph Cavern.

LOCATION : Sylph Cavern

BOSS : Sylph HP : 9900
Enemy : Arms HP : 6750 (each)

WEAK AGAINST : Earth (100%)

STRONG AGAINST : Wind (90%); Water, Fire (20%); Ice,
Lightning (10%)

ATTACK : 255

DEFENSE : 200

INTELLIGENCE : 120

EXPERIENCE : 1929

GALD : 0

PARTY : Reid, Farah, Meredy, Ras

ATTACKS : Sylphid Arrow, Wind Arrow, Wind Blade, Air Thrust,
Cyclone

ITEMS : 100% Protect Ring
100% Life Bottle

Be sure to learn Demon Twist or Spiral Attack and Megasonic Thrust before this battle. You need aerial attacks like these(excluding Megasonic Thrust) but Tempest Strike seems not a good idea since this skill is wind elemental. Sylph really likes warping every now and then so I suggest you use the Semi mode to keep track of him and to avoid wasting your energy. Equip Reid's Storm Shield to guard against Sylph's attacks. The battle starts with an attack on both sides so be wary with your formation. Put Meredy on the middle to avoid being attacked by Arms. Let Farah, Reid, and Meredy focus their attacks on Sylph(set their strategy to "Prevent Magic Attack") and Ras focus his attention to Sylph's flunkies(set his strategy to "Prevent Enemy Attack") since his attacks are for ground enemies only. Meredy's Grave can hit Sylph whenever he lowers to the ground so use it to cause decent damage. Don't give Sylph the chance to use Cyclone. It can wipe your whole party if you won't be able to avoid it. His Air Thrust can also cause major damage if the hits are concentrated on a single character. Use Reid's Spiral Attack and Megasonic Thrust combination to finish this battle as quick as possible. Summon Undine whenever her vitality is full to recover HP.

LEVEL BUILD UP SPOT : Forests near Farlos Sanctuary

Another form of Insect Plant, the Power Plant, roams in these forests. You may do the same as you did to the Insect Plant and the Man Eaters(I think you're tired of that already). Beware though, Red Dragons, Hellkites, and Phoenixes are lurking here at night. They're pretty fast and they're really tough, they can mess up your party pretty bad so avoid them. Just camp whenever the sunlight fades. There are other places, however, which houses enemies that give decent experience(you now have the Aerialboard, right?), like the beaches of islands near Chambard, but the enemies could be damn hard. So if you feel ready and confident enough, proceed to Efreet Gorge.

LOCATION : Efreet Gorge
BOSS : Efreet HP : 36000
WEAK AGAINST : Water (50%)
STRONG AGAINST : Fire (100%); Earth, Wind, Ice, Lightning (10%)
ATTACK : 300 Atk ELEMENT : Fire
DEFENSE : 360
INTELLIGENCE : 75
EXPERIENCE : 2723
GALD : 0
PARTY : Reid, Farah, Keele, Meredy
ATTACKS : Burning Beast, Flame Wave, Explode, Eruption, Fear
Flare, Explosion Nova
ITEMS : 100% Black Onyx
100% Life Bottle

Of all the primary craymels of Inferia, this one is the nastiest and the most immature(as Sylph said) so expect him to be really tough and his attacks to be quite damaging. He always likes to chain up Flame Wave(this is somehow similar to Undine's Subterranean Divide, only that it is fire-based) and Eruption or Explode and sometimes he will immediately cast Explosion Nova after. If he's feeling good, he won't use Explode 3 times in a row. Those flames below him are really annoying and will halt your every move and that will give him the chance to retaliate on your party.

All Efreet's arsenal of attacks is fire-based, so practically you must equip your party members with armors with defense against fire. Buy Kitchen Mittens in Chambard for Farah and Meredy. Get the Flare Cape in the World Map(check lmagnuz 'Inferia Map FAQ' for its location). If you have 20 lenses then exchange it in Chambard with Inferi Cape. Equip Square Shield on Reid for his defense and Hydra Dagger(water elemental) for his offense. In terms of magic, Aqua Edge and Spread are the best preferences but Air Thrust is not bad. In battle, Efreet will try to corner your party members with Burning Beast so he can focus his attacks on all your party members. You cannot run on the other side unless you'll be flung anyhow by his Explode. If that happens, you might survive somehow when Efreet uses Explode 3 times(he uses that rarely though). Summon Undine or Sylph whenever possible, but I suggest you fill up their vitalities before the battle to be sure. In my case, I was able to summon Undine 2 times in battle.

Actually, there is a way to beat Efreet in low levels without too much effort, and you have to do this with Reid alone(wait, don't react yet, here's the trick). First, master Omelette or Cream Stew on Reid. Then, equip Square Shield, a Flare Cape and the Inferi Cape(or 2 Flare Capes) on him to have absolute defense against fire. Now all of Efreet's attacks will only cause 1 damage on Reid. You don't have to worry about the other party members, Reid will revive them at the end of the battle with Omelette/Cream Stew(status abnormalities include KO) if ever they would be KOed. Use Reid's Demon Twist and keep pounding him and you'll eventually beat him.

LEVEL BUILD UP SPOT : Beaches of Islands near Chambard

You don't have to raise your levels for the next boss, but your next destination is Mt. Farlos and then Celestia and it's hard to find a decent spot there to raise your levels. The beaches near Chambard shall be the most decent spot that I know to build your characters' levels so I suggest you to be at least level 40 before you go to your next destination. The enemies here could be darn hard so be cautious. However, your efforts are not worthless, usually a battle here costs up to 1600 experience. At night, Super Stars are around and if you'd be able to defeat them it'll give off up to 3000 experience. If you're

lucky enough, the Super Star will drop Reverse Doll, a very valuable equipment, upon its demise. Use Rune Bottle on it to form Sephira, which doubles your gold that you get every battle.

If you want to defeat the Red Dragon, the Hellkites, and the Phoenixes at the forests near Farlos Sanctuary at night, then do the same strategy as you did with Efreet. The problem here is that the Red Dragon's attacks are not all fire elemental so he can still damage you roughly. Use Demon Twist or Demon Spiral Hammer to counter their attacks. You can also change to Semi-auto mode to automatically guard their attacks. Good luck! I've done this once but I was not very lucky. These enemies drop some valuable items upon their downfall like Lavenders and Sages. A battle with them could give more than 3000 experience. If you're through, proceed to Mt. Farlos.

LOCATION : Mt. Farlos

BOSS : Rasseaus HP : 6612

STRONG AGAINST : Water, Wind, Fire, Earth (70%)

ATTACK : 213

DEFENSE : 700

INTELLIGENCE : 150

EXPERIENCE : 1000

GOLD : 0

PARTY : Reid, Farah, Keele, Meredy

ATTACKS : Super Lightning Blade, Neo Swarm, Dragon Swarm, Dragon
Flash

ITEMS : 100% Heal Bracelet
100% Leather Cape

This battle is fairly average. The difficulty that you'll encounter in this battle will be according to your levels. If you have had raised your levels as I've told you to do so, this wouldn't take long. This guy has a nice defense but his attacks are lame. If your levels are below 30, his attacks could damage 100+. At level 40 or above, he could barely damage for 20+. At level 50, who knows? Overall, he's a lousy opponent so finish him quickly with your strongest attacks and spells. Use Reid's Double Spiral Attack or Demon Spiral Hammer for a quick kill.

6. Disc 2 Bosses

LOCATION : Mine of Gnome

BOSS : Gnome HP : 24240

WEAK AGAINST : Wind (10%)

STRONG AGAINST : Earth (100%); Water, Ice, Fire, Lightning (70%)

ATTACK : 225 Atk ELEMENT : Earth

DEFENSE : 350

INTELLIGENCE : 150

EXPERIENCE : 3000

GOLD : 2

PARTY : Reid, Farah, Keele, Meredy

ATTACKS : Summon Friends, Stalagmite, Snort Flare, King Tackle,
Ultra Grave, Grave, Earth Shaker

ITEMS : 100% Moon Crystal
100% Rune Bottle

Now talk about a really hyperactive opponent! Gnome is really fast on his moves and he's sure has lots of tricks under his sleeves. Those audiences throwing nuts can be a disadvantage but it can be ignored. His Snort Flare can produce a 14 hit combo and leave your character

Hyades uses a series of magics while the second rarely uses one. At first he will keep on using Cursed Roller. When his HP goes down by half, he will start using Death Finger, which is an extension of Cursed Roller. He will also use magics. Just keep on pounding him as hard as you can and he'll eventually go down. Just heal occasionally when needed.

LOCATION : Ruins of Volt

BOSS : Volt

HP : 81481

WEAK AGAINST : Water (100%)

STRONG AGAINST : Lightning (100%); Wind, Fire, Earth, Ice, Light,
Dark (70%)

ATTACK : 327 Atk ELEMENT : Lightning

DEFENSE : 508

INTELLIGENCE : 240

EXPERIENCE : 3600

GALD : 0

PARTY : Reid, Farah, Meredy, Max(recommended)

ATTACKS : Family Reunion, Spark Wave, Lightning, Thunder Blade,
Indignation

ITEMS : 100% Holy Symbol

100% Rune Bottle

Now you have to face a really formidable opponent. If you aren't careful, you wouldn't even last within 5 seconds. He usually starts the battle with an Indignation, which likely kills all your characters within its range. His Thunder Blade causes more than 2000 damage. You can't use any skill or combo that causes more than 10 hits (be careful with your team combo smash) or he'll counter with Family Reunion which is really annoying. Furthermore, he has this kind of electric field all over his round body (and it is surely harmful) so don't get too near on him. All his attacks causes stun so stun charm is an extremely necessary item. You won't have a chance without it.

Equipments that give lightning defense are few (except if you want to buy a bunch of Stun Charms). You only have Thunder Cape (look for its location in the world map), Celesti Cape, and Stun Charm. Equip your best defense for your characters and Trident for Reid's weapon (water elemental). You may choose between Chat and Max for the last character but I suggest you put the latter as his long range attacks are more reliable. However, he starts the battle with a grave disadvantage - he only has 1 HP! Heal him immediately when the battle starts. If you want to use Chat, just rely on her Toss Hammer.

As I've told you earlier, Volt usually greets your characters with Indignation. There is a way to avoid this: As you run away from it, hold Down + L1 (on the lower left of your screen, the word "gather" should appear) so the other characters will follow you. If you're unfortunate (and this usually happens), Volt will cast his Indignation while your casters are preparing their magics. Use Reid's Demon Spiral Hammer (or Omega Demon Chaos if you have it) and use Farah's Eagle Rage. Those slashes thrown by Farah in her Eagle Rage is somehow water elemental, that's why it creates a good damage on Volt. For Meredy, make full use of Spread and summon Undine whenever possible and use Nurse to heal. Well, Max can't do any other than his Burning Force (if he could only have Aqua Spiral at this point of time, this battle would be much, much easier) so just let him shoot it from afar. Set his attack strategy to 1 and 'Use TP' to 5 to keep him away from Volt. Since Volt is floating, the Burning Force will only miss. In this case, let Reid perform a jump attack on Volt to throw him to the ground. Or you can play as Max and control the blast of his skill by pressing x. With patience, you'll eventually win.

LOCATION : Balir Castle
BOSS : Spiral HP : 67500
Enemy : Escargot (3) HP : 7710 each
ATTACK : 345
DEFENSE : 400
INTELLIGENCE : 150
EXPERIENCE : 1000
GALD : 3000
PARTY : Reid, Farah, Meredy, Keele
ATTACKS : Vertical Spin, Stalagmite
ITEMS : 100% Faerie Ring
100% Orange Gel

This is very easy. Spiral's attacks have low accuracy rates so it's easy to dodge them. Finish the Escargots first with Burning Phoenix then concentrate all your attacks to him. Be careful though, his Vertical Spin tends to cause critical damage.

LOCATION : Balir Castle
BOSS : Shizel HP : 180000
STRONG AGAINST : Water, Wind, Fire, Earth, Ice, Lightning (10%)
ATTACK : 450 ELEMENT : Dark
DEFENSE : 0
INTELLIGENCE : 112
RECOMMENDED PARTY : Reid, Farah, Keele, Meredy
ATTACKS : Summon Demon, Spark Wave, Prism Sword, Fireball,
Indignation, Delay, Eternal Finality

Now you have to face Shizel's fury for the first time. This the same status of Shizel when you beat her before the end of the game, so expect this battle to be ridiculously tough. Aside from her high HP rating, her hard-hitting attacks are enough to take you all. You can't stop her from casting her magics since she produces a harmful barrier which makes her invincible while casting. That's why her Eternal Finality(which reduces all allies HP to only 1) is totally inevitable. The worse thing is she usually commences the battle with it. You can't block that very powerful attack for now so you are no match for her.

However, there is a chance of defeating her since she will use Eternal Finality only once. If you're quick enough(to use items perhaps) and you would be able to survive, you might have a chance. However, you won't get anything for your efforts. When her HP drops to a certain level, the screen will turn black and the outcome would be just the same. I won't give any strategy here so if you want some challenge and you think you're confident enough, defeat Shizel in any way you can. Otherwise, just let her kill you.

Obtainment of the Van Eltia and the Aifish will trigger out some places which are inaccessible before. This includes the following level build up spots:

LEVEL BUILD UP SPOT : Shadow Cave

Avoid the touch-based Mega Deaths(accompanied by Dark Disasters and Dragontooths) as they're annoyingly tough and they don't give enough experience. On the area near Shadow(you may beat Shadow first), enemies with good experience lurk(I'm not talking about those annoying ripper freaks). If you find this place boring, proceed to another place.

LEVEL BUILD UP SPOT : Sunken Ship

Aside from the presence of the Siren boss and some goodies, enemies here gives good experience(ranging from 700-2000+). In addition, Super Stars are around so take your time and stock up a few Reverse Dolls(at least 15, hehe! ^_^) to prepare yourself against Cress

and the third Seyfert Trial(at the later part of the game). However, these enemies could be rare and you're not sure if you can get a Reverse Doll everytime you fight them. If you want more Reverse Dolls, proceed to...

LEVEL BUILD UP SPOT : Aifread's Tomb

To trigger this place, go to the Conversion Dock at the Relay Point and examine the Aifread Statue. When you enter the place, go to the middle path. Just keep going until Reid falls on a trap. Pass those spikes and on the next screen, you will see a poisonous river mud and sinking platforms with ripper freaks on them. Actually, they're just Super Stars and Seaspins. This is an opportunity to obtain Reverse Dolls as many as you want. If you run out of it, you can return here anytime you want.

LEVEL BUILD UP SPOT : Seyfert Shrine(Farlos Sanctuary)

This is the best place to increase your levels. Frequently, enemies can give experience as much as 3000+. Be sure to learn Farah's Fatal Fury(and Maximum Burst of course) and Reid's Omega Seal(and Quasi Seal) before you leave this place. You can return here anytime you want to have more experience or if you're confident enough to beat Maxwell.

LEVEL BUILD UP SPOT : Inferia City Battle Arena

Proceed to this area whenever you're ready. You can fight here as many times as you want to increase your levels. The enemies at the National Championship can give as much as 5000 experience(that's the 3rd round). However, I suggest you choose to fight in the World Championship more frequently as enemies here give off Rune Bottles, Savories(they're rare), Sages, and Red Sages. Take this opportunity to max out Reid's HP and TP(prioritize TP if you're gonna beat Cress) to prepare against Cress and other tough bosses like Valkyrie. Please see section 10, 'Inferia City Battle Arena' for the strategy against the enemies in the arena.

LOCATION : Inferia Port

BOSS : Inferian Guard HP : 7500

ATTACK : 420

DEFENSE : 400

INTELLIGENCE : 150

EXPERIENCE : 200

GALD : 300

PARTY : It's yours to decide

ITEMS : 100% Steel Sword

I understand why the BGM is the same as you're fighting a normal enemy. This is way too easy. Don't waste your TP on this guy. A few attacks will beat him unconscious.

7. Disc 3 Bosses

LOCATION : Balir Castle

BOSS : Hyades HP : 192000

STRONG AGAINST : Water, Fire, Earth, Lightning, Dark (30%); Wind,
Ice (60%); Time, Elemental (20%)

ATTACK : 570 Atk ELEMENT : Dark

DEFENSE : 800

INTELLIGENCE : 109

EXPERIENCE : 30000

GALD : 0

PARTY : It's yours to decide

ATTACKS : Charge Laser, Ground Shake, Earth Shaker, Thunder
Blade, Bloody Howl

You might wonder where Hyades got his new image. Anyway, as this is Hyades' final form, give your best shot in beating this one as this one could be tough. Don't let him cast any magic as he casts his magics consecutively. You won't even be able to stand on your feet and he'll cast another magic. He also likes chaining them up with Ground Shake. Be sure you activated Stun Guard Craymel Arte or equip Stun Charms, Poison Charms, and Krona Symbol to guard against stun(which is caused by Charge Laser and Thunder Blade) and weak(which is caused by Ground Shake).

If you want to get the Combo Master title(by doing a 100 or more hits in a battle) and lots of experience, then this is your best chance to do so - do it on Hyades. Refer to Section 11.6 for the procedure. On the other hand, if you only want to beat this guy as easy and as quick as possible, include Max on your party and let him use Aqua Spiral and/or Rage Laser. If you have Chat's Eternal Hammer, use it against it so as to prevent him from using magic. You may also use Reid's Aurora Wall and Aurora Slash whenever possible. Watch out for his Bloody Howl as it causes a rough damage on your allies. Use Barrier and Resist to your own advantage. Be sure to pop with the occasional healing spells and items on your characters to keep them alive.

LOCATION : Regulus Tomb

BOSS : Rem HP : 150000

WEAK AGAINST : Dark (20%)

STRONG AGAINST : Light (100%); Water, Wind, Fire, Earth, Ice,
Lightning (20%)

ATTACK : 750 Atk ELEMENT : Light

DEFENSE : 700

INTELLIGENCE : 187

EXPERIENCE : 40960

GALD : 0

PARTY : I advice anyone except Max

ATTACKS : Shining Flare, Prism Sword, Ray, Holy Lance

ITEMS : 100% Reflect Ring

100% Rune Bottle

Being a freely flying creature, you might have a hard time hitting her on air. Also, that gray ball of hers is awfully annoying! You need to avoid it in order to hit Rem. You might not notice it or know it at all, but Rem is actually increasing her HP in the duration of the battle so you better defeat her as quick as you can. But with the presence of that gray ball, this will be a tough job.

Equip Spirit Robe on Keele and Protect Ring, Force Ring, and Persha Boots(if you have it) on the other members. For weapons, you can use some that takes advantage of Dark weakness like Dragon Vein(for Reid) and Ghost Shell(for Farah). Otherwise, equip your strongest weapon available(hey, Eternal Sword is a good choice; forget equipping Omni Weapon on Farah). In terms of magic, using Dark Force and summoning Shadow will do a great part on this battle. Because Max can only obtain his Dark Laser after this event, he's not very useful in this battle so use either Chat or Farah(Chat is more preferable). As the battle commences, Rem will always hide behind her annoying gray ball. It moves up and down slowly so try your best to get pass over it and attack Rem with Burning Phoenix. You may also use this combo: Omega Tempest Strike + Rising Phoenix + Burning Phoenix to cause big damage on Rem. If you're using Chat, use any skills especially her hammer skills except Eternal Hammer to keep Rem on the ground. She will stick

to her long-range attacks at the first part of the battle, with occasional magics like Shining Flare. If her attacking prowess is giving you trouble, use barrier on your members. If her HP drops below half, she will change her fighting stance and keep herself on the topmost part of the screen. She will hit you with an attack or two, then unleash her strongest attack, Holy Lance, which would likely kill a single character. It damages more than 5000, and if one of your characters has a good HP, she might hit him/her with Holy Lance up to 3 times in a row until he's dead!(she doesn't use that frequently though) She will repeatedly use this technique so you need to do something about it. Use Reid's combo that I've outlined above or use Chat's hammer skills to pull her down to the dust then use Burning Phoenix. Use your strongest magics aside from Dark elemental spells, especially Cyclone and Meteor Swarm(if you have Maxwell already). Speaking of Maxwell, his summon extensions works best on Rem. Fill up Maxwell's vitality to max before this battle then summon him in battle to knock off about 50% of Rem's max HP. Be sure to heal occasionally and revive allies hit by Holy Lance.

LEVEL BUILD-UP SPOT : Shizel's Castle

As you get Sekundes here, he will enter your craymel cage wholeheartedly. Build his levels from hereon to get Shooting Star, probably the best craymel arte in the game. This should come in handy on your succeeding battles especially against Sekundes(if you're planning to get Derris Emblem). This should take time as Sekundes level should be 26 before you can fringe him with Maxwell to be able to use it. You can also get back to previous level build-up places that I've listed above like Seyfert Shrine(for better experience) and Inferia Battle Tournament(for more Sages and Red Sages). After dealing with Sekundes and obtaining the Derris Emblem, you're now able to get the best experience in just a battle. Proceed to the next battle area...

LEVEL BUILD-UP SPOT : Nereid's Labyrinth

Normal enemies give up to 4000+ experience in a battle. A few give only 300+. It's hard to fight here since you can't save the game inside, you can't use any items(except when you're in battle), and you can only use one character in every floor. The Elementler here gives 20000 experience so you can fight him as many times as you can. Once you get your hands to Derris Emblem, you're able to use Blue Earth which gives additional 100000 experience to every opponent that will be able to survive against all Maxwell Extensions. There are only two enemies that I know that can withstand Maxwell and can be fought even a thousand times: Elementler and Nereid Regulus. The latter can give kick your butt really hard so forget him for now. Just concentrate on the Elementler particularly the one on the first floor(Wind Elementler). Afterwards, just exit the dungeon then re-enter to repeat the process. Oh, and don't forget to save your game first before entering the dungeon. Likewise, you can do the same to Elementlers inside Shizel's Castle(just read on, I'll discuss this just a little later). For strategy and more info about bosses in Nereid's Labyrinth, see section 9.

LOCATION : Shizel's Castle

BOSS : Elementler	HP : 120000
Enemy : Grave Keeper x 3	HP : 13500 each
ATTACK : 765	
DEFENSE : 240	
INTELLIGENCE : 52	
EXPERIENCE : 23456	
GALD : 12345	

PARTY : It's yours to decide

ITEMS : 100% Pine Gel

100% Elixir

100% Miracle Gel (steal)

There are six of them inside the castle, each inside a pillar. These guys only differ in terms of elemental defense and attack. I'm gonna enumerate them from left to right as well as their elemental defense and attacks:

1st Pillar

BOSS : Wind Elementler

STRONG AGAINST : Wind (100%)

ATTACKS : Force Laser, Shining Flare, Cyclone, Dark Force

2nd Pillar

BOSS : Fire Elementler

STRONG AGAINST : Fire (100%)

ATTACKS : Force Laser, Shining Flare, Explode, Dark Force

3rd Pillar

BOSS : Water Elementler

STRONG AGAINST : Water (100%)

ATTACKS : Force Laser, Spread, Maelstrom, Dark Force

4th Pillar

BOSS : Earth Elementler

STRONG AGAINST : Earth (100%)

ATTACKS : Force Laser, Dark Force, Earth Shaker, Shining Flare

5th Pillar

BOSS : Ice Elementler

STRONG AGAINST : Ice (100%)

ATTACKS : Force Laser, Absolute

6th Pillar

BOSS : Lightning Elementler

STRONG AGAINST : Lightning (100%)

ATTACKS : Force Laser, Indignation, Dark Force

These guys have the same behavior. Each will cast all magics that he has like mad as long as his flunkies are alive. So practically, you have to eliminate the flunkies first or attack the Elementler to stop him. After eliminating the Elementler's flunkies, he'll revert to physical attacks with occasional magics. He has two kinds of attacks both are deadly. These attacks can be predicted though:

1) If he's walking slowly, he will execute this combo attack: Chop + Kick + Force Laser. To avoid this simply guard. This is not as deadly as his other move.

2) If he's running, he will chop the poor character 12 times with a pause in every 4. To avoid this, run pass toward him and just let him land his attack on nothing. Then just run back when he turns back. Should his attack land on you, pray that the poor character is still alive after the fourth chop then run(as he pauses, that is).

There are several battle strategies that can be used in defeating Elementler:

1) The usual way - Just beat him out of Reid and Farah's attacks and Keele and Meredy's magics. Use Reid's Burning Phoenix, Farah's Maximum Burst, and every magic that you want. Just check the element of your enemy first and cast accordingly. In short words, simply beat the hell out of the thing.

2) Use Chat's Eternal Hammer. Supply her with Pine Gels when needed.

3) See section 11.6. Getting the Combo Master can be part of the

strategy.

4) Max's Canceler Gun Assault - Any combination will do. Check the element of your enemy first and cast accordingly.

5) To play it safe, position your attackers at the front and your casters at the back. Let the casters do all the offense and the frontliners do the defense. If you put Reid at the front, of course he will be Elementler's first target. Just avoid his attacks the way I've outlined above to avoid Elementler's attacks landing on your casters' heads. (Don't forget to heal when necessary)

LOCATION : Heart of Shizel's Castle

BOSS : Shizel HP : 180000

STRONG AGAINST : Water, Wind, Fire, Earth, Ice, Lightning (10%)

ATTACK : 450 ELEMENT : Dark

DEFENSE : 0

INTELLIGENCE : 112

EXPERIENCE : 50000

GALD : 0

PARTY : It's yours to decide

ATTACKS : Summon Demon, Spark Wave, Prism Sword, Fireball,
Indignation, Delay, Eternal Finality

ITEMS : 100% Elixir

100% All-divide

At last, you can get even now with her form the last time you met her. Don't worry, she didn't get any harder, she's the same Shizel you fought way back in Balir Castle. Just prepare yourself for the final form of the boss. Be sure your characters are all set before this battle, as the next battle will follow immediately.

Of course, like your first battle with her, she will use Eternal Finality, sometimes in the first seconds of the battle to drain the HP's of your characters to 1. Although there are times in which she won't have the chance to use that at all, you still need to be ready in any case. You can now counter this very powerful spell by holding SQUARE + X + O for Reid to counter with Aurora Wave. It doesn't only nullify Shizel's Eternal Finality but also heals HP and revives fallen comrades if there's any (pretty convenient, isn't it?). Be sure you have Freeze Guard is turned on as one of Shizel's attacks causes that annoying ailment. Since, you can't stop her spells, just let her cast them. Bust her out your fiercest moves (definitely not everything, save a few kick-ass attacks for the next battle especially Destiny and Craymel summons). Just heal when necessary. You'll find this battle easier than you'll expect.

LOCATION : Heart of Shizel's Castle

BOSS : Nereid Shizel HP : 450000

STRONG AGAINST : Water, Wind, Fire, Earth, Ice, Lightning, Light, Dark (40%); Elemental (30%); Time (50%)

ATTACK : 510 ELEMENT : Elemental

DEFENSE : 300

INTELLIGENCE : 150

EXPERIENCE : 0

GALD : 0

PARTY : The same characters you used from the last battle

ATTACKS : Soul Shot, Grave, Ice Needles, Fireball, Wind Blade, Aqua
Edge, Lightning, Fear Flare, Nihilistic Night, Thunder
Blade, Dark Force, Bloody Howl, Absolute, Holy Lance,
Shooting Star, Summon Pluto, Eternity Swarm, Shining Gate,
Eternal Finality, Finality Deadend

Nereid and Shizel now combine for a nasty package. They are gonna give all what they got in this battle. Do not underestimate the game's

final boss. Something harder than Sekundes is what you're fighting here. She's somewhat like level 85-90 Nereid Regulus. The only difference is that Shizel doesn't have anything like Regulus' Megacosmic Strike and she doesn't unleash Maxwell extension magics like crazy as Sekundes did. Shizel actually has the ability to attack multiple characters simultaneously even on both sides with multiple attacks and/or magics at a time. While she's attacking on one side, she will attack with either Dark Force or Absolute on the other side. Obviously, your formation on Sekundes won't work here. The only solution here is to scatter your characters on the battlefield since both Dark Force and Absolute can hit only one character and nearby allies at a time. You can use one of the following formations:

1) Keele _____ Reid _ Shizel _ Farah _____ Meredy

2) Keele _____ Meredy _____ Reid ___ Shizel ___ Farah

Note: This is only for those whose party choice for the final battle is Reid, Farah, Keele, and Meredy. If you want to use Chat, put her in your party in place of either Reid or Farah (that should be Farah since Reid is a definite must-have here). If you want to use Max, include him in your party in place of either Meredy or Keele.

Notice the distance between Meredy and Keele in formation 2. This will avoid Absolute and Dark force from hitting both of them. As you can observe, the party members in this battle should be at two attackers and two mages. However, you can also use Reid, Farah, and Chat as your attackers and leave a mage for healing purposes.

Shizel is somewhat unpredictable and unstoppable. She can still cast an arte while you're attacking her. In fact, she casts Craymel Artes almost simultaneously. Furthermore, most of her attacks causes annoying maladies like Stun and Freeze. Shizel has lots of HP so this battle will surely take time.

Since any character can be helpful in this final fight, I'll enumerate what each character can do:

Reid : He's your primary offense here. His Burning Phoenix provides a good start. You can also use his combos here. Try this one: Attack x 2 + Demon Twist + Omega Demon Chaos. If your Aurora skills become available, by all means use it. Even if Aurora Wall wouldn't hit Shizel, you might have the chance of avoiding some of Shizel's powerful attacks if you'll unleash it before she cast them.

Farah : Just like Reid, attack with all her might. Maximum Burst and Fatal Fury work wonders in this battle. Perform combos to offer even higher damage on Shizel. You can also use her Life to revive fallen comrades and Detoxify to heal Poison and Weak. Turn off Healer and leave all the healing to the mages or simply use items. As much as possible, keep her as an attacker and not as a healer.

Meredy/Keele : Maxwell extension magics won't work here so using Arche will be a good alternative (although summoning Maxwell as himself works well). Anticipate that Destiny will be used so wait until Destiny is highlighted on your battle menu (it's possible that the whole Shizel battle takes more than 30 minutes. Make sure that Freeze Guard and Stun Guard are activated before this battle to keep your allies from these annoying maladies. If your characters have high HP's and TP's, Poison and Weak can be ignored. Otherwise, equip Poison Charms and Krona Symbol or arrange your Craymels a bit to activated without inactivating your most useful magics. You may want to use your shards and crystals to fill your Craymels' vitality (this is the final battle anyway). Fill their gauges until each reads 9. Then unleash each Craymel magic one by one until a Craymel has maximum vitality. Then summon your Craymels in battle. Have your casters blast their most powerful spells and choose Craymel Artes that can hit Shizel easily and almost everywhere. Limit

on using slow magics like Indignation and Cyclone. Shooting Star, Distortion, and Holy Lance are fiercest spells in this process. Use Restore and/or Nurse to keep your characters at good pace(the latter is another slow magic so limit on using it). Revive fallen members with Resurrection.

Max : What else can I say? Use Max's Canceler Gun Assault. Just make sure you have a second player or you're controlling Max yourself to make full use of Canceler. Otherwise, use Max's Elemental Master and/or Aqua Spiral.

Chat : Just bust out all her skills on Shizel. Her Eternal Hammer can be helpful seeing how it prevents Shizel on casting her magics. Equip Pico Revenge for additional damage.

Nereid Shizel usually commences the battle with Eternity Swarm. You'll be badly damaged at the first moments of this battle so be wary. After that, attack Shizel with all your might. Give everything that you've got in this battle. That Soul Shot proves to be very annoying so keep your casters away from Shizel to avoid it. As I've said earlier the casters need to be away from each other to avoid both of them being hit by either Absolute or Dark Force. Keep Shizel busy with the attackers. This will give enough time for the casters to charge their magics. However, Shizel can counter with magic while you're hitting her so watch out for it. Remember to heal whenever your allies HP get beneath 3000. At half of her HP, she'll unleash her most devastating attacks like Summon Pluto(which has a wide range of target), Shooting Star, and Shining Gate(the latter two can target all allies). These will surely hurt but this also imply that you're getting nearer to the end so be patient! She can now use Eternal Finality anytime in battle so be prepared. Don't worry if you're controlling other characters rather than Reid. Just hold SQUARE + O + X and Reid will still unleash his Aurora Wave. Before the fight ends, Nereid Shizel will unleash a finishing blow, Finality Deadend that wipes out your entire party. In order to avoid this fate, hold once again SQUARE + X + O to counter with Infinity Reviver. If it works, the battle is over. Success is yours! Congratulations! :)

SIDE NOTE : I don't have any idea about Nereid Shizel using Finality Deadend everytime before she dies. There was a time in my file when Shizel didn't have the chance to use that deadly skill. I don't know how I did it though. If anyone knows how to stop it then inform me.

8. Optional Bosses

I believe that in every RPG, optional bosses are definitely the toughest enemies in the game. That fact is very true in TD2. There are several optional bosses in the game and one of them is the dreaded Sekundes, probably the toughest of them all. Fighting them needs the best preparation, so if you think you're not ready, increase your levels on the level build-up spots I've outlined above. Also be sure you have the best equipments for defense. Tackling these bosses let's you have access to some side events, get some unique items, and also obtain the most powerful craymels in the game especially Maxwell.

LOCATION : Shadow Cave

BOSS : Shadow

HP : 150486

Enemy : Empty Doll (2)

HP : 90000 each

WEAK AGAINST : Light (50%)

STRONG AGAINST : Water, Wind, Fire, Earth, Ice, Lightning (10%);
Dark (90%)

ATTACK : 690 Atk ELEMENT : Dark

DEFENSE : 400

INTELLIGENCE : 93

PARTY : It's yours to decide

ATTACKS : Dash Counter, Shadow Thrust, Summon Demon, Dark Force

ITEMS : 100% Force Ring

100% Rune Bottle

This guy has a pretty high attack rating and this could be a major threat to your party. His Dash Counter can cause a serious damage and might throw to the other end of the screen while his Shadow Thrust leaves an ally or allies unconscious for a moment.

Equipments that give protection against Dark are rare. You only have Drain Charm and Bloody Robe. In terms of weapon, you only have Reid's Excalibur(light elemental). In choice of characters, using Max will be a good idea if he already has his Aqua Spiral. Use Chat only if she has Eternal Hammer already. Your ideal party would be Reid, Farah, Max, and the last can be Keele or Meredy, depending on who has Undine. In battle, concentrate all your attacks on Shadow and ignore his flunkies. The each Empty Doll has a ridiculously high HP rating for a puppet. Also, they gradually increase their HP in the duration of the battle and they can add 5% of their maximum HP(that should be 4500) whenever they want so quit the idea of eliminating them first. I observed that Shadow is a bit slow in casting his spells so attack him whenever he attempts. Well, this might end up on Shadow relying on his attacks most of the time. Summon your craymels whenever possible and heal your HP's with Nurse whenever they drop low.

LOCATION : Sunken Ship

BOSS : Siren HP : 78000

Enemy : Spirit (5) HP : 10500 each

WEAK AGAINST : Fire, Lightning (25%)

STRONG AGAINST : Water (90%); Earth, Ice, Wind (10%)

ATTACK : 420

DEFENSE : 800

INTELLIGENCE : 105

EXPERIENCE : 8998

GALD : 3000

PARTY : It's yours to decide

ATTACKS : Trance Symphony, Holiday Symphony, Deep Phantom,

Eating, Yuck, Freeze Lancer, Blizzard, Spread

ITEMS : 100% Trident

100% Sephira

100% Watercloud (steal)

It might seem that her attacks are water elemental but it's not. She could be tougher than ever(with the presence of those annoying Spirits), but as long as you have Reid's Rising Phoenix(and Burning Phoenix, of course), this shouldn't pose much problem at all. She uses water and ice magics so Aqua Cape and Watercloud will be useful. You may steal Watercloud from Siren first and equip it as soon as you get it. Freeze Charms can also be useful. About weapons, equip Flare Arms on Farah and any of the following for Reid: Voltic Sword, Flame Sword, and Flamberge(practically, the choice of weapons for him doesn't matter provided that he can use his Burning Phoenix).

It seems that you're outnumbered by the Spirits. Eliminate them first as they're very annoying and their HP's gradually increase in the whole course of the battle. Use Reid's Burning Phoenix to hit them all, including Siren. If you can't hit her then let another character attack her(either Chat of Farah depending on your choice of characters) to

stop her from using her magics. Siren has the ability to use Freeze Lancer three times in a row and your characters won't have a chance of avoiding it so be wary. After eradicating the Spirits, continue your Burning Phoenix attack on Siren. Limit your use of close-enemy attacks, otherwise she will use Eating and Yuck on a single ally leaving him/her with Poison or Weak status. Counter this with Panacea Bottle. Use Chat's Eternal Hammer on Siren(if Chat don't have this skill I can't advice using her in this battle). If you're using Max, Burning Force and Rage Laser are good against Siren. In terms of magic, Explode, Eruption, and Thunder Blade(the latter is useless if you can't hit Siren). Siren has a low HP so this battle won't take long. You'll defeat her eventually. Just keep yourselves alive with Nurse and other healing spells and items.

LOCATION : Seyfert Shrine

BOSS : Maxwell HP : 51000

STRONG AGAINST : Elemental (20%)

ATTACK : 600 Atk ELEMENT : Elemental

DEFENSE : 2100

INTELLIGENCE : 150

EXPERIENCE : 34002

GALD : 0

PARTY : Anyone except Max

ATTACKS : Tractor Beam, Cyclone, Stalagmite, Indignation, Meteor Swarm, Dual the Sol, Eternity Swarm, Prismic Stars, Shining Gate, Explosion Nova, Maxwell Minimus

ITEMS : 100% Faerie Ring

100% Omni Weapon

100% Elixir (steal)

Maxwell is too tough to handle so you better leave him if you think you're not ready. Besides, if you can't penetrate through his ridiculously high defensive rating and you will only rely on your magics then you will have a very hard time winning this battle. The only way to penetrate is to overpower it so ensure your party with your best equipments before battle. Equip Hero Cane on Reid(obtain this in Jini) together with Warrior Symbol. He should be your best attacker in the battle with his Rising Phoenix and Burning Phoenix. This should inflict as much as 1500 damage on Maxwell. Also, be sure that you're at least level 65. For Chat, equip Extreme and her best weapon. You might disagree with me, seeing how it decreases her defense for 200, but if you want to cause damage any better than 1-20 then this is the only way(equipping another Warrior Symbol on her doesn't work). Just equip Black Onyx and use Barrier on her in battle. Otherwise, if you can't sacrifice her defense, use Farah in place of her, well, for the sake of healing and reviving your characters. For the casters, using Acid Rain might work to decrease his defense somewhat. If you're low in terms of level, try this magic on him and see what happens. Max's skills could be good against Maxwell, but since the latter likes warping in his every attack that he makes and the former can only shoot in one direction(except for his Dark Laser but it has a small target range), I cannot recommend using him. Distribute Resist Ring, Protect Ring, Force Ring, and Persha Boots(if you have it) to you characters to cut off damage somewhat against his hard-hitting spells.

When the battle starts, keep track of Maxwell to avoid wasting your energy(you may change to Semi-auto Mode but it is not necessary). Look out for his Tractor Beam going back and forth on the floor as it throws up any character/s sky high rendering them unconscious for a few seconds. That is bad because Maxwell might cast Meteor Swarm or any other strong spells afterwards to mess up your party badly. Equip Wakeup Charms for this. Keep pounding on him to keep him from casting

any spell. You may steal Elixir from him, but it wouldn't help if Chat cannot cause any damage better than 1(that's why you need to equip Extreme). Use items or Farah's support skills for healing. Nurse is such a waste of time, your characters could be dying when you caster uses it. Use your strongest magics on him (Cyclone, Absolute, Ground Dasher, etc.).

Watch out when his HP falls below half, he will start using his summon extensions and his favorite is Maxwell Minimus. Don't let him cast any of them at all costs! You're probably dead if he uses one. Equip Resume Ring or Reverse Doll just in case. This is a very unsure battle so be sure you have auto-cook on all your characters with recipes that removes abnormalities after battle(master them first). If you really can't win against him, don't force yourself. Just come back here anytime you want whenever you feel you're ready.

LOCATION : Glimmer Spire

BOSS : Valkyrie

HP : 48000

STRONG AGAINST : Water, Wind, Earth, Ice, Lightning, Light, Time
(30%); Fire, Dark (60%); Elemental (90%)

ATTACK : 375

DEFENSE : 1000

INTELLIGENCE : 150

EXPERIENCE : 32768

GALD : 0

PARTY : Reid alone

ATTACKS : Guard Impact, Sonic Blade, Valkria Strike, Valkyrie
Protector, Fireball, Grave, Lightning, Ray

Ah, the chooser of the slain, the Battle-Maiden Valkyrie, as mighty as ever! Aside from being a one-on-one battle, Valkyrie is awfully tough so you'd better be prepared! She is much harder than Cress because you are allowed to use items in this battle, but still you're not safe. Maximizing your HP may help, but I still found difficulty on defeating her in doing so. Her Guard Impact could be very annoying. She will use it to guard against your attacks and counter with her deadly combos do up to a devastating 30-hit combo! At the first part of the battle the combos that she should use are: (1) Valkria Strike + Grave; (2) Slash + Lightning; (3) Thrust with rising fire + Fireball. If she would be able to corner you then she could unleash these combos in succession. Her attacks are quite deadly so bring up with you Reverse Dolls just in case. Likewise, if you have a good luck, you may just equip Resume Ring, but it is not very reliable. You need to have the highest HP possible, it is best if you will maximize it with Red Sages and Sages or you may equip Black Onyx. Another thing is your defense, so equip your best. Equip Force Ring or Persha Boots or both to cut damage by 50%(Force Ring - 20% + Persha Boots - 30% = 50%). Reviverser is a good accessory, but if you don't have a good timing in pushing SQUARE everytime she attacks, it is useless. For the choice of weapons: Eternal Sword, Gungnir, or Last Fencer.

In battle, don't let Valkyrie corner you as this is her way to be able to damage you roughly. If she does, jump and use Tempest Strike to escape when she stops attacking. As a counter, there are three ways that I know to hit her successfully:

1. Because of her Guard Impact, you can just stick to Sonic Chaos. Be sure of her distance when you use it - not very near and not very far. Use it only if she is walking towards you. If she is dashing, use technique #3.
2. This is what I call the Reversal Technique. You can make a reversal(like SFEX+), hit her before she does. Use a skill that can be executed quickly like Spiral Attack and then link it up with

- Megasonic Thrust. But because of her Guard Impact, this can be a hard one. This technique is only for those who can predict Valkyrie's moves. Mind you, this is much more effective on Cress.
3. You can wait in one corner and when she uses Valkria Strike from afar, escape using Tempest Strike (don't use Omega Tempest Strike), then attack her from behind. She does this rarely though, so don't rely on this technique very much.
 4. (NEW!!) The GUARD-AND-COUNTER technique, this is probably the best technique that I discovered to defeat Valkyrie (well, aside from the Sonic Chaos). Just guard as she approaches you and when she attacks, immediately counter with a quick skill like Spiral Attack. You can actually do this even after the first hit of Valkria Strike, although I only did it successfully for a few times. But sometimes she will stick to her sword attack and Lightning (she will only use Lightning if that attack hits), that's the best time to use this technique. You may want to use shortcut buttons to easily counter on her Valkria Strike.

Anyway, at half of her HP, she will start her Valkyrie Protector + Ray combination and use it consecutively, one after another which can deal a killer 50-hit combo on Reid. This time, keep yourself in the corner, she might use Valkyrie Protector from afar. Escape using Tempest Strike and wait till she casts Ray then just run away from it. Don't use Omega Tempest Strike, Reid has a tendency to pause longer. But when she uses it along with Valkria Strike, try to move away from it. You can't attack her while she uses that technique. You see the name of the skill? Valkyrie Protector! Likewise, you can finish her off once her HP falls below 20000 with Quasi Seal. But if you don't have Quasi Seal yet, this might be pretty harder near the end. At 1/4 of her HP, she becomes nastier with her attacks. She will use a somehow Castlevania's Heaven Sword look-alike technique. I've asked about this in the boards before but nobody has ever seen it. I really saw she used the technique. Now she can attack you from a distance. If she corners you she will use another combo: dash attack + "Heaven Sword" attack. Just stick to my techniques that I've outlined above and you'll win.

LOCATION : Shizel's Castle

BOSS : Sekundes HP : 300000

WEAK AGAINST : Lightning (1%)

STRONG AGAINST : Water, Earth, Ice (10%); Wind, Light, Time,
Elemental (20%); Shadow (30%); Fire (40%)

ATTACK : 930

DEFENSE : 900

INTELLIGENCE : 150

EXPERIENCE : 60000

GALD : 0

RECOMMENDED : Reid, Max, Keele, Meredy

ATTACKS : Twin Assault, Tetra Assault, Million Assault, Sekundes
Corridor, Sekundes Laser, Wind Blade, Holy Lance,
Dual the Sol, Eternity Swarm, Prismic Stars, Shining Gate,
Explosion Nova

Now here's where it gets really nasty. This guy can easily obliterate an underpowered party for a few seconds so don't underestimate him. He's insanely fast and his attacks can be immensely painful. Actually, you don't have to fight him if you don't want to. He enters your Craymel Cage without hesitation. As he said, "There's no immediate need to fight, but if you wish to waste more of my time, I could just crush you where you stand." Trust his word my friend.

But if you're in Hardcore mode and you really want to obtain Derris Emblem that bad (to be able to use Maxwell's Blue Earth), then be prepared. Don't trust your characters' HPs that you got from your high

levels too much. Be sure to collect a bunch of Sages and Red Sages at the world championship at Inferia City Tournament. Hopefully, you can increase your party members' HPs to at least 5000 each (this is not a problem for Max). If you can take time to max up all your characters' HPs then much better. It will be a great help if you have a complete set of healing items with you. Just equip your strongest weapons and armor, I won't recommend anything for your elemental attack and defense. For the choice of party members, I believe that Farah and Chat won't do much good in this battle (well at least Farah can heal and revive her comrades), so it's gonna be Reid, Max, Keele, and Meredy. Max is a must-have in this battle. He is much of a powerhouse with his gun skills (especially Elemental Master) and his Canceler. If possible, have a friend control Max as second player or just control Max yourself to make full use of Canceler. Let him equip Jet Boots to escape from Sekundes easily. For the other members, distribute the following accessories: Force Ring, Persha Boots, and Resume Ring. Also have two Mystic Symbols for the casters. You may want to use Rune Bottle on Faerie Ring. For Reid, equip him the other Faerie Ring to conserve TP. For the choice of magic, choose spells that can hit Sekundes almost everywhere as he is extremely fast. Try Meteor Swarm, Shooting Star, Bloody Howl, and Holy Lance (alright, Explode CAN hit him but it's pretty weak against him). Absolute can also be used although it's a little bit slower than the ones I've said. Cyclone can be too slow and will only miss Sekundes although it is really strong. Also, as I've observed, Cyclone can do much more damage on enemies stuck on the ground like Hyades and Sekundes than those who are not. I can only advice to limit its use if you wanna try it. Although Indignation is another sluggish one, it's a definite must-have in this battle as you won't be able to beat Sekundes without it. I'll what it can do later. For healing magics, I advice anything except Nurse. This is a totally unsure battle so set your auto-cook on recipes that cure abnormal status on all your characters (or on a character that is not on your battle party) in case you finish the fight with some of your allies fallen in battle. Now let's get on with the strategy.

As I've said earlier, you need a second player to control Max (it's easier than just controlling Max alone). Keep him away from Sekundes (at all times) and bust out all his powerful moves. Try using Aqua Spiral, Rage Laser, and Elemental Master for his Canceler Gun Assault. Max can actually dish out amazing amounts of damage on Sekundes with these that I couldn't calculate or even estimate the damage. For Reid, use only Burning Phoenix to hit him successfully. Unlike any other strong boss, Sekundes doesn't feel any pain. He will simply take the pain and retaliate with his killer attacks. Also you cannot stun him with Maximum Burst, as Farah does to her enemies before unleashing it (so obviously Farah is worthless in this battle). Only magics can stop him. Sekundes can only attack on one side and nearby allies (with Sekundes Corridor) so be wary with your formation. His combos can be very deadly seeing how he links every skill with another. Keep track of your characters' HP and use healing items if necessary or just let one caster use Restore (depending on which caster has Undine). If someone falls, use Resurrection. Don't let two to three allies fall, it's very hard to recover after that. Just keep on your attacks and magics and don't forget to also keep track of his HP. At half of his total HP, he will use his deadliest attacks. His combo goes something like this: Tetra/Million Assault + Sekundes Corridor x 2 + Wind Blade + Sekundes Laser x 3 + Holy Lance. The latter should kill an ally, and the others might also die out of this killer combo if they'll all be caught so you really need to split you members and be sure that Max is out of his range. Just continue on attacking and after wasting a few more TP, check out his HP once again. Whenever his HP falls on 1/4, this is

where Indignation should enter the scene. It might be a slow spell but if you cast it when Sekundes HP is lower than 1/4 of total, he should freeze, the caster should say a different dialogue, and the casting time should be longer(I don't want to spoil it anymore, just see for yourself). It should do 30000 damage on Sekundes and give you an automatic win. I don't have any idea why but a damage of 30000 shouldn't do a fatal damage on Sekundes who still has a HP of 75000. Maybe the answer can be found on a similar event on the first Tales of Destiny(someone told me this, I forgot him already). But because I haven't played it yet, I won't be able to explain it to you. So sorry.

On the other hand, if you didn't cast Indignation, Sekundes will retaliate and bust out with Maxwell extensions like mad. If he's feeling nice he won't cast it one after another. It is almost impossible to survive in this part even at higher levels, that's why you really need that Indignation to defeat him. Try setting that to your shortcut button then just press it at the right time. If you fail, just try again. If you really can't win, then don't force yourself. There's always next time. Just earn some more levels at the level build-up spots that I've pointed out earlier and settle the score with this fiend at some other time. Of course, he's easier at higher levels. You can do it!

9. Nereid's Labyrinth Bosses

A secret dungeon? Almost every RPGs never fails to have such secret dungeons and bosses. But this is an odd one. First it only appears in Hardcore mode. Second, the dungeon is not a one-way path. It is like a giant maze that is really hard to solve. You might even find yourself lost inside it. Once you enter the labyrinth, you cannot leave, unless you defeat a boss or more inside. The dungeon path is not consistent(enter the dungeon and you'll know what I mean). It is really confusing. What I usually do here is go straightforward ahead wherever it takes me until I reach the portal to the boss of the floor. Another odd thing here is that you can only use one character in each floor except for the final floor. Let's say you've used Reid on the first floor, you cannot use him anymore on the next four(only on the last where you'll fight the big boss of the dungeon, Nereid Regulus) so equipment swap is a must here. There are six floors inside the dungeon, choose characters to play on the first five and the sixth, you'll be able to use everyone of them. You can only use items in battle. You cannot save your game and once you get a game over, you cannot retry, so it's really a pain. I suggest that you change to normal mode in normal enemy encounters. It's pretty hard to fight without your comrades especially if you're using one of the casters or Max(this is not a problem for Reid and Farah). Each floor has a different kind of boss so it's up to you which character you'll use on each floor. You may want to follow my character recommendations:

First Floor -> Any of the casters who has Maxwell
Second Floor -> Max
Third Floor -> Chat
Fourth Floor -> Farah
Fifth Floor -> Reid

Still, I'll provide full details about each boss and how to use each of your characters to your advantage to defeat them all.

I also want to point out here the big boss of the dungeon which is Nereid Regulus. If you find the dungeon odd, this one is even odder. Unlike Sekundes, this boss gets harder and tougher as you earn more

win.

Note : For the strategy of the following characters, email me if these strategies won't work. I haven't tried using them, you see.

Meredy : As I've said earlier, this battle is tough for the casters, but hopefully, you'll be able to pull off with Meredy. I haven't defeated this guy using Meredy but I hope this strategy will work (please email me if this won't work or if Maxwell extensions cannot be used against him). Make sure Maxwell is available for summoning. After that onslaught, equip Mystic Symbol and Technical Ring. Run away from him to avoid his attack. Attack the Living Armor first so Quickie will be able to catch up. Cast Shooting Star and attack the big guy using Quickie. Don't let him touch Meredy at all costs. Use only Shooting Star in terms of magic as this is one of the fastest Craymel Arte. After casting, run to the other side and repeat the process until he's dead. This process might cost you a lot of HP so heal with Lemon Gels whenever he hits you. Seeing how this battle cost a lot of healing items which should be reserved for the final boss, I advice on using Meredy, Keele, or even Max in this fight.

Keele : This is even harder than Meredy. Just do the same procedure at first(summon Maxwell). Afterwards, equip Jet Boots and run to the other side(Living Armor might reach you with Arms Divide but be patient). If he chases you, run again to other side until he stops and attacks (without hitting anything). Whenever you reach the corner of the battle field(and the big guy is at a distance), equip Mystic Symbol and Persha Boots(just in case he hits you). Charge your spell(preferably Shooting Star) and pray that he won't reach you before you cast the spell. Just repeat the process and pray that you'll be able to stay alive in this fight.

Max : Max's strategy is just like Keele's. Just be patient on eliminating Big Foot first and pray that you'll stay alive for the next round. Use Keele's strategy in fighting the Living Armor and use this combination for your Canceler Gun Assault: Burning Force + Rage/Dark Laser + Elemental Master. Don't use Aqua Spiral, it's too slow to fire. As I've said earlier, using Meredy, Keele, or Max is not ideal in this battle so as long as possible, don't use them here.

Chat : At least Chat can give Living Armor a better fight than the casters. Finish that annoying Big Foot once and for all and then off with the big guy. Of course, you'll use no other than Eternal Hammer. Try casting this from afar, Living Armor will chase you eventually. If you'll be able to corner him and your TP is still plenty, you should be able to lower his HP to almost half. When you run out of TP, run away from him first and use Pine Gel then repeat the process. Just heal with healing items whenever necessary.

Fifth Floor

BOSS : Hyades HP : 67500

Enemy : Lakamar x 2 HP : 24000 each

WEAK AGAINST : Light (50%)

STRONG AGAINST : Water, Fire, Wind, Earth, Ice (20%); Lightning (30%)

ATTACK : 750

DEFENSE : 800

INTELLIGENCE : 150

EXPERIENCE : 4000

GALD : 30

ATTACKS : Cursed Roller, Death Finger, Ground Shake, Freeze

Lancer, Eruption

ITEMS : 100% Mental Bracelet
100% Egg

Actually, he's the same old Hyades you fought way back in Imen. Now how did he get here? No one knows. Anyway, he's sure weak by now, although he's pretty fast. You can defeat him in anyway you like actually. You can even defeat him out of physical attacks only. Get rid of the Lakamars first as they are capable of casting consecutive Freeze Lancers. Hyades can't damage you any better than 100 so this should be a pushover. Should Maxwell extensions work on him, he should be dead in no time at all. For Chat, maybe any of her hammer skills can do the job. I won't advice anything for the strategy of each character in this battle, but if you want to end this fight as quick as possible, fight with Farah or Reid. Note: If Maxwell extensions won't work please inform me as soon as possible.

6th Floor

BOSS : Nereid Regulus HP : 240000
STRONG AGAINST : All elements (20%)
ATTACK : 750
DEFENSE : 900
INTELLIGENCE : 150
EXPERIENCE : 63000
GALD : 0
ATTACKS : Soul Shot, Palm Flash, Mirage Chain, Divine Chaos, Phoenix
Knuckles, Megacosmic Strike, Absolute, Explode, Summon
Pluto, Delay, Shooting Star, Distortion, Bloody Howl,
Eternity Swarm
ITEMS : 70% Hourglass
70% Reverse Doll
20% Rune Bottle (steal)

Finally, you'll fight the real boss of the dungeon. This one is probably the nastiest of all the bosses in the game especially at higher levels. Normally, fighting him is a pain as he can seriously decimate your party. If you find Nereid Shizel difficult, you'll find him as hard or even harder. Remember, he's still Nereid. If you want to play it a little safer, beat him at lower levels. Or you can collect Reverse Dolls first or use All-divide in battle to halve the damage. The real challenge starts at level 100 when he becomes elusive to defeat. I tell you, this battle can be really frustrating.

As a preparation, use the same setup used in defeating Shizel. Like Shizel, Regulus is also capable of inflicting status ailments on your characters. Attending to these ailments is too time-consuming and makes a character idle for a while. This can mess up everything so keeping your characters from these maladies is of the utmost importance. Freeze Guard and Stun Guard are you first priorities. Poison cannot be ignored this time, as you need to keep your HP as high as possible. Equip Poison Charms and Krona Symbol or arrange your Craymels to activate Poison Guard but be sure that your most useful Craymel Artes will not be deactivated. Maxwell works well on Regulus so fill up his vitality first. If you want, use your shards and crystals to fill up all Craymels' vitalities until each gauge reads 9. If you're out of shards and crystals, just fight a few normal enemy encounters and cook after each fight. If the cooking process fails, a shard may be produced. Use your Rune Bottles to convert them into crystals (you may want to waste 1500000 to fill your inventory with Rune Bottles and Holy Bottles). In terms of equipment, just equip your best weapons and defense. Make sure you have two Mystic Symbols. If you followed my character recommendations in the first five floors, you should still have plenty items for this battle. Otherwise, fight a few battles to

collect Lemon Gels and Miracle Gels. For this battle, my recommendations are Reid, Farah, Meredy, and Keele. Max can be used in place of any of Keele but be sure Maxwell and your healing magics are in Meredy's possession. Chat's technique against Shizel won't work the same way so she's useless for now. BTW, set Auto-cook on all you party members, as this is a very unsure battle. Select recipes which cures abnormalities to revive fallen members after battle if there's any so that they'll benefit on the experience gained. You may want to ask a friend to play as second player to make this easier. Now let's get on to the strategy.

Make sure that your Maxwell summoner has full TP and has Mental Ring and Derris Emblem equipped. Summon Maxwell as well as his extensions on the first moments of the battle. Then summon Destiny. This should take away more or less 90000 worth of damage on Regulus. From this time on, this will be your strategy: Use Farah as your lead and use Fatal Fury to keep Regulus busy. This will give just enough time for the casters to charge their spells. Sometimes, Regulus might guard and counter with Palm Flash(which cause Poison). In that case, assist her with Reid and slice with Omega Demon Chaos. If Regulus keeps on guarding too often, use a long-range skill first(Eagle Rage) to throw off his guard then connect it with Fatal Fury. Don't let him free, he will bust out Mirage Chain + Explode combination. Use your magics one by one then summon your Craymels whenever their vitalities are full(I told you to fill up their vitalities right?). Regulus might counter with magic(like Absolute and Summon Pluto) everytime you throw a spell on him so be wary. After summoning your Craymels, just continue on casting Shooting Star, Holy Lance, and Distortion. The latter proves to be very lengthy to cast, but you can use this time to heal your characters with items. Keep on pressing O and X alternately until the cross(X) on the item icon disappears. Just retain on the strategy I've said and you'll do just fine on the first part of the battle. However, this will all be messed up when Regulus starts to use Megacosmic Strike at half of his HP. This killer move slays an ally for 10000 damage. You cannot stop him from doing this technique, unless Distortion or Aurora Wall will be cast just on time. You can predict it when Regulus raises his two hands. Revive your ally hit by this move immediately with Resurrection or Life Bottles. Don't use you Reverse Dolls yet. As much as possible, limit on using Reverse Dolls as these will be needed much more when he unleashes his deadliest attacks(Megacosmic Strike is a deadly attack but what I mean are those deadly attacks that can hit all allies). Keep your characters alive and their HP's as high as possible. When Regulus' HP runs low, he will bust out everything that he has. He will start using Shooting Star, something you don't like. What I really hate about this is that he can use this Craymel Arte three times in a row. If you think your characters can't make it when he casts consecutive Shooting Stars, immediately equip Reverse Dolls on your characters. He will also use Distortion which damages for 7500. If the character hit by Distortion has an HP left lower than 7500, use an item before the Distortion inflicts damage. Be prepared, he will also use Eternity Swarm once. Summon Rem or Undine whenever possible to recover full HP. When Aurora skills become available, by all means use them. They become very effective when Reid unleashes it before Regulus busts out a powerful attack. Keep on the strategy I've outlined above and stay alive from his attacks and remember to heal when necessary. Use All-divide if you want to lower the damage on your characters(however, the damage that you inflict on Regulus is also halved). When his HP drops below 20000, finish him off with Quasi Seal. If you fail, don't be depressed. You won't get a Game Over if you lose. Simply try again if you want. Luck and patience are the keys in winning this battle. Phew!

GALD : 1155

ENEMY : Ranger HP : 12750
STRONG AGAINST : Light (50%)
ATTACK : 600
DEFENSE : 480
INTELLIGENCE : 124
EXPERIENCE : 510
GALD : 1555

ENEMY : Sage HP : 9000
STRONG AGAINST : Fire, Light, Shadow (50%)
ATTACK : 270
DEFENSE : 300
INTELLIGENCE : 75
EXPERIENCE : 484
GALD : 1820

This is too easy as long as you have Burning Phoenix. Just clear the way with Burning Phoenix and this battle should end up in no time. Equip Faerie Ring and Mental Ring to if you have low TP to conserve it. If not don't worry about it.

Round 2

ENEMY : Toriton x 2 HP : 12750 each
STRONG AGAINST : Water (100%)
WEAK AGAINST : Lightning (90%)
ATTACK : 600 ELEMENT : Water
DEFENSE : 480
INTELLIGENCE : 0
EXPERIENCE : 322
GALD : 1020

ENEMY : Kraaken x 2 HP : 16800 each
STRONG AGAINST : Water (90%)
WEAK AGAINST : Lightning (90%)
ATTACK : 660 ELEMENT : Water
DEFENSE : 420
INTELLIGENCE : 106
EXPERIENCE : 566
GALD : 1111

Just like the first round, eliminate them with Burning Phoenix. Just be careful from their attcks. You may want to equip Voltic Sword for a quick kill.

Round 3

ENEMY : Beast Ogre x 2 HP : 18000 each
STRONG AGAINST : Fire, Earth (50%)
ATTACK : 1200
DEFENSE : 600
INTELLIGENCE : 102
EXPERIENCE : 625
GALD : 1600

ENEMY : Fire Cloud HP : 7200
STRONG AGAINST : Fire (100%), Lightning (50%)
WEAK AGAINST : Water (50%), Ice (80%)
ATTACK : 525 ELEMENT : Fire
DEFENSE : 300
INTELLIGENCE : 150
EXPERIENCE : 657

GALD : 1200

This battle is a bit harder than the first two rounds. The battle starts with an attack on both sides. Also the Beast Ogres are a bit strong against fire so you cannot use Burning Phoenix right away(you'll only waste your TP). But the Fire Cloud can be ignored. You may want to use Spiral Attack + Megasonic Thrust combination first. Then after decreasing their HPs for a few thousand, finish them with Burning Phoenix. Just be careful with their attacks as they tend to cause considerable amounts of damage. After eliminating the Ogres, finish the Fire Cloud with your physical attacks(equip Vorpall Sword or Ice Coffin for a quick kill). A few slashes should be enough.

National Championship

Round 1

ENEMY : Mega Death HP : 14400

STRONG AGAINST : Dark (100%)

WEAK AGAINST : Fire (50%); Light (90%)

ATTACK : 630 ELEMENT : Dark

DEFENSE : 460

INTELLIGENCE : 120

EXPERIENCE : 458

GALD : 1450

ENEMY : Revenant x 2 HP : 17250 each

STRONG AGAINST : Water, Wind, Ice (10%); Dark (100%)

WEAK AGAINST : Fire (50%); Light (90%)

ATTACK : 600 ELEMENT : Dark

DEFENSE : 500

INTELLIGENCE : 0

EXPERIENCE : 510

GALD : 1650

ENEMY : Metallicore HP : 6900

STRONG AGAINST : Fire, Dark (100%)

WEAK AGAINST : Water, Light (50%)

ATTACK : 510 ELEMENT : Fire

DEFENSE : 400

INTELLIGENCE : 120

EXPERIENCE : 537

GALD : 1911

Let me give you this technique for a quick and easy win. As the battle starts, back up a little bit. Sometimes Mega Death will warp behind you. When he does, unleash your Rising Phoenix to hit him then all the way to the Revenants then use Burning Phoenix. Mega Death should be dead by then. Do it once more to kill the Revenants. Then just kill Metallicore with Omega Demon Chaos.

Round 2

ENEMY : Mythrill Golem x 2 HP : 16650 each

STRONG AGAINST : Water, Wind, Fire, Earth, Ice, Light, Dark (80%)

WEAK AGAINST : Lightning (50%)

ATTACK : 1125 ELEMENT : Earth

DEFENSE : 350

INTELLIGENCE : 0

EXPERIENCE : 858

GALD : 6000

ENEMY : Skykeeper HP : 12000

STRONG AGAINST : Water, Lightning (50%); Wind (90%)

WEAK AGAINST : Fire, Dark (50%)

ATTACK : 570 ELEMENT : Ice
DEFENSE : 480
INTELLIGENCE : 192
EXPERIENCE : 537
GALD : 2500

This one's tough. Each Mythril Golem has an incredible defense and attack rating. Also, the Skykeeper could be very annoying with its Air Thrust, so kill her off first with Burning Phoenix. This should also decrease the golem's HP's for a few hundreds. Then use this combo against them: Attack x 2 + Super Lightning Blade + Megasonic Thrust (you may want to change your weapon to Voltic Sword). Try equipping Flare Capes to guard against their earth-based attacks. And, oh, did I forget to tell you that you can use your Aurora skills whenever possible?

Round 3

ENEMY : Evil Ripper x 2 HP : 15000 each
STRONG AGAINST : Dark (90%)
WEAK AGAINST : Light (50%)
ATTACK : 750
DEFENSE : 720
INTELLIGENCE : 150
EXPERIENCE : 1444
GALD : 2800

ENEMY : Tentacles x 2 HP : 17400 each
STRONG AGAINST : Water, Dark (90%)
WEAK AGAINST : Light (50%)
ATTACK : 697
DEFENSE : 560
INTELLIGENCE : 150
EXPERIENCE : 1250
GALD : 1360

This is not as hard as the previous battle but you better be wary too as your enemies are invisible. You can only see the rippers whenever they attack. Their shadows are visible though. Nevertheless, they can't escape Burning Phoenix. Try to line them all in one side and squash them with Burning Phoenix. Just look out for their attacks.

World Championship

Round 1

ENEMY : Wizard x 2 HP : 14700
ATTACK : 150
DEFENSE : 600
INTELLIGENCE : 620
EXPERIENCE : 620
GALD : 1000

ENEMY : Duelist HP : 18000
STRONG AGAINST : Fire, Lightning (50%)
ATTACK : 1200
DEFENSE : 600
INTELLIGENCE : 144
EXPERIENCE : 566
GALD : 2500

Now here's where the going gets tough. The Wizards have the ability to eliminate you with consecutive Thunder Blades be quick to kill them first. Two Burning Phoenixes should be enough. Likewise, the Duelist has a good attack rating and a strong guard. You can rather eliminate him with Quasi Seal for a quick kill. If you don't have that skill yet, just pound him with Omega Demon Chaos.

Round 2

ENEMY : Hellkite HP : 16800
STRONG AGAINST : Fire (100%)
WEAK AGAINST : Water (80%); Ice (100%)
ATTACK : 825 ELEMENT : Fire
DEFENSE : 650
INTELLIGENCE : 225
EXPERIENCE : 722
GALD : 3333

ENEMY : Phoenix x 2 HP : 17700 each
STRONG AGAINST : Fire (100%)
WEAK AGAINST : Water (30%); Ice (100%)
ATTACK : 720 ELEMENT : Fire
DEFENSE : 500
INTELLIGENCE : 270
EXPERIENCE : 566
GALD : 1111

This is not as hard as it seems. Just equip Square Shield, Flare Cape, and Inferi Cape to protect yourself against fire(just like on Efreet). They may be too fast for you but they can't inflict you any damage more than 1. Just look out for Explode. The rising fire still causes considerable damage(not the explosion). If you keep yourself away from it, there's nothing to worry about it. Only the Hellkite can cast it though. You may change to semi-auto mode to guard automatically and to avoid being stunned. Equip Vorpall Sword or Ice Coffin for your weapon(any of the two will do) and finish them all with Omega Demon Chaos.

Round 3

ENEMY : Hellkite x 2 HP : 16800 each
STRONG AGAINST : Fire (100%)
WEAK AGAINST : Water (80%); Ice (100%)
ATTACK : 825 ELEMENT : Fire
DEFENSE : 650
INTELLIGENCE : 225
EXPERIENCE : 722
GALD : 3333

ENEMY : Red Dragon HP : 36000
STRONG AGAINST : Fire (100%); Earth, Lightning, Light (90%)
WEAK AGAINST : Water (40%)
ATTACK : 1050
DEFENSE : 900
INTELLIGENCE : 240
EXPERIENCE : 1642
GALD : 4317

If you can't win against Red Dragon the first time you meet him at the forests near Farlos Sanctuary, then maybe this time you can get even with him. Keep your settings as the previous battle then attack the Hellkites. Avoid facing the dragon until you dispatched the former. As you may have already known, Red Dragon's claws can tear you apart although his fire breath attacks can be ignored if you have fire-elemental equipments. He doesn't use his claws too often so don't worry too much. After eliminating the Hellkites, then off with the dragon. Here's the technique for him: When he uses Dragon Bliss, guard then counter with you combos(try this: Attack x 2 + Demon Twist + Omega Demon Chaos). If he pauses, he will use Dragon Bliss once again so guard then counter. He might counter with physical attack but if you

Justice which drains Reid's HP to 1.

Well, if you want to save your Reverse Dolls for tougher Bosses like Sekundes and Nereid Regulus, there's a strategy just for you. As I've said earlier, there are many preparations for this one. First, you need max HP and TP. Second, you need to be at least level 65 to build up your defense. Third, you need your strongest weapon. These are your preferences: Ninja Sword, Hero Cane, and Vorpall Sword at the earlier parts of the game, Gungnir and Last Fencer at the latter stages. Here are the equipments that you need: Mumbane or Golden Armor for your armor (but the latter is better), Square Shield (no alternatives), and Golden Helm (or any other strong head armor). For the accessories, hopefully you have these: Inferi Cape and Flare Cape (or two Flare Capes), Faerie Ring, Mental Ring, Force Ring or Persha Boots (if you have it), and a few Reverse Dolls. He's beatable at level 65 but it would be better for higher levels to have a much better battle with him. If you want, cook Tuna Paella before this battle to improve your attack and defense. Equip Faerie Ring and Mental Ring first to conserve TP on your first attacks. Now let's get on with the strategy.

As you already know, Arche only has the ability to cast magic and this could be annoying and deadly. Focus on attacking her first and don't let her bust out her spells. How to do it? First, fly away with Tempest Strike on to her then quickly tap your skill button to unleash you Rising Phoenix and Burning Phoenix. This is why you need the Faerie Ring and Mental Ring. Repeatedly use Burning Phoenix on Arche until she's lying down at your mercy. Don't worry about Cress attacks, you're invincible while using Rising Phoenix and Burning Phoenix. After the Arche-slaying process, change your skill settings to Spiral Attack and Megasonic Thrust. Then it's time for the real battle.

Unlike the Normal Mode Cress, the Hardcore one is nuts in firing up with Rising Phoenix and extending to Burning Phoenix to cause a major damage on Reid. If you think it's gonna hit you, immediately change your equipment to Inferi Cape and Flare Cape (or just two Flare Capes) to receive only 1 damage on that onslaught. After that, re-equip your former equipment (you may want to equip Persha Boots or Force Ring for improved defense but retain your Mental Ring to recover TP. Use technique #2 on Valkyrie or what is also called the Reversal Technique on Cress. Wait at one corner, when he comes near run and pummel him with the trusted combo Attack x 2 + Spiral Attack + Megasonic Thrust. You might wonder why I always trust this combo. If you'll be able to hit Cress with this, you can throw him away from you and retreat to prepare for the next attack. However, sometimes Cress is on guard when he gets near and when attack him he might counter with Attack x 2 + Demon Hammer that causes considerable amount of damage. You can also use the Sonic Chaos technique if you can't trust the Reversal Technique. If Cress corners you up with Sonic Blades, jump then use Tempest Strike. If you're gonna fall right on him, quickly link it with Megasonic Thrust to avoid Cress attack. If your HP falls below 2000, equip Reverse Doll. When it breaks, re-equip your former equipment. When his HP falls below half, he will start using Dimensional Strike. It doesn't inflict too much damage like his other attacks (it only inflicts 900 damage) but he can hit you from a sweep distance so be wary. When his HP runs below 2000, using Dragon Demon Chaos might seem a good idea, but ironically, it shall be a grave mistake. He will retaliate with Eternal Blade (a powerful skill that is very much similar to Dragon Demon Chaos) just before you can use it and you're dead for sure. Likewise, he will start using his deadliest attacks, Albain Finality combined with Final Justice to drain your HP to 1. He will only execute this dreaded attack if he would be able to guard against your attacks and counter. If you have a good accuracy, he won't have a chance. In fact, I beat him without Cress using that skill even once.

In any case, equip a Reverse Doll if he uses it. You may also use your Aurora skills (especially Aurora Slash as Aurora Wall is pathetically weak against him) whenever possible to nullify his attacks. However, these skills eat up your TP so limit its use. Just keep on attacking and you'll eventually win. Congratulations! Receive the Eternal Sword and the Gladiator title!

11. Character's Special Skills and Techniques

Actually, I don't want to include this part, but I thought that if we're talking about bosses strategy then a FAQ of techniques in battle should be included especially combos and skill combinations. But I won't include how to do Reid's hidden skills (Burning Phoenix, Dragon Demon Chaos, and Quasi Seal) since the other FAQs have covered this already, particularly Reid's Skills List. I also didn't include the Craymel Artes and Chat's skills. Just look for them in Gamefaqs.

11.1 Reid

11.1.1 Something About the Dragon Demon Chaos and the Quasi Seal

These 2 skills are both finishing skills but have you ever wondered which of the 2 is more damaging? You might think that DDC is much stronger because you can see many numbers when Reid is executing it but actually, QS gives off more damage. DDC offers 17 hits. The first hit gives 300 damage, the next 4 gives 2000 each, and the next 11 gives 500 each. The last hit depends on your attack power and the enemy's defense. The highest damage that I've seen from that last hit is 7650 so all in all, the highest damage DDC can offer is 21450. Meanwhile, the QS produces only 13 hits. The first 12 hits gives 2000 damage each and the last hit gives 30000 so 54000 all in all.

11.1.2 Reid's Skill Combination and Combos

As far as I know, you can only link up to 2 of Reid's skills. With this, I can classify Reid's skills into two. I'll just call it First Chain and Second chain skills. First chain skills include the special skills which are Sonic Blade, Twin Sonic Blade, Lightning Blade, Demon Hammer, Demon Twist, Swarm, Super Lightning Blade, Spiral Attack, Tempest Strike, Neo Swarm, Double Spiral Attack, and Omega Tempest Strike. The rest are Second Chain Skills which are all Sacred Skills. These are the most effective combinations that I know. If you have learned some combos that cannot be found on this list or you have a different format then let me know. Aside from this list, there are still many combos that I know but I won't give them all yet until further confirmation. To execute these combos more easily, put the second skill on the shortcut button. Then, as you execute the first skill hold the shortcut button with the second skill. Take note that you can't use Neo Swarm and Double Spiral Attack to perform a combo.

1. Attack x 3 + Sonic Blade + Megasonic Thrust = 6 hits
2. Attack x 3 + Sonic Blade + Demon Lightning Hammer = 8 hits
3. Attack x 3 + Sonic Blade + Neosonic Swarm = 10 hits
4. Attack x 3 + Sonic Blade + Omega Demon Chaos = 12 hits
5. Attack x 3 + Sonic Blade + Demon Spiral Hammer = 14 hits
6. Attack x 3 + Sonic Blade + Neo Tempest Swarm = 17 hits
7. Attack x 3 + Lightning Blade + Megasonic Thrust = 7 hits
8. Attack x 3 + Lightning Blade + Demon Lightning Hammer = 9 hits

9. Attack x 3 + Demon Hammer + Demon Lightning Hammer = 9 hits
10. Attack x 3 + Demon Hammer + Neosonic Swarm = 11 hits
11. Attack x 3 + Demon Hammer + Demon Spiral Hammer = 15 hits
12. Attack x 2 + Swarm + Demon Lightning Hammer = 10 hits
13. Attack x 2 + Swarm + Neo Tempest Swarm = 24 hits
14. Attack x 3 + Super Lightning Blade + Demon Lightning Hammer = 10 hits
15. Attack x 3 + Super Lightning Blade + Neosonic Swarm = 12 hits
16. Attack x 3 + Super Lightning Blade + Neo Tempest Swarm = 24 hits
17. Attack x 3 + Super Lightning Blade + Omega Demon Chaos = 14 hits
18. Attack x 3 + Demon Twist + Demon Lighting Hammer = 13 hits
19. Attack x 3 + Demon Twist + Omega Demon Chaos = 17 hits
20. Attack x 2 + Spiral Attack + Megasonic Thrust = 9 hits
21. Attack x 2 + Spiral Attack + Omega Demon Chaos = 15 hits
22. Attack x 2 + Spiral Attack + Demon Spiral Hammer = 17 hits
23. Attack x 2 + Spiral Attack + Neo Tempest Swarm = 26 hits

(good for heavy enemies)

NOTE : For Reid's 3-hit combos, see Reid's Skills FAQ on Gamefaqs.

11.2 Farah

11.2.1 Farah's Hidden Skills

Maximum Burst

To be able to use Farah's Maximum Burst, you need to use her Chi at least 300 times and her Fatal Fury at least 30 times. I'm very sure about this because my friend used Chi more than 600 times but he's not able to do it until he got Fatal Fury. The first hits of Chi must hit the opponent(that move which looks like Palm Strike) in order to execute Maximum Burst successfully.

Flame Dance

You need the Deadly Force to be able to do this powerful skill. To get Deadly Force, use Farah as the lead of the party for 300 times(thanks to x_hunter_zero@yahoo.com for this info). Now to do a Flame Dance, use Deadly Force against an enemy(it must hit the enemy in any way). After this the background should turn black and the battle BGM should stop. While the background is still black, run to the enemy then do two punches. After that, immediately perform a rising skill(either Rising Dragon Strike, Swallow Dance or Super Swallow Dance) followed by a diving skill(either Eagle Dive, Eagle Rage or Death Blossom). If the diving skill would hit the enemy, Farah should execute Flame Dance successfully.

11.2.2 Farah's Combos

Farah is the only player who can do the most number of combos since she can link up to 4 of her skills. From her list of her skills we can get many different combinations so it's hard to know where to start. This is just a short list and I'll just include the others later.

1. Attack x 2 + Sonic Fist + Super Sonic Fist = 18 hits
2. Attack x 2 + Super Swallow Dance + Death Blossom + Triple Blossom = 13 hits
3. Attack x 2 + Super Swallow Dance + Eagle Rage + Sonic Fist = 15 hits
4. Attack x 2 + Palm Strike + Swallow Dance + Eagle Dive + Twin Palm Strike = 8 hits
5. Attack x 2 + Palm Strike + Swallow Dance + Death Blossom + Twin Palm Strike = 11 hits
6. Attack x 2 + Triple Blossom + Swallow Dance + Eagle Rage + Twin Palm Strike = 12 hits
7. Attack x 2 + Triple Blossom + Swallow Dance + Death Blossom + Twin

- Palm Strike = 13 hits
8. Attack x 2 + Sonic Fist + Swallow Dance + Death Blossom + Twin Palm Strike = 14 hits
 9. Attack x 2 + Sonic Fist + Super Swallow Dance + Death Blossom + Chi + Maximum Burst = 21 hits
 10. Attack x 2 + Sonic Fist + Super Swallow Dance + Eagle Rage + Super Sonic Fist = 26 hits (good for big enemies only)
 11. Attack x 2 + Sonic Fist + Super Swallow Dance + Death Blossom + Fatal Fury = 36 hits

11.3 Max

11.3.1 Max's Skills and Techniques

1. Burning Force - Max already has it when you get him.
-> You can control the blast of the Burning Force by pressing x. This is good for floating enemies like Volt. The hit should be successful if the timing is perfect.
2. Air Blade - You can get it anytime after Balir Castle and Max is already an official member of your party. You can find the pink miacis right on the port at Peruti.
-> You can control the direction of the Air Blade and make it go upward by pressing x repeatedly. You should hear Max's voice when you press x. If you control the Air Blade upward as it hits the enemy, it will inflict more hits and damage(6 hits rather than the usual 2 hits). This is good for flying enemies.
3. Aqua Spiral - You can get it after acquiring Aifish. The pink miacis is right on the Gnome Statue at Tinnsia.
-> Before Max unleashes his Aqua Spiral, you can hold x to convert it to Aqua Cure and recover 90% of Max's HP
4. Rage Laser - After Reid acquired the Divine Aurora, look for the pink miacis at Cape Fortress on the same spot where you first stepped on Celestia.
-> You can control the range of the Rage Laser by pressing and holding x or SQUARE. X extends the range while SQUARE reduces it.
5. Dark Laser - After Regulus Knoll, take Max to Luishka and go to the next screen and the scene will automatically turn to Max.
-> Pressing x repeatedly will make Max move forward while executing Dark Laser.
6. Elemental Master - Complete the Lesitia SD to get the Cancellor. After acquiring Aibird go to Jini at night and you should find the pink miacis near the inn.
-> While Max is executing Elemental Master, press x repeatedly to move the shot up.
(Thanks to Red Star for telling me the techniques of Rage Laser, Dark Laser and Elemental Master)

11.3.2 The True Function of the Cancellor

(Thanks to Red Star for this info)

Others might find Cancellor just an item that lets you get Max's final and strongest skill, the Elemental Master. However, the definition of the item is this: A deadly weapon which emits three different levels of energy. Now you might wonder how deadly this weapon can be and what those three levels of energy are. Now this what the definition talks about:

Level 1: Burning Force, Air Blade, Aqua Spiral

Level 2: Rage Laser, Dark Laser

Level 3: Elemental Master

Now the technique is to link a Lv.1 skill to a Lv.2 and then to Elemental Master consecutively to produce a powerful combo as long as

the Cancellor is equipped. As Max fires the first lv skill, execute the second and then the third. This works best on bosses. Now, can you imagine how deadly this weapon can be?

11.4 Team Skills

The first time you get to Regulus Dojo and you talk to the guys in the third room(those guys who teaches battle basics, the guy on the right will tell something about this team skills), he will only tell you their names and their definitions but he won't tell you how to do it. I was wondering before so I tried to figure it out in any way, until I ACCIDENTALLY used Earth Divide. With the help of my friends, Michael and Renz, I was able to figure out how to do the other team skills.

It can be hard to execute a team skill, as you need a good timing. To execute one, you need to use the right spell along with the right skill simultaneously. The best way to do it is to put the caster's spell on the shortcut button. Hold the shortcut button with the magic and the word "READY" should appear on the caster's figure on the bottom left of the screen for a few moments. Now as you release the shortcut button, execute the skill of the character you're controlling(either Reid or Farah). If your timing is perfect(you should hear this weird whistling sound) you should be able to do it. Here's the combinations needed to do the team skills:

1. Flaming Sword -> Keele's Fireball + Reid's Demon Hammer
2. Serpent Knuckle -> Heal + Farah's Rising Dragon Strike
3. Lightning Strike -> Thunder Blade + Farah's Twin Palm Strike
4. Earth Divide -> Cyclone + Reid's Spiral Attack

11.5 Arche?!

Now what's the sense of talking about Arche? Isn't she Cress's flunky? Some of you might have seen this: Arche fighting alongside with you in battle! Hey, wait a second! Is she an ally? Alright, she is an ally, but is she your ally or Cress's? Now let me tell you this. She CAN be depending on the situation. If you fight Cress at the Inferia City Tournament, she IS with Cress, but on other circumstances, she can be fighting on the side of the good. Nope, she won't ask you to join your party, but rather, she will appear in battle when certain conditions are carried out. Here are the conditions:

1. Maxwell must be at max level(level 30).
2. You must have Shooting Star already. To get this Craymel Arte, let Sekundes earn experience up to level 26.
3. Maxwell's vitality should be full.

After pulling off the following conditions, cast Shooting Star in battle. The caster will transform into Arche and will remain at this state at exactly 10 seconds. The background will change into somehow galaxy-like. Arche should be facing at the right and you'd be able to control her using the D-pad(in any way you wish, well, she's flying anyway). Now for her attacks, press O to shoot fire to any enemies at her front and press X to shoot ice(this one looks like Freeze Lancer) behind for enemies at her back. The caster is invincible while doing this and this doesn't consume TP(well, except for the TP consumed when casting Shooting Star). This is a good alternative for weak enemies which won't last long if you use Maxwell extensions. You can use this on either Meredy or Keele. You don't need to defeat Arche at the Inferia City Tournament or even have a Hardcore file to trigger this. So for those who don't have their files in Hardcore mode and can't use Maxwell extensions, you can go trigger-happy with O and X using Arche saying "Eat dust!" (It's a good thing Arche has a broom).

11.6 Combo Master Title(How to Get 100 Hits)

These methods could be very frustrating if you fail. There are two ways to accomplish this feat.

I. Through physical attacks

This is a little hard to do, but actually this is much easier to do than using the craymel artes. If the opponent has a good defense, he may just guard against your attacks and break your combo chain. In this case, you need to equip weapons with good accuracy to avoid such. Saving your game first is very necessary. Just soft-reset your game and load your file and do the procedure again whenever you fail.

1. Include Reid(of course), Farah, Chat, and a caster(whoever has Cyclone) on your party. Set the caster's "Attack" strategy to 5(I recommend Meredy because of her long range attacks), and his/her "Battle TP" and "Recover TP" to 1(if you want to heal HP and TP, use items). Be sure Chat has Eternal Hammer and equip her best weapon. For Reid and Farah, equip weapons with a good accuracy. My best preference is Crystal Dagger for Reid and Omni Weapon for Farah. Save first before the battle.
2. Set his Omega Demon Chaos and her Fatal Fury in the shortcut button because you'll be using Chat as your lead.
3. Use Cyclone at the start of the battle(at the skills menu), then hold your shortcut buttons for Reid and Farah to attack and corner Hyades(it'll be much better if you have a second player to control either Reid or Farah).
4. As the Cyclone goes off, let Chat run toward Hyades and use Eternal Hammer and hold the forward button to corner Hyades totally and pound him with consecutive attacks(don't let go of the shortcut button!). Just keep on attacking until you get the desired number of hits(be sure it's 100 or more). Since Meredy is only attacking, let her use Pine Gel to any ally who is running out of TP. Ensure that she attacks from afar so that Hyades might focus his Ground Shake on her(he can use it even while you're pounding him). I got 103 hits and 5003 experience from him. You can repeat this battle as many times as you wish(just like I did) whenever you fail to get the elusive 100-hit combo. Just soft-reset (hmmm...you saved your game right?) and do it once again.

You can also do this method on the Elementlers in Shizel's Castle. Here's how:

1. Include Reid, Farah, Chat in your party. Choose anyone for the fourth character(they're all casters). Set all battle strategy of the fourth character to 1(you may let him/her attack) and make him/her item user(don't let him/her cast any magic). Do the same setting of the other characters(Chat, Reid, and Farah) as that of the Hyades method above. Use your strongest weapons first at the time being. Save first before the fight.
2. Eliminate the Grave Keepers first but make sure that you don't hit the Elementler. After eliminating them, immediately change equipments(the weapons that I've outlined above). Use an All-divide item to cut all damages produced to half.
3. Run toward the opponent(as Chat) and use Eternal Hammer. Hold the forward directional button and the shortcut buttons with Reid's Omega Demon Chaos and Farah's Fatal Fury to corner Elementler and pound hits(if you have a second player, let him use Farah). Let the fourth character use Pine Gels to any ally who is running out of TP especially Chat. Reset if you fail to get the 100-hit combo.

II. Through craymel artes(Thanks to Red Star)

This is more frustrating than the first method. You can only do

this on the Elementler in Shizel's Castle. Never do this on the Fire Elementler and Wind Elementler. Red Star only provided the combo in the boards but I'll provide the preparation and method:

1. You need the following craymel artes:
 - a. Holy Lance
 - b. Shooting Star
 - c. Maxwell
 - d. Destiny(be sure that it is highlighted)
2. Put Maxwell on Keele's craymel cage. Make sure that his TP is at maximum(999). Also make sure that he can perform Maxwell extensions. You should have 2 Mystic Symbols(you can also use Rune Bottle on Faerie Ring) for both Meredy and Keele.
3. Fill up Maxwell's vitality to max. Then use Distortion only once(the word MAX on the character's display on the bottom of the screen should disappear).
4. Set the casters' strategy to "Prevent Magic Attack" and all their battle strategy to 1. Set the strategy of the other characters to "Attack Enemy Group" or "Attack Close Enemy" to target the Grave Keepers. Fight as Keele. Save first before the fight.
5. At the start of the battle, let Meredy use Holy Lance(on the skill menu) and Keele use Shooting Star simultaneously (Meredy should be able to cast first before Keele). After Keele has unleashed Shooting Star(the word MAX should reappear), immediately press the menu button(TRIANGLE). Command Meredy to use Destiny, then change Keele's settings. Put Maxwell on the skill button and change equipments(put Mental Ring and Derris Emblem if you wish to do Blue Earth). Let another character use an Orange Gel on Keele to put his TP to full. After Meredy used Destiny, immediately push the skill button to summon Maxwell. If you successfully do this, you can actually do a more than 120-hit combo. If you fail, you have to wait for another 30 minutes to reuse Destiny. :)

The combo will come out like this:

Holy Lance -> Shooting Star -> Destiny -> Maxwell Extensions

This is only for those aiming for the Combo Master title(on which 100 hits is enough). If you are aspiring for the best, which is 999 hits then you must refer to Rena Chan's Craymel Artes FAQ for its procedure.

12. Credits

- > First of all I wanna thank Namco for making such a wonderful game.
- > Thanks to Gamefaqs(www.gamefaqs.com) and Neoseeker(www.neoseeker.com) for appreciating my work.
- > Thanks to my best friend, x_hunter_zero_ph@yahoo.com, the one who encouraged me in doing this FAQ, for everything(He has his own username now in the boards, maxdemon). I owe you one, bok!
- > Thanks to Red Star, hyper sonic lv 2, Nforcr, Niu, Zenthor, and LordVader for answering my questions in the boards (Did I miss anyone?). For those who are not mentioned, let me know. For the meantime, consider yourselves thanked for every info you've provided.
- > Thanks to my friends Michael, Renz, and Efren, solid RPG gamers, for all your help. I couldn't have done this without you, pals.
- > Thanks to Pael Luspo Dajao for his contribution for Arche.

Future Plans:

- > I'll save my allowance to buy a PS2 of my own. :)

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