

- Version 0.3 [09/07/00] - Walkthrough up to The Tower of the Twelve Stars. Added the Norse Mythology Section (I'm not even near finishing it, but it's there).
- Version 0.4 [09/14/00] - Expanded the walkthrough up to the end of Dhaos' Fortress. Added lots of information to the Norse Mythology section. This is the largest Tales of Phantasia FAQ that I know of already, and I'm not even half done yet! (is this good or bad?...).
- Version 0.5 [09/21/00] - The walkthrough is done until right before going to the Fire Tower and the Ice Cavern. Added a new part to the introduction. The file now is as big as 242 KB, that's 54 KB more than last week!
- Version 0.6 [09/28/00] - The walkthrough is almost complete, I'm right before going after Dhaos. I'm almost sure that the walkthrough will be complete by next week!
- Version 0.7 [10/08/00] - I know I almost promised the complete walkthrough, but I was busy half the time last week, and the other half I was... well, just lazy. I had to delay the release of this revision to include the full walkthrough of the Moria Gallery and the Treasure Quest.
- Version 0.8 [11/05/00] - Okay, I'm really sorry about taking so long, but the walkthrough is complete now and the Coliseum section has been added. The next revision will include cheats!
- Version 0.9 [11/29/00] - And yet again I'm late! This time I added the 'Cheats and Codes' section, check it out! Last AND least, I completed the 'Menu Explanation' section, but it's huge, so I might move it somewhere below the Walkthrough.
- Version 1.0 [12/15/00] - Made the list of skills for Mint, Klarth and Arche. Added more information in section 8.3 Created the 'Voice Actors' Section and added the 'Patch Related Questions' to the Frequently Asked Questions.
- Version 1.1 [12/22/00] - Hooray! We just overcame the 500 KB barrier! This time I made the list of skills for Cless (Combos are still missing though) and

- 3.3 Escaping Jail
- 3.4 Awakening of Dhaos
- 3.5 A New World, or an Old Time?
- 3.6 Euclid in the Past
- 3.7 The Valley of the Sylphs
- 3.8 Yggdrasill and the Destruction of Harmel
- 3.9 Venezia and Demitel's Island
- 3.10 On the Way to Alvanista
- 3.11 The Kingdom of Alvanista
- 3.12 Undine's Water Cave
- 3.13 Ifrit, the Fire Elemental Spirit
- 3.14 Gnome, the Spirit of Earth
- 3.15 The Moria Gallery
- 3.16 Looking for Edward
- 3.17 Maze! Treant's Forest
- 3.18 The City of Midgard
- 3.19 The Tower of Twelve Stars
- 3.20 War! The Valhalla Plains and the Aerial Battle
- 3.21 Dhaos' Fortress
- 3.22 Unicorn! Help us Save the Yggdrasill
- 3.23 Thor, the sunken Hi-Tech City
- 3.24 Future Times are Better!
- 3.25 Lightning Spirit! Volt's Cave
- 3.26 The Future of Alvanista and the Grand World Tour
- 3.27 Freeze! Fenrir's Ice Cavern
- 3.28 Burn! Odin's Fire Tower
- 3.29 Spirit of Creation, Origin
- 3.30 Before Taking on Dhaos
- 3.31 The Final Confrontation

4.- SECRETS AND EXTRA STUFF

- 4.1 Elwyn and Nancy, a Love Story
- 4.2 Mini-Games at Alvanista
- 4.3 The Ninja Village
- 4.4 Ayflite's Treasure
- 4.5 Moria Gallery, the Lower Levels
- 4.6 The Coliseum
- 4.7 Ninjas at Euclid
- 4.8 Cookin' 'n Stuff
- 4.9 Cless' Classes
- 4.10 Combo Command Combinations

5.- FREQUENTLY ASKED QUESTIONS

- 5.1 Clearing Things Out
- 5.2 Game Related Questions
- 5.3 Patch Related Questions

6.- CREDITS

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- PART II -
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I.- SPELLS AND SKILLS

First of all, note that I'm not a native English speaker, so, in spite of all my attempts to correct everything, there are quite a few grammar and spelling mistakes through the guide. If you happen to notice one of these, please let me know.

I will be using Dejavu's patch to make the walkthrough, which means that the names of items, skills, enemies, etc. will be called as in the aforementioned patch.

The latest version of this file can always be found in the following sites:

GameFaqs - www.gamefaqs.com

Video Game Strategies - <http://vgstrategies.about.com>

PSX Codez - www.psxcodez.com

Neoseeker - www.neoseeker.com

Fresh Baked Games - www.fbgames.com

Hellhound Emulation - <http://plasticbrick.dyndns.org/hellhoundemu/>

The RPG Realm - www.rpgrealm.com

1.2- About Tales of Phantasia

Tales of Phantasia is a Super Famicom classic released by Namco in Japan during 1995. The game was very innovative, it even included a full J-Pop song and lots of voice acting. The battle system was different from most RPGs, instead of the classic turn based fights, in TOP, you control your main character in a battle field that looks a lot like a fighting game, you run, hit your enemies with your sword, use special skills, etc. Of course, like most good games, TOP never got released in America. Some have said says it's because of certain rather mature scenes in the game, which would most likely be considered "outrageous" in America; I think it's true.

A few years later, Namco released a game in the same style of TOP for the Playstation, Tales of Destiny was its name. ToD followed the story of Stahn Aileron, a young man from a country village who goes out to see the world. Of course, being the main character of an RPG he couldn't do anything different from getting involved in an epic battle to save the world. Even though Tales of Destiny was meant to resemble TOP, it had many original features. The game was released in America, the only thing changed was the opening song, which was replaced for an instrumental theme in the opening video.

Tales of Destiny was a great game, but people wanted to see Tales of

Phantasia again, so Namco decided to release a remake of it for the Sony Playstation. The game was completely re-done, even the dialogues were written again. The remake included a new version of the original J-Pop song, a few videos, some new dungeons and even a secret character. But again, the game was not released in America, probably for the same reasons that kept the Super Famicom version of the game away from these shores.

The latest 'Tales' game, named Tales of Eternia, was released by the end of 2000 in Japan. The release date of the American version is scheduled for September 2001!

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

1.3- About the Game and the Translation Patch

Well, I don't know where you can get the original cartridge of Tales of Phantasia for the Super Famicom, probably you can find one in one of those auction sites. However, if you want to be able to use a patch to play the game in English, you will have to get the Rom of the game and a good emulator (neither of them are hard to find).

The best Super Famicom and Super Nes emulator (in my humble opinion) is Zsnes, which can be downloaded from the Zsnes site at www.zsnes.com (and in many other sites of course, but that's the main one).

As for the translation Patch, there are at least two groups of people working on it. One is Disnesquick's group, but there's no released patch so far ^_^ The ones who already released a final version are the people of Dejap. Even though they still plan to do some small changes, the current version is a complete translation of the game. For the FAQ, I'll use the item and enemy names of Dejap's Patch.

And finally, the Rom: "where do I get it?" you may be wondering, well, try on a search engine! Roms are not hard to find and everyone knows that, but you must remember this: **IT IS ILLEGAL TO HAVE A ROM IN YOUR HARD DRIVE FOR OVER 24 HOURS IF YOU DO NOT OWN THE ORIGINAL CARTRIDGE.** So, if you don't have the original cartridge, you have to break the law to play the game (unless you finish it in less than 24 hours ^_~). It's your choice, not mine...

NOTE: Finally, somebody confirmed that it IS legal to have backup copies of games. Thanks a lot to Joe.J.Glogowski for this info. Also, thanks to Alexiyies and Stefan Zammit for their contributions on the subject.

Where to find everything that's mentioned here:

Zsnes - <http://www.zsnes.com>

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This section has some info on the game that you might want to know before starting the game.

2.1- Characters Introduction

=====
Cless Alvein
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Cless is the hero of the game, son of a great swordsman who lives in a town called Totus. After receiving a Pendant for his 15th birthday, he goes hunting with his best friend; everything is just fine until they hear the town's emergency bell. When they get there, the town has been destroyed. This is the start of a series of events that will change the world, present, past and future...

=====
Chester Barklight
=====

Chester is Cless' best friend, he lives in Totus with his little sister Amy. He goes hunting with Cless and also gets involved in the sad events that follow. The death of his sister during the attack makes him swear revenge on those who destroyed the town.

=====
Mint Adnade
=====

A shy girl whom Cless meets in jail. After their escape, they find out that there was some relation between their parents and the evil wizard Dhaos. The circumstances develop in such strange ways that they end up in the past...

=====
Klarth F. Lester
=====

Klarth is a human from the village of Euclid in the past. After years of studying, he is able to make contracts with spirits and then summon them in battle. Cless and Mint request his help to defeat Dhaos in the past, so they can return to the present.

=====
Arche Klaine
=====

A pink haired half-elf whom the party meets under weird circumstances (at first she was possessed by an old friend's spirit). Once her true self comes out, she decides to join the others to go get some

adventures. Being a half-elf, she can cast powerful magic, all she has to do is find books to learn the spells.

=====
Dhaos
=====

A powerful black wizard whose real intentions no one knows. Is he just another megalomaniac trying to conquer the world, is he just plain evil, is he a nut or is there a more meaningful task he is carrying out? You will know once you play the game...

2.2- Gameplay basics

Some things you should know before you play the game:

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

TP (Tech Points): When you cast a spell, use a technique, summon a Spirit, etc. you use some of these. They are like MP are in most games. In TOP you regain a little TP after each battle. You can also recover these by using an item (such as an Orange Gummy) or sleeping at an inn.

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

Gald: Gald is the money in Tales of Phantasia, you get it by fighting monsters and sometimes in chests in dungeons.

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

2.3- The Controls

/----- FIELD SCREEN -----\
|-----|
| Directional Buttons: Movement |
| SELECT button: N/A |

START button: N/A
A Button: Talk/Confirm
B Button: Cancel/Run (must have Jetboots equipped)
X Button: Access Menu
Y Button: N/A
L Button: N/A
R Button: N/A

/ BATTLE SCREEN \

Directional Buttons: Move horizontally
SELECT Button: N/A
START Button: Pause (use the directional buttons to scroll through the battlefield)
A Button: Attack/Confirm selections in the Battle Menu
B Button: Use Cless' equipped Skills
X Button: Access Battle Menu
Y Button: Select Target
L Button: Makes the party face to the left/Run away
R Button: Makes the party face to the right/Run away

/ WORLD MAP SCREEN \

Directional Buttons: Movement
SELECT button: N/A
START button: Toggle Map
A Button: Take Off (only after getting the Metal Birds)
B Button: Land (only after getting the Metal Birds)
X Button: Access Menu
Y Button: N/A
L Button: N/A
R Button: N/A

/ AIRBIRDS \

Directional Buttons: Steer
SELECT button: N/A
START button: Toggle Map
A Button: Take off/Fly Forward
B Button: Land
X Button: Access Menu
Y Button: Use the directional buttons while pushing to strafe
L Button: N/A
R Button: N/A

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

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

Cless can attack in several different ways. Pressing the A button will make him run and use a slash attack against the target, but if you press a down in the control pad while he runs, he will stab the enemy. Depending on the distance and height of the enemy, the attacks will vary differently. You will get used to it quickly once you play.

TIP: To get critical hits almost always, starting far from the enemy press A to attack (or Up + A to stab) and press A again while Cless runs. This should result in a critical hit. Thanks to Darkdude3 for this tip.

As he becomes more powerful, Cless will acquire skills to use in battle. These skills consume TP when used, but are really powerful. You can have up to four skills ready to use in battle at the same time, two long-range and two short-range skills. To use the ability equipped on the first slot of either kind, press B; to use the one equipped on the second slot, press Up + B. Here's a small chart to explain better:

- | | |
|-------------|---|
| Short-Range | 1.[Press B while near the target] |
| | 2.[Press Up + B While near the target] |
| Long-Range | 1.[Press B while away from the target] |
| | 2.[Press Up + B while away from the target] |

Aside from normal Skills, you can use combos. To use a combo you need to master the two skills that form it (by using them over and over). You will also need someone who teaches Cless the combo. Note that, since all combos include a short and a long range skill, they can only be equipped on the Long-Range slots.

As for the target: normally, it is the closest enemy, but you can change the target by pressing the Y button. This will make either a 'S' or a 'L' appear over the new target. The 'S' means that the game considers the enemy is close enough to Cless to use Short-Range skills, the 'L' means the enemy is far enough to use Long-Range skills.

Even though you can't control the rest of your party as much as you can control Cless, you can control them with the help of the battle menu. To access it, just press X while in battle and a small menu from which you can choose the following options will appear:

Magic: Allows you to tell a character to cast a spell, use healing magic or summon a spirit. Note that you can't order a character to cast a spell while he/she is busy casting another one. Be aware that if the character gets

damaged, the casting process is stopped.

Tactic: This option lets you access the Artificial Intelligence settings of your party. There are four option of AI for each character. Note that you can also change these settings from the menu while in the field screen.

Formation: You can change the disposition of your party on the battlefield with this option. This allows you to make the spell casters of the party away from fighters, thus protecting them, since the fighters are always near the enemies. Note that the Formation can also be changed from the menu while in the field screen.

Item: Quite obvious, this option allows you to use an item. Of course, some items can't be used in battle, just like some others can't be used in the field. Remember that after you use an item, you will have to wait a few seconds before using the next one.

To run away from a battle, get Cless to one of the ends of the battlefield and press either the L or R button (depending on which side of the battlefield it is). Note that you can't run from all battles.

Well, those are the basics of battling. It is really easy, not to mention fun, once you get used to it.

2.5- Menu Explanation

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

SKILLS	ITEMS	FORM	CUSTOM
EQUIP	TACTICS	STATUS	SAVE
CLESS		[Character Name]	
LV 99		LV 99	
HP 9999/9999		HP 9999/9999	
TP 999/ 999		TP 999/ 999	
EXP 0		EXP 0	
NEXT 10		NEXT 10	
[Character Name]		[Character Name]	
LV 99		LV 99	
HP 9999/9999		HP 9999/9999	
TP 999/ 999		TP 999/ 999	
EXP 0		EXP 0	
NEXT 10		NEXT 10	

TIME	15:30	GOLD	9999999
BATTLES	1254	FOOD	0

In the Characters' Boxes:

LV: Shows the current level of the character. Higher levels means the characters are stronger. The highest level the characters can have is 99 and the lowest is 1.

HP: It's shown in the following format: Current HP/Maximum HP. The highest Maximum HP possible is 9999 for all characters.

TP: It's shown in the following format: Current TP/Maximum TP. The highest Maximum TP possible is 9999 for all characters (except Chester, who doesn't have TP at all).

EXP: Shows how many Experience Points the character has gained. Experience Points are used to raise levels of the characters.

NEXT: Shows how many Experience Points the character has to gain to raise a level. If the character has reached level 99 this space will display the word 'MASTER'.

In The Bottom Box:

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

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

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

FOOD: ToP has a Food Sack system. You can put food you find in the sack and characters will consume it while they walk in a dungeon, recovering HP if they are hurt. There are three different Food Sacks you can get in this game.

=====
 T h e S k i l l s M e n u :
 =====

For Cless:

SKILLS	OK	UNDO
Char. [Name]	[The list of skills	
Sprite TP 999/999	appears here when you	
	are selecting skills]	
SR A [Skill]		
B [Skill]		

```

| LR A [Skill/Combo]      ||      |
|   B [Skill/Combo]      ||      |
| _____||_____ |
|
| [When selecting skills this box displays a short
| description of them; if you are not selecting skills,
| a message about using skills appears]
|
|_____ |
|_____ |

```

In the top-right box:

OK: Use this command to accept all changes and return to the main menu.

UNDO: Use this command to return everything to how it was before.

In the middle-left box:

SR This marks the slots for the Short-Range skills.

LR This marks the slots for the Long Range Skills.

In the middle-right box:

Obviously, if you are selecting skills for the Short-Range slots, the Long-Range skills and Combos will not be displayed and vice versa. Note that some skills can be used as Long and/or Short-Range.

In the bottom box:

The information displayed for skills includes a description, the TP cost and the learning percentage. The information displayed for combos includes the name of the two skills that form it, the learning percentage of both skills and the TP cost of the combo.

For Everyone Else

```

|_____ |
| SKILLS |
|_____ |
|
| Char.   [Name]      TP   999/999 |
| Sprite |
|
| X [Spell Name]    X [Spell Name]    X [Spell Name] |
| X [Spell Name]    X [Spell Name]    X [Spell Name] |
| X [Spell Name]    X [Spell Name]    X [Spell Name] |
| X [Spell Name]    X [Spell Name]    X [Spell Name] |
| X [Spell Name]    X [Spell Name]    X [Spell Name] |
|_____ |
|_____ |
| [Displays a short description of the spell the cursor
| is pointing. The TP Cost is also included]
|

```


ATK: Easy to guess, this is the power of the physical attacks of the character. When equipping gear on Cless, this attribute is changed for STB (Stab) and SLC (Slice), since he has two kinds of attacks. The Attack can be modified by equipping weapons or some special Relics.

DEF: Self-explanatory. The higher your defense, the less damage you receive. The defense can be modified by equipping armor, Relics and sometimes even weapons (such as Mint's Unicorn Horn).

ACY: The accuracy of the character when hitting. The Accuracy can be modified by equipping weapons or Relics.

RUN: Also known as Evade, this is the chance that your character has of avoiding any harm from an attack. This stat can be modified by equipping Armor or Relics.

In the bottom box:

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

```
|-----|
|[Equipment] [Name of the Item]          <[Item Type]> |
|[Picture]                                |
|          ATK          **          ACY          **          TYPE |
|          DEF          **          RUN          **          |
|-----|
```

ATK: How much it adds to your Attack.

DEF: How much it adds to your Defense.

ACY: How much it adds to your Accuracy.

RUN: How much it adds to your Evasion.

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

=====
T h e I t e m M e n u :
=====

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|-----|
|          INVENTORY          ||          TREASURE          |
|-----| ||-----|
|-----|
```


Arm: Places armor first.

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

Rlc: Places Relics first.

Fod: Places food items first.

Msc: Places miscellaneous items first (such as Apple Gummies, Remedy Bottles, etc.).

In the bottom box:

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

=====
 T h e T a c t i c s M e n u :
 =====

TACTICS			
Char. 2	[Name]	[Artificial Intelligence option 1]	
Sprite		[Artificial Intelligence option 2]	
		[Artificial Intelligence option 3]	
		[Artificial Intelligence option 4]	
Char. 3	[Name]	[Artificial Intelligence option 1]	
Sprite		[Artificial Intelligence option 2]	
		[Artificial Intelligence option 3]	
		[Artificial Intelligence option 4]	
Char. 4	[Name]	[Artificial Intelligence option 1]	
Sprite		[Artificial Intelligence option 2]	
		[Artificial Intelligence option 3]	
		[Artificial Intelligence option 4]	

This menu allows you to choose one out of four different AI options for the character that you are not controlling all the time. This is specially useful for spell casters, since you can have them use magic moderately for normal battles or use all they've got for boss battles.

To change the AI configuration of a character, simply select him/her in this menu and choose how you want them to behave. The options are pretty self-explanatory, hence I will not go into more detail.

=====
 T h e F o r m a t i o n M e n u :
 =====

FORMATION			OK	UNDO	CHANGE
[This window displays the disposition of your party in battles. You can change it easily by selecting a character and moving him/her to the left or right]					
Char. [Name]			Char. [Name]		
Sprite HP 9999/9999			Sprite HP 9999/9999		
TP 999/ 999			TP 999/ 999		
Char. [Name]			Char. [Name]		
Sprite HP 9999/9999			Sprite HP 9999/9999		
TP 999/ 999			TP 999/ 999		

In the top-right box:

- OK: Use this to confirm all changes and return to the main menu.
- UNDO: Use this to cancel any changes you may have done.
- CHANGE: This option allows you to switch one of your active party members for the inactive party member. Obviously, this option can only be used once you get a fifth character, and that's after playing through the first half of the game. Note that Cless can NEVER be the inactive party member.

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

STATUS			Character		
[Name]	[Last Name]	Char.	Portrait		
[Class]		Sprite			
LV 99					
HP 9999/9999					
TP 999/ 999					
		WEAP	[Equipped Item]		
EXP 9999999		BODY	[Equipped Item]		
NEXT MASTER		SHLD	[Equipped Item]		
		HEAD	[Equipped Item]		
STR 999		HAND	[Equipped Item]		
CON 999		ACC1	[Equipped Item]		
AGL 999		ACC2	[Equipped Item]		

```

| LUC 999          |
|                  | TACTIC          |
| ATK 9999        | [Chosen AI option] |
| DEF 9999        |                  |
| ACY 9999        |                  |
| RUN 9999        |                  |
|_____          |

```

Quite easy to understand, the Status Screen shows you almost all the information there is about your characters. You can always change character names from here, just place the cursor next to his/her name and press the accept button.

Cless' Status Screen is a bit different from the others. There can be up to eight stars next to his current level, each star represents a class that he has acquired (the classes don't affect anything in the game). You can check the skills and combos equipped on Cless by pressing down on your controller. Finally, just like in the Equip Menu, instead of 'ATK', Cless has 'STB' (Stab) and 'SLC' (Slice), because he has two kind of attacks.

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=====
The Custom Menu :
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```

CUSTOM	OK	UNDO
MSG. SPEED	1	2 3 4 5
CUSTOM	ACCEPT. (A)	CANCEL... (B)
	MENU..... (X)	TARGET..... (Y)
SOUND	MONO	STEREO
	SURROUND	
BATTLE	ON	OFF
TARGETING	AUTO	SEMI-AUTO
	MANUAL	
BATTLE VOICE	ON	OFF
EVENT VOICE	ON	OFF
COMBO COUNT	ON	OFF

In the top-right box:

- OK: Use this to confirm all changes and return to the main menu.
- UNDO: Use this to cancel any changes you may have done.

Now you can access your menu for the first time. Note that you start with two Treasures in your inventory, the Pendant and the Small Sack. To see them go to your Item menu, press up twice and confirm.

There isn't much to do in town, you cannot buy anything at the store or stay at the inn. Talk to everyone anyway, when you go to the Item Store, the owner will give you an Apple for Chester's sister. The Apple is a Food Item, you can't heal a character by giving it to him/her, you have to put the Apple in your Food Sack and your characters will regain a little HP while walking (if they are hurt). However, this Apple is for Amy, so go to Chester's house and give it to her (there's no visible reward though). At the inn, the woman at the counter will ask you to move the Bush Baby statue by the window. Do so and talk to her again to receive 10 Gald (she's kinda cheap...).

Try to leave town. Tristan will interrupt you and leave. Go out, you can save your game on the world map. It is advisable that you raise a few levels, so you can get used to the battle system. Remember that you can always go to your house to sleep if your characters are wounded.

When Cless reaches level 2 he gets the long-range skill Psion Bolt, equip it right away. Go to the Tech menu and choose one of the two bottom slots, then choose your only ability. Try to use abilities often, you regain TP after each battle, and it's important to master every skill to get better ones.

If you head West and then South you can reach a house and a cave, but you can't enter the house or go too far into the cave yet. Going East takes you to another cave, but there's nothing to do now. To North is the mountain pass, you will go there later, don't worry.

Now, once you are used to the battle system, and you have a nice level (between three and five is OK) go south of the town to enter the forest. Soon after you enter, Chester will see a wild boar. You have to chase it, but first let's get some treasure: head right from where you are and then head up, you will get a chest with a Life Bottle. Go down and then right to see the boar again. Follow it right and up until you see a big burned tree. Chester will go to look for the boar and Cless will have a vision of a lady who tells him to protect the tree. Chester comes back and the boar appears to attack. The battle is so easy that it's not even a boss fight, just attack the boar with Cless while Chester shoots arrows at it. If you reached level 5 with Cless, then he should have the Dual Kick short distance skill, it's very useful for this fight.

When the fight's over you hear the town's alarm bell. Leave the forest and enter the town only to discover that it's been destroyed! Chester leaves to go see his sister, you can explore the rests of the town, but the bad guys seem to like to break the doors to every non plot-essential building, so you can't access any of the houses or shops.

Go near Cless' house to see his dead father. His mother comes out, and tells him to go to Euclid, to his uncle's house, then dies. Now Cless goes to Chester's house, who's holding his dead sister. Cless decides to go to Euclid, but Chester stays to bury everyone. As Cless leaves the house he thinks about what his mother said. He decides to go to Euclid to protect Chester, since the murderers are after the

Pendant he has.

Note that you can go up the stairs at Cless house to get a powerful sword, but if you do that now, you will lose it soon, so leave it where it is and go north from the town to reach the mountain pass.

3.2- Betrayal in Euclid

Items to Get: Life Bottle [1], Orange Gummy [1]

As you enter the mountain pass, Cless mentions he can move the statue blocking the path going up. Buy some items from the woman. You should have a few Apple Gummies since you win them from the enemies in the area. Buy at least one Orange Gummy just in case, and two or three Remedy Bottles.

You can choose one of two ways, the short and easy (just go left twice) or the difficult one, with more enemies, but with some treasure. To get the treasure move the stone soldier out of the way (press and hold the confirm button to move it). The encounter rate is quite high in this part, but the enemies are the same from before. You should have no problem reaching the top, where you get a Life Bottle and an Orange Gummy. Once you get them, head left and leave to the world map.

Remember you can save anytime on the world map. In this part of the continent the only place to visit is the city of Euclid (the bridge to the other cities is conveniently broken).

Enter the city and Cless will mention his uncle lives in the northwest corner of town. If you head right from the entrance you can go to the shop, it sells exactly the same things the woman in the mountain was selling. North from the shop you find the weapon and armor shop, but you shouldn't get any new weapons, because you will lose them very soon. Buy a pair of Jetboots from the armor shop and equip them (Jetboots allow you to run in the field map). Directly north from the entrance is a juggler, a little more to the north is a guy selling various stuff, including items, armor, weapons and food items, he also sells rods, buy one in advance (it's only 10 Gald). Right from there is a food shop, buy some good food from there, check how much it adds to your food bag by pressing Y (this is also useful to check weapon and armor stats).

Right from the juggler you find the Inn, but you don't need to go there. The North exit of the town takes you to the castle, but cannot enter. Once you have got all you need, head to the top left house of the town. Cless asks if his uncle Olson is there, Olson and his wife appear and welcome him. Cless tells them what happened in Totus.

Talk to Olson again and he will invite you to stay over. Say yes to continue with the plot. During the night, some soldiers will come and take you with them. Now we see Chester, who's in Totus. He hears some horses and hides.

3.3- Escaping Jail

Items to Get: Earring [Rare Item], Longsword [1], Creamy Cheese [1],
Apple Gummy [2], Orange Gummy [1], Wooden Shield [1],
Savory [1], Rapier [1]

Cless is taken into a dark castle, where a spooky guy takes his pendant and has him thrown into jail. Check the door and the hole in the back wall, then wait a little. You will hear a woman's voice, now go check the hole in the back wall again, the voice will ask you to pass your hand through the hole, answer yes (first option) and Cless will find an earring, that he uses to enlarge the hole. Go near the dead body and you will be asked if you want to take the sword. Answer 'Yes' (the first option) and you will get a Longsword. Equip it, and you will be able to open the cell doors. Exit through the nearest one (the one near the dead body) and go right, into the small cell with a barely visible bag (which contains a Creamy Cheese). Exit that cell and enter the one directly south, where a woman is standing. Talk to her, she thanks you for releasing her and asks about her mother. Cless lies saying he didn't see anyone. Now Mint (that's her name) joins you. She's a powerful healer, and will help a lot in the future battles.

Equip the Rod you should have bought at Euclid on her. Now with Mint in the party, you cannot enter the room with the dead body (since it's her mother's body). You can't go near the guard either, so you should go down, then right, and check the sewer access, Mint will say something, now check it again and you will be able to pass.

As you enter the new zone, you will get a long message (it's about how to control Mint). Note that there are random battles in this area. By the Way, Mint reaches level three she gets the ability "First Aid", you can give her the order to use it during battles by pressing the Y button, choosing the first icon, choosing Mint (Cless can't cast spells) and then selecting the ability to use and on who.

Head a little left and pick the Apple Gummy from the chest (if you can't, then it's because you already have maxed out that item in your inventory). Now go north and right to pick an Orange Gummy. Go back down and then head left. Mint will talk about the Save Point, which you can use now (step on it, go to your menu and select save).

Save and go up, then right along the passage, and north. Now head left and down to get a Wooden Shield (equip it on Cless). Go back and head right to leave the screen.

In the new area take the Apple Gummy and go up. Now head right, enter the passage and go down to get a Savory (this item raises your max TP by 5%, but it's better to use it later). Go directly north until you get another chest (contains a Rapier), go down a little and then left to the Save Point. Go left and up, then right to get a chest with 1000 Gald. Go back to the Save Point and use it. Use an Orange Gummy on Cless if his TP are too low. Now go up and face the first real boss of the game.

BOSS: Devil

Devil

HP 250
TP 0

Slug [2]

HP 120
TP 0

TOTAL EXP: 82

GALD: 566

First get rid of the two slugs using Cless' first short range ability. Mint will probably spend most of her TP casting Hammer if she has it (she gets it at level 5). Use her to heal if you are badly hurt.

Once the two Slugs are dead, go for the Devil. Just attack it with the short range tech and it will not stand a chance.

Now follow the path and exit the area. Once in the forest, go down and Mint will be attacked by a slime. Cless protects her, gets poisoned in the process and faints. Horses are heard and Mint carries Cless to a safe place.

3.4- Awakening of Dhaos

Items to Get: Heavy Stone [1], Knight's Sabre [1], Mixed Gummy [2],
Protect Ring [1], Spy Lens [1], Hourglass [1],
Chain Mail [2], Rune Bottle [1], Creamy Cheese [2],
Apple Gummy [1], Sabre [1], Sage [1], Cheese [2],
Orange Gummy [1], Remedy Bottle [1],
Lace Ruby [Rare Item], Rabbit's Foot [1],
Reverse Doll [1], Lavender [1],
Tornix's Book [Rare Item]

Combos to Get: Psion Kick [from Tristan, in the mausoleum cave]

Cless calls for his mother and father in his nightmares. When he wakes up, an unknown man is standing by the bed. This man introduces himself as Tornix D. Morrison and explains you are in his house. Then Mint comes in.

You will be told to go outside and get some fresh air, so exit the room through the door Mint just used and go down the hallway. Follow the stairs down and exit the house. Go near the tree left from the entrance and an arrow will pass by. You'll be happy to see that it's just your good old friend Chester. Everyone comes outside. It seems Morrison knew Cless' parents and Mint's mother (Meryl). Upon hearing

that Cless' pendant was taken, Morrison decides to go to some mausoleum. Cless wants to go too, but Tornix won't let him. After that everyone goes into the house to discuss what to do. During the chat, someone knocks the door. It turns out it's Tristan!, the old man who left the village before you went hunting. The party decides to go help Morrison fight the one responsible for the destruction of Totus. Cless will note that the Earring he got in jail is gone, then you will regain control of him.

Check out the music and go down the stairs. In the hall you will find a person selling items, buy a few Orange Gummies, and the gear for you characters that you can afford (concentrate on Mint and Cless and don't buy Chain Mails, you will get two pieces soon for free). You can go back to Totus and get the sword in the upper floor of Cless' house now, it's a Knight's Sabre.

Go outside, go left from the tree that Chester hit with an arrow and there should be a hidden chest containing a Heavy Stone. Exit to the world map and save if you want to.

Head south until you see a cave and enter it. Inside the cave, go up and cross the bridge. A little north from there you find an enemy guarding a chest (contains a Mixed Gummy). Go near Tristan and he will tell you that Morrison went into the cave and then give Cless his first combination Skill, Psion Kick. In order to use it, you have to master the abilities that are part of the skill (that's the meaning of the % next to the techs). In short, make sure that you use every skill with a % next to it's name at least a hundred times.

Now enter the real dungeon by going north. When you get to a hallway with many doors, enter every one and choose to open the coffin, you will have to face a monster in each and then you will get your well earned item, the items you get are:

- First Coffin - Protect Ring
- Second Coffin - Spy Lens
- Third Coffin - Hourglass
- Fourth Coffin - Chain Mail
- Fifth Coffin - Rune Bottle

You can't enter the big door in the middle of the hallway, so you will have to go deeper into the dungeon by the stairs in the near the right end. You will see a few rooms with nothing remarkable, just go through them.

When you get to a place where the path splits, go down first and collect a Creamy Cheese and an Apple Gummy and then go back to the last room. Head right, there are a few chests in here, the one to the north has a Sabre (equip it on Cless if you don't have one yet). From the right door you can go north to another room with many small statues and a Chain Mail. Check the fourth statue from left to right to activate a switch that makes appear two chests in the last room.

From the room with the Chain Mail, grab your new treasure boxes (they contain a Sage and a Mixed Gummy). Take the lower door. In this room go right first, grab the bag with a Cheese, heal up and save, then check the big statue to fight it. To defeat it, simply have Mint cast Pico Hammer on it and attack with Cless' Tiger Teeth short range skill until it dies.

Once the enemy is defeated, get in front of the statue and press the action button to move it. Go left, down, and then left again to put it over a weird looking tile on the floor (you'll know you placed it well when the door opens). Before you go through that door, go all the way right and enter the door guarded by two small statues, there you will find a Creamy Cheese, an Orange Gummy and a Remedy Bottle.

Now go through the door you opened with the help of the big statue to get the Lace Ruby (appears in the 'Treasure' screen). Go back to the hallway with the big locked door, which won't be locked anymore. Inside you find a teleport field, step on it.

In this room with magma you have to move from platform to platform using the tiles. First take the upper tile, when you get down, go a little left and throw the switch on the wall. Before you go back, take the northern tile and grab a Rabbit's Foot and a Cheese. Go back to the platform with the transporter and go down a little, don't take the stairs yet, just wait for a tile and go to the platform on the left to grab a Reverse Doll.

Go back to the first platform and take the tile in the right end of it. While you ride it Cless loses the Lace Ruby, go down the stairs and try to get it back, it will drop to the floor below. Go back up the stairs and step on the symbol, Cless will start flying! Take the tile back to the first platform again and this time go down the stairs. While you are floating you won't get damage. Go down and get the Lace Ruby, follow the short path and get the Lavender from the chest.

Go back up and enter the big door in the platform with the symbol. Save and heal up. In the next room you will fight two Golems. Have Mint cast Pico Hammer on one of them and throw everything you've got at the other. If Cless is at level 9 you should use Lightning Bolt on the Golems to kill them quickly.

After the fight, remove all of Chester's equipment to sell it later, as he won't be in your party for a long time. Go ahead to find Morrison talking to the person who took Cless' pendant, Malice. He will enter the energy field and put the pendant to release the wizard we saw in the intro. Malice talks about how the great king Dhaos had once tried to take over a country a hundred years ago. Morrison reveals that it was him, along with Miguel, Maria and Meryl who defeated and sealed Dhaos ten years ago. Cless, Chester and Mint are getting ready to fight Malice when the tomb opens and Dhaos appears.

Dhaos destroys Malice, who was actually being controlled by him; and his soldiers. Then, he gets ready to kill your party. Since normal attacks can't hurt Dhaos, Morrison decides to send you to a place where you can get the needed power. He gives Cless a book and starts casting a spell. Seeing Tornix won't make it in time, Chester attacks Dhaos directly, and so, only Cless and Mint are transported.

3.5- A new world, or an old time?

Items to Get: Broken Bow [Rare Item], Medium Sack [Rare Item],
Orange Gummy [2], Remedy Bottle [1], Sage [1],

Hourglass [1], Reverse Doll [1], Spy Lens [1],
Life Bottle [1], Steak [1], Mystical Rune [1],
Elixir [1]

Combos to Get: Mecha Blade [Get behind the counter at the weapon shop]

Cless wakes up calling for Chester, but only finds Mint lying nearby. Not knowing where they are or the location of the others, they remember the book Morrison gave Cless and look at it. It tells the story of how Dhaos fought four warriors in the past and escaped through a Time Portal. Miguel, Maria, Meryl and Tornix sealed Dhaos using two pendants, which were kept by Miguel and Meryl. After the conversation, Cless finds Chester's bow on the ground.

Now you are on the map, enter the town next to you and approach the group of people. A conversation will be triggered. Cless mentions he comes from the town of Totus, but no one there heard about it. The elder mentions Magic, confusing Cless, then you are taken to the elder's house. At one point Mint shows her healing powers, and then the old man shows his own little trick. Seeing how powerful magic is, Cless says it's probably what they need to defeat Dhaos. This leads to Lenios (the elder) mentioning that Dhaos has been terrorizing people for over ten years. Cless deducts they must be in the future, but contrary to his first guess, they were sent a hundred years into the past.

When night comes, Lenios says that Dhaos is only vulnerable to magic, that's why two of the greatest nations of the world are researching it. Sadly, only Elves and Half-Elves can use magic. Since Cless and Mint are decided to defeat Dhaos, Lenios tells them about a man named Klarth in Euclid who might help.

Cless and Mint agree to stay in Lenios' house, but there is one problem, only one bed is available, so Cless decides to sleep on the floor. In the morning, talk to Lenios' wife to get the Medium Sack (it can contain up to 2000 units of food).

Outside the Item Shop, on the left side you find two bags containing an Orange Gummy and a Remedy Bottle. Go to the Weapon Shop and buy a weapon you like, the Sharp Sabre is pretty well balanced if you ask me. Right after buying your weapons, walk right, into the wall to enter a secret passage that takes you behind the counter. Talk to the boy to get the Mecha Blade combo. Now go by the Item Shop and buy anything you need.

Now you should go to Euclid, but there are a few things to do before: First go to the southern forest, since you can go and rest for free at Lenios' house, don't refrain your TP use with Cless' skills, it's important that you master them. From the place where Cless and Chester spot the boar (directly south from the entrance) head right to grab two chests, one is barely visible, and the other is hidden under a nearby tree (the chests contain a Sage and an Orange Gummy). From there go up and pick up a Hourglass from the chest. Go to the big tree where Cless has a vision at the beginning of the game and get a Reverse Doll from the chest. Now exit the forest, go to the town and rest, then leave through the northern exit.

The area where Morrison's house and the cave would be is empty, so don't bother going there. There's a dock if you head a little north and then go right. You can find a Spy Lens, a Life Bottle, a Steak, a Mystical Rune (equip it on Mint) and an Elixir. Right from there is a cave, but you will use it later.

Now get some training. Stay near the town and use Cless' skills as much as you can, going to the town for healing when you run out of TP. The enemies in the area leave some good Gald, it's better to save for later. Don't overtrain your characters anyway, because you will be going to a better place for EXP quite soon.

3.6- Euclid in the Past

Items to Get: Orange Gummy [1], Charm Bottle [1], Mixed Gummy [1],
Rune Bottle [1]

Once you are ready head to the mountain pass. Just like you did before, you can choose the easy or the taxing way. I recommend you go up in the fork (that's the taxing way); the encounter rate is higher which gives you some good EXP and the chance to practice Cless' skills a bit more. Note that if you missed the treasures at the summit when you were going to Olson's house, you can pick them now.

Once you are on the north part of the continent enter Euclid town. You will notice a girl under the tree near the inn. By talking to her, you can start a whole quest from which you get nothing... To know more about it, see section 4.1.

Now enter the upper right house. The person looking at the books is Klarth, at first he will refuse to go with the party, but Miranda (his assistant) will make him go. Klarth will explain that since he is a human, he can't really use magic, but he has been researching a method to use magic, it's called summoning. Before leaving the house, check all the book selves, they contain interesting information about the spirits.

Now that Klarth has joined the party, lets get the treasure available in town: behind Klarth's house, to the right, you can enter the bushes if you stand on the little flower on the floor, then move one step up, and the rest to the right, in the bushes move up as far as you can, left, up, left, down, left, up and finally left to get a chest with a Charm Bottle.

Left from the Armor Shop is a chest containing 1000 Gald. Go to the food shop and buy enough Apples to fill your Food Sack (the maximum you can have at one time is 15), and then buy as many as possible (Apples cost 1 Gald and have a food value of 60!). Right and up from the Inn you find a pair of chests containing a Mixed Gummy and a Rune Bottle.

There are some musicians in the center of the town , you can give them money, and they will thank you accordingly, if you give them 100 or 1000 Gald, they will give you a bit of information, but it is useless.

Exit the town and head to the town directly north (the town, not the little house you find on your way north).

3.7- The Valley of the Sylphs

Items to Get: Thief's Mantle [1], Opal Ring [1], Blue Ribbon [1],
Apple Gummy [1], Spy Lens [1], Talisman [1],
Rune Bottle [1], Charm Bottle [1],
Elemental Orb [Rare Item]

This is Harmel town, first go to the Item shop and buy a Pick-Axe and a Rope, you will need them for the next dungeon. You should also buy a few Holy and Dark Bottles (one makes you find less enemies, and the other makes you find lots more when used, it's good for training).

If you helped the girl at Euclid, you can meet her at the Inn, she's on her way to see Elwyn at Venezia. The Weapon and Armor Shop in town sell some good equipment for Cless, buy a new weapon for him, unless you want to go north to the city of Venezia and buy a better weapon (it's not necessary).

Exit the town using the same gate you used to enter (the south one) and enter the little house you didn't enter before. Klarth explains this place is called the Long Valley, where the Air Spirits are supposed to live. In order to become able to summon a Spirit, Klarth must make a contract with it, using the appropriate ring.

Before entering the house grab the chest behind it (contains a Thief's Mantle). Inside the cabin the party meets Bart. He says that ever since an earthquake a couple of weeks ago, the Sylphs have been mad. Bart agrees to give you the Opal Ring (needed to contract with the Sylphs) if you look for her daughter, who has been missing for weeks. Her name is Arche and she has pink hair. Equip the Opal Ring on Klarth to raise his defense.

Now exit the house and go north to enter a new area. You fight enemies here, so be careful and remember you can always go for healing to Bart's place.

Check the stones blocking the way and Cless will use the Pick-Axe to break them, then go ahead. The way will be blocked by wind, head right to discover the Sylphs making it. Try to talk to them to enter a battle. The two blue ones are easily killed with one attack of Cless' Lightning Bolt long range skill, but the other two are healed with it, so you will have to make Cless run and jump to hit them. When they are defeated, they will explain that they lost control because of the air from the Magic Realm that is seeping through some rifts in the caves. Klarth explains that the air from the Magic Realm is called Shoki, and it's really dangerous for magical spirits. You will have to find the rifts and block them. Go a few steps down and get the chest (it has a Blue Ribbon inside).

The next screen has a Save Point. In this screen you also find some tornadoes, they draw some HP from you if you stand in them, but it's

not a big problem. Go up until the Sylphs move you to the right, and then go up again, and right as soon as you can to get an Apple Gummy.

Where you are now are two different entrances to the cave and one way that goes north (that one's to the right). The path going north takes you to the summit where the Sylphs should be, but it's empty now. Of the two entrances to the cave, you should use the left one (the other one leads to a place blocked by wind). So, enter the left opening and let the Sylphs move you to the right, use the Save Point there if you want to and check the little stalagmite near the hole in the floor to place the rope. Go down.

Down there go south and right, check the weird wall to break it with the Pick-Axe. Go right as far as you can and break the wall to grab a chest with a Spy Lens, then go back a little and go down the stairs. Now go right and up, and use the rope you find there.

Once you are on the floor above, go directly south from the hole and exit the cave, get the treasure (a Kite Shield and an Amber Cloak) and go back inside. Attack the group of Sylphs to your right (just make Cless run and jump, the Lightning Bolt skill will heal them).

Once the Sylphs are defeated, you can go to a new area of the cavern, use the Save Point from before if you want to and then go north, to the area filled with Shoki. While walking in the Shoki, you will lose some HP with each step, it's best to fill your Food Sack to also recover a little while you walk. Now go right and break the wall with your Pick-Axe, then press and hold the action button next to the rock to move it. Place it on the rift in the floor to your right and the Shoki will disappear.

Go right as far as you can and then go down. Put the rope on the stalagmite and descend to the floor below, which is filled with more Shoki. Klarth will say that there might be Demons down here, and you should run from them. What you have to do here is find two rocks and two rifts to eliminate the Shoki which sustains the monsters. If you run into an enemy called Hell Lord, RUN! That guy is really hard to beat and doesn't give any good EXP. If the random battles here annoy you, just use one of the Holy Bottles you bought in Harmel.

Go right to the Save Point and go down a little, then go right and grab the rock. Move directly south from where it is as far as possible, then go left until you hit the wall and place the rock over the rift north from there. That's one, one more to go! Go back to where you found the first rock. From there go up and right as far as you can (avoid the rift) and grab the chest containing a Talisman. Now break the wall south from you and move the rock on top of the little hole you just avoided. That should make the gas go. Now go back up and notice that all the Sylphs are gone, so you are free to take the chest near you (contains a Rune Bottle). There are no more random fights in the cave either, so smile and take any treasures you didn't take before.

Go outside the cave and the party will comment on how the Sylphs are back to normal now that the Shoki is gone. Go get the chest that the Sylphs on the left were guarding before (it contains a Charm Bottle) and go right passing the caves and up. Cross the two bridges as you head right and then approach the tree to meet Sylph, the wind elemental. She accepts to make a contract with Klarth, but she also says that Magic is being consumed too fast lately, Magical Spirits

will disappear soon anyway. You will have to go to the Tree of Life (AKA Yggdrasil) in the southern part of the continent to find out more. You get the Elemental Orb (a rare item) that will allow you to talk to the Spirit of the tree. Klarth asks about Arche, too, but the Sylphs haven't seen humans in months. Finally, Klarth makes the contract with Sylph using the Opal Ring.

Go back to Bart's place, he will meet you outside and ask about his daughter. The party tells him that the Sylph's hadn't seen her, then they discuss the location of the Tree of Life, which is south of Beladum, the very first town you met in this period of time. But before you go anywhere, use the beds in Bart's place to heal up. Also now that Klarth can summon the Sylphs, he will do it a lot, unless you go to his 'Tactics' screen in the menu and change his settings.

3.8- Yggdrasil and the Destruction of Harmel

Items to Get: None

Exit the Valley, then go to Harmel and buy any items you are running short of.

Make the long way to Beladum, go to rest in Lenios' house if you want to and then use the lower exit of town to enter the Spirit Forest. Go to the place where the burned tree was when Cless and Chester went hunting (if you didn't come here to get treasures right after you left Beladum for the first time, then get them now).

The spirit of the tree appears in front of you and introduces herself as Martel. She says that the tree is dying, and it's no ordinary tree, it is the source of all the magical power of the world! It's because someone, somewhere is consuming huge amounts of magic. The party decides to try and save the tree, since they need magic to defeat Dhaos. After Martel vanishes, Mint tries to heal the tree casting First Aid, but it's useless. Klarth says that Luna, the Spirit of the Moon can probably help, but in order to contract with her, you will need to get a Moonstone Ring in the Moria Gallery (the ancient home of the dwarves), near Alvanista. To get there, you have to go to Venezia first. So, exit the forest and go north, to Harmel.

When you enter the village you will notice something... It's been destroyed! All the doors in town are broken, so the only thing to do is to talk to the pink haired girl near the northern exit. A person called Demitel attacked the town. Cless and Mint want to help her take revenge on Demitel, but Klarth doesn't seem to be so happy with the idea. The girl introduces herself as Lia Scarlet, and joins your party as an NPC (Non Playable Character).

Demitel went north, to Venezia, so just go there.

3.9- Venezia and Demitel's Island

Items to Get: Protect Ring [1], Mixed Gummy [1], ?Book [1],
Spy Lens [1], Savory [2], Magic Key [Rare Item],
Elixir [1], Apple Gummy [2], Verbena [1],
Reverse Doll [1], Corsesque [1], Armet Helm [1],
Holy Bottle [2], Rune Bottle [2], ?Book [1],
Aquamarine Ring [1], Ruby Ring [1]

Combos to Get: Tempest [Pay 3,000 to a woman in Venezia's Armor Shop]

Go north to Venezia. If you helped Nancy (the girl at Euclid), you can talk to her at the inn (go north from the entrance). See section 4.1, 'The First Date' to find out what to do.

Now lets get on with the business in town. From the entrance of town go right and enter the only house with a door there. Talk to everyone, some people will talk about Demitel, who now lives on a small island. Once you have talked to everyone leave the house. Remember that you MUST talk to these people in order to be able to take the ship to Demitel's Island. Remember to go upstairs and talk to the mayor, Lenios' twin brother (this helps you get a spell later).

From the fountain, go up and right, talk to the guy on the boat and pay him to be transported around. First choose number 1 to be taken to the Weapon Shop (buy a new weapon for Cless and a Gem Rod for Mint). Talk to the guy again and choose number 2, in the Armor Shop talk to the person walking around and pay 3,000 Gald for the Tempest combo for Cless, then buy new armor. Go back to the boat guy and choose number four to be left near the Item Shop. Buy anything you need and exit to the right.

You are now in Venezia Harbor, but the only boat you can get on right now will not take you to Demitel's island, so take the northern exit to enter the city again. There go down and buy food at the store (Apples and Beefs are the best, they are cheap and have a quite high food value). Now go up and left to the fountain. Go past the place where you took the boat the first time and talk to the captain of the Ship. He will charge you 400 Gald per head, so you have to pay 1600 Gald.

Inside the ship you can buy items from the guy in the upper left corner of the bar. You can also rest and save in your cabin. And if you talk to the captain, don't say yes or he will take you back to the city. In the docks you can find two chests, one has a Mixed Gummy and the other contains a ?Book. The Items that start with ? are items on which you have to use a rune bottle to discover what they are. This one transforms into a Porno Magazine, it's a weapon for Klarth, but it's very weak, so don't waste a Rune Bottle on it.

Now go north, to the left from the gates to the mansion is a chest containing Spy Lens. When you try to enter Lia will say that Demitel probably destroyed Harmel to prove that he had surpassed his master, Lia's father. Go in and ignore the crystal things. Head left, there are three doors, the first one contains a Save Point, in the second one (Demitel's Library) go to the back to get a chest with a Savory (it's hidden behind a pot) and check the closet next to the chest to get the Magic Key (a rare item). The third door in the corridor is the bathroom's door :)

Go back to the room with the crystals and head right. Of the two doors use the right on first to get an Elixir, 430 Gald, a Savory, two Apple Gummies and a Verbena. Now exit the room and use the key you just got on the left door. There are random battles in this garden, but the enemies are the same from before. Check the big tree four times to get into a battle with two Oak Roots. Use Cless' Lightning Bolt skill, make Mint cast Pico Hammer on them and let Klarth use Sylphs as many times as you want to.

After the battle, the big tree is no more and the light can come into the house. If your characters are hurt and have little TP (most likely) go to the ship and rest in your cabin to recover.

Back in the room with the crystal prisms, open the middle curtain, then move the middle prism twice (that should make the light split into two rays, each going to one of the other prisms), then move the other two prisms three times, so the light goes into the orbs. A passage should be open.

Enter the just opened passage and go south until the path splits into two, go left to get a Reverse Doll, then go right until you have the choice to go up or down, go down and follow the path right to get a Corsesque (weapon for Cless) and a Armet Helm (helmet for Cless, duh!). Now go back and this time go up. Use the Save Point and heal your characters, don't forget to recover your TP if you are low on it.

Proceed into the chamber where Demitel awaits. Demitel denies having killed Lia's parents. Moreover, he says that the girl by your side is not Lia! The real Lia died in an accident with her parents. The party starts to doubt, but then Cless notes Demitel's reflection, which is just like Malice's, meaning that he is under Dhaos' control. Now that you know who controls him, Demitel attacks you.

BOSS: Demitel

Demitel

HP	2700
TP	0

Lilite [2]

HP	600
TP	20

Golem [2]

HP	280
TP	0

TOTAL EXP 2414

GALD 6440

ITEMS Holy Bottle [2], Rune Bottle [2], ?Book [1]

An easy fight. Have Klarth summon Sylphs to attack Demitel while Cless uses short range skills, like Tiger Teeth on the Golems. Mint should just use Hammer on Demitel to prevent him from casting some nasty spell. Don't worry too much about the Lilites, they have low TP, so after casting two spells that Mint can easily heal they will not be a menace anymore.

NEVER let Demitel alone for too long, or he will summon Lich, easily hurting your characters for more than 700 HP! When Demitel is all alone use your best techs on him. The Blade Storm will work wonders. Have Mint ready to heal all the time, because Demitel can hurt your characters quite badly pretty quick.

When the battle is over Lia thanks you and says she will go with her parents now. She tells you to take care of her friend, then she faints and her soul goes to heaven. Mint finds a ribbon in her hand, then everyone freaks out because Lia gets up! She asks where she is and where is Lia. It turns out she is Bart's daughter Arche! So now you are taken to Bart's place. After the scene about Lia, Arche decides to come with the party, so now you have a Half-Elf that can cast magic! She gives you two contract rings from Bart, the Aquamarine and Ruby Rings.

3.10- On the Way to Alvanista

Items to Get: Halberd [1], Veggies [1], ?Book [1], ?Weapon [1]

Spells to Get: Fireball [Arche already knows this spell]
Ice Needle [Arche already knows this spell]
Grave [Klarth's house]
Ice Tornado [Klarth's House]
Eruption [in Beladum, talk to Lenios]
Lightning [bought from woman in Venezia]
Storm [bought from woman in Venezia]

The ?Book you got from your fight with Demitel can be transformed into a Yellow Kings book, a weapon for Klarth that's much better than the one he has now (you transform things using Rune Bottles).

Arche has two spells already, the Fireball and Ice Needle spells, but can get a few more right now, so why not? First, go to Klarth's house in Euclid and check the bookcase next to the bed (upper-right corner of the house) to get the Grave spell, then check the right-most bookcase (in a small corridor south of the room with the bed) for the Ice Tornado spell. Now go to Beladum and talk to the good old Lenios, if you talked to his twin brother in Venezia, he will give Arche the Eruption spell.

Now go to Venezia. In the small house left from the fountain (not the Trading Company's, the other one) a woman can sell you two spells: Lightning (for 200 Gald) and Storm (for 1,000 Gald).

Remember there were a few item bags in Demitel's chamber that you didn't have a chance to get? Well, why not go there now? Talk to the Captain of the ship from before and pay the 1600 Gald. Work your way to Demitel's chamber (remember you can use a Holy Bottle) and get the items: a Halberd (weapon for Cless, quite strong), Veggies (food item) and another ?Book (transforms into a Rabionis, equip it on Klarth).

Go back to Venezia and heal at the inn. Once you are ready go right from the fountain and talk to the captain of the ship there. Klarth will convince him to take you. The price is 200 per head, so that's 800 Gald total.

During the trip Klarth asks Cless which of the girls he likes the most, Cless is embarrassed by the question (that and what Klarth says about Arche), and says he shouldn't think about that, since he has Miranda, but he replies she's just his assistant (and something else...). A stranger introduces herself as Meia and chats with the party a little bit, then she goes to the pub. The party comment they are hungry, so enter the pub.

The party sit with Meia, then she and Klarth start drinking. One hour later Klarth and Meia are drunk and happy, another hour later Arche starts drinking, and by the third hour Cless and Mint already went to sleep, Meia reveals that she is actually going to sell some information about Alvanista's government to a spy. The truth is, Alvanista is being controlled by Dhaos. Meanwhile, Arche is dreaming about doing nasty stuff with Cless...

The next morning Meia knocks the door, but when Cless opens the door, Klarth knocks her! It seems Meia is possessed. Klarth and Arche have a hangover and Mint is seasick, so Cless has to go all by himself to look for Meia. Save your game if you want to, if you haven't equipped the halberd you got at Demitel's Mansion then equip it now, it's very powerful. When you are ready exit the room and go north, to the pub, go outside and talk to Meia to engage in a battle.

BOSS: Meia

Meia

HP 2400
TP 0

EXP 450
GALD 4000

ITEMS ?Weapon [1]

This battle is not hard even with Cless all alone. Most of Meia's attacks are weak but some of them can make up to 200 damage, which is quite a lot. The boss is fast, but if you make the most out of your techs you will win easily.

After the battle, the party discuss how Dhaos probably knows who they are and what they plan to do.

3.11- The Kingdom of Alvanista

Items to Get: Lavender [3], Black Onyx [1], Opuscule [1],
Gungnir [1], Garnet Ring [1], Moria Pass [Rare Item]

Combos to Get: Psion Storm [pay 6000 Gald in the Adventurer's Guild]
Burning Soul [in a camp south-west of Alvanista]
Lion Lunge [in a camp south of the Moria Gallery]

Spells to Get: Tractor Beam [Magic Research Room in the Castle]
Thunder Blade [Magic Research Room in the Castle]

In the docks of Alvanista you can catch a ship going to the docks near Beladum (but you don't want to go there). There's a chest in the docks that might be hard to get because of the crabs. You have to go down the short stairs near the old lady talking to a sailor and follow the path, the problem is, it might be blocked at some point by a crab, and even worse you may get the item and be stuck for a while if a crab gets in the way! The item is a Lavender, so try to get it (another tip is, if a crab is blocking the path, exit the screen and re-enter, all crabs will be reset to other position).

About the ?Weapon you got from Meia, it transforms into an Ice Scimitar, a water elemental sword. It's weaker than the Halberd you found in Demitel's chamber, and the next boss you face absorbs water, don't equip it.

Okay, the city is quite big and has plenty of things to see. In the food shop fill your food sack as always. The weapon and armor shop sell things that are a little bit better than what you have now, but you can go to better stores pretty soon, so don't spend all of your Gald. The Item shop sells some good stuff, they have Rune Bottles (too bad they are so expensive) and good accessories, such as Battle Runes (they raise your attack by 10%). Nancy and Elwyn are there if you helped them, see section 4.1 to know what to do now.

In the Pharmacy buy Apple and Orange Gummies if you don't have any, and don't go down the stairs to the pub, you will be going there later).

There's a boy in the right side of town whom you can race. Speak to the man next to the lady and answer yes three times to see the route you have to follow. Look at the 'Secrets and Extra Stuff' section of the FAQ to see the rules of the contest. The prizes you can get are:

- 1.-Cat's Eye
- 2.-Beef [Food value 700]
- 3.-?Weapon [transforms into a weak Longsword]
- 4.-?Weapon [Transforms into an Ice Scimitar]

The only thing worth to get is the Cat's Eye, the Beef isn't that impressive and you already have an Ice Scimitar and a Longsword. Try to get as many Cat's Eyes as you can, they can be sold for lots of money later.

When you are ready go outside, save and go to inn of the city (we'll explore the area later). When you go to sleep the party will think of a way to sneak into the castle, and Arche's broom seems to be the only way. Answer 'Yes' to sneak into the castle, and 'No' to just go to sleep (if your characters are low on TP then choose no).

Answer to and then yes again to confirm. Arche will take everyone up

to the castle. Inside, you have to wait until the guards are outside the screen to walk past the hallway they are watching, you will be kicked out (only to the balcony) even if the soldier is facing the other way. Before going any further, make sure Cless isn't equipped with the weapon you got from Meia, because the next boss absorbs the damage from water elemental stuff. Also, turn off Arche's ice spells (go to her skill menu and press Y next to the spell). Equip the Heavy Stone you got in a chest in Morrison's house on one of the characters (Mint is a good option) to protect him/her from the Tractor Beam spell the boss will be casting.

Go to the right and don't enter the throne room (it's empty), enter the door in front of the stairs (there's nothing downstairs). The prince will be in the dark room. He calls for the guards, and the party realizes that the bird is controlling him. The bird then goes next to the prince and reveals its true form, Jahmir. You have to fight the demon now.

BOSS: Jahmir

Jahmir

HP	3400	Weakness: Fire, Air
TP	100	Absorbs: Water

Alice [2]

HP	2500	Weakness: Fire
TP	0	

TOTAL EXP	3300
GALD	10528

ITEMS Lavender [2], Black Onyx [1]

First destroy the two Alices with Cless' techs while Klarth and Arche cast spells on Jahmir to prevent her from casting any powerful spells on your party. Mint must be ready to heal all the time, for Jahmir's attacks are really strong.

Once both Alices are dead, go for Jahmir, but don't get too close. Have Cless use his long distance skills, Klarth summon Sylph and Arche cast Eruption or any other fire spell.

Jahmir can protect herself with a magic bubble anytime, during these times, Cless cannot hurt her, he will be hurt instead if he touches the bubble.

When you win you will receive some EXP and a ton of Gald. Also, the Black Onyx, an item that raises the wearer's MAX HP by 30%

Upon Jahmir's defeat the prince freaks out and the guards come in to get you and take you to jail.

After some time in the cell, a person (called Runeglom) comes and takes you to see the king. Klarth explains that the prince was under Dhaos' control. The king mentions that Midgard and Dhaos are at the

brink of war.

Klarth asks for permission to enter the Moria Gallery and the king grants it. You will have to pick it at the Adventurer's Guild in the city. After all the conversation you get the Opuscule (a new weapon for Klarth), the Gungnir for Cless (it's pretty strong) and the Garnet Ring (a contract ring for Klarth).

You can now explore the castle freely. First go down the stairs in front of the prince's room. In the left room talk to a pink haired person in a green hood, buy the Thunder Blade (12,000 Gald) and the Tractor Beam (4,000 Gald) spells. Talk to everyone else there, they mention the location of the elemental spirits you will have to contact (you MUST talk to the people here to be able to access Undine's Cave).

Go down the stairs that are right from the throne room. Go right from the stairs and talk to the old guy there, he will ask something (he gives Cless a new class, which doesn't affect a thing). In the center of this room is a guy against whom you can play a little game, look at the 'Secrets and Extra Stuff' section for more info. You get a Mental Ring from this game (only once, after that the guy won't play with you).

The floor below doesn't have anything worth of noticing, there are two guys who play with the BGM speed and the library (read the books, they are interesting). To the right you can visit the castle's jail, but you cannot go too far.

Leave the castle and go to the pharmacy in town (from the castle gates go left, down as soon as possible and left again until you see a sign on a building). Go down the stairs there, to the Adventurer's Guild. The guy near the stairs will sell you the Psion Storm combo for 6,000 Gald (if you run out of money, go outside and get some from monsters, or just sell the stuff Cless doesn't need any more). Talk to the old man behind the counter to receive the Moria Pass (it is a rare item). Talk to the old man again and answer yes if you want to hear Sakuraba play the Piano (Sakuraba is one of the composers of the game's music). If you talk to Sakuraba, he will sell you a password for 1000 Gald, but you don't need to ask for it, since I'll tell you the password when you need it.

You can enter the Moria Gallery now, but you cannot do a thing there without the four Elemental Spirits, you have one of them already, so there are only three left.

Before going anywhere, exit Alvanista and cross the left bridge, avoid the house near the lake (you can't do a thing there yet) and go along the southern shore to reach a small camp. Talk to the woman to get the Burning Soul combo for Cless. Go back to Alvanista and now cross the right bridge, head south, then left and south until you reach another small camp, talk twice to the man there and he will offer to sell you the Lion Lunge combo for 12,000 (buy it of course, if you don't have enough, just stay in the area fighting enemies until you can afford it).

The next three chapters can be done in any order, but it might be easier to make them in the order presented in this guide.

3.12- Undine's Water Cave

Items to Get: Orange Gummy [1], Spy Lens [1], Rune Bottle [1],
Aqua Mantle [1], Seafood [2], ?Book [1]

Spirits to Get: Undine [Cavern north of Venezia]

Go to Alvanista's harbor and talk to the captain of the leftmost ship to travel to Venezia. Stay at the inn there and then go talk to the captain of the ship that took you to Demitel's Island. Now you can choose where to go: 1 takes you to Demitel's place, 2 takes you to Undine's Cavern (choose 2, duh!).

In the restaurant of the ship you can buy Items from the guy in the top-left corner. When you are ready, go north from the ship and enter the cave (the other way takes you to the map, and that's useless at the moment unless you want to save). There are some strong monsters inside the cave, you can get some good experience, so if you want to, use a Dark Bottle to fight enemies more frequently and go to rest at the ship when you need to.

When you are ready (with all characters around level 20 you will be OK) go right, follow the path and go down the stairs. Cross the little bridge and pull the lever on the wall to the right, then go up, left and go down the stairs there. Get the chests in the formerly flooded pool (contains an Orange Gummy and Spy Lens). Go down the stairs in the same pool. Get the Rune Bottle and throw the switch.

Go back the way you came into the room and throw again the switch to make the water re-flood the pool you have just been to. Use the top left door, enter the empty pool, get the Aqua Mantle from the chest and equip it on someone (it reduces damage from water). Go through the now unlocked door.

There are two pools in this room. First go into the left one (it should be empty), get the treasure (it's Seafood) and then go down the stairs to throw the switch. Go back up and exit north use the Save Point if you want to and proceed. There are two levers here, the one nearer to the stairs makes the pool in this room flood (that's useless now), the other one changes which pool is filled in the last room. Of course throw the second switch and go back. In the right pool (now empty if you did it right) get the chest (contains a Seafood), then go downstairs and throw the switch (you should hear a weird sound when you throw it).

Go into the room north, there should be a hole in the ground of the pool. Save and heal both HP and TP because a boss battle is to come. Go to Arche's Skill menu and turn off all of her Ice spells, and do remember to go to the tactic menu and put her and Klarth in the 'Cast Many Spells'/'Call Many Spirits' mode. Cross the empty pool and throw the nearest switch, the one that floods this room. Undine will appear and quickly attack you!

BOSS: Undine

Undine

HP 6450 Weakness: Fire
TP 300 Absorbs: Water

Red Slug

HP 650 Weakness: Fire, Thunder
TP 0

Calamari

HP 2243 Weakness: Fire
TP 0 Immune: Wind

TOTAL EXP 10470

GALD 8885

ITEMS ?Book [1]

At the beginning of the battle have Arche cast Thunder Blade on the Red Slug to eliminate it (it can do some damage if you let it). If Cless is at level 23 or above he should have the Phoenix skill, use it on the Calamari until it dies, and then go for Undine, it takes an awful lot of her HP (for my case, about 800!). If Cless does not have the Phoenix skill, then attack with his Lightning Bolt, it does pretty decent damage, if she gets too close, Blade Storm doesn't work on her, so don't use it. Klarth should cast Sylphs on Undine to prevent her from casting a spell (remember that you cannot attack the Calamari with Sylphs, it won't hurt it). Have Mint use Hammer on Undine to knock her for a good while. If you want to, use a Flare Bottle on Cless to raise his attack power for a short time.

As for Undine's attacks, she can cast a spell that drops an ice ball on a party member, this damages for about 600 HP. The worst is not a spell, but a skill she has. She moves her sword and a wave of energy crosses the whole battlefield, hurting your guys quite badly and stopping the casting of any spells. If Mint is at level 23 or above, have her cast the Nurse spell, which heals all characters on the screen at once (if she's not at level 23, then have her heal two of them and use Apple Gummies to heal the others).

The key for this battle is to bomb her with all you've got. When she's alone, make sure that Arche uses Thunder Blade and that Klarth calls Sylphs (it won't hurt her much, but it will stop her spells) while Cless uses his Phoenix tech. After a not-that-long time, Undine should be defeated.

NOTE: For another Tactic to defeat this boss, look at Section VI.5 of Part II.

Okay, now Klarth makes a contract with Undine using the Aquamarine Ring and you have to leave the dungeon, but first, turn off Undine from Klarth's skill menu, to avoid healing the enemies in here. Don't waste a Rune Bottle on the ?Book you got from the battle because it is a weapon for Klarth that you should already have.

Save if you want to and go south, past the chamber with the two

pools. When you get to the screen where you found the first switch of the dungeon, you have to throw it and go up, left and down, because the door leading to the path around is now locked. Cross the pool and exit the cave.

Go to the ship and say yes to the captain to leave to Venezia. Take this chance to talk to Elwyn's father if you decided to do so, if not, just catch the ship to Alvanista, to go for the next spirit.

3.13- Ifrit, the Fire Elemental Spirit

Items to Get: Mixed Gummy [2], Spy Lens [1], Talisman [1],
 Resist Ring [1], Sorcerer's Ring [1], Savory [1],
 ?Weapon [1], Battle Rune [1], Magma Key [Rare Item],
 Charm Bottle [1], Flame Mantle [1]

Spirits to Get: Ifrit [In the Molten Cave of Freland]

Spells to Get: Fire Wall [In the Fire Cave of Freland]

In Alvanista, get any spells or combos for Cless you couldn't afford before (refer to 3.11). Refill your supplies of Gummies, Holy Bottles, Dark Bottles, anything you have spent and buy a few Rune Bottles if you don't have any, and of course, do fill your Food Sack, remember that the cheapest way to do that is with Apples.

Once you are ready, go to the map and cross the bridge to the right of the city. Go south and enter the little structure on the shore, that's the docks. Get on the Ship and talk to the Captain, the price to go to the Freland is 80 Gald per person, 320 Gald in all. Accept of course.

When you get to the desert continent exit the docks (use the narrow path south). Go directly east to get to Olive Village. There are two treasure chests in the city, one is near the southern entrance of the village (contains a Mixed Gummy) and the other is north, between two houses (contains 2600 Gald). Buy equipment you need (you can get to a city with better equipment right now, but you have to travel quite a lot and the stuff there is VERY expensive). In the Item Shop buy two Silver Capes, one for Mint and one for Arche, then use a Rune Bottle on them to make them Princess Capes (they protect you from Fire!). Use a Rune bottle on the Aqua Mantle you got from Undine's Dungeon to make it a Flame Mantle that reduces damage in Ifrit's Cave (equip it on Cless or Klarth). In the Food Shop is a bunch of weird people (probably programmers). Oh! make sure you have Remedy Bottles, because some of the enemies in the next dungeon can paralyze Cless.

When you feel ready, go East from the city, save your game and enter the cave. Inside, equip Cless with the Ice Scimitar you got from your fight against Meia (it is a ?Weapon until you use a Rune Bottle on it), it is a water elemental weapon, so it will hurt enemies pretty bad in here. Make sure Klarth can summon Undine (from his Skill Menu) and turn off Arche's fire spells (such as Fireball, Eruption, etc.). If Cless has the Phoenix Skill, replace it by another one, as it will not hurt the enemies here.

Go right and up to get a chest (contains Spy Lens), then go south and down the stairs. Go south here and get the treasure chests, they contain a Talisman and a Resist Ring, then go left and up to get the blue chest containing the Sorcerer's Ring. With it you can shoot rays of energy (if it is equipped, of course), so equip it on one of the characters and go back, because the door here is locked.

From the stairs go all the way left (ignore the door you find in your way for now). The door is locked, but there is a button in the wall that you cannot reach normally. Walk over the column, face the button and press A, the ray from the Sorcerer's Ring should open the door. Go through it, and get the three chests in the top-left corner of the room (they contain a Savory, a ?Weapon and a Battle Rune). The Battle Rune raises the attack power of the character by 10%, so equip it on Cless if he doesn't have one yet. The ?Weapon becomes a Thunderclap axe. Go south and down the stairs to continue with the dungeon.

Go through the empty room and when you get to the room where the door locks behind you get the three chest containing a Mixed Gummy, 1000 Gald and the Magma Key (a special Item). Continue on and you will reach the chamber where you got your Sorcerer's Ring. Go up the stairs and walk left to the open door you ignored earlier, go through it.

Go left from the Save Point and get the Charm Bottle from the chest, then shoot the button on the upper wall to open the door near the save point. Recover all your HP and TP and save, because the battle against Ifrit is near. Go Through the door, and use the Magma Key on the next one. Use the Sorcerer's Ring on the pillars over the magma to knock them down and be able to walk around (it's really easy).

When you cross you will find Ifrit guarding a chest. He says he has to test you strength before granting you a contract, which means you have to fight!

BOSS: Ifrit

Ifrit

HP	5500	Weakness: Water
TP	0	Absorbs: Fire

TOTAL EXP	4000
GALD	8000

ITEMS Flame Mantle [1]

He's really easy to beat. Ifrit can teleport around and throw a few fire balls at your characters.

To kill him quick use a Flare Bottle on Cless and have him use Short Range skills (that should get about 500 HP per hit!) while Arche casts Thunder Blade and Klarth summons Undine (she can knock about 1000 HP from Ifrit each time she's summoned). Mint should try to use Delay on Ifrit to make it easier for your other spell casters to get a spell out without being hit.

Ifrit should die in a few minutes this way, without any difficulty.

NOTE: For another Tactic to defeat this boss, look at Section VI.5 of Part II.

After the fight, Klarth makes a contract with Ifrit, using the Garnet Ring. Now get the chest in the back for the Fire Wall spell. Turn off Ifrit and Fire Wall from Klarth and Arche's skill screen because they will heal enemies in here. Exit the Molten Cavern now and return to Olive Village to heal up, then go back to Alvanista.

3.14- Gnome, the Spirit of Earth

Items to Get: ?Book [1]

Spirits to Get: Gnome [In the Cave East of Beladum]

Spells to Get: Stone Wall [In the Cave East of Beladum]

In Alvanista do as always, buy any Items you need (remember that Rune Bottles are always useful, so make sure you have a few). You can buy a password for the next dungeon from the pianist in the Adventurer's Guild if you want to, but I'll give you the password so, why would you want to waste money?

Go to the harbor and get on the Ship to the right, talk to the Captain and he will offer to take you to the docks east of Beladum for 100 Gald each, making a grand total of 400 Gald. Say yes, because Gnome's Cave is near that place. Note that this ship is a Cargo Ship, so there's is no pub and there is no guy to buy Items from, and, more importantly, they won't wait for you, so you will have to take long way back later!

Once on the continent of Beladum (and Euclid), exit the harbor (get the treasure if you didn't get it after leaving Beladum for the first time). Exit the docks and walk South over the bridge and then East to the cave (if you are hurt for some weird reason, go to Beladum and rest).

Inside the cave cross the bridge to your right and go north. Touch the door and you will have to put the password. You have to choose a syllable each time to form the word you were given by Sakuraba. The password is KIKURIMU, so the numbers are: 3·1·2·4. If you do it right, the door should open.

Go down the stairs, go south through the door, then go right and up to talk to the gnome. He will ask if he can come along. Answer 'Yes' and he will start following you, but he's not fast, and you have to keep him near you when you pass from a screen to the other.

Go south (remember to keep the guy near you, and make sure he appears after you in each screen, if not, then go back for him). This screen has lots of other gnomes, but they are a little hostile, and attack

you if you come too close. The only way to beat them seems to be the Tractor Beam spell. You should avoid fighting them, since the experience is worthless. Walk left, ignoring the first door you see (it takes you nowhere) and then go through the next one, follow the path avoiding the guys that go after you (equip the JetBoots and press A to run in the field and you will be safe). Remember to wait until the gnome is near you to cross the screen.

Go north and then right, talk to the group of guys and they will run out with the one following you. Go right and downstairs. Cross the bridge to the right and go through the door up there (following the other path takes you to the same place anyway). Use the Save Point because the battle against Gnome is near. If you talk to the gnomes guarding the doors, they will ask you if you want to fight. Don't do it, they would just regenerate. The top-right door takes you around back to the bridge you just crossed, so it's useless.

Okay, after healing and saving, go right from the Save Point and examine the switch and choose yes. The alarm will sound and all the little guys will leave their post to go see what happened. Now's your chance! The top-left room is empty, so the only thing to do is to enter the middle room (make sure you are healed before!). The party will go near the chest and Gnome will attack.

BOSS: Gnome

Gnome

HP	3400	Absorbs: Earth
TP	150	

TOTAL EXP	9200
GALD	13003

ITEMS ?Book [1]

Gnome can be more an annoyance than a menace. It has a rocket attack that doesn't hurt the guys badly, but that stops any spells, and you cannot attack it while it is underground or in the air.

Whenever you see that the four shadows are going into one point of the ground, calculate the time it takes your guys to cast spells and have Mint use the Hammer spell, have Klarth summon Ifrit and Arche cast Thunder Blade. Use a Flare Bottle on Cless and hit it with your best techs. If you have good timing and a little luck, you can hurt Gnome pretty badly, leaving it ready to be defeated the next time it shows its head. You might want to use a Hourglass or Chrono Glass.

Remember that when Gnome starts its missile attack you can't do a thing about it, only wait until it stops and heal if necessary.

NOTE: For another Tactic to defeat this boss, look at Section VI.5 of Part II.

After that annoying battle Klarth makes a contract with Gnome using the Ruby Ring. Now open the chest in the back to get the Stone Wall

spell for Arche. The ?Book you got from the battle is just another Porno Magazine, so it's not worth the Rune Bottle. Now exit the cave, you will notice that all the little guys are gone now and you can walk freely. You will have to walk North to Venezia, because the Ship you used to come here is gone. If you need to rest go to Beladum and use Lenios' beds.

Go through the Mountain Pass, this time around use the short path, because the enemies in this area don't give good experience at your levels. Buy anything you need in Euclid and then just go to Venezia. Get on the ship to Alvanista and that's it!

3.15- The Moria Gallery

Items to Get: Orange Gummy [1], Lavender [1], Protect Ring [1],
Steak [1], Rune Bottle [3]Lemon Gummy [2],
Yellow Cake [2], Mystic Broom [1], Apple Gummy [1],
Turquoise Ring [1], Heavy Stone [1],
Broken Ring [Rare Item], ?Rod [1], ?Armor [2],
Verbena [1], Black Onyx [1]

Spirits to Get: Maxwell [10th floor of the Moria Gallery]

Well, buy all the Items you might need, such as Apple and Orange Gummies, Remedy Bottles, Flare Bottles, and don't forget to bring a few extra Rune Bottles, because you might need them. Go to the Food Shop and fill your Bag (again, the cheapest way to do it is buying Apples and filling the Sack, then repeat until it is full). Buy 15 of any food available, just in case. Make sure you still have the Pick-Axe and the Rope you bought a long time ago (you don't want nasty surprises)

When you are ready leave the town and cross the bridge to your right. Go south. The Moria Gallery is near the harbor where you caught the Ship to the Freland, just go right and up from there and enter the cave.

Inside a guard will ask to see your Pass and you will be able to go on (if the guard doesn't let you in, then go back to Alvanista and talk to the old man behind the counter of the Adventurer's Guild under the pharmacy).

In this floor go up and left to get an Orange Gummy from the chest. Check the switch on the upper wall and choose 'Yes' to throw it. Don't go down the stairs you see there, they lead to the fourth level, but the door is closed at the moment, so you would be wasting your time. Now head right, into the next screen. Go through the door (if it's not open, you forgot to throw the switch). Go downstairs here.

=====
- Second Level -
=====

Step on the switch that's right from the door and it should open. Go

through the door. Check behind the sign and you will get a Lavender from a barely visible chest. Walk left to the next screen. Press and hold the confirm button next to the statue of a woman and move a little right and then down. Place the statue on the switch and the door will open. The chests in the room contain 2000 Gald, a Protect Ring, and a Steak. Remember to throw the switch and go back to the room with the sign, then head right and go downstairs.

=====
- Third Level -
=====

Go a little right and north as far as you can. Step on the symbol on the floor that says 'ON'. Cless will start flying (just like in Dhaos' Shrine). Go south and left as far as possible avoiding the symbol that says 'OFF' (or Cless will be walking again). Then fly North and through the door (it would close if you were walking). The next door is just like the one you saw in the Second Level, but you are flying now, so, go a little North and DO step on the symbol that says 'OFF'. Cless will be walking now, so step on the left switch and go through the door.

Head right into the next screen. Move the statue away from the switch and head South. The door will close behind you, but it doesn't matter, because all you have to do now is walk right and go down the stairs.

=====
- Fourth Level -
=====

When you get here all you see is a short corridor, at the end of which is woman looking for a passage. If you pay attention, you will note that the middle torch is not lit, check it twice and you will be given the option to pull it (choose yes, of course). A passageway opens, leading to a room with two doors. The right one is open, so go through it. Talk to the woman there and step on a switch, when the woman steps on the other switch (if she's coming towards the one you are on, move to the other) a chest with a Rune Bottle will appear.

Go back to the last room and step on the left switch. Go through the door that opens (should be the left door). In this room read the sign (it reads Up, Up, Down, Down, Left, Right, Left and Right). Walk left, into the next room, where you find a statue and four switches. Ignore the statue for now and step on the switches in the order the sign indicated (if you make a mistake during this process just start over). When you hear a door opening go back into the room with the sign. From it walk a little to the right and down. Go through the just opened door and use the Save Point if you want to (you probably do).

Throw the switch on the wall and the door there will open, now you can go between the 4th and 1st level anytime you want to. Step on the switch there, but don't go down the stairs there, they lead to the 9th level, but the door is closed there.

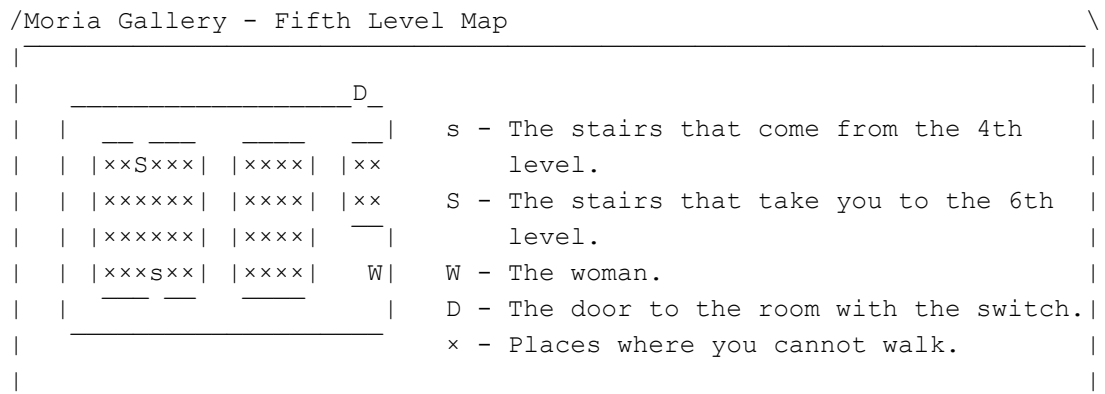
Go back to the room with the statue. The door is now open. Take the statue with you through the door and place it on the switch there. Now you are free to go to the Fifth Level.

=====
- Fifth Level -
=====

This level is in absolute darkness, except for the light surrounding you. From the stairs walk right into the next screen. Keep going right a little and then go up, a woman there says something. Walk a few steps left (until you hit the wall), then go up, and finally right to find a door with two switches like the ones you have seen several times in this dungeon. Open it and go through it. Remember the ring you used in the cave where you got Ifrit? Well, equip it on someone, stand in front of the button on the wall and shoot. If you do it right, you will hear a door opening.

Exit that room walk directly left, into the next screen. Walk near the southern wall of this corridor and ignore the first path going down. You should see an open door soon, go through it and down the stairs.

NOTE: If you have any trouble to find anything in this room, use this map:



=====
- Sixth Level -
=====

In the first room just go through the door you see. The next room is dark, and has spikes on the floor, but all you have to do is walk right into the next screen (make sure you are healed for battle after walking over the spikes).

In this screen you can see a chest, but the teleporter takes you back to the room with spikes if you try to come near it. What you have to do is enter the room that's near you, where there are three statues, each on a switch on the floor. Move the rightmost one and throw the switch on the wall it was covering. A path opens, leading to the chest that contains a Lemon Gummy. Once you take it put the statue back in place and leave the room using the door (you can also step on the teleporter and come back from the room with spikes).

From the room you have just been to, walk south and go down the stairs into the 7th level.

=====
- Seventh Level -
=====

Use the Save Point here and then use shoot energy from the Sorcerer's Ring to the light torch. A transporter should appear and you should step on it of course.

You are taken to a dark room. If you walk few steps to the North you can see a chest, but if you try to take it a hidden transporter makes you go back to the last room. The room is square, so you have to walk the other way to be able to get the chest and continue. When you finally get the chest (it contains a Lemon Gummy) keep going and you will be teleported back into the room with the Save Point. Use the teleporter again and you will be in the same room, but in a different part of it. A new chest will be near you, but you have to take the long way around again. This time the chest contains a Yellow Cake. Step on the teleporter to be back on the Save Point room. Now repeat the whole process (this time the chest contains a Mystic Broom, a good weapon for Arche). Finally, go back to the Save Point and step back on the teleporter. This time you are taken to a room with candles. Shoot them with the Sorcerer's Ring to light them. When all candles are lit the door will open.

This is another dark passage. Just go straight and follow the long path until you reach the next screen. Here you have break the weak wall with the Pick-Axe that you used in the Sylphs' quest. Go right and up to light the candles, then walk back down and go through the door.

=====
- Eighth Level -
=====

There's another candle here, but if you try to light it your characters will be shot with arrows. Instead of lighting it, check it, to discover it has a switch, choose to throw it and the door will open.

The next passage is dark and spiky, but you can avoid any damage if you step on the switch just by the entrance to the passage and go back to the room with the candle. The candle will be gone, and an 'ON' symbol will be in its place. Walk over the symbol and enter the passage flying. The spikes won't hurt you now. Just follow the path, right after turning right go down to get to a chest containing a Yellow Cake, then return to the path you were following and just keep going. At the end of the corridor is an 'OFF' symbol.

The next room is also dark, but it's easy to get around. Just go South to get a pair of chests (they contain a Rune Bottle and an Apple Gummy). Now go back to the place from where you entered the room and head left until you hit the wall, then South and finally right, to find the door into the 9th level.

=====
- Ninth Level -
=====

The door here is closed. Take the path to your right. If there are flames in the holes throw the switch to make drops of water fall. After that go up and step on the switch to open the door. Go through

it and head left. Throw the switch near the locked door to open it. Now you can go from the 9th floor to the 4th one, and from the 4th one to the 1st one directly. If you are running out of items go to Alvanista and buy whatever you need.

Go right from there and North into the passage. Walk right and up when you can until you come into a room with a switch on the floor. Step on it of course and go back to the locked door near the passage with holes in the floor. The door should be open now, which means you can go to the 10th level.

=====
- Tenth Level -
=====

There's a Save Point here and a chest containing a Turquoise Ring. Throw both switches on the wall. Each one makes a teleporter appear or disappear. Use the right teleporter. In this room you find a stone tablet and a locked door. Check the stone tablet and Klarth will try to read it. Seeing he can't, Arche does it, as it is in Elf Language and she is a Half-Elf. The tablet has some kind of poem that clue's you about the solution to the puzzle in the next room:

'Death is always at your back, for all return to the earth from which they came...'

'...the fire of life is at the births to come...'

'...the tears of the mourning woman are on your left...'

'...and the wind blows forth from your right...'

Go back to the room with the Save Point, and this time step on the left teleporter. You will have to control Klarth to put the four Elemental Spirits, each in a specific position. In the northern spot choose to place Ifrit (number 1), in the southern spot place Gnome (number 2), in the western spot place Undine (number 4) and finally summon Sylphs in the eastern spot (number 3). If everything's right Klarth will hear a voice calling him to the tablet room.

Now go back to the room with the Save Point and heal up, both HP and TP, then save, because the boss of this huge dungeon is near. Use the right teleporter. Go near the stone tablet to find Maxwell. Klarth will say you are looking for the ring to contract with Luna, but Maxwell says you have to be tested before you can enter the treasure room.

BOSS: Maxwell_____

Maxwell

HP 7500
TP 400

EXP 12000
GALD 25005

ITEMS Heavy Stone [1]

Okay, Maxwell can be quite hard to beat. He can become invincible and attack you at the same time whenever he wants to. Maxwell can also use the Heal spell to recover about 900 HP each time.

Use Flare Bottle on Cless and make him use his Phoenix attack when he is far away and his best short distance techs when close. Mint should cast Haste on Cless at the beginning of the battle and on the others if she has the opportunity (if everyone was in the screen when she cast the spell on Cless, it's not necessary). Klarth should summon Undine constantly and Arche should cast Thunder Blade all the time. If anyone gets killed revive him/her immediately with a Life Bottle.

Do not depend only on Mint for healing, use plenty of items, or you could be killed in a very short time. And remember to use the Flare Bottles on Cless when the effect fades away. You mustn't give Maxwell the chance to start one if his endless attacks.

If you do it right you should kill him in a few minutes.

NOTE: There's an Extra Tactic for this boss available in Part II.

After his defeat Maxwell grants you access to the treasure room and offers to contract using the Turquoise Ring. When you can walk go north, through the door that was just closed. The party finds some broken rings, and they wonder if one of them is the ring they need to contact Luna. Klarth suggest to go to Alvanista and talk to Runeglom. The other chests contain a ?Rod (it transforms into the Rune Rod, a good Rod for Mint), a Hourglass, an Elixir, two ?Armors (they both become Mithril Meshes), a Verbena, 6000 Gald, a Black Onyx and a Rune Bottle.

Equip the Mithril Meshes, one on Cless and the other to the character of your choice and equip the Rune Rod on Mint. Now go back to the 9th level, and from there use the short-cut to the 1st floor, then exit the Moria Gallery.

3.16- Looking for Edward

Items to Get: Letter [Rare Item], Rune Bottle [1],
Flame Mantle [1], Medicine Bottle [1],
Life Bottle [1], Mental Ring [1]

Walk North to Alvanista and enter the castle. Talk to Runeglom (in the magic research lab, near the prince's room). Klarth will tell him about the broken rings, one of which you need to forge a contract with Luna.

Next you will be chatting outside. Runeglom says his friend Edward probably knows how to repair the rings. He gives you a Letter for him and leaves, then Cless hears someone's voice telling him he's not worthy of the weapon he carries. Before leaving town, buy anything you need and fill your food sack.

The next destination is west from Alvanista. Cross the bridge and enter the small house by the lake. Knock the door and Edward's wife will talk to you, her name is Lilith. She says Edward went to the Freland and then goes back inside. If you try to knock again Mint will stop you.

Head to the Freland (from the docks near the Moria Gallery) and enter Olive Village. Mint suggests to ask the person under the tree about Edward, the person tells you that he might be in one of the oasis of the desert, so get ready to travel around the whole desert.

The First Oasis: Talk to the man looking at the pond and he will say Edward is not around. Even if you don't understand what he says, do talk to the man, or you might have to do it all again anyway. There are two chests in this oasis, the one that's easy to see contains a Rune Bottle, and the one hidden under a tree right from the lower entrance has a Flame Mantle.

The Second Oasis: Go west and north from the first oasis and you will find the second one. Talk to the old man there to hear that Edward went to the oasis to the north. Get the chest that contains a Medicine Bottle.

The Third Oasis: Walk north and East to find it. Before you talk to the woman here, get the chests. The visible one (which is near the eastern entrance) contains a Life Bottle, and directly south from it is a hidden chest containing a Mental Ring (it slowly recovers TP in battle). Talk to the person now to hear that Edward went back to Olive Village (don't worry, you will be taken there by the game).

Cless will ask the man from before about Edward. The guy tells you that he entered the inn, so enter the Inn and talk to the owner! The old man says Edward needs five Basilisk Scales, which you get from fighting the Basilisks in the desert. Rest and save, because you could get killed if you are not careful. Buy 15 Remedy Bottles (the Basilisks can petrify the party members) and any items you don't have.

The best thing to do is to use a Dark Bottle to lure the enemies and walk around. Most enemies in the desert (with the lone exception of the Basilisk) are wimpy, so just kill them. When you run into a Basilisk, an enemy that comes all alone (it looks like some kind of big fish in my humble opinion), have Klarth summon Maxwell and Cless use his lightning skill (the phoenix tech heals the Basilisk). Arche should cast Thunder Blade and Mint should be ready to heal or cast Slow on the enemy. Maxwell will most likely kill the Basilisk, if not, just summon him again. You need 5 of the items this enemy drops, and it doesn't drop the item after every fight.

When you have the five Basilisk Scales, go to Olive Village and enter the Inn. Talk to the keeper and choose yes to hand him the scales. The party will stay over the night. The next morning, Edward shows up. Cless and Mint are shocked when Klarth calls him Mr. Morrison. It turns out he is Tornix's ancestor. About the rings: Edward says that they are irreplaceable, which means you have to find a way to repair them. You should consult with the elves in Ymir Forest, but to enter the forest you must get permission in Alvanista.

Before leaving, Edward tells you to meet him at Midgard when you are ready to face Dhaos. After Edward leaves the inn, Cless catches up to him and shows him the Tornix's book. When he realizes Cless is really from the future, he tells you that he was just about to quit researching Time Travel... Meanwhile, Mint explains to Arche that she and Cless come from the future.

You have to get permission to enter Ymir Forest, so go to Alvanista and talk to Runeglom.

3.17 Maze! Treant's Forest

Items to Get: Royal Emblem [Rare Item], Mixed Gummy [2], Sage [1], Lavender [3], Spy Lens [2], Veggies [1], Black Onyx [1], Holy Rune [1], Charm Bottle [1], Armet [2], Savory [2], Hourglass [1], Heavy Stone [1], Apple Gummy [3], Orange Gummy [1], Holy Bottle [1], Battle Rune [1], Life Bottle [2], Verbena [1], Medicine Bottle [1], Resist Ring [3], Steak [1], Thief's Mantle [2], Rune Bottle [1], Dark Bottle [1], Reverse Doll [1], Gorgon Amulet [1], Protect Ring [2], Moonstone Ring [1], Topaz Ring [1]

Klarth tells Runeglom that you will have to enter Ymir forest. Since the paperwork will take a day, go to the inn and stay, then talk to Runeglom again to receive the Royal Emblem (a rare item).

The Royal Emblem is an permission to enter the forest, but there is one problem: half-elves, like Arche, are not allowed into the forest, so she will have to stay at the city this time.

When you leave the castle Arche will separate and go to the inn to wait for your return. Now go shopping, buy as 15 Orange Gummies, because you don't have Arche and the enemies will be tough, so you will be using your skills a lot. Also buy Remedy Bottles, because the enemies in Ymir can petrify your guys (and of course you don't need me to tell you to fill your Food Sack, do you?)

When you exit the city Arche will follow you in a not-so-good disguise. Cross the eastern bridge and walk far to the south, and west when you can (that's near the harbor). Keep it straight until you see a forest surrounded by a lake, then enter the place.

The guard will let you in. Use the small hanging bridge that's a few steps behind him to go right, then go up. Follow the path and go up when you have to choose, the go left and up.

You should arrive in a fork with a Save Point. Save if you want to and walk to the right, into a new screen. Get the chest in front of you, then follow the other path for a Sage. Go back to the fork.

Go left this time to get to a new area. Follow the path and get the chest behind a big tree (it's in your way, so you can't miss it), the

chest contains a Lavender. A few steps forward is a crossroads, first go south to get a chest with another Lavender. Go back and this time walk left to find yet another Lavender.

Now go back to the crossroads and head north. Klarth will say he saw something pink... In the Elven Village, the party shows the Royal Emblem, and the guards take you to the inn, where you meet an Elf called Rambard.

When Klarth shows him the rings, Rambard says you will have to go to the Heimdall Stone to repair them, then leaves. You will have to prepare yourself for the trip and then meet Rambard at the north end of town. You are now free to explore town, there's not much to see, though. As you leave the inn, check the hair color of the keeper...

The weapon shop specializes in bows, which means there's nothing for you to buy, so just buy any food you might need and the items you spent during the trip into town. There are two kids playing hide and seek in town, if you speak to the one that's hiding, you will reveal his/her location to the other (this doesn't give you anything, but hey! if you want to be mean you can do it).

When you have everything you need exit town going north. Rambard will tell you to find Heimdall, the holy place of elves somewhere in the forest. The Bush Babies mark the way to the Stone. After Rambard joins as an NPC (not playable character), go north into the Treant's Forest and save.

This forest can be quite confusing, but also has lots of goodies to get. I will write the short path for those not interested in treasure, and a long long long walkthrough for those who want to get every treasure in this area (I recommend you get all the treasure, because you get useful stuff and plenty of experience). I've also made an ASCII map of the forest... It's not so good, but hopefully it will help you a little (considering that my instructions might not be clear enough). The Map is below the whole part of the forest (trust me, you will see it, it's huge).

_ -The Short Way- _

Basically what you have to do is follow the Bush Babies. I mean, when a Bush Baby is near the exit of the screen, use that exit. Just get all the treasure you see. The directions to get to the Heimdall Stone from the Save Point are:

Go north three times, then east twice, then north twice, then east twice again. Go south twice and exit that screen by the lower right exit. Follow the path and you will get to the Stone Slab. Skip the 'The Long Long Way Around' section that's right below this one to see what happens next.

_ - _____ . _____ - _

_ -The Long Long Way Around- _

This will take a while, but it has some advantages. A good tip is to use the items you have as much as you want, because you can go back to the town periodically to heal and buy new ones (and the enemies in this place drop loads of Gald).

From the Save Point go north once and turn left to find a chest that contains a Spy Lens under a tree. Go back to the last screen and walk north again, turn left and get the Veggies from the chest, then head back to the last screen and go north.

In this screen walk up and leave to the left. Go straight into the next area and get the two chests (they contain a Black Onyx and a Holy Rune). From there walk left into the next screen. Walk down a little and get an Apple Gummy from the bag near the water. Go left a little and use the south exit to find a Charm Bottle.

Go back up and walk into an opening in the foliage for an Armlet. Get the bag that's right from the northern exit for a Savory, then go north into the next screen. Turn left for a chest containing a Hourglass, go back one screen and north once. Get a Moon Crystal from a chest hidden under the foliage on the left and go up again to get a Heavy Stone. We have cleared a whole area! Go back to town for healing and items (the way is S, S, S, E, E, E, S, S, S (the Save Point should be here) and S. Fill your food sack and buy items!

Okay, supposing that you are ready, from the Save Point near town go three times north, twice west and north again. Grab the chest for an Apple Gummy and walk up, to your left you will see a chest (it contains an Orange Gummy). Exit by north for a Holy Bottle, then walk back down. Near the lower right exit is a chest between two trees, it contains a Battle Rune. Use the lower right exit and follow the path.

Go up twice for a chest that contains an Apple Gummy. Walk down three times, if you want to heal and save just keep going south to get to the town, if not, walk to the right. Near the Bush Babies is a Life Bottle, grab it and exit to the right.

Exit to the south to get a Verbena, then go back up and head right, into the next screen. Get the chest in front of you (it contains a Savory), then walk a few steps left and go down to grab an Armlet from the chest. Use the southern exit of this screen, get the Spy Lens inside the chest near you and then walk a few steps to the right for a Mixed Gummy. Leave the screen by south for a Life Bottle. From there go back up and head right, into the next area.

Follow the straight path and get the Medicine Bottle and the Resist Ring. Back in the screen with the lake use the north-eastern exit for a Steak, a Thief's Mantle and a Rune Bottle. Leave the lake screen by north and walk right for a Dark Bottle. Leave this screen by north too. Go straight one screen and turn right in the other.

Go straight one screen and use the northern exit in the next one for an Elixir (the chest is hidden under the foliage to the right).

From the screen with the Elixir walk down and exit the screen by east. In the T junction go down to get a Reverse Doll, then go back up and left. Walk a few steps down to get three chests (they contain a Protect Ring, a Resist Ring and a Thief's Mantle. Leave this screen by south and follow the path.

Under the tree to your right is a chest containing a Gorgon Amulet (protects against petrifying). Use the upper right exit and follow the straight path for a Protect Ring, the go back two screens and use the lower-right exit.

T16	Holy Bottle	T35	Gorgon Amulet
T17	Apple Gummy	T36	Protect Ring
T18	Verbena	T37	Resist Ring
T19	Savory	T38	Elven Boots

We are done with the forest!!! All right!!!

When you get to the town a soldier will talk to Rambard about a half-elf intruder. The party hears a familiar voice... It's Arche, she got caught snooping around! By the elven laws, Arche must be executed, but the inn keeper appears and implores for Arche's life. Rambard suddenly decides to release her. The inn keeper calls her "my little Arche", apologizes several times and says she loves her. Arche doesn't understand until she is leaving town, when she realizes that the woman was her mother! But it's too late, you are no longer allowed into the village. The only thing you can do now is leave the forest.

3.18- The City of Midgard

Items to Get: None

Combos to Get: Magma Bolt [from a woman in a camp south of Midgard]
 Bolt Crash [pay 18,000 Gald to a man in Midgard]

Walk east from the forest and enter the harbor near the Moria Gallery. Get on the ship and pay 320 Gald to the captain for the trip to Freland.

Buy anything you need in Olive Village (which is east from the docks in case you forgot), especially buy Apple and Orange Gummies and Remedy Bottles, and do fill your Food Sack.

From the outside the village walk east and south (you should be able to see the first of the oases you visited earlier), go far north past the second oasis and turn west when you find the ocean to see the third oasis. Head north and you should see a series of bridges, cross them!

In this new continent walk north a little and you should see a bridge over a river to your left, cross it and head left, over another bridge. Follow the narrow path to find an area with a little camp by the mountains. Enter the camp and talk to the lady, she will give Cless the Magma Bolt combo.

Go back to the place where you were before going over the first bridge and head north, past a tower near the mountains, cross bridge over a river and walk right, into the big city by the lake.

Welcome to the famous city of Midgard, the most powerful country in the world and the leading force in the war against Dhaos. Walk directly right from the place you enter (assuming you used the western entrance), when you get near the castle's gates fairy will appear and take the Royal Emblem. He tells you to go to the Tower of Twelve

Stars if you want it back. You were going there anyway, but lets buy some good equipment before.

This town is so big that it is divided into two parts, you are now in the southernmost one. Walk south from the castle's gates and turn right (going right takes you to a locked house and an Orphanage). You can't stay at the inn, but you can buy whatever you need from the Pharmacy.

From the Pharmacy go up and enter the door in front of you. This is the Armor and Weapon Shop, most stuff here is better than your current equipment, but it costs a lot of money. Concentrate on Cless and Arche (buy the Mecha-Halberd for Cless, it's a lot stronger than the Gungnir you have). If you can't afford the equipment you need just sell one of the Cat's Eyes you got from the racing boy in Alvanista (it's worth 39,000 Gald).

Note: When I got to the town I had a ?Weapon in my inventory that transformed into a Slayer Sword, which is almost as powerful as the Mecha-Halberd you can buy in the city. I got it from the enemies outside town, but they don't drop it often. Check if one of your ?Weapon transforms into a Slayer Sword if you want to save some money.

Now use the path going up from the right side of the Weapon Shop building to get to the northern part of the city. Fill your Food Sack in the shop you find in the way up and continue. Turn left, right in front of the Pawn Shop is a guy between the buildings, he sells you the Bolt Crash combination for Cless for 18,000 Gald, make sure you buy it (if you sold a Cat's Eye you should have enough, try to keep your Cat's Eyes, they are REALLY valuable later on).

There's nothing else to do in town, so just leave. Note that you can't go north from the city, so the only new place to visit is the tower you saw when you where coming to the city (if you don't remember where it was, go south from the city, near the mountains to the east).

3.19- The Tower of Twelve Stars

Items to Get: Tractate [1], Spy Lens [1], Basilisk Scale [2],
Sage [2], Apple Gummy [1], Orange Gummy [2],
Bread [1], Holy Rune [1], Remedy Bottle [1],
Protect Ring [1], Sirloin Steak [1],
Charm Bottle [1], Silver Cape [1], Battle Rune [1],
Rabbit's Foot [2], Mantle [1], Resist Ring [1],
Black Onyx [1], Rune Bottle [1]

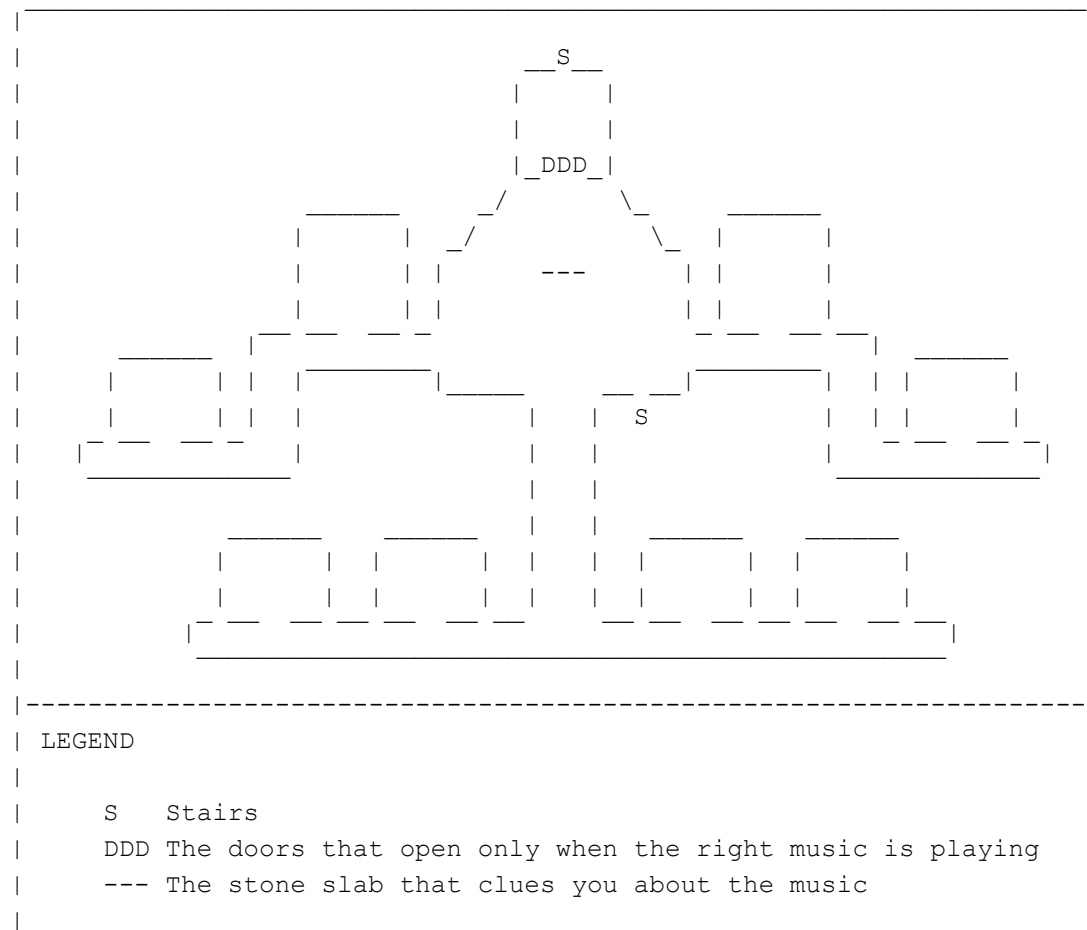
Spirits to Get: Luna [Top floor of the Tower of the Twelve Stars]

Spells to Get: Ray [Sixth Floor of the Tower of the Twelve Stars]

This tower has an extra twist to make it interesting, the doors in each floor leading to the next one are controlled by music, a specific

music has to be played in order to make the doors open. To change the music you have to use the statues scattered around each floor. The design of each floor is almost the same, only the placing of the statues and treasure chests change.

/ MAP OF THE TOWER OF TWELVE STARS FLOORS \



- First Floor -

This is just the entrance, go through the door and up the stairs in the room with the image of Aquarius on the floor.

- Second Floor -

The music that opens the door in this floor is already playing (yes, the Dungeon Music), so if you have no interest in treasures just go through the door.

If you do want treasure then head go down first (the left path has no treasures). When the passage splits go left, the first door takes to a chest containing a Spy Lens, the second door takes to a Tractate(a good weapon for Klarth). To the right from the Pisces sign on the floor where the path splits head right, the first room contains a Sage and a Basilisk Scale, the second room has an Apple Gummy.

Once you have got all the treasure in this floor go north from the main room (if you didn't touch any statues, the door should be open).

- Third Floor -

The music that opens this floor's door is Arche's Theme (the lovely music that was played when you met her). The statue that controls that

melody is found by going down from the main room and entering the left room.

For the treasure lovers: exit the main room to the left, go through the second door you find for an Orange Gummy, then go back to the main room and use the southern exit. Turn left over the Taurus symbol on the floor and enter the first room for a Bread, then enter the next one and check the statue, say 'Yes' and Arche's Theme should start playing. Walk right from the Taurus symbol and enter the far right room for a Holy Rune. Go back to the main room and head right this time, go through the first door for a Sage and just walk back into the main room. Now that we got all the treasure in the floor we can go into the next one!

- Fourth Floor -

The key theme here is the Mystic Forest theme, the statue is in the second room of the left corridor.

In the left corridor use the first door to get two chest, containing a Basilisk Scale and a Remedy Bottle, then go back to the corridor and use the next door, check the statue and say 'Yes' to change the music to the Mystic Forest theme.

The southern corridor (this one has the image of Cancer on the floor) has a Protect Ring in the first room to the right and a Sirloin Steak in the second one (the left hand has no treasures).

Finally, for the right corridor, ignore the first door (it just takes you to a statue) and use the second one for an Orange Gummy and a Charm Bottle. Now just go north from the main room to get to the stairs.

- Fifth Floor -

You have to put the Dungeon Music again, you can find the statue by going down and using the second door to the right.

As we have been doing in this whole tower, let's go left first, the first door takes you to a chest containing a Silver Cape and the second one guards a Battle Rune.

From the main room walk down and turn left, inside the first room is a Rabbit's Foot, after getting it use the second door to the right and check the statue, say 'Yes' and the Dungeon Music theme should be played.

In the right corridor of this floor enter the first room for a Mantle and just go back, the other room just contains a statue.

- Sixth Floor -

In this floor the 'Open Fire' theme must be played to open the door, the statue is found in the second room of the right corridor.

Walk west from the main room into the left corridor, go through the first door for a Resist Ring, then go back to the room with the stone

slab and head down, turn right and enter the second room, which contains two chests (the treasures are a Rabbit's Foot and a Black Onyx).

Okay, now let's check the right corridor. The first door takes you to a chest containing a Rune Bottle, and the second door takes to the statue that activates the 'Open Fire' theme you need to open the door! We are almost done with the tower!

From the main room go north, when you try to go up the stairs the fairy you met in Midgard appears and introduces himself as Artemis, (Luna's assistant). He doesn't want to let you see Luna unless Arche kisses Cless. She is willing, but Mint stops her.

A voice then tells Artemis to stop playing and give you something in return for all the trouble. Seeing Arche can use Magic, Artemis gives Arche the Ray spell. After Artemis disappears, go upstairs to meet Luna.

- Seventh Floor -

After Luna gives you the Royal Emblem Artemis had stolen from you, Klarth requests a contract. Even though she doesn't like to fight, Luna accepts to forge a contract using the Moonstone Ring.

You have to go down all by yourself now, but all the doors are open already so all you have to do is to go down the stairs in each floor. Finally we have finished this tower!

Save outside, and don't be afraid of testing Arche's new spells and Klarth's new Spirit!

3.20- War! The Valhalla Plains and the Aerial Battle

Items to Get: Poison Amulet [2], Chicken [1]

Spells to Get: Indignation [given by Lyzen after the aerial battle]

Walk back up to Midgard and try to enter the castle. Now that you have the Emblem Klarth shows it to the guards and says he comes to see Edward D Morrison. The party is taken into a room to wait, talk to your party if you want to, note that if you try to leave the room Klarth stops you. Just wait a while and Edward will come in.

The man with Edward introduces himself as Lyzen. During the meeting Arche behaves strangely (she's questioning Dhaos' motives to fight). Once you can move you can explore this floor of the castle, but there's nothing to see, only a bedroom and a room guarded by soldiers. Go near the stairs to find Lyzen talking to a researcher (it seems Dhaos warned Lyzen to stop a certain research), he then proceeds to introduce you to the king.

The king talks about several subjects, mainly the about fact that Dhaos' troops have gathered at the north end of the Valhalla Plains

and that the country has been developing a secret weapon...

Now that the chat with the king is over, Lyzen takes you to the Magic Research Labs, where he reveals that his goal is to give humans the ability to use Magic, then and leaves. Now talk to the people in the rooms. Many of them comment on how the elves refuse to help in the war against Dhaos. You can't enter the room guarded by soldiers, it's probably where they keep the secret weapon.

Go up the stairs, if you go straight up you can see a room full of cannons, weapons and armors (but you can't take or use any of them). You can also visit the king's bedroom which is right from his throne, but there's nothing to do there either, so just leave the castle.

When you leave Arche will start questioning Dhaos' motives to attack only some cities. She deduces there must be some relation between the Scarlet family, Harmel and Midgard. To clear this out, she decides to see her father (she has some other reason to see him...).

As soon as you enter Bart's house, Arche starts questioning him about her mother, who he said was dead. Bart explains that until ten years ago, elves lived with humans in peace, but they suddenly moved to Ymir Forest one day. Even though Arche's mother, Luche, didn't want to leave, she was forced to. She asked Bart to tell Arche that her mother was dead. Once the family affairs are finished, Klarth asks about the Scarlet family (Lia, Arche's friend, was from that family). Bart says that they had moved to Harmel from Midgard, and were working on a top secret project...

Now you will be back at Midgard, where something seems to be wrong. All the soldiers are terrified watching something inside the castle. Go through the gates to find Edward and a monster holding a kid hostage. The monster's name is Jestorna, he brings declaration of war from Dhaos. Edward transports behind the demon, surprising him and making it let the kid go. Jestorna grabs Edward, but he uses a very preliminary form of Time Travel, disappearing with the demon. After watching Edward's sacrifice, Arche is convinced to fight Dhaos.

It's time for a strategy meeting. Lyzen explains the plan, which is to go through the plains north of the city defeating Dhaos' armies. The army will divide into four teams, each will have a leader, and Klarth is named as the leader of the fourth team, so he has to stay with Lyzen for a while to talk about he mission. Now go to the city and stay at the inn. Buy items and equipment if you need to, then go back into the fortress and approach the conference room to get Klarth back.

Lyzen goes into one of the rooms that are guarded to check on Midgard's secret weapon, the MysTek Cannon. A series of scenes follow, showing the preparations for the war. After that, you will finally be in the fields north of the city, where Lyzen instructs everyone on how to proceed in the Valhalla Plains.

The main thing here is to find the boss waiting for you in the upper right corner of the plains in the shortest time possible. The sooner you do it, the better the prize you get. When night comes you are asked if you would like to set camp and rest, then the day changes. You can't leave the plains without having killed the boss.

BOSS: Ishrantu

Ishrantu

HP 5000
TP 100

Drake [2]

HP 1500 Absorbs: Water
TP 0 Weakness: Fire, Thunder

TOTAL EXP 13200
GALD 15402

ITEMS Poison Amulet [1]

First have Cless take care of the Drakes, they are just like the Lizard Men you fought in the Ymir Forest, just use your best short distance techs to kill them (use a Flare Bottle if you want to).

While Cless kills the Drakes, Arche should cast Ray on Ishrantu, it can make quite some damage, and keeps him from casting spells. Klarth should summon Maxwell or Luna (the later can hurt Ishrantu for about 900 HP always, but with a little luck, Maxwell can reach 1500 HP and even more!). If you want to be completely safe, have Mint cast Hammer on the boss, but remember that she must be ready for healing in case Ishrantu casts the Fire Storm spell.

When both Drakes die, have Cless use long-range skills on the boss, but don't get too close, because Ishrantu can bake a little fire barrier in front of him that hurts you if you touch it.

NEVER let Ishrantu alone for too long, or he will use a deadly spell. He can use Thunder Blade (this one is not that powerful) and Fire Storm, which happens to be his favorite spell and the most damaging (can take about 1400 HP from all the characters!). Equipment with fire protection (such as the Princess Capes for Mint and Arche) is very useful here.

Right after the battle you are taken to Midgard, go to the inn and stay for free, then go to the world map and save your game.

When you are ready, enter the castle. The guards will take you to see the king. The king will pay you 10,000 if it took you two days or more, if you manage to make it in one day, you get 50,000 Gald!. If it took you more than five days (meaning that there was another party fighting Ishrantu), you still get 10,000 Gald.

Everyone is happy with the victory, until a soldier comes in terrified. It turns out that Dhaos not only had an army, he also has his personal Air Force! A scene shows how monsters slowly appear on the sky. Lyzen runs into the room of the MysTek Cannon.

Before going out, buy anything you need from the merchants inside the castle (the old man sells weapons, the young man sells gummies and some other items, the woman to the left sells food and the other woman

		Bottle on Cless and attack the Charons. Some
		times they might fly very low, not letting
		Cless hit them with normal attacks, in those
TOTAL EXP	3000	cases go far from the enemy, press the attack
GALD	1200	button and push up in the control pad to make
		him jump and hit the enemies.

/ THIRD BATTLE		MIDGARD - AERIAL BATTLE	\
Demon [2]			
	HP 1150	First, have Arche cast Thunder Blade on the	
	TP 0	group of enemies to kill the Demons and the	
Charon		Vultura (but let her in Passive mode, so she	
	HP 2000	doesn't heal the Char when are trying to kill	
	TP 60	it).	
Vultura			
	HP 1800	Now use a Flare Bottle on Cless and kill the	
	TP 100	little Charon.	

TOTAL EXP	4160		
GALD	3720		

/ FOURTH BATTLE		MIDGARD - AERIAL BATTLE	\
Demon [3]			
	HP 1150	Very simple, just have Arche cast Ray on the	
	TP 0	Demon while Cless attacks with the Gungnir.	

TOTAL EXP	3090	Use this chance to heal your characters to	
GALD	3000	full HP, because you will be facing a boss	
		next.	

BOSS: Ishrantu

Ishrantu

HP 5000
TP 100

Demon [2]

HP 1150
TP 0

Charon

HP 2000 Absorbs: Light
TP 60

TOTAL EXP 15060
GALD 17400

ITEMS Poison Amulet [1]

This Ishrantu is the same from the battle in the Valhalla Plains,
that means it can cast Fire Storm and hurt you pretty badly.

First cast Ray on the Demons to kill them (it doesn't matter if you
heal the Charon right now), then use a Flare Bottle on Cless and take
care of the Charon, while Arche uses Ray on Ishrantu to prevent it
from casting Fire Storm. Once Cless kills the Charon, use another
Flare Bottle on him and attack Ishrantu until it dies.

Remember that if Ishrantu is left alone for a while, he will cast a
spell, and that Fire Storm is really powerful. If he ever gets to cast
it, heal immediately with the items at your disposal.

After the battle Cless thanks the Pegasus and it leaves (taking the
Gungnir with him). Lyzen appears and gives you a book that belonged to
Edward, it contains the awesome Indignation spell for Arche! (you do
remember the Indignation spell, don't you? The spell that is used on
Dhaos during the introduction).

Now, you have defeated Dhaos' Army and Air Force, it's time to go for
his Navy... Just kidding! The party goes to bed and now it's time to
enter Dhaos' castle. Of course, make sure you fill your Food Sack, buy
any items you need, if you want Holy and Dark Bottles you will have to
go as far as Olive Village, because nobody sells them in Midgard (same
for Rune Bottles, but you have to go to Alvanista). Re-equip weapons
on Cless, because the Valkyrie took the Gungnir.

3.21- Dhaos' Fortress

Items to Get: Flame Mantle [1], Aqua Mantle [1], Mystical Rune [1],
?Weapon [5], Mecha-Halberd [2], Halberd [2],
Savory [1], Sage [1], Orange Gummy [2],
Life Bottle [2], Apple Gummy [3], Rune Rod [8],
Protect Ring [1], Battle Rune [1], Steak [1],
Magic Mirror [Rare Item], Lavender [1],
Hourglass [1], Elixir [1], White Mist [1],
Mental Ring [1], Magical Broom [1], Armlet [1],
Gold Key [Rare Item], Charm Bottle [1], Jade Ring [1]

Combos to Get: Earth's Rage [buy from a man in the Valhalla Plains]

Spells to Get: Fire Storm [Dhaos' Fortress, near the entrance]
Distortion [Dhaos' Fortress, behind a mirror]

When you are ready, exit the city, save of course, and enter the
Valhalla Plains. You have to work your way to the spot where you faced
Ishrantu, happily, there are no fights this time around.

Before going to Dhaos' Fortress, you can buy a new combination from a
man in the plains. To find him, go (from the entrance) up, up, right,

right, down, right, right and up. The man there will sell you the Earth's Rage combination for 50,000 Gald. If you don't have the money, don't worry, you can it later.

Now, to leave the plains (from the spot where you bought the combo), go right, right, up, up, left, left, up, up, right, right, right, up, right and finally right again. Refer to the map in the previous section if you need more help.

You should appear in the map, near a small bridge. Cross it and walk north until you see a castle (it look more like a factory if you ask me). Save your game and enter the place.

Okay, before going deeper into this dungeon, here are some general tips:

- The Golems absorb many elements, so make sure the weapon equipped on Cless is a non elemental one, the Mecha-Halberd is fine, if you don't have one, don't worry, you will get one soon).
- Equip the Lightning tech on Cless, it hurts the Golems and most of the enemies here. Arche should cast Indignation and Ray and Klarth should summon Luna, of course, whenever you find an enemy that absorbs all elements (such as the Charons), summon Maxwell.
- Some enemies in this place may leave a ?Weapon after a fight. It can be modified into a powerful Moon Falux with a Rune Bottle. However, don't equip this weapon on Cless, you need him to hurt enemies that absorb all elements most of the time.

From the first room, exit to the left. There should be two doors in this room, use the left-most one and get the Flame Mantle from the chest, then go right and grab the Aqua Mantle. Use the door directly to the south from the chest (or where it used to be). You should come out in a staircase, walk to the right and check the gargoyle to get a Mystical Rune, then use the door a few steps down from there to come out in the first room. Go down the stairs, then go through the other door in the northern wall. At a first glance, this room is empty, but if you check the three groups of weapons standing there (anyone knows the right name for this?) you can get a Halberd, a Mecha-Halberd and a ?Weapon (this one transforms into a Slayer Sword). If you don't have one yet, equip the Mecha-Halberd on Cless, if you already had it, take it anyway, because it can be sold for quite some money. Once you have all the weapons found here, just go back to the main room and exit to the right.

You should come to a small room with two gargoyles and a door that opens only from the other side. Before you leave, check the red plant near the door to get a Savory and a Sage, then just proceed to your right. Walk through the narrow passage, when you step on the switch, the door in front of you will open, go through it and get the Fire Storm spell from the chest, then go back to the last room and head left. Check both groups of weapons for another Halberd and Mecha-Halberd. The door in the left end of the room is locked, so use the door found south from the mirrors on the wall to appear in the room of the red plant, go left and step on the same switch from before, the door in front of you should close, walk to the door that was locked before and it will be open, go through it!

Just go up the stairs to come to a corridor with two doors, the left

one takes to a locked door, and the right one to a switch puzzle (the choice seems to be pretty obvious). In the right room the sign reads: Up, Down, Right, Left, Down, Up. Step on the switches in that order and the sound of a door opening should be heard (if you mess up, just read the sign again or re-enter the room). Once you are done with the switches, go back to the corridor and use the left door, follow the path and go through the open door.

This corridor is full of mirrors, in one of them you see a monster instead of your reflection. Ignore that for now and go up the stairs. This new room also has mirror with monsters, but ignore them to and go up the stairs to come to three doors. Go through the left one to get an Orange Gummy and a Life Bottle, then go back to the last room and use the right most door to get two Apple Gummies and a Rune Bottle. Go back one room and now use the middle door.

You should be in a fork shaped room. Head left first and enter the room to get an Orange Gummy, a Life Bottle and an Apple Gummy, then go back and head right. You will come into a large room with a long table in the middle and eight switches. Read the sign near the northern door (it's in the same language as the stone slab in Moria Gallery, so Arche has to read it). The switches on both sides of the table have to be pressed at the same time. Here's my method to do it:

- When the countdown starts stand next to the first switch and step on it right after Arche does.
- From the second to the third switch just walk straight, right after stepping on the first switch.
- For the third and fourth switches, try to do the same thing you did in the first one (of course it's harder now). Remember to step on the switches right AFTER Arche does, it's quite hard to do it at the same time, and the game counts it as bad timing if you step on the switches before she does.

If you mess up and the door doesn't open Arche will ask you if you want to try again.

It should take a couple of tries, but finally you will get it right. Go through the door to see a Save Point, use it of course and go up the stairs.

Of the two doors here, use the lower one first to find a Protect Ring and a Rune Bottle, then go through the northern door. You come to yet another three doors here, one is in front of you and the other two are a little to the left, go through the later ones to get some treasure (a Battle Rune and a Steak), then proceed by the northern room.

This room has some stairs and a room that opens only when something is placed over the switch next to it. Go up the stairs, there's a hole in the floor and a statue that looks like Demitel in the southern part of the room. Grab the statue and push it into the hole, then go back down the stairs and place the statue on the switch to open the door.

The next room has the same kind of door you just saw, but there's a problem, you don't have a statue here. Step on the switch twice and Klarth will suggest you leave someone behind to step on the switch. I recommend you choose Arche, but it's up to you. If you change your mind about the character you leave behind, just talk to him/her and choose whom you'd like to leave.

Go through the open door and up the stairs. Walk down through the door and then go left (the door to the right is locked). Go straight left and follow the stairs up. This is the top floor of the castle, a Mini Boss battle is coming soon, so you probably want to save your game. Exit to the left and follow the path, a couple of screens later you should come to a room with two doors, use the right-most one and the Save Point should be there (don't bother trying to open the door behind it, you need the strength of four people here). Now, to face the Mini Boss, from the Save Point go back to the room with two doors and go through the left door, you should appear in the main room of the top floor.

Now heal up and, if you have a Moon Falux, equip it on Cless. Exit by the north door in this room to find a chest guarded by a monster, get near it to face the Mini Boss!

MINI BOSS: Evil Lord

Evil Lord

HP 10500 Weakness: Fire, Thunder
TP 60

Draygen [2]

HP 2000 Weakness: Fire, Light
TP 5

TOTAL EXP 10401

GALD 9200

ITEMS ?Weapon [1], Rune Bottle [1]

All the enemies in this battle are weak to Light, that's why a Moon Falux helps a lot (not only it is more powerful than a Mecha-Halberd, it also has the elemental advantage). If Cless has a Moon Falux, he will probably hurt the enemies for about 1000 HP with each hit (more if you use a Flare Bottle, which you should).

Klarth of course should summon his most powerful and happily Light elemental spirit, Luna, to hurt the enemies for about 2000 HP with each casting, if you left behind Klarth instead of Arche, the later should cast Indignation but it's not as powerful as Luna for this battle.

As for Mint, just have her ready to heal anytime it's needed, after all she's just the healer of the party, you can't expect her to do much else ^_^ If you want to, let her cast Hammer on the Evil Lord while you take care of the Draygens.

After the battle open the blue chest that was guarded by the monster to get the Magic Mirror (a Rare Item), which allows you to fight all the monsters you saw inside mirrors before. Go back to pick up the character you left behind so he can help you fight the many Mini Bosses you will be finding now, just talk to the one standing on the switch and choose the fourth option.

From the room with the statue of Demitel go south twice, then down the stairs and use the Save Point. Exit this room by south to find the Dinning Room (the one with the eight switches), then go south again and down the stairs.

There should be two mirrors with monsters in this room, each leads to a fight against the same group from before, which will be easier to kill now that you have all your characters (refer to the strategy above if you have any problems, and remember that a Moon Falux makes this a piece of cake). To engage in a fight with the monsters on the mirror just try to talk to them, when a monster is defeated you are taken inside its mirror to get the treasure inside. After you do, just check the mirror to exit. Of the tow mirror in this room, the left one takes you to a room with treasure (a Lavender, 10,000 Gald, a Hourglass, an Elixir and a White Mist) and the right one takes you to a room where you find the Distortion spell for Arche (her first death spell).

When you are done in that part go down the stairs and talk to the monster in the mirror there and fight yet the same Mini Boss to be transported into another part of the castle. Walk left, check both gargoyles and say 'Yes' when you are asked if you want to throw a switch, when you throw the second switch a chest containing a Mental Ring will appear. The other chests in the room contain a Rune Bottle, a Magical Broom (which you should equip on Arche right away) and a Armllet. Now go right, past the mirror, then down, and enter the door to your left in the next room. The puzzle here is just like the one you saw earlier in this fortress, but instead of left you have to press right and vice versa. In case you are just too lazy to look at the instructions above, step on the switches in the following order, Up, Down, Left, Right, Down and Up. When you do it right go outside the room and a chest should be there, it contains a Gold Key (a Rare Item), which allows you to open all the locked doors in this castle.

Go all the way back to the room where you have to leave one of your characters and choose to leave Arche (don't worry, you will get her back really soon). Go up the stairs and head south like you did before, but this time open the door to your right with the Gold Key, this door connects to the room with the hole on the floor. Cless will call Arche and she will fly with her broom through the hole! Just get the chest near you (it contains a Charm Bottle) and go back to the last room, then exit to the left.

There is a small table in the middle of this room, and directly south from it is a door, go through it and use your Gold Key on the locked door, get the four chests (three Dragon Steaks and a Silver Cape) and just go to the top floor of the castle. We are getting close to Dhaos!

From the first room of the top floor use the door on the southern wall that's found to your right, then go through the door to your left to find a Save Point (use it of course). Check the door in this room and Klarth will say you need four people to open this door (that's why you couldn't open it earlier). When the door opens proceed into the next room, where you have to fight another Mini Boss, refer to the strategy above if you need help.

Before you go on, save your game, heal up and recover full TP to all your characters, because Dhaos is next. Put Arche and Klarth in the Cast Many Spells/Summon Many Spirits mode, also go to their Skill menu and cancel all the spells but Indignation and Luna (just press Y next

to the spell name to gray it out). Equip Cless with his Lightning Bolt skill, it works just fine. Make sure Arche has the Mystical Rune you got at this castle equipped, it halves the time it takes to cast a spell.

Once you are completely ready and have saved, go north twice from the Save Point to find Dhaos. He behaves rather strangely, saying he has no quarrel with you, but since the party is so insistent, he decides to fight anyway...

BOSS: Dhaos

Dhaos

HP 49900 Weakness: Thunder, Light
TP 1000

Evil Lord [2]

HP 10500 Weakness: Fire, Thunder
TP 60

TOTAL EXP 25000
GALD 25000

ITEMS Jade ring [1], Rune Bottle [2]

Dhaos comes with two bonus Evil Lord, but this is good, because he won't do a thing as long as they are between you and him, so you will want to cast spells on Dhaos and keep the Evil Lords alive for as long as you can, leaving Cless receive their hits and healing him periodically.

If you remember the introduction of the game, you know that Arche MUST cast Indignation on Dhaos, it takes about 6000 HP each time she casts it, plus, it makes Dhaos curse! Luna does decent damage (about 2000 HP) but it's not that much, however she's the best Spirit for this battle.

Cless can't hurt Dhaos normally, because Dhaos heals back all the damage taken from physical hits. However, as you hurt him with spells, he becomes weak, and starts healing only half of the damage or nothing at all. Even if you can't hurt him, attack all the time once the Evil Lords are dead, because Dhaos could cast some very damaging spells, or even worse, use one of his deadly attacks. When you note that you can hurt him, use the Lightning Bolt skill to take about 1200 HP out of Dhaos each time.

Once the Evil Lords die (you will end up killing them before Dhaos even if you don't want to, that's for sure), Dhaos will start casting spells, his repertory includes God Breath (about 2400 points of damage to one character), Fire Storm, Thunder Blade and some others. But the worst thing he can do is to use one of his very own attacks, they take no casting time, and are just as deadly (even more) as the spells, his attacks include:

- Dhaos Laser: hurts all characters in front of him for about 1200 HP
- Tetra Assault: A combo of four hits, each one hurts for about 700 HP

- Dhaos Corridor: A big explosion, it hurts all characters in the screen for about 2500 HP! This one is the deadliest of his attacks.
- Just plain hits that can hurt one or two characters for about 700 HP

NOTE: There's an Extra Tactic for this boss available in Part II.

After the battle Dhaos vanishes, just like he did in the introduction, and Cless is really mad about it. Being unable to do anything, the party goes to Alvanista.

3.22- Unicorn! Help us Save the Yggdrasill

Items to Get: Medicinal Herb [6], Rune Bottle [3], Unicorn Horn [1]

Runeglom welcomes you in Alvanista, he has a goodbye letter Edward left before disappearing and a key, but Runeglom doesn't know what it is for, so he suggest to go ask Edward's wife about it.

Once in Edward's house, Lilith (his wife) says it is the key to his husband's private library and opens the door for you. The party reads in a book that Edward was researching Time Travel and that an ancient civilization called Thor had mastered its secrets. However, Thor sunk into the sea, and the book doesn't mention a way to get there, but Klarth has an idea and says that one of the spirits you have might help you to get to the bottom of the ocean, he also says that Thor was supposed to be about a hundred kilometers north from Venezia, so they should go there first. Mint comments that they need to heal the Tree of Life before going to the present and facing Dhaos in the shrine, because if the tree dies, they will not be able to use magic in that time, and Dhaos will surely kill them. Klarth says it's true and asks Cless if he understands, say 'Yes' to go on with the game.

Go to Alvanista and stay at the inn. Mint will have a dream about her own childhood. She was talking with her mother (Meryl) about her beautiful earrings, which are shaped like a Unicorn. Mint wanted to have them, but her mother told her that her mother had given them to her, and that she would give them to Mint when she became older and experienced, because the earrings are a proof of being a healer. Meryl gave Mint her hat instead.

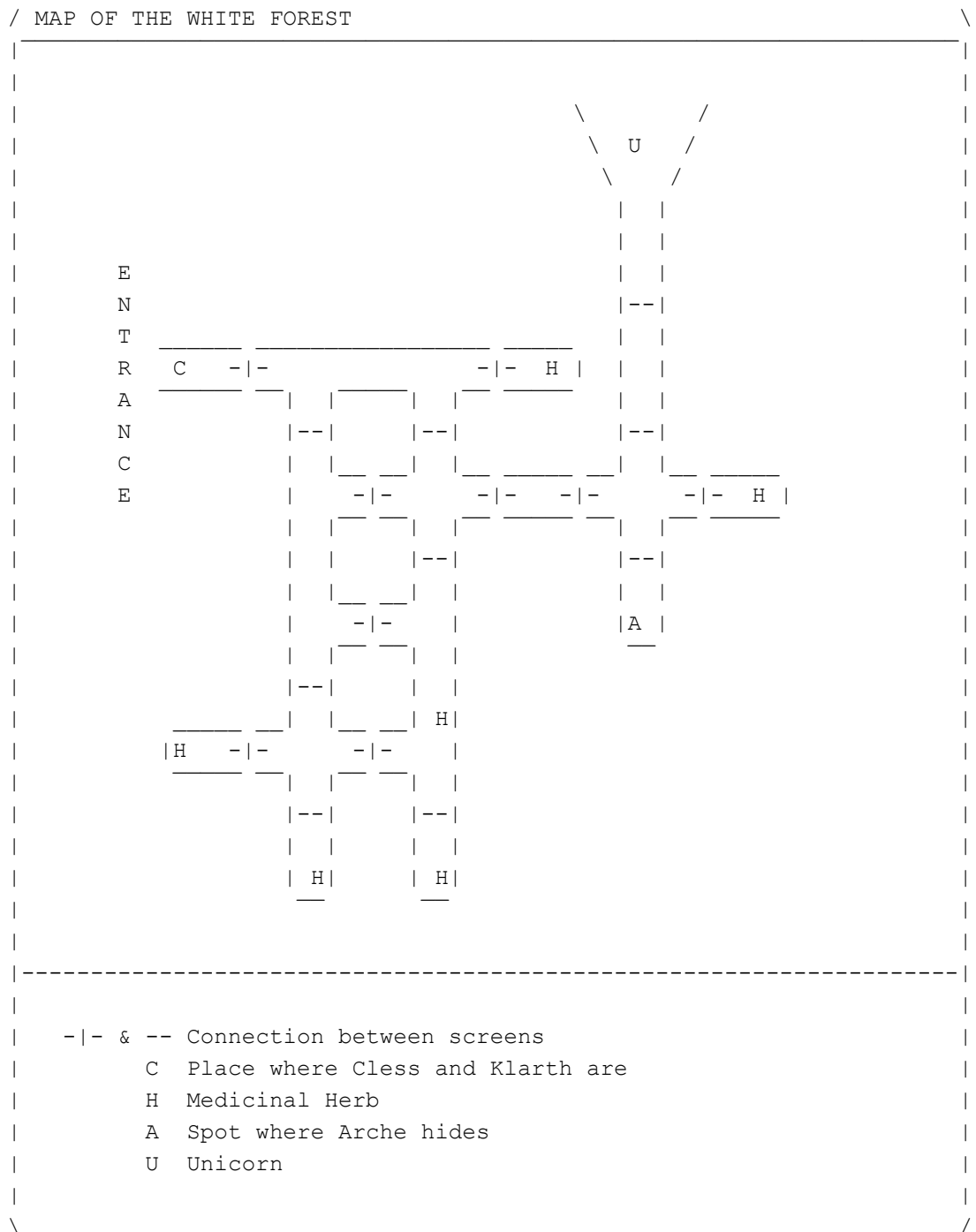
Before leaving Alvanista, make sure you win all the Cat's Eyes possible from the racing kid (three prizes is the maximum you can get from him). Buy Rune Bottles, use one of them on the Jade Ring you got from your fight against Dhaos to transform it into a Fairy Ring, which cuts TP usage of the spells by one half.

Now buy items if you need them and catch a ship to the Freland in the harbor near the Moria Gallery. During the trip a conversation will start, in which Mint mentions she could heal the Tree of Life, but she is not powerful enough by herself and needs the help of the Unicorn,

symbol of healing. And so, the party decides to go to the White Forest, found north from the Valhalla Plains.

Work your way to Midgard (you will notice that now that Dhaos is gone, there are people on the streets) and buy whatever you need. Make sure you talk to a woman in the northern half of the city, who mentions the Unicorn; then enter the Valhalla Plains. You have to find the top left exit of this place, to do so, go up three times, right once, then up, right twice, up four times, left once, up, left twice and finally up (if you need any more help, just look at the map of the plains in section 3.20). You should come out in a place of the map near a small forest. Save your game and enter.

Inside the forest, Mint and Arche separate, because the Unicorn only appears before pure girls, which Cless and Klarth are not ^_^ You will be from now in control of Mint and Arche, but don't worry, because there are no monsters in this forest. I have drawn a little map of the forest, here it goes...



If you go near the guys, Cless will ask you if you are ready to leave the forest, so go near them if for some reason you want to leave.

From the place where you start, go right, to the next screen, then straight and pick up the mushroom-looking thing for a Medicinal Herb (this item can be sold for quite some money later). Go back one screen and, of the two paths going down, use the left one. Just walk down until you find a crossroad, turn left and pick up another Medicinal Herb, go back and walk down, get the Medicinal Herb there.

Back in the crossroad, go right, then down for another Medicinal Herb. Go back one screen and get the Medicinal Herb that's on the right side of the path as you go up. When you find another crossroad, turn right and follow the path, then keep it straight to get yet another Medicinal Herb (this one is kind of hidden under a tree in the lower part of the screen).

Go back once and head up. Follow the long path going north, and when you try to leave the screen Arche will run away (she will be at the bottom of the forest if you follow her, but she won't join you anyway). Just keep going up with Mint and she will meet the Unicorn and ask it to help her.

Meanwhile, Cless and Klarth are talking about the girls and about going to see the forest by themselves when Mint and Arche come back. All of a sudden, Klarth feels an Evil presence in the forest. Mint is still talking to the Unicorn, she asks if it understands her point, but then, monsters appear, and of course it's time for Cless and Klarth to come to rescue.

First of all, if you have a Moon Falux, equip it on Cless, because the monsters you will face are weak to the Light element. From where you are, go right, then down (using the path to the right), right twice, down to find Arche (talk to her and she will join), and finally go all the way up to find Mint and face the bad guys.

MINI BOSS: Evil Lords

Evil Lord [3]

HP 10500 Weakness: Fire, Light
TP 60

EXP 24000

GALD 24000

ITEMS Rune Bottle [3]

This are the same guys you fought in Dhaos' fortress, and they are just as easy as then, even now that there are three of them. All their attacks are a whip attack (about 400 HP less to one character) and an attack called "Hell Gem", which creates five little balls in the air that hit one or two of your characters for about 250 HP with each hit.

Use a Flare Bottle on Cless and just attack with his best short-range skills (the one that hits the enemies twice and costs 7 TP is great

here). Each hit takes more less 1200 of the Evil Lords' HP.

Being the enemies weak to Light, Klarth should summon Luna to hurt them for about 2000 HP, and Arche should cast Ray (it's even better than Indignation for this battle). If you want to give Mint something to do other than healing, cast Hammer on the Evil Lords, or Haste on the party to make them faster.

The party is OK after the battle, but the Unicorn is mortally hurt. It decides to help Mint by transforming itself into the Unicorn's Horn Staff. With this precious piece of equipment, Mint's power can be amplified and the Tree of Life (AKA Yggdrasill) can be healed! Cless asks Arche why she had run away, Arche answers she was afraid that the Unicorn wouldn't want to see her because she had a boyfriend once.

Now in the forest south of Beladum, the party is in front of the tree. Mint asks them to step back, because she is about to cast a spell with all of her strength and the Unicorn's Horn, meaning it should be really powerful. When Mint casts the spell, the effect is huge indeed, so much that she almost can't hold the staff. Cless tells her to step back, but she doesn't listen, because she really wants to heal the Tree of Life. Mint asks for her mother to give her strength, and a blast of healing energy follows.

Cless is the first one to regain consciousness, he looks at tree, it is just like the illusion he saw in his own time, when he went hunting with Chester, which means that the Tree of Life has been healed! When everyone wakes up, they congratulate Mint for accomplishing such labor, then Martel appears, asking whose power healed the tree. Mint answers it was a little from her, but the one to thank is the Unicorn. Everyone tells her not to be so modest. Martel thanks her and says that the Mana will gradually recover from now on.

Once Martel disappears, Cless begins to think that maybe Dhaos attacked Midgard to preserve the Mana... The next step is to go to Venezia. Exit the forest and enter Beladum, sleep at Lenios' place if you need to (you should, because you haven't recovered since the fight in White Forest). Equip the Unicorn Horn on Mint! It's much more powerful than any weapon you can buy for her now.

3.23- Thor, the sunken Hi-Tech City

Items to Get: Magnetic Card [Rare Item], Skeleton Key [2],
 Diamond Ring [1]

Spells to Get: God Breath [In a small room in Thor, the sunken City]

Go all the way up to Venezia, if there's something you haven't done yet, do it now, because you will soon leave this time period. When you are ready, go talk to the Captain of the ship that took you to Demitel's Island and to Undine's Cave. You can ask him to take you to the Abyss of Thor! Choose that option (number 3) and pay the 200 Gald (50 per person).

When the ship gets to the place where the city was supposed to be, Cless tells the Captain that they will get off there. Klarth calls Undine and she makes an air bubble to take you to the bottom of the ocean. Once the party dives, the ship leaves.

Undine takes the party deeper and deeper, until something becomes visible in the bottom of the sea... It's Thor! Klarth was right! Once you are down there, the party decides to start the search for the Time Travel device. The city is quite small, and there's almost nothing to see here. If you go right from you current position and follow the stairs going up, you can find a rusted shut door, you can't enter now, but you should remember this place, because you will come back later.

Enter the building found a few steps north from where you start in this city and check the shiny thing on the counter, say 'Yes' to pick up the Magnetic Card, then leave. Walk directly south from the building, go down the stairs and turn right. Use the Save Point if you want to and check the panel next to the door near you. Cless will use the Magnetic Card on the panel and the door will open.

Follow the short path (there are enemies here, they are all weak to Thunder attacks) and you will come out in a big room. Walk south, avoid the monster in the way if you can or just go straight and kill it (it's not hard to defeat). At the bottom there are eight chest, seven of them are empty, one of them contains the Skeleton Key, which is used to open one of the doors in this room.

Go up, but don't use the Key yet. This is how this works, there are eight doors in this room, but only three of them are real, one takes you to the path you used when you came in, the second door takes you to a small room in which the God Breath spell is found and the last one takes you to the Mother Computer and the Time Travel device. When you use the Skeleton Key and a door opens, the key is lost and you have to come into the room again to get a new Key. Emulator users will have it easy, as they can just save before using the Key, and load if it's not the wanted room. Console users will see themselves trying their luck several times.

The first thing you should get from this place is the God Breath spell for Arche, it is in a small room with a chest in the middle, if you enter any other room before finding the spell, go back, get the key again and try your luck. Once you have the spell, try to find a room with a Save Point where the floor is orange, when you find it, save, equip a Mystical Rune on Arche, and if you have another one, equip it on Mint. Equip the Moonstone Ring on Klarth and equip a Mithril Mesh on the other characters to protect them from Light attacks. Make sure Cless has the Lightning Bolt skill equipped.

When you are ready, go forward, the alarm will go off, sending robots to attack you!

BOSS: 2SH

2SH [2]

HP	18600	Weakness:	Thunder, Fire
TP	0		

4400R [3]

HP 4400 Weakness: Thunder
TP 0

TOTAL EXP 16000

This battle could get complicated, as the 2SH just love to shoot missiles at you. However, casting Indignation a few times will teach them who's the boss ^_^

As soon as the battle starts, have Arche cast Indignation on the 4400R near you, so it doesn't bother you any more. When she is done with that one, she must cast Indignation on the 2SH several times, to kill them quickly (every casting takes about 5500 of their HP).

Klarth should summon Maxwell to attack the 2SH, because they are the most dangerous enemies. Save Mint for healing, you will need it, because the 2SH can put Cless' HP in red numbers in no time.

Use a Flare Bottle on Cless and make him attack the 2SH so it doesn't use its 'Physics Missile' attack on you. When the first 2SH is killed and the way to the second one is free, use the Lightning tech.

Once the two 2SH are dead, just cast Indignation on the 4400R that might have survived.

After the battle you find a contract ring on the floor, the Diamond Ring.

Go north until you find a computer, which immediately starts working. It introduces itself as Oz, the Mother Computer and gives you two options:

1. Time Warp
2. Medical Treatment

Choose number 2 first, because you will be facing the Dhaos of the present very soon, and then choose number 1 to request Time Warp. Oz will do all the necessary checks and inform you that there is not energy because the city's power is not turned on. The only one who can decide whether to turn on the power or not is the mayor, but the mayor is dead, so Oz makes you the new mayor of Thor and asks you if you want to turn on the power (answer 'Yes', of course). When the power is restored, the city is lifted from the bottom of the ocean.

Now, before talking to Oz again, go back and Save (be careful not to get out of the room when you step on the Save Point). Do the same arrangements you made before fighting Dhaos the last time (put Arche and Klarth into the 'Cast Many Spells/Call Many Spirits' mode, cancel all spell and spirits but Indignation and Maxwell, etc.). If you have an extra Mystical Rune, equip it on Mint, you will soon need lots of healing, and the faster, the better. Cless should equip his best combination techs, I found the Tempest combo extremely useful for the upcoming battle.

Talk to Oz and choose 1. Cless instructs the Mother Computer to take them 102 years into the future, May twenty-first, inside the mausoleum south of Totus, in front of Dhaos' sarcophagus. Then everyone steps

on the machine and the Time Travel begins.

In the shrine, you witness the same scene that took place after Cless and Mint were sent to the past, then the party appears attacks Dhaos.

BOSS: Dhaos

Dhaos

HP 16250/65000

TP 1000

TOTAL EXP 25000

GALD 25000

This version of Dhaos is weird, his max HP is 65000, but he starts with about one fourth of it, and thank god for that, because if Dhaos had full HP here, he would be a nightmare. Oh, forget about how much you used to hurt him with your spells before, Dhaos has really improved his magical defense in the last one hundred years.

As soon as the battle starts, use a good long-distance skill, the Tempest combination works great, as the first attack, even though it doesn't hurt Dhaos, it keeps him busy defending and gives Arche and Klarth lots of time to cast spells or summon spirits, and the second part of the attack (Lightning Bolt) hurts Dhaos for about 500 HP. And as a bonus, the stabbing attack could stun Dhaos! As soon as Cless finishes the combo and goes back to his place next to the party, repeat the process, remember that the key for this battle is to be so fast that Dhaos dies before knowing what hit him ^_^

Arche should cast Indignation, even though Dhaos is no longer weak to it, this is the strongest spell you've got for now. Indignation will hurt Dhaos for about 1500 HP. Right after she casts the spell, give the order to cast it again.

Things for Klarth have changed, now he has to summon Maxwell instead of Luna, Luna does about 550 points of damage, while Maxwell can hurt Dhaos for about 75 points with each hit, and some of the hits might be more powerful, reaching 500 and sometimes 1000 points of damage.

It's really helpful to have Mint cast Haste on Cless, since this battle depends on speed. After she casts Haste, just save her for healing, you will probably need it.

Dhaos' attacks remain more less the same, but he has stronger spells now, including Explode, which hurts all the characters in screen for about 4000 HP (surely killing you) and God Breath, which hurts all the characters on screen for about 2300 HP. However, it's not usual for Dhaos to cast spells, as he likes more to get near your party and use his favorite no-casting-time deadly attacks, such as Dhaos Corridor and Tetra Assault. Also, Dhaos can turn your characters to stone with his normal attacks (which take about 800 points out of your HP), so you could use a Medicine Bottle on Cless, just to be safe.

This is a hard battle, but if you are fast enough, you can win easily.

Great! This time Dhaos couldn't escape from you, but there's no time to celebrate, because the whole cave starts to fall apart. All the energy released by Dhaos' awakening and the battle weakened the mausoleum's structure. Everyone runs away, and a big piece of stone falls over the unconscious Dhaos. The party escapes from the cave and take Tristan with them just in time, before the cave blows up.

Dhaos was buried in the cave, everyone is happy now, so it's time to say goodbye to Arche and Klarth, who must return to their own period in history. When they are leaving to the Abyss of Thor to go back in time, something terrible happens, meteors start crashing over the whole area! Once that's finished, a man appears in Time-Travel-fashion and introduces himself as Harrison, emissary of the King of Alvanista, fifty years into the future. It seems that Dhaos wasn't dead after all, and is now doing the evil stuff he likes to do in the future.

Harrison came back in time to ask for help from the only people who ever defeated Dhaos. The meteors where an attempt from Dhaos to kill you, so you couldn't go to the future. The party decides to go to the future and defeat Dhaos. Cless invites Chester, who agrees, event though Arche says he looks too weak. Tornix stays behind, while everyone else goes to the Abyss of Thor. Harrison instructs the Mother Computer to take them fifty years into the future, to a town in the southern part of Euclid.

3.24- Future Times are Better!

Items to Get: Large Sack [Rare Item], Reverse Doll [1],
 Sardonyx Ring [1]

Combos to Get: Flare Talon [buy from a swordswoman in Miguel]

The party arrives in the future of Totus town. It's unbelievable how much the town has progressed after its destruction fifty years ago, and it is called Miguel Town now, after Cless' father.

Harrison goes to Venezia, to arrange transportation to Alvanista, and tells you to go there as soon as you can. You get a message explaining that even though you have five party members now, only four of them can participate in battle. You can change who's in the active party by going to the Formation Menu and choosing 'Change'. Put your party's settings back to normal (you know; Arche's spells, Klarth's spirits, etc.).

From where you start in this village, head left and talk to the woman next to the item shop, pay her 30,000 Gald to get the Large Food Sack, which can store up to 20,000 units of food. Buy the items you need from the item shop, don't buy new equipment, because you will soon need loads of cash to pay for new techs and some really expensive gear in other towns (as for Chester, just give him Cless' old stuff).

NOTE: If you forgot to get the Eruption spell from Lenios in the

past, you can get it now from a woman in the Weapon Shop. It's not going to be useful, anyway...

In the spot where Cless' house used to be (the top left corner of town) is now a Dojo, go inside, talk to the sensei and pay 20,000 Gald to buy the Flare talon combination for Cless. If didn't get the Mecha Blade combo in the past, go to the house that used to be Chester's, talk to the old man in bed and check his drawers to get it combo.

Before you leave town and head to Venezia, put Chester in the active party, so he gains a few levels during the trip, because he is just at the exact same level he was when you separated in the shrine. Equip a Black Onyx on him, so his HP his higher and he doesn't get killed too easily.

When you get to the mountain pass, choose the long path, so Chester gains some extra levels. At the summit of the pass you will find a chest containing a Reverse Doll.

In Euclid, buy some food and put it in your food sack, but don't try to fill it, because it will cost you a fortune (or a lot of time buying and consuming Apples ^_^). While you are in the food shop, talk to a boy who asks you to buy him an Apple, if you buy the guy about nine Apples, he will be full, and that's it. I don't know if this has any effect at all in anything in the rest of the game, but come on! each Apple only costs you 1 Gald. Also, buy Jet Boots if you don't have any, because you will need them soon. If you have enough money, buy a Holy Cloak or two in the Armor Shop, they will be useful soon.

There is a man hiding between the inn and the exterior wall of the city, if you talk to him and enter the house a few steps down from there, you can tell his wife where he his hiding. Again, this doesn't affect the game, it's just for fun. Another amusing detail, is in the house in the top-right corner of town. The dog there can "sing" the game's theme song, Yume wa Owaranai ^_^

In the top left corner of the city (where uncle Olson's house used to be) you can find a Research Center, there's not much to see, but note that the guards won't let you go downstairs.

Inside the castle you can find lots of people, all of them are there for the big tournament being held at the coliseum. You can enter this tournament and get good prizes, but it's VERY unlikely that you win right now. Look at Section 4.6 if you want more information...

Go talk to the king. he will be amazed to meet the people who defeated Dhaos in the past and offer to give you money, say 'Yes' to get 80,000 Gald.

Once you've got the money, there's not much else to do here, only a guy in the First Floor wearing a black armor, who can give Cless a new class when he fulfills certain requirements (it doesn't seem to affect anything). Leave the city and go north, if you need to rest just stay at the house where Bart used to live.

Venezia hasn't changed much since you last came (one hundred and fifty years ago!), the only thing to notice is that the building where

Elwyn's company was has changed. If you got Elwyn and Nancy together, the building will be empty, but if you didn't help them, it will be a school. There's yet another possibility: if you got Nancy and Elwyn together and helped Elwyn make up with his father, the Trading Company will still be here, managed by one of Elwyn's descendants.

Go to the ship in which you used to go to Alvanista to find Harrison, who's talking to the captain. He says that no ships are leaving because of the attacks of Dhaos' navy, so you have to look for some other kind of transportation to Alvanista, like flying.

Harrison tells you there is a Research Center in Euclid, where a new way of transport is being developed. And so, you are taken to Euclid, inside the Research Center. Harrison shows his ID and you are allowed to go downstairs, where you meet doctor Stanley and his inventions, the Airbirds. The birds can't fly as far as Alvanista, they need to get more power from somewhere. Stanley says that the spirit Volt could probably do it, but there are no summoners that he knows of to make a contract with Volt. Klarth reveals his ability to contract with Spirits, making Stanley really happy, so much that he offers to give you the prototypes of the airbirds for free if you can find Volt.

Stanley gives you the Sardonyx Ring, a ring of contract you could use with Volt and tells you the spirit lives in the mountains east of Miguel. The summit of the mountains is probably easier to reach by going through the cave in the area.

3.25- Lightning Spirit! Volt's Cave

Items to Get: Holy Bottle [1], Lavender [2], Shield Ring [1],
Life Bottle [1], Grimorum [1], Apple [1],
Bread [1], Sylph Broom [1], Protect Ring [1],
Jade Ring [2], ?Armor [1], Wing Pack [Rare Item]

Spirits to Get: Volt [summit of the mountains near Morrison's house]

The cave mentioned by Stanley is near Morrison's house, southeast from Miguel. Enter Morrison's house first and go to the library to meet a new member of the Morrison family, Harold D. Morrison. Sadly, he doesn't have any magical powers to help you. Cless asks Harold if he knows what happened to them in the past, but he refuses to tell him. While you are in the house, buy any items you need from the merchant in the kitchen and use the bed to rest if you are hurt. When you are ready, enter the cave next to the house.

NOTE: From outside the house, you can see a chest through one of the windows. I haven't been able to discover a way to get the chest normally, but through some complicated cheats, I found out it just contains a Mystical Rune, which is not a very special treasure.

Inside the cave, walk north first and get the Holy Bottle from the chest, then go through the door near you to get two Lavenders. Go back to the last room and head left, ignore the door a few steps down and

get the chests in the room (they contain a Shield Ring and a Life Bottle). Equip the Shield Ring on one of your characters, preferably one of those who can't use normal shields, like Arche, Mint and Klarth.

Go back to the first room and exit to the west. Go right in the next screen and you will find a locked door and some strange device, which consists mainly of a light bulb and a generator of some kind. Equip the Sorcerer's Ring you got at Ifrit's Cave and shoot the generator to make it start working for a while, turning on the light bulb and opening the door for a short time. Go through the door and get the Grimorum book from the chest (equip the book on Klarth of course), then walk a few steps to your right and go down follow the stairs down.

Don't use the door in this room yet, instead walk through the wall to your right and step on the switch, only then use the door, go north and turn right.

In this big place, walk up and right, go through the door and use the stairs. Get the Orange Gummy and go back (the door going north locks behind you, forcing you to start from the beginning of the cave). From the big open place exit to the south to find a room with four generators, of which only you can only start two by shooting them. If you start them now, the power is only enough to open the door a little, what you have to do is enter the little room in the lower part of the screen and pull the lever, then use the Sorcerer's Ring on the generators, run through the door and go down the stairs.

Get the Apple and the Bread from the chests here and use the door. You will come out in a large room, equip the Jet Boots now because you will need them (if you don't have any, use the teleporter in the right side of the room to get out of the cave and buy a pair). Walk a few steps to the right to find a group of generators and a broken switch near them. Shoot the generators and run right, through the thin wall there and use the door that just opened, then just use the door in go straight, because an invisible barrier doesn't let you reach the other door.

You will appear in another room, go through the door near you and throw the switch, then head right and up to get the Sylph Broom for Arche (equip it right away). Use the southern exit of the room to be back in the large room from before. Go down and turn left, avoiding the teleporter that takes you to the entrance of the cave. Note that a wall on the east side of the room has disappeared, revealing the path to another group of generators. Pull the lever on the back wall and use the Sorcerer's Ring on the generators. Quickly run down, right and up, trying to go through the door that just opened (you will need to be fast). Try as many times as you need to, use a Holy Bottle before doing it, to reduce the chance of meeting enemies on your way there.

When you do it right you will arrive at a room that contains a Save Point and yet more generators. Equip a Mystical Rune on Klarth, he will be really useful for the next battle, also cancel all of his summons, leaving only Maxwell. As for Arche, just make sure you cancel Indignation and Ray. If you have Chester in the active party, replace him for a more powerful character. If you bought Holy Cloaks in Euclid, equip one of them on Klarth and the rest on the characters of your choice.

Go to the far right of the room (don't step on the teleporter or you will be taken to the beginning) and shoot the third group of generators (counting from left to right, that is), then shoot the second group before it turns of and do the same for the last generator, then go through the door.

You will be in the outside of the mountain, walk north to meet Volt. Cless tries to talk, but Volt just emits weird sounds and attacks.

BOSS: Volt

Volt

HP	28000	Absorbs: Thunder, Light
TP	400	

Aruroun [3]

HP	2200
TP	100

TOTAL EXP 23000

GALD 32767

ITEMS Protect Ring [3], Jade Ring [1]

Use a Flare Bottle on Cless and just use his best short distance skills to get rid of the Arurouns. Once they are all dead go for Volt, using your best skills.

Klarth is the most useful guy for this battle; Maxwell usually hurts Volt for about 500 HP per hit (sometimes reaching peaks of 2000 HP!). As you could have guessed, Volt absorbs lightning, so Arche's Indignation spell is out of the question. Cast God Breath on the Arurouns instead, to help Cless, then just cast the same spell on Volt, it only hurts him for about 750 HP, but at least she's not healing him. Make Mint cast Haste on Cless, then just save her for healing or cast Hammer on the boss to knock him.

Volt will be casting Thunder Blade most of time, hurting your characters for about 1000 HP if they are not protected from Lightning. The other attack he likes to do is a ring of electricity that goes through the whole battle field, hurting everyone on the floor for about 500 HP. All of Volt's attacks are Thunder elemental, so it's important to have Klarth (who's your main attack force in this battle) protected from that element, this can be achieved by equipping a Holy Cloak on him (you buy them in Euclid).

NOTE: For another Tactic to defeat this boss, look at Section VI.5 of Part II.

After the battle, Klarth tries to contract with Volt using the Sardonyx Ring given to him by Stanley and it works!

Now that you've got a new spirit to summon and are so happy, walk

back south, when you do, Cless will ask Arche to go down to get the treasure for them. Chester tells Arche not to steal anything, which makes Arche furious! She says that she really hates Chester, and Chester replies he doesn't like her either, which seems to make Arche sad, but she denies it all. The chests contained another Jade Ring and a ?Armor (it transforms into a Star Cloak, equip it on one of your non-fighting-type characters).

Go back to the room with all the generators and use the teleporter to leave the cave, then just head to Euclid. Talk to Stanley in the Magic Academy to inform him that you have made a contract with Volt already. Klarth will summon his new spirit and tell him to energize the Airbirds and Arche's broom.

Once everything is energized, Stanley will show you a cool invention of him that allows you to take the birds with you everywhere you go. He gives this invention to you, with the birds inside it, you get the Wing Pack (a Rare Item) and Harrison goes to get everything ready in Alvanista.

Stanley will explain you how to use the Airbirds and then ask you if you need him to explain again, say 'No'. The controls of the Birds are as follows:

AIRBIRDS	
Directional Buttons:	Steer
SELECT button:	N/A
START button:	Toggle Map
A Button:	Take off/Fly Forward
B Button:	Land
X Button:	Access Menu
Y Button:	Use the directional buttons while pushing to strafe
L Button:	N/A
R Button:	N/A

Go outside and press the accept button to feel the magic of flying! Yahoo! No more walking on the map!

3.26- The Future of Alvanista and the Grand World Tour

Items to Get: Dedis Emblem [1], Drum Set [1], Medicinal Herb [6], Emerald Ring [1], Reverse Doll [1], Amethyst Ring [1], White Mist [1], Iron Boots [1], Sapphire Ring [1], Star Broom [1], Elven Bow [1], Muramasa [1], Painting [1], Blue Crystal Rod [1]

Combos to Get: Lion Flare [Buy from a Swordsman in Freezekill]
Cinder Hawk [Buy from a Swordswoman in Ary]
Odin's Wrath [Buy from a Swordsman in Freland]

Spirits to Get: Aska [In Thor, in the chamber of the Mother Computer]
Shadow [In the cave south-east of Ary]

Spells to Get: Ice Wall [In Undine's Cave, north of Venezia]
Death Cloud [In Demitel's Mansion, SW of Venezia]

You probably want to go and explore what's new in the world right now, but I think it's better to go to Alvanista first. The city can be found to the south-east of Euclid.

Let's go around the city first. Make sure you talk to the blonde elf at the southern exit of the city, she mentions how it is said that the ancient civilization of Thor had captured the spirit of Light, Aska.

If you go to the right side of town, a new racing boy will be there, the route and the rules are the same from before, only that the music is different now, and the race is a bit harder, look at the 'Secrets and Extra Stuff' section to see the list of prizes.

Try to enter the castle, the guards will try to stop you, but Harrison will come out and let you in. Inside the castle you meet with an old friend, Runeglom, who ages slowly because she is a half elf. The king explains the problem they are having to fight Dhaos. It seems that our good old friend has mastered Time Travel, so it's impossible for the army to attack him. However, there's still a way to do it, Runeglom explains that on an expedition to Thor, information was found about something really interesting. A long time ago, the world consisted of three countries, Odin, Fenrir and Thor. After Thor was destroyed by a meteor, the other two countries eliminated each other in war. A book found in Thor reveals that the most powerful weapons of each country were hidden, and if you can get the three of them, they could be combined into a sword capable of controlling time, which would put you in the same conditions as Dhaos, so you can attack.

Runeglom tells you to ask to the people in the Magic Research Center of the castle for information on where to find the treasures (it's not compulsory to ask). The people on the research center (reached by using the door next to the princess' room) say that Odin was in the Freland and that all that's left of Fenrir is the town of Freezekill, were Fenrir's Church is.

Now go outside, if you didn't talk to the blonde elf near the southern exit of the town before, do it now, then just leave the town, because it's time to explore the world.

=====
Freezekill
=====

Flying north from Alvanista you can find the town of Freezekill, where you can buy good equipment, however, just buy the Laser Blade for Cless, it's really powerful, but really expensive too. Sell all the useless equipment you have (the Mecha-Halberds are worth a fortune) and use a Lotus Perfume to get a 50% discount (to get a Lotus Perfume, just use a Rune Bottle on a Charm Bottle). If you want to, buy a Holy Staff for Mint, but don't buy any armor, especially for Cless, because you will get to a place with better armor soon.

Go to the inn of the city, talk to the swordsman in the far left room and pay him 33,000 Gald for the Lion Flare combination. Note that if you stay the night at the inn, you will hear a wolf's howling, that wolf is the guardian of Fenrir's treasure, which is found in a dungeon inside the church you reach if you exit the town to the north. However, we will come back here later, just leave the town now.

=====
Ary
=====

Going northwest from Freezekill is the town of Ary. This town has been in perpetual darkness ever since Dhaos reappeared three years ago. In the pub of the city you can buy the Cinder Hawk combination from a swordswoman for 50,000 Gald. In the same pub, a soldier from Alvanista will give you a Dedis Emblem he found on a monster he fought on the mountain. Talk to the woman next to him, who reveals the location of a Ninja Village inside of Treant's Forest (remember to actually talk to her or you won't be able to enter the village!).

=====
Edward's House
=====

Not too much to do here, this place is now a Magic School, so it's full of people. Go upstairs, into what used to be Edward's private library and get a chest hidden under the bed containing a Drum Set. The Drum Set serves no real purpose as far as I know, but you can have fun with them, just enter the Item sub-menu and press the confirm button over them to be able to play!

=====
Freland
=====

Remember Olive Village? Well, go there, you probably are running out of money, but here's a little something you can do, look for a guy standing between the item shop and a house (the only building that is actually a house in this place). When you talk to him, he will offer to sell you an Egg for 80 Gald, buy 15 of these and go sell them to the shop right next to you. Each Egg is worth 3140 Gald, making it 47000 Gald for the 15 of them! (the guy selling the Eggs for 80 Gald sure doesn't know a thing about business, does he? ^_^). Repeat this as many time as you need, don't do it too much though, because later you can get loads of cash from your enemies.

When you are done there, go to the first of the Oasis in Freland (you can reach it by going south east from Olive Village). The swordsman there will offer you the Odin's Wrath combination for 40,000 Gald, buy it (if you don't have enough, go make some money in Olive Village).

=====
Aegis' Workshop
=====

More less to the south of Olive Village you can find an island that is not marked on the map. On this island you find Aegis' Workshop, where you can buy some good stuff. Try to buy everything you can equip on Cless from the girl, not only this equipment is strong, each piece is strong against a different element also! You can get protection for Fire, Water, Thunder and Earth. The boy in this store sells the Combo Command, which, when equipped on Cless, allows you to use any tech in battle by pressing a sequence of buttons (you know, like a fighting game), too bad it's worth 5,000,000 Gald!

Finally, the third person behind the counter is an ivory carver. If you have an item called Ivory Tusk, he will use it to make Mah Jong Tiles. However, you don't have any ivory right now, the only way to get some is by certain enemies in the bonus dungeon. Try to remember this place...

=====
Herbs to Go
=====

Note that Midgard is... well, no longer there. Go to Unicorn's Forest and get all the Medicinal Herbs (six in total), they are in the same place they were when you came here seeking help of the Unicorn (if you need a map, refer to section 3.22).

=====
Cave of Spirits
=====

Go to the cave where you got Gnome, which is east of Miguel. There are new enemies there now, so watch out. Work your way to the room where you had to activate the alarm to distract the little guys, use the left-most door to find a chest containing a contract ring, the Emerald Ring. Just leave the cave now, because there's nothing else to do here.

=====
Long Valley
=====

Go to Long Valley, enter the cave and go down the rope into the room where you had to push two rocks, each over a rift, to make the Shoki disappear. Once you are down there, walk right and go down when you reach the Save Point, get the chest in your way for a Reverse Doll and keep going down, then turn left and go up to get a new contract ring, the Amethyst Ring. Go back to the point where you got the Reverse Doll, walk right and head up, then right and go down a few steps from the little pond to get a chest (contains a White Mist), then go right and down to get Iron Boots. Leave the cave now.

=====
Undine's Cave
=====

North from Venezia you can find Undine's Cave. The goal here is to reach the room where you met Undine, which is not a hard task, but for

all the lazy people out there... Exit the first room through the north door (the pool in this room should be empty). Walk right and down in the second room, throw the switch and exit to the north. Remember which of the two pools in this room is empty and go north, in the upper part of the chamber you will find a chest which contains the Ice Wall spell for Arche. If the left pool in the last room was empty, throw the right-most switch, then go back one screen. Use the stairs going down in the right pool and get the Sapphire Ring from the chest there.

=====
Demitel's Island
=====

Fly southwest from Venezia and land in Demitel's Island. Enter the mansion, go to the chamber where you fought Demitel (it's not hard to find) and get the Death Cloud spell from the chest in the center of the room (this is a Death spell, just like Distortion). Now leave the place.

=====
City of Thor
=====

To the east of Undine's Cave is the city of Thor. You do remember the building in the top right corner of town you couldn't access in the past, don't you? It's open now, so go there! When you enter, the party will look through the window and think about how advanced the people of Thor were. Walk near the lower part of the counter in this place to discover a holographic TV. You can choose out of four channels to watch, the first three are just jokes, including a Tales of Phantasia commercial, but the fourth channel is interesting, it's a news program from before the city sunk into the sea, it was December second, even though the countries of Odin and Fenrir had signed a peace treaty a few days before, a war declaration had just been signed, and the president of Thor was in favor of peace. The news report includes a comment about a Comet that was going to be visible that night, the report mentioned the scientists denying the possibility of the comet crashing into the planet (and if you remember what Runeglom said, you know that Thor was destroyed by a meteor...).

Remember what the elf woman in Alvanista said, about how Thor had captured the spirit of Light, Aska? Let's check it out. Work your way to the room where Oz is and talk to it. If you spoke to the elf in Alvanista, there will be a new option, which is 'Information About Aska', choose that option (number 3) and you will be told how Aska was captured by the scientists of Thor to analyze the way in which she produced light as a part of an investigation about new energy forms. However, there were no great discoveries, and there is no record of the spirit being left free. Klarth tells the computer to let her go, and asks Aska for help to save the planet, she accepts of course, she's more than thankful because you released her after about 2000 years, so Klarth uses the Topaz Ring to make the contract with Aska.

Oh, in case you are wondering, you can't travel through time now, there's no energy left.

=====
Cave of Darkness
=====

In the same continent of the town of Ary (the one where it's always night time, north-east of Thor) you can find two caves, enter the one located south-east of Ary. If you got the contract ring in Long Valley the Spirit of Darkness, Shadow will be there. Shadow will explain that his friends were brainwashed by Dhaos, and he wants to help you defeat Dhaos to take them back to normal. Klarth makes a contract with Shadow using the Amethyst Ring.

=====
Elven Village
=====

Head to Ymir Forest, southwest of Alvanista. You will have to leave Arche at the entrance, but Chester will take her place right away. Go all the way to the Elven Village, in case you don't remember how to get there, cross the hanging bridge found a few steps behind the guard, then go up and follow the path. Head up when you have to choose, turn left and go up to exit this screen. You should be in a place with a Save Point were the path splits, choose to go left here and enter the next screen. Now go up, turn left and go up again when you come to a crossroad.

Once inside the village, enter the weapon store, which is actually a Bow Store. Talk to the owner, who explains that his specialty is bows, Cless asks him if he could repair the Broken Bow he found right after being transported to the past with Mint. You can have the bow repaired for 20,000 Gald, accept, because the bow you get from this is great. You need to stay a night at the inn to give time to the shop owner to repair the bow, so let's go to the inn now.

At the inn you find Rambard, the elf that helped you in the past to repair the rings found in the Moria Gallery. He and some other elves are discussing about letting half-elves into the village. The village has undergone lots of changes in the last 150 years, some humans are welcome in the village now, and an alliance with Alvanista has developed. However, half-elves are not allowed yet, because the elves fear something like the disaster of Midgard could be repeated. The party points out that the half-elves that developed the MysTek Cannon in Midgard couldn't understand what delicate gift is magic because they weren't allowed to make contact with the Elven culture. Rambard says he understands, but that the elders of the village are not very open minded.

Talk to the inn keeper (Arche's mother, remember?), she gives you a Star Broom to give to the "pink haired girl", after that, she refuses to talk about Arche and just asks if you want to stay the night for 30 Gald, say 'Yes' and go to the weapon shop the next morning to get the powerful Elven Bow (equip it right away).

Lastly, go to the Item Shop and buy the Dark Robe from the left clerk.

Don't leave this place yet, because the next place to visit is inside the Treant's Forest.

=====
The Ninja Village
=====

You can access the hidden town of Tales of Phantasia right now, it's hidden inside the Treant's Forest. Check section 4.3 of the FAQ to see how to get there. The forest around town is a great place to build up levels right now. Remember to equip the Dark Robe you bought in the Elven Village on Arche when you get her back here.

In the Ninja Village you can buy a good non-elemental sword that could help you beat the coliseum right now, however it's better to go to the coliseum later, once you have gained access to better equipment.

3.27- Freeze! Fenrir's Ice Cavern

Items to Get: ?Helm [1], ?Armor [1], Armlet [1], Charm Bottle [1],
Black Onyx [1], Silver Cape [1], Aqua Mantle [1],
?Book [1], Silver Plate [1], Shield Ring [1],
Ankh Shield [1], ?Helm [1], Cute Mittens [1],
?Bow [1], Vorpall Sword [1]

Skill to Get: Soul Edge [defeat Fang Wolf in Fenrir's Cavern]

Spells to Get: Tidal Wave [in the Ice Cavern, maze section]

Go to the town of Freezekill and use the northern exit, instead of appearing on the map, you will be in the entrance of a church. If you got Elwyn and Nancy together in the past you can meet one of Elwyn's descendants in this screen you, who is with his daughter and wife, who looks exactly like Nancy (maybe they are cousins or something and don't even know it! ^_^).

Before you enter the dungeon, make sure you've got about five Rune Bottles and at least two Mystical Runes (the ones that cut the casting time of spells by one half). This shouldn't be a problem, if you trained enough you should have lots of money now.

Check the door of the church and Klarth will say it's locked. A voice from within the church threatens you, then the you hear how the door unlocks. Mint and Arche try to open the door, but it blows down to pieces. Inside the church, walk north near the pulpit, Cless will be amazed by the art of the stained glass. A voice is heard again, and a beast appears in front of you, he's the guardian of Fenrir's weapon, the Vorpall Sword. The beast says that he will kill anyone who dares to take the sword, Cless replies that they will take the sword no matter what. The beast then invites you to come in to die (how nice of him!). Now walk behind the pulpit and a secret passage opens, allowing to enter Fenrir's Cavern.

This place could get tough if you are not careful. Equip on Cless his best fire elemental skills, such as Phoenix and Magma Rift. Cancel all of Arche's spells, except for the fire elemental ones of course. As for Klarth, cancel Undine, Sylphs and Gnome, all the other spirits are useful, especially Aska.

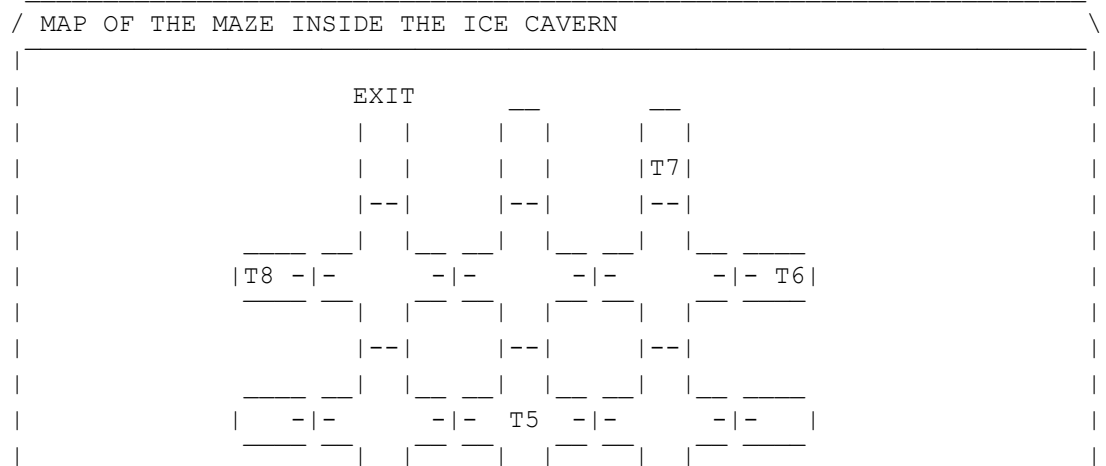
The first room contains just a Save Point, use it and go down the stairs. Walk down, left and up, get the ?Helm from the chest (it can be transformed into a Paladin Helm, which is not as good as the helmet you bought at Aegis' Workshop). The switch on the wall near you is frozen, so equip the Sorcerer's Ring on someone and shoot at it, then check the switch twice, the first time Cless will say it's hot, the second time you will be asked if you want to throw it, say 'Yes'. Walk down and right, into the next screen.

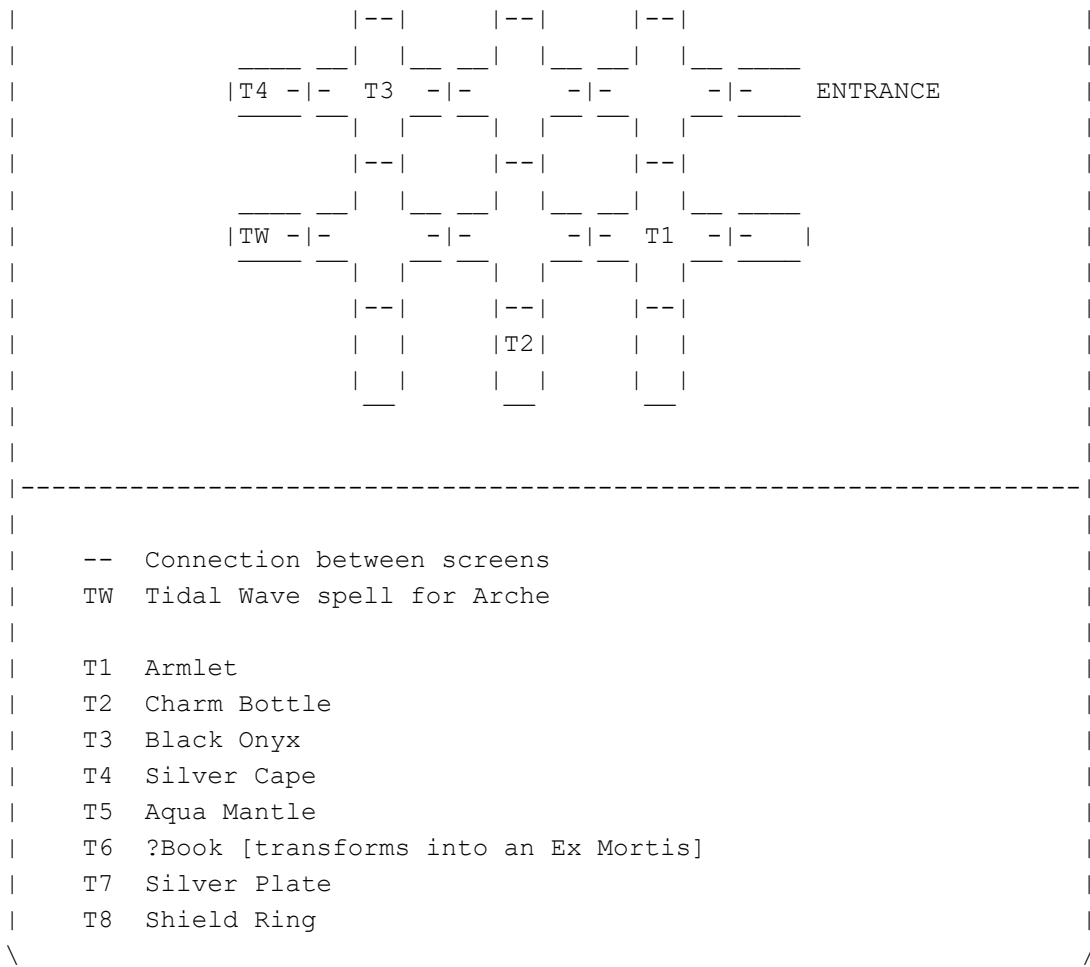
If you threw the switch in the last room, the door here should be open, so just go through it! Then go down the stairs into the next section.

You have to light all the candles to open the door in this room, so make sure you still have the Sorcerer's Ring equipped on someone. Light the first pair of candles, walk right and light the second pair, go down, light another pair and head left to light two more pairs. Now go back right and up, then go right again. Light the final pair of candles (you should hear the door opening), walk directly south to find the door and get the ?Armor from the chest (it's a Star Cloak, equip it on Mint or Klarth, Arche has the Dark Robe, which absorbs most elements). Now just go down the stairs.

Walk down and left in this big room, then go up and you should see the statue of a nun, use the Sorcerer's Ring on it (in other words, shoot the nun, just kidding ^_^) to unfreeze it. Grab the statue and place it in front of the cave opening, as close as possible to it). Now walk right and light the candles to open the door. If the statue is in the right spot, you will be able to pass, if not, a blizzard from the cave will put out the candles, closing the door. If this happens, go back and move statue, then try again. Once you get it right, go down the stairs.

The first screen of this floor is pretty simple, just go up and leave the screen to the left. You will be in a crossroad, this is actually the beginning of a maze. Here's the map for it, the walkthrough is under the map:





From the first screen of this maze go down, get the Armlet, then go left and down for a Charm Bottle. Go back up, go left twice and get the Tidal Wave spell for Arche (turn it off right away, because it heals the enemies in this dungeon). Head back right and go up, get the Black Onyx from the chest and exit to the left to get a Silver Cape. From the screen with the Black Onyx the way to the next treasure is right and up. Get the Aqua Mantle, then go right, up and right to get a ?Book (it can be transformed into an Ex Mortis, a good weapon for Klarth). Go back left and then go up to get a Silver Plate from the chest behind the rocks (the armor is nor as good as the one you bought in Aegis' Workshop, so don't equip it). Now, from the screen with the Silver Plate, go down and three times left to get a Shield Ring (equip it right away, it's the only shield a magician could use). Finally, go right and up to find the exit, go down the stairs and that's it.

You are now in a room with four doors, two of them to your left and another two to your right. Use the far left door first to get an Ankh Shield, go back and use the other left door, open the hidden chest blocking your way to get a ?Helm, which can be transformed into a Star Cap, which is a good for Mint or Klarth. From where you found the last chest, go up and right to leave the screen.

Follow the path going down, eventually you will find a lever, pull it and you should hear how the water is drained from a pool somewhere in this floor. Go back to the top of this screen and exit to the right. You find an empty pool here, go down the stairs inside it to get to the next screen.

Walk right and go up through the door. Pull the lever on the wall near you (this should lock the door behind you and open another one).

Instead of using the door to the left of the lever, walk right and leave the screen. Get the two chests inside the small chamber in this room, they contain Cute Mittens (for Mint or Arche) and a ?Bow (it can be transformed into a Gale Spread, which is not even nearly as good as the Elven Bow). Now leave this screen to the left, you will be in a room with a deep pond, the door near it should be open (if not, you forgot to throw the switch, just go down the stairs in this room and do it). When the door is open, go through it and step on the switch to freeze the water outside. Leave the room and cross the frozen pond, then go up the stairs to exit the room.

You appear in the room with the four doors. Go through the door right door that's closest to the stairs and leave the screen to the right as you did before. Throw the switch in this room just like before, only that this time you will hear water flooding the pool and freezing. Leave the screen to the right; the pool is now filled with ice, allowing you to take the path going north.

You find a Save Point, good thing it's there, because the next boss battle is quite hard. You need to make lots of arrangements for the upcoming fight: cancel all of Arche's spells, leaving only Fire Storm, do the same for Klarth, but leave only Maxwell. Equip a Mystical Rune on Klarth and Arche, if you have another one, use it on Mint, it's essential to cast the spells quickly. Equip the Aquamarine Ring on Klarth, so he is protected against Water elemental attacks. Make sure Arche has the Dark Robe equipped to absorb all elements. As for Cless, give him a Black Onyx so his HP is higher and he can shield the party for more time. If you have two Aqua Mantles (you should), equip them on Mint and Cless to reduce the damage taken from water. Finally, go to the order menu, and put Arche and Klarth far from Mint and Cless, so they are not interrupted while casting a spell by another character who's been hit.

Now save your game and go north to meet Fang Wolf, who quickly attacks you...

BOSS: Fang Wolf

Fang Wolf

HP	30000	Absorbs: Water
TP	0	Immune: Light, Darkness, Wind, Earth, Thunder

TOTAL EXP 12000

GALD 9000

This guy's hell! He's really fast and the only element that damages him is Fire, all the other do no damage at all or heal him. For this battle Cless' attacks are useless.

The key is to cast spells really fast, that's why the Mystical Runes are a must. Your main weapon here is Maxwell who usually hurts Fang Wolf for about 700 HP with each hit. Arche should cast Fire Storm, which only does 800 HP of damage each time, but at least keeps the boss busy. When one of the characters is going to cast a spell, go to the menu and choose 'Spell', as soon as the character casts the spell or calls the spirit, order him/her to cast the spell again, time is crucial in this battle.

Mint must be ready to heal Cless all the time, because he must try to keep Fang Wolf busy, so it doesn't get the chance to attack your other characters, stopping the spells. Use a Flare Bottle on Cless if you want to, but it won't make much of a difference, because you will be the one getting hit most of the time.

If you are quick enough, the Fang Wolf won't be much of a problem. too bad the experience you get from this battle seems to be a joke, you can get more experience from any group of monsters! I guess someone forgot to type another zero into the experience points.

NOTE: There are several Extra Tactics for this boss available in the second Part of this file.

After the battle, Fang Wolf decides you are worthy of having the Vorpall Sword and gives it to you. Cless also receives a new long distance skill: Soul Edge (try to master it right away).

Don't equip the Vorpall Sword yet, because you still have to get out of this cavern, use a Holy Bottle to save yourself some troubles. I guess you know how to get out of here, so I won't write the instructions, however, if you need help to go through the maze part again, refer to the map above.

Stay at the inn of the city now, it's been a pretty tough dungeon and you deserve it (note that the howling wolf is no longer during the night).

3.28- Burn! Odin's Fire Tower

Items to Get: Basilisk Scale [1], ?Armor [1], Moon Crystal [1],
?Book [1], Verbena [1], Ankh Shield [1],
Flame Mantle [1], Mixed Gummy [2], ?Helm [1],
Life Bottle [1], Shield Ring [2], Veal [2],
Holy Bottle [1], Reverse Doll [1], Mental Ring [1],
?Armor [1], Cute Mittens [1], ?Helm [1],
Flamberge Sword [1]

Skill to Get: Soul Wave [Defeat Flambelk in Odin's Tower]

Spells to Get: Explode [Left path of Odin's Tower, top floor]

Odin's Tower is located in the Freland, near the Molten Cavern, where you found Ifrit. Put some food in your Sack before entering the dungeon, just in case. Also, make sure you have at least four Rune Bottles, you will need them. Save your game and go inside. This tower is (in my humble opinion) a bit more difficult than Fenrir's Cavern, even though the boss is not as hard. It's better to come here once you

have the Tidal Wave spell and the Vorpall Sword.

Now, let's get ready for the dungeon. Make sure you replace any Fire elemental skill from Cless, because all enemies here absorb that element. Cancel all of Arche's spells, leaving only Tidal Wave. Cancel Ifrit, Sylphs and Gnome for Klarth, all other spirits are useful. Since Arche will be using a high TP consumption spell most of time, equip a Fairy Ring to reduce the TP used by one half.

There are some rooms in this dungeon with magma on the floor where your characters get hurt really fast, happily there's a way to avoid it. Almost every time you fight the enemies called Kary in this tower, you get items called Salamander's Ring, using a Rune Bottle on them transforms them into Nymph's Rings, which protect you from fire damage, not only in battle, but also in the rooms with magma. Fight enemies in the first room until you have enough Nymph's Rings for your entire active party (note that the other character will still get hurt and die). It is really important that you do this to make the rest of the dungeon really easy (oh, just in case, don't forget to equip the rings!).

Now that we are done with the preparations, let's get started with the dungeon. First, go left and use the upper door to get a Basilisk Scale and a ?Armor (it can be transformed into a Reflect Plate, but don't do it, because Cless' current armor is better). Go back to the first room and use the lower-left door, you will find a transporter that takes you to the room where Cless met the Valkyrie a long time ago, however, all you find there now is a statue of Odin on his horse (it resembles more the Quixote than a god, though).

Back in the first room of the dungeon, in front of the door that leads to the statue is a passage going north, follow it and throw the switch on the back wall. Use the lower right door to get a Moon Crystal (this raises your Max TP by 30%, you can get more by using a Rune Bottle in a Black Onyx and vice versa) and a ?Book which can be transformed into a Seventh Sun, a book for Klarth that's just as good as the one he has right now.

Now, follow the passage in front of the room with the Moon Crystal and throw the switch on the back wall, this opens the main door of this floor. The dungeon is divided into two sections here, one of them takes you to the sword you are looking for, and the other takes you to the Explode spell. I think you should get the spell first. However, it's your choice whether you go for the spell or the sword first.

=====
Getting the Explode Spell
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Go through the big door in the first room of the tower (if it's locked, then you forgot to throw the two switches in this room), then follow the stairs going up.

Walk north and leave the screen to the left. Go down and get the Verbena from the room with magma on the floor (your characters will get hurt unless they have the Nymph's Rings equipped), then go back up and enter the northern room for a worthless Ankh Shield and Flame Mantle. Go back down and right, then enter the room in front of the stairs to get a pair of Mixed Gummies. Now follow the stairs going up.

Go north twice from the room with magma, then go left and get the ?Helm from the chest, it can be transformed into a Paladin Helm, but it's not worth the Rune Bottle. Walk down and use the door to get a Life Bottle and a Shield Ring (equip it on one of your magicians). Go back to the first room of this floor, the one with magma, and use the southern exit (left from the stairs going down) and go up the stairs.

Walk up and go right to get a couple of Veals and a Holy Bottle, then use the stairs going up in the last room. The next two floors have no treasure, so just go up the stairs. You will appear in a room with a chest in the center, open it to get the Explode spell (turn it off right away!). Now work your way back to the first floor (it's not hard at all). Before going for the sword, go to Olive Village to rest and buy the items you need, save your game too.

=====
Getting the Fire Sword
=====

To access the main part of this dungeon (the one that takes you to the fire sword) you have to go through the upper-right door in the first room of this dungeon. Go up the stairs and you will come into a room with magma on the floor, the sign talks about a potion that changes fire to ice and vice versa (this is of course the Rune Bottle that transforms the Salamander's Rings into Nymph's Rings). Get the treasure in the middle of the room to get a Reverse Doll, leave to the left, walk a few steps down and go up the stairs.

Go north in the first screen of this floor and you will find a locked door. Head left into the next screen, walk down a little and use the narrow passage going left. Pull the lever and get the Mental Ring from the chest, then go back to the locked door and head right. Walk down a little and go right using the narrow corridor. Grab the ?Armor from the chest (it can be transformed into another Star Cloak, equip it on Mint or Klarth, but leave Arche with her Dark Robe, because it absorbs all elements). Throw the switch and go back to the door, which should now be open. Then go up the stairs.

First, walk right to see a statue near a locked door. Grab the statue and take it away from the door, once it's far enough, the door will open, go through it and get the Cute Mittens from the chest (equip them on Arche or Mint). Go back to the last room and walk left, enter the first room for a ?Helm (it's a Star Cap, good for Mint or Klarth), then go outside and grab the statue near the door to your left and do as you did before to open the door and get a Shield Ring. Go back to the last room.

Walk down and turn right near the bottom to enter a new screen. There are two statues, two switches and a locked door in this place, if you have some common sense, then you know that you have to place the statues over the switches in the lower portion of the screen to open the door. Once it's open, go through it and up the stairs.

This floor has four doors, behind each one is a mini-boss (which just like a random fight actually). You have to fight them all to open the path to the main boss of the dungeon.

MINI BOSS: Group of Enemies

Kary [2]

HP 13200 Weakness: Water
TP 0

Druid

HP 8300 Weakness: Water, Fire
TP 60

Djinn

HP 11200 Weakness: Water
TP 40

TOTAL EXP 14350

GALD 8501

ITEMS Salamander's Ring [2], Apple Gummy [1], ?Bow [1]

These battles are really easy. Cless should just attack with the Vorpall Sword, using his best techs. Arche should cast Tidal Wave (this will kill any enemy in one or two castings). Klarth should summon Aska and Mint... there's nothing to do here for her, too bad.

The Druid cast the Hammer Head spell, which could knock your entire party, but you will probably kill this enemy before the spell is cast. Djinn can cast Explode, but if you have the Nymph's Rings equipped this shouldn't affect you. The Kary take about 500 HP with each hit, but it shouldn't be a problem.

NOTE: the items you get from these battles may vary.

Once the fourth mini boss is killed you will hear a sound coming from outside. A stairway has appeared to the left!

Go up the stairs, heal up and use the Save Point. Cancel of Klarth's Spirits, leaving only Maxwell, and check that Arche can only cast Tidal Wave. If you want to finish the battle quickly, equip a Mystical Rune on your magic users to halve the casting time of spells. When you are ready walk up to meet the boss, who introduces herself (I presume) as Flambelk and attacks you.

BOSS: Flambelk

Flambelk

HP 45700 Absorbs: Fire
TP 300 Immune: Light, Darkness, Wind, Earth, Thunder

EXP 30000

GALD 19800

Hey! Someone stole Undine's sprite and repainted it! Shame on you Namco! Ahem... Now, back to the boss strategy, this battle is not hard, since the boss' main attack is the Explode spell, and you are now immune to it.

The best of Cless' skills for this battle is the short-range skill called Fury Slash (it costs 12 TP) and gives one blow of power to the enemies in front of you, it's quite slow, but that can be fixed by having Mint cast Haste on Cless. Use a Flare Bottle and each time you hit the boss with Fury Slash you will take about 3000 HP!

Just like Fang Wolf, Flambelk is immune to all elements but Fire (which she absorbs) and water (the only element that hurts her). This means that Arche must cast Tidal Wave (about 2000 HP per casting) and Klarth should summon Maxwell (between 150 and 2000 HP per hit). Mint should just cast Haste on Cless once or twice and then cast Hammer (if you want to, it's not needed).

Among Flambelk's attacks are an energy wave that crosses the whole battlefield just like the one Undine used (this takes about 700 HP of your characters); a normal sword hit that takes about 800 HP from you and a strong sword hit that takes about 1200 HP (the later two only affect those characters that get too close). Finally, Flambelk can cast some spells, like Indignation, for example.

After the battle, Flambelk accepts you as worthy of wielding Odin's weapon and gives you the Flamberge Sword. Also, Cless gets a new short range skill, Soul Wave (try to master it right away).

Now you have to leave the tower, use a Holy Bottle if you want to save yourself some trouble.

3.29- Spirit of Creation, Origin

Items to Get: ?Bow [1], Eternal Sword [1]

Skill to Get: Teleport [Received after defeating Origin]

Combos to Get: Soul Strike [Received after defeating Origin]
Soul Forge [Received after defeating Origin]

Spirit to Get: Origin [Treant's Forest, in the Stone Slab]

We have all the needed items to make the sword that controls time now, but how do we make it? The people in Alvanista's Magic Research Center say that Origin, the king of dwarves, could combine the two items. If you remember in the past, when Rambard fixed the contract rings you found in the Moria Gallery, he borrowed some power from Origin, so taking a wild guess, I'd say that Origin can be found in the Treant's Forest.

However, before going there, let's do some stuff! There are two

things to notice that appeared only now:

- In Alvanista's Castle you can find a person wearing white clothes, it's Yukari Yoshida, the singer of ToP's song! She will ask you if you want to listen to her singing, be aware that she will disappear when you leave the room after she sings.
- This one is a bit more interesting, if you visit the Tree of Life now, a scene will take place. The party sees how the tree is completely healthy now, after all this years. Martel appears, she talks about how the Mana consumption of the world has stabilized, she also mentions a tall blonde man is in her dreams some times. Suddenly, Martel disappears and you are attacked, it's Dhaos! He didn't expect you to be there, but he tries to kill you anyway, however, he stops because of the respect he has to the Tree of Life and Martel. The party wonders what he was doing there...

Now, let's meet Origin so he combines the two swords. Go to the Ymir Forest and work your way to the Elven Village (you should know how to get there by now). Buy anything you may need and enter the Treant's Forest. From the screen with the Save Point go three times up, right twice, up twice, right twice again, down, then right using the lower exit and right again. You will find the Stone Slab where you came with Rambard to fix the rings found at the Moria Gallery.

Before going any further, let's do the arrangements for the boss battle (what? you thought you could get such a powerful sword just by talking to Origin?). Give Cless his best combination techniques, Lion Lunge is a good combo for this battle. As for the short-range skills, make sure he has Gale Shield equipped.

Remember to check if you don't have any new equipment for Chester in case you haven't used him for a while (like I did). Go to Klarth's skill menu and cancel all spirits but Volt, equip the Sapphire Ring on him so he is protected from Thunder and a Mystical Rune to summon Spirits in half the normal time. Finally, go the Formation menu and place Cless and Chester in front of the party.

When you are ready, save your game and get near the Stone Slab. Klarth will feel a presence and remember that he saw something here when he came with Rambard, that's probably the Spirit of Creation, Origin. Arche appears (now that Volt has powered her broom, she can fly as high as she wants to) and Origin comes out of the slab to attack you.

BOSS: Origin

Origin

HP	45000	Absorbs: Light, Darkness
TP	1000	

Seraphim

HP	12700	Absorbs: Light, Darkness
TP	300	

TOTAL EXP 49800
GALD 13280

ITEMS ?Bow [1]

Origin and his fellow Undine clone, Seraphim absorb Light and Darkness elemental damage, Origin is even healed by Maxwell! This makes Volt your main summoning weapon, so just have Klarth call him all the time (this will take about 3000 HP from Origin and 1500 HP from the Seraphim).

To raise the damage dealt by Cless and Chester, have Mint cast Valkyrie on them a few times. Cless should use his combination techs, the one I recommended above hurts Origin for about 3500-4000 HP, making it a killer weapon. Once the Seraphim is dead, use Gale Shield to corner Origin and prevent him from casting nasty spells.

Origin can cast powerful spells like Indignation, so be careful, just in case, Klarth is protected from Lightning by the Sapphire Ring. His other dangerous attack is 'Forge of the Cosmos', which affects all characters on screen, hurting them for about 2000 HP.

Origin admits his defeat and agrees to listen to you. Klarth asks him to combine the Vorpall and Flamberge Swords so the party can go after Dhaos. Origin kind of laughs at you for trying to defeat him without even knowing his true motives. Mint replies that even though what he said is true, they can't just sit and watch how Dhaos makes people suffer.

Origin says he has been defeated, so he has to carry your request anyway. The two swords merge into one, making the Eternal Sword. Cless receives two new combinations (Soul Strike and Soul Forge) and one normal skill (Teleport), then Klarth makes a contract using the Diamond Ring.

Now you need to find out where Dhaos is to be able to fight him, and the one who may know is Runeglom, which means the party has to go back to Alvanista.

Runeglom says that Dhaos is probably hiding near the town of Ary, which is in perpetual darkness ever since a few years ago, when Dhaos reappeared. Once the chat is over, equip the Eternal Sword on Cless. Use a Rune Bottle on the ?Bow you got from the last battle to make it a Soul Stealer bow, which is stronger than the Elven Bow. Finally, put Arche back in the active party if you want to.

3.30- Before Taking on Dhaos

Items to Get: Mana Earring [1]

Okay, let's go where Runeglom told us to go. The town of Ary can be reached by flying north-west from Alvanista. When you enter, Klarth suggests to find the inn and stay there for the night. The inn is located in the lower-right part of the town, go there and pay 70 Gald to get a room.

Quite a nice scene happens now, and it would be a shame if those playing the game in a console couldn't understand the dialogues, so I'll copy the dialogues here...

NOTE: these dialogues were taken from the Dejav patch available right now at their home page (look at section 1.3 for details). I did not translate any of this!

Klarth: Brrrr!! It's Cold!!

-Arche, Chester and Klarth go to the room-

Cless: What's wrong Mint?

Mint: Cless, can I talk to you alone for a few minutes?

Cless: What is it, Mint?

Mint: I'll tell you later, just meet me outside, okay?

Cless: Okay... I'll be out in a few minutes...

-Mint goes outside, Cless goes to the room-

Arche: Huh? Where'd Mint go?

Cless: Umm... she took a walk...

Klarth: Too cold outside for me...

-We see Mint waiting, she has something shiny with her-

Klarth: What's wrong, Cless?

Cless: Huh? Nothing... I'm gonna step outside for a bit...

Arche: Hey, I'm going too!

Cless: I'd really prefer to go alone, okay?

-Cless leaves-

Arche: Something's fishy...

Klarth: Cless too? It's way too cold for these old bones...

How nice it must be to be so young and full of life...

Arche: Oh, puh-LEASE! You're not so old! You're not even thirty!

Klarth: Yeah, whatever...

-Silence for a few seconds-

Klarth: Well, it's still early. What should we do to kill some time?

-He has an idea and walks near the table-

Arche: What are you doing?

Klarth: I've been toying around with an idea...

-He summons Origin-

Klarth: Origin, one of your powers is the ability to see the future and the past, correct?

Origin: ...Well, I can use the Eternal Sword to show you a scene from the past... showing a mortal events yet to come is strictly forbidden.

Arche: What are you talking about?

Origin: Even though you technically have a contract with me, I can only do this once, Klarth.

Klarth: I understand...
-He remains silent for a few seconds-

Klarth: Hey, can you guys give me a little privacy?

Arche: Why? What are you going to see?

Klarth: Hey, come on! It's private!

Arche: Man, everyone is trying to get away from me tonight!
-Chester and Arche leave-

Origin: So what is it you'd like to see?

Klarth: -mumble-

Origin: What?

Klarth: -mumble, mumble-

Origin: Ah, I see. You don't need to be embarrassed about that! Everyone can tell! You should be shouting that as loud as you shout my name when you call me! Regardless... Here we go...

-We see Euclid in the past, inside Klarth's house-

Miranda: Well, that's all for today's lesson, kids.

Children: Thanks! When will Klarth come home?
When he beats up Dhaos and comes home... can we have a party?

Miranda: Well, he's strong like an ox and smart like a snake.
So I'm sure he's fine and will be back soon.

Children: -giggle- Yes! See you tomorrow!

Miranda: Goodbye, children!
-The students leave-

Miranda: I wonder where he is now... Please be safe, Klarth.

Miranda: I will continue to wait for your return.

-End of the scene-

Arche: What're you doing, Chester?

Chester: I was going to check on Cless and Mint.

Arche: What?

Chester: What do you mean, what?

Arche: I swear, we're like total opposites...

Chester: Well, at least we agree on SOMETHING.

Arche: Why are you always so mean?

Chester: Me mean to you? Ha! Ever since we met you've done nothing but purposefully get under my skin! To think, when I first saw you I thought that you were cu...

Arche: When you first saw me you thought what?

Chester: Nothing. Never mind.

Arche: Hey! Let's go outside!

Chester: Nah, it's freezing out there. You can go by yourself.

Arche: Dammit, boy! Come ON!!!
-She drags him outside-

-Finally, we are back with Cless-

Cless: Sorry to keep you waiting...

Mint: Don't worry about it...

Cless: It took me a while to get away...

Cless: Is it okay if I sit down next to you, Mint?

Mint: Yes, please...
Cless: So... what did you want to talk about?
Mint: Take a look at this...
Cless: It's...

-Flashback to when Cless was jailed-

Cless: It's an earring.
???: Place this on the wall... and you will be able to escape...
Cless: Wait just a minute! Who are you?
..... Okay... I'll give it a try...

-End of the flashback-

Mint: Unicorn Earrings are very rare, Cless.
The only one I've ever seen belonged to my mother...
When we were at Tornix's house, I saw it while you were
sleeping... and I took it.
Mint: I just can't believe I never got to say goodbye to her...
Cless: ... I'm sorry...
Mint: Cless, I want to thank you for not telling me then...
If you had... I...
Cless: Mint...
Mint: I really think I would have given up hope... Thank you...

-Arche and Chester are outside, they overheard the last conversation-

Arche: Mint...
Chester: Hey! It's snowing again!
Can we PLEASE go back inside where it's WARM?
Arche: Oh, shut up and kiss me...
-Chester drags her inside-

When you try to leave the room the next morning a soldier will come looking for Cless. A huge castle has been seen in the mining area to the west. The game now lets you know that you have the Mana Earring in your inventory (actually, it was your inventory since you woke up). This earring can only be equipped on Mint; it raises her stats quite a lot and makes her spells more effective.

Okay then, just as the soldier said, leave the town and enter the cave to the northwest, but don't worry, we are not going to take on Dhaos yet, but this is necessary to activate a few extra quests.

The guard in the cave will let you pass, so just go up the stairs to be outside. Go up a little and the game will take control. Klarth mentions what Runeglom said, that the castle doesn't exist in any time, that's why you had to get the Eternal Sword, to bind the castle to this time and thus be able to attack Dhaos. When Cless uses the sword, the floating castle appears and you are transported there.

Well, that's all we had to do; now just step back and you will be taken to the mountain near Ary. This might seem pointless, but actually you just opened the way for two extra quests, the Treasure Quest and the lower floors of the Moria Gallery. It will be a lot easier to win at the coliseum after you complete these two quests, but it's your choice. I recommend you do the Treasure Quest first, and then go to the Moria Gallery, look at the 'Secrets and Extra Stuff' section for all the information about these three quests. Of course,

try to do all other sub quests, even though they lack importance in front of the ones mentioned above.

3.31- The Final Confrontation

Items to Get: Gorgon Amulet [1], Holy Bottle [5], Sage [5],
?Armor [1], Rune Bottle [2], Elixir [2], ?Armor [2],
Dedis Emblem [4], ?Helm [1], ?Book [1], ?Rod [1],
Star Gloves [1], Spy Lens [2], Charm Bottle [1],
?Helm [1], ?Weapon [1], Apple Gummy [1],
Mixed Gummy [1], Savory [2], Life Bottle [1],
Jade Ring [1], Resist Ring [1], Lavender [2],
Hourglass [1], Magic Pouch [1], Elven Boots [1],
Dragon Steak [1]

Spells to Get: Meteor Storm [Second Floor of Dhaos' Castle]

Okay, of course you have to be prepared before going to Dhaos' Castle, which means you should go to Alvanista and buy everything you can think of. Buy 15 of every kind of gummy, Remedy Bottles, Flare Bottles and Rune Bottles. If you feel like it, you can use Rune Bottles on the gummies you bought to make them better (you know, the kind of gummies that restore 60% of something instead of 30%); naturally, remember to buy more Rune Bottles and gummies of the normal kind after this.

You also have to check your equipment. Put the best gear you have on your party, this is easy with the 'Auto' command of the 'Equip' menu, but remember to leave the Dark Robe on Arche to protect her from elemental attacks. In the 'Relic' slots of your magicians you ought to put a Fairy Ring and a Mystical Rune. As for Cless and Chester, the Battle Rune is always useful. Also, equip an Jade Ring on Cless, because he will be using techs constantly. Chester is not all that important, he is probably really low in levels (in my case, he was at level 42 while the rest of the party was around level 90!). And finally, your favorite skills and combinations will work fine; if you want my advice, anything that includes Teleport is good.

Once you are ready enter the cave to the northwest from the town of Ary (the snowy town where it's always nighttime). The guard should let you pass, go up the stairs and walk a bit right and up. Cless will use the Eternal Sword to enter Dhaos' Castle.

You will arrive in a platform outside the castle. If you want to go back all you have to do is walk to the southern piece of the platform where Cless asks you if you want to go down.

Now use the Save Point if you want to and enter. You will find a big eye thing in your way, in you 'Order' menu replace Arche with Chester, even if he is low in levels, then put him behind Cless from the same menu. Now talk to the eye to fight it.

MINI BOSS: Dark Eye

Dark Eye

HP 56600 Immune: Wind, Water, Earth, Fire, Thunder,
TP 100 Light, Darkness

TOTAL EXP 24000
GALD 9800

ITEMS Gorgon Amulet [1]

Wow, this guy sure has a lot of HP! And to make it worse, it is resistant to most elements, that's why Arche wouldn't be useful for this fight.

Cless and Chester will be your main attack force. Have Mint cast Valkyrie and Haste on them while they attack. The Dark Eye will most likely start casting a spell at the beginning of the fight, take the chance to use one of Cless' techs, then keep hitting until you get it cornered in the right side of the battle field. Once you have the it there, use Teleport or gale Shield to make lots of damage and stun the Dark Eye. Chester, if equipped with the Berserker Bow from the Moria Gallery, can shoot two arrows at the same time, each one hurting the boss for 2300 HP (if Valkyrie has been cast of course).

If the Dark Eye teleports away from the corner, just press L on your controller to change the direction of your party and start the process again.

Klarth should call Gremlin to deal about 3300 HP of damage or Origin (2200 HP of damage) if you haven't been to the Moria Gallery yet.

Dark Eye can cast Explode and Tidal Wave, but it is too slow, so you will probably stop any spells it tries to cast. Aside from the spells, Dark Eye uses a spin attack that deals several blows for about 500 HP of damage to anyone around it; this is really annoying if the boss appears between your party members during the fight.

Put Arche back in the active party after the fight. You can explore the area now. To your left is a door that takes you to a dark dungeon, but there's nothing to do there right now. From where you fought the mini boss walk up a little and use the door there to get a Holy Bottle and a Sage, then go back out and leave the screen using the path going north that's found to your right. In the next screen turn right and enter the room there for a Star Shield, which is almost as good as the Blue Line Shield you got from the Treasure Quest. Now, go back out and this time go up, throw the switch there and return to the entrance of the castle.

Go right in the first room to find and open door (if it's closed, it's because you didn't throw the switch). Go through the door and use the stairs to access the next floor.

NOTE: You can get ?Weapons from some of the enemies in this dungeon.

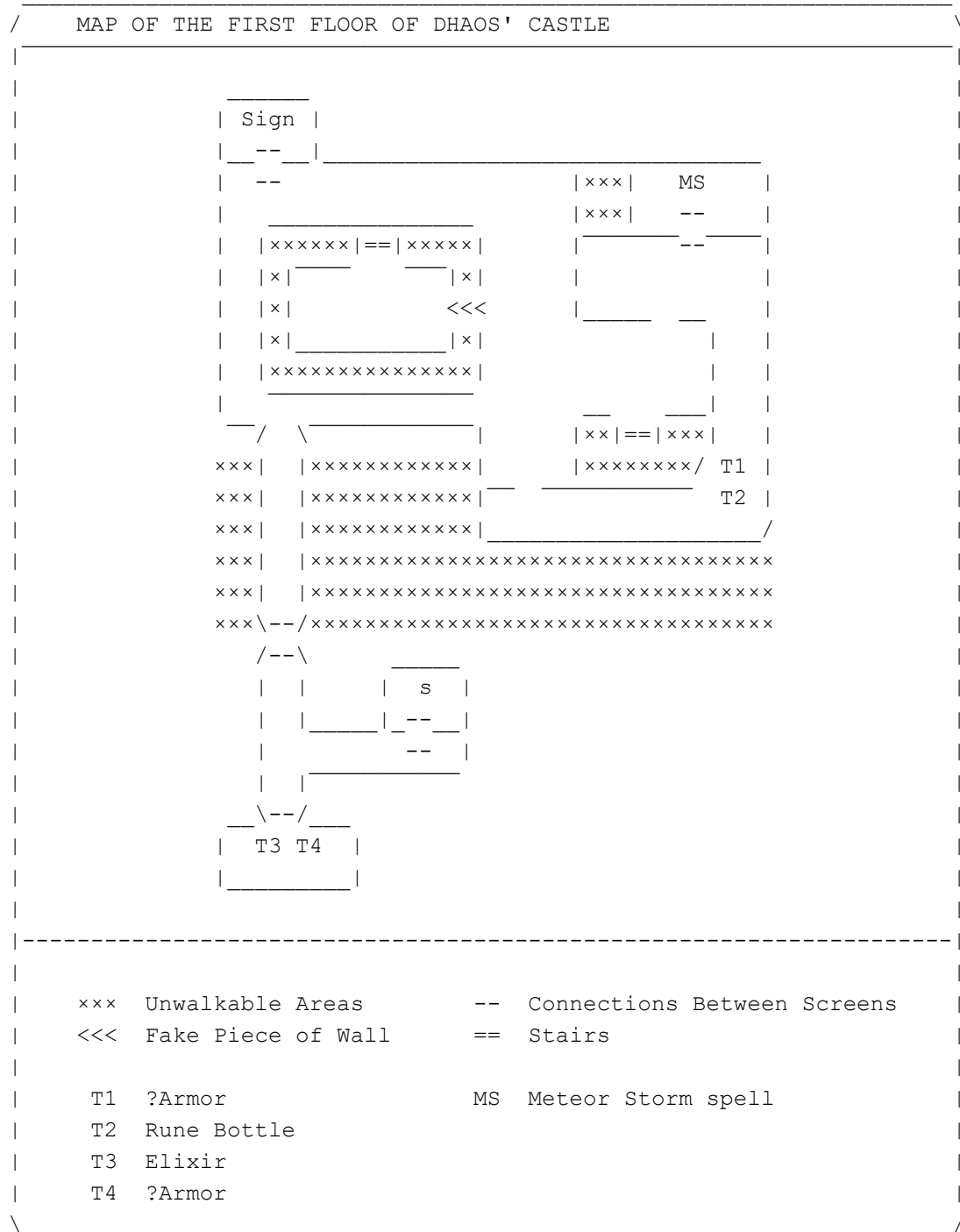
By using a Rune Bottle on them, they might become Saint's Rapiers, a powerful Light Elemental weapon. It's Stab power is way higher than that of the Excalibur, but the Slice power is really low. You might consider using this weapon, but I don't recommend doing so.

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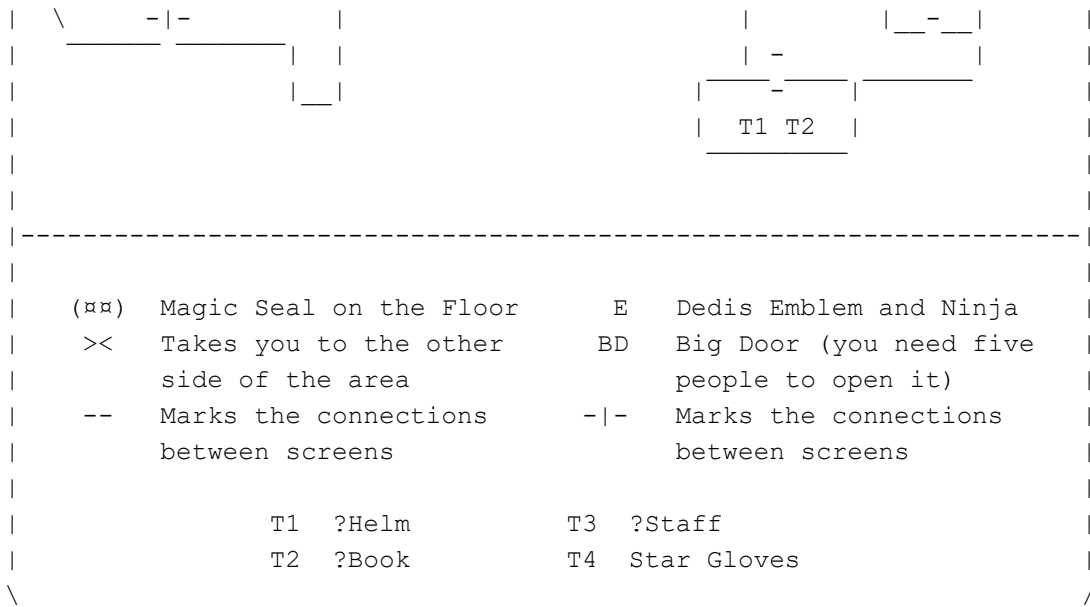
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- First Floor -
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This floor has good treasure, which is very useful if you haven't been to the Moria Gallery yet, and of course this includes the best spell in the game, Meteor Storm. Here's a map of the place:



From the stairs you used to enter, go up and use the door that takes you to a hallway (the door wont let you go back). Go through a bit to your right now and get the Meteor Storm spell for Arche, then return



Getting the Dedis Emblem won't be as easy as you'd like it to be. Each time you get near a chest containing one of the emblems you will have to defeat a ninja mini-boss.

Go right from the magic seal that transported your party away. In the next screen use the door to your right and get near the chest to fight the first mini-boss:

MINI BOSS: Hanzo

Hanzo

HP 17500 Weakness: Light
TP 0

TOTAL EXP 6000
GALD 8000

This enemy is not all that hard, specially because of its low HP.

To make things short, use a Flare Bottle or the Focus II skill to raise your attack, then use a jumping attack or the Soul Forge combo. Now all you have to do is stay near the ninja and keep using Teleport. This will probably make Hanzo run to the corner, where you can just repeat what you did a moment ago to kill him!

Just like every other ninja in Tales of Phantasia, Hanzo can throw shurikens at you, but they are not really powerful. The only attack worth of mentioning is the one called 'Backstab', which hurts Cless for about 1700 HP and may stun or/and poison him.

Heal yourself after the battle, don't hesitate to use your items, as you will have to go near the entrance soon, giving you the perfect chance to go down to earth and shop. Remember to grab the Dedis Emblem from the chest and leave the room.

Go down into the next screen, turn right and enter the room to fight

	- -	- -	

	==	Stairs	.. Locked door
	SP	Save Point	`` Doors that can only be used
	- - and --	Mark the connection	to go down
		between screens	SE Mini Boss - Seal Eye
	ss	Switch that opens	
		the locked door	
	T1	Apple Gummy	T6 Holy Bottle
	T2	Sage	T7 Holy Bottle
	T3	Mixed Gummy	T8 Sage
	T4	Savory	T9 Life Bottle
	T5	Rune Bottle	T10 Jade Ring

Yes, the map is a bit confusing, but I think you can work it out.

Anyway, after using the Save Point, walk right and use the door going down (note that you can't go back using this door). Now enter the room to your right for an Apple Gummy and a Sage, then go back out and head right. Use the only door there to get to a stairway and a wooden door, but it is locked, just go left and leave.

Walk left and enter the first door you find on the upper wall, get the Mixed Gummy and Savory, then return outside. Go through the door to your left for a Rune Bottle, go back outside and use the door in the lower part of the screen to get back to the Save Point.

Save your game if you want to and leave to the left. Use the door going up there and then go through the door in the upper wall there to get a Holy Bottle. Now leave the room and go back down using the same path from before.

Go down to access a corridor. Head right and go through every door on the upper wall to get treasure (Holy Bottle, Sage, Life Bottle and Jade Ring). Return to the corridor, we will explore the left side now, where you find a big room. At the top of the room is a switch guarded by a mini boss.

MINI BOSS: Seal Eye

Seal Eye [2]

HP 62600 Absorbs: Fire, Earth
TP 50

TOTAL EXP 20000

GALD 20000

Although the amount of HP is pretty impressive, this guys are not all that hard to beat up.

First of all, have Mint cast Valkyrie on Cless to raise his attack power, then have her cast Haste. Cless should use the Soul Forge combo, since it hits the front enemy pretty hard with the first attack, while the waves of energy of the second attack reach the second enemy as well. When Cless is close to the Seal Eyes, the Teleport skill does its magic again ;)

Arche and Klarth should be using their most powerful stuff, Meteor Storm and Gremlin. Meteor Storm hurts both enemies for about 6100 HP and Gremlin does the same for about 6700 HP!! Of course Arche and Klarth should have the Mystical Runes to halve the casting time of spells.

Mint should be always ready to heal, since the course of the battle could be changed at any moment if the Seal Eyes begin to Teleport around.

Try to corner the Seal Eyes and keep them busy as much as possible, because if one of them teleports away, you could be in troubles, specially if they end up appearing between your party members and start using their spin attack. If that ever happens, try to distract them with Cless so that they teleport away again and give Mint enough time to heal everyone up.

This guys can cast powerful spells, such as God Breath, Explode and even Meteor Storm! Explode hurts everyone not protected against fire for about 4000 HP, while Meteor Storm hurts Arche (with Dark Robe) for about 6000 HP, Mint and Klarth for about 3000 HP; and heals Cless (with the Golden Armor) for about 6000 HP.

After the battle, walk up and throw the switch on the wall This unlocks the wooden door we saw before.

Leave the big room, go up in the corridor, then right to be back at the beginning of the area. Save your game if you feel like it, then use the door on the right side of the room, go right again, use the only door in the following room and go through the now open door in the stairway.

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=====
- Fourth Floor -
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The first thing you find in this floor is a stone sign that reads: "Everything Begins from the End". Before solving the puzzle in this floor, walk right and save you game. You will notice a locked door and a switch on the floor, however, it is useless right now.

Here's the map:

```
_____|
/  MAP OF THE FOURTH FLOOR OF DHAOS' CASTLE  \
|_____|
|
|               _____   _____   |
|               |  X  |   |  X  |         |
|               |__--_|__--|__--|         |
|                                     EXIT   |
|_____|
```


The only thing to note is the Save Point in the seventh floor and the nice effect of the clouds around the castle. The rest is really straight forward, all you have to do is follow the path.

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- Eleventh Floor -
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You'll know you in the eleventh floor when you have to go up a series of stairs that revolve around a big pillar. At the top you find a Save Point and a door. SAVE YOUR GAME, for Dhaos is behind that door.

The preparations are just the usual, use your best stuff, but leave the Dark Robe on Arche. If you equipped Cless with a Saint's Rapier, replace it with Excalibur, because Dhaos can't be hurt by the Light element. You should only change the accessories your characters are wearing. For example, remove all the Fairy and Jade Rings, since you can spend all of your items to recover TP, you'll want to equip useful accessories. As always, Mystical Runes are a must for all your spell casters, what you put in the other Accessory Slot depends on the character and your personal criterion, this is how my characters ended up:

/ CHARACTER STATS AND EQUIPMENT BEFORE FACING DHAOS \			
CLESS		MINT	
Level 99		Level 94	
MAX HP 9999		MAX HP 9999	
MAX TP 999		MAX TP 999	
Hand Excalibur		Hand Blue Crystal Rod	
Body Golden Armor		Body Star Cloak	
Shield Blue Line shield		Shield Shield Ring	
Head Gold Helm		Head Star Cap	
Arms Hyper Gauntlet		Arms Cute Mittens	
Relic 1 Battle Rune		Relic 1 Mana Earring	
Relic 2 Gorgon Amulet		Relic 2 Mystical Rune	
----- -----			
KLARTH		ARCHE	
Level 93		Level 92	
MAX HP 9999		MAX HP 9999	
MAX TP 999		MAX TP 999	
Hand Namco Gamer		Hand Star Broom	
Body Star Cloak		Body Dark Robe	
Shield Shield Ring		Shield Shield Ring	
Head Star Cap		Head Mage Ribbon	
Arms -		Arms Cute Mittens	
Relic 1 Diamond Ring		Relic 1 Fairy Ring	
Relic 2 Mystical Rune		Relic 2 Mystical Rune	
\ / \ /			

NOTE: Chester is not included because I didn't use him very much, which means his levels were really low and his equipment was outdated.

As for Cless' skills, here's my recommendation:

Short-Range	Teleport	<--- This one's always useful!
	Gale Shield	<--- This one might help in the second stage of the fight.
Long-Range	Soul Forge	<--- Very Powerful, beats the hell out of Dhaos!
	Odin's Wrath	<--- The flying attack of the Phoenix works well against Dhaos' second form.

In the Tactics Menu put Arche in the 'Cast Many Spells' mode, Klarth in the 'Call Many Spirits' mode and Mint in the 'Value HP over TP' mode.

It is really important that you go to the 'Formation' menu and put Cless away from the party in the battle field. Make sure that Cless is on the right side while the others are on the left corner, this will prevent Dhaos from hurting them easily.

Finally, turn off all of Arche's spells but Meteor Storm and all of Klarth's spirits but Gremlin.

Okay, once you are done with the preparations, heal completely both HP and TP and save your game (you don't want to do all the arrangements again). Go through the door and up the stairs to meet Dhaos. This is the dialogue between the party and Dhaos for those playing the game without patch (the dialogue is extracted from De-Jap's patch):

Cless: This is it, Dhaos! You've got nowhere to run this time!
Dhaos: Look, I've quite a bit of respect for your accomplishments in making it this far. You've proven worthy adversaries.
Chester: I'm going to make you pay for all the suffering you've caused our planet!
Mint: Wait!!
- she steps up -
Klarth: Mint, stay away from him!
Dhaos: Perhaps she's come to her senses and has come to beg for her life.
Mint: Dhaos, I want to ask you a question. Many centuries ago, you told us you had no quarrel with us. I don't understand your reasoning.
Dhaos: Because you're not harming this planet's supply of Mana. If anything I should thank you for healing the Tree of Life.
Mint: Why is Mana so important to you?
Dhaos: Because magic drains this planet's supply of Mana. And I need that Mana.
Cless: Mana? For yourself? I don't follow...

Klarth: Are you trying to preserve this planet's natural state?
Dhaos: Ha ha ha... To protect this planet that I hate so much?
You must be joking! I'm only here to collect Mana.
Chester: Then you are trying to rule this world using Mana's power?
Dhaos: Ha ha ha! You foolish boy! Have I not made it clear that
this planet, and everything on it does not interest me in
the least? I need the Mana to create a Mana Seed.
Chester: Mana Seed?
Cless: I don't care what your goal is! Thousands of people DIED
because of you, and that we can never forgive!
Dhaos: Ha! You are one to talk! I hope you are ready for me...!!

BOSS: Dhaos

Dhaos

HP 56000
TP 1000

TOTAL EXP 50000
GALD 32000

The moment the battle starts, use Soul Forge. While Cless hits Dhaos,
quickly have Mint cast Haste on him; Arche cast Meteor Storm and
Klarth call Gremlin.

Right after Cless uses Soul Forge, have him use Teleport, you mustn't
give Dhaos any chance to attack. Have Mint cast Valkyrie on Cless this
time, then just have her cast Hammer on Dhaos all the time. Of course
Arche and Klarth will just keep casting/calling Meteor Storm and
Gremlin.

Keep using Teleport, hopefully this will make Dhaos move to the
right, cornering him. It's not a sure bet, but most of time when Dhaos
just stands there doing nothing, if you place Cless next to him he
will retreat, making it easier for you to corner him.

If you are lucky and fast you will have Dhaos cornered in the right
side of the battlefield. Once he's there, start using Teleport like
mad while the others keep casting their spells.

As for Dhaos' attacks, they are the same from before. His spells are
not a big problem, since he rarely gets to cast them, but his special
techs are as deadly as ever. He has two new attacks:

- Tetra Spell: No big deal, he just casts the four weakest
elemental spells at the same time. Damage is
minimum.
- Para-Triangle: Stuns all characters on the screen, Cless is
easily affected by this tech.

Just like all the other times you fought him, Dhaos recovers all
damage dealt by physical attacks until you weaken him enough with
magic. You should attack all the time anyway to keep him busy. Oh,
this time no elemental spells affect him, not even Indignation.

Upon Dhaos' defeat, a short dialogue takes place:

Cless: It's over Dhaos, you've lost.
- Dhaos moves and everyone steps back -
Dhaos: You think that the death of this body means anything to me?
You are so narrow minded! I will NEVER die!
- everything starts shaking, then the floor disappears -
Cless: ...?! The floor! It's gone!
Dhaos: Enough! The time has come!
Mother Gaia! Father Chaos! Give me strength!
- Dhaos transforms -

BOSS: Neo Dhaos

Neo Dhaos

HP 64765 Immune: Earth
TP 3765

Dhaos Arm

HP 40765
TP 1765

TOTAL EXP 30765
GALD 30765

Don't be fooled into thinking this will be an easy fight just because the enemy can't move! This is the most annoying battle in the whole game, because Dhaos is a coward and likes to make himself invulnerable for long periods of time. Remember that this is really the final battle, so don't hesitate to use every item you have been saving, the Hourglasses will be especially helpful.

This guy is kinda tough, but the best description would be ANNOYING. Here are his attacks and abilities:

- Chaos: The head shoots several red bullets. Try to make Cless get hit by these, so they don't touch Arche or Klarth and stop the spells.
- Oscillation: The arm shoots a big ball of light that floats in circles until it hits one of your characters, pushing him/her next to the arm. It doesn't hurt very much, but it is REALLY annoying.
- Last Ray: A light elemental attack, just like the ray Ray spell. It hurts Arche for about 2500 HP, Mint and Klarth for 1200 HP and it heals Cless.
- Meteor Storm: About 6000 HP of damage to everyone on the screen (if Cless has the Golden Armor, he will be healed).
- Tidal Wave: About 5000 HP of damage to everyone on the screen.
- Acid Rain: Lowers the party's defense.

His other abilities are healing himself (only when the head or the

arm are low on HP) and making the screen go dark, becoming invincible.

You begin the battle on the far left of the battlefield. I suggest you use a Hourglass and start attacking with combos. The Odin's Wrath combo gives you a high chance of getting Cless to the right of Dhaos, where the arm can't attack you (remember that the other party members should be separated from Cless in the 'Formation' menu, or they will try to go next to Cless and the arm will kill them).

No matter if you got Cless to stand on the right of Dhaos or not, use a Flare Bottle and then a Hourglass while Dhaos is vulnerable, then start using Teleport or Gale Shield. Use all your Hourglasses, or it might take ages to kill Dhaos. The other item that's very useful here is the Mah Jong Tile, it drops several tiles of Mah Jong (an oriental game) on the chosen target, each tile hurts the target for about 2000 HP!

Arche and Klarth should do the usual, cast Meteor Storm and call Gremlin constantly. Meteor Storm does about 3000 HP of damage and Gremlin does about 3300 HP of damage. Sadly, whenever Dhaos becomes invincible and they try to cast the spell and fail, they will waste the TP; be ready to use Orange and Pine Gummies all the time.

You will probably kill the arm before the head, this makes the battle a whole lot easier. Just stand under the head and use Teleport or Gale Shield while the others cast spells.

NOTE: There is an Extra Tactic for this boss in Section VI.5 of Part II.

Congratulations! Now just enjoy the ending...

=====
- Hard Mode -
=====

You might want to play the game in hard mode, to do so, just press A, B, X & Y at the same time in the Title Screen of the game. If you do it correctly, you will hear 'Yatta!' (just like when you win a battle). The enemies will have much more HP now. Have fun!

~ ~ ~ ~ ~
4.- SECRETS AND EXTRA STUFF
~ ~ ~ ~ ~

4.1- Elwyn and Nancy, a Love Story

This section will follow the story of the love between Elwyn and Nancy, whom you first meet at Euclid in the past. I'll try to cover all the possible endings there are...

Note that you get nothing from this quest, and it's not necessary to complete it.

=====
- The Beginning -
=====

When you enter Euclid in the past, you will notice a girl under the tree near the Inn. Talk to her and walk away, Mint will say she's lovesick... Now talk to the girl again and, seeing how Cless seems to be hitting on her instead of just being friendly, Mint will decide to handle the conversation. The girl says she's in love with a guy named Elwyn, who is at the Weapon Shop.

This is where you decide for the first time, you can choose to help the girl or not. If you choose to help her, keep reading, if not, just keep playing and see the results later on... See 'Future A' in this section for an advance.

If you choose to help the girl, go to the Weapon Shop and talk to the blue haired man, that's Elwyn! Cless tells him about the girl who wants to know him, and he asks her name, but you don't know what her name is, so go and ask the girl, her name is Nancy.

Talk to Elwyn and then to Nancy again. Make sure that they both have leave the town.

=====
- The First Date -
=====

After the Harmel is destroyed, go to Venezia. At the inn you can find Nancy again, talk to her and agree to help her. Now go to the house north from the inn and find Elwyn to make a date between the two of them.

Now go and tell Nancy about the date. She will leave the inn, follow her and go right, to the fountain. Talk to her and Elwyn will show up. Leave the town and re-enter. Go upstairs in the building where you found Elwyn to see his father (Doug) very angry at him for dating Nancy. When the couple leaves. Go to the fountain, speak to Nancy and then to Elwyn (he's hiding between the columns behind the fountain) and cheer him up. They will decide to run off to Alvanista...

=====
- Go and Tell! -
=====

Once you get to Alvanista, you can meet Elwyn and Nancy at the Supply Store. Elwyn will ask you not to tell his father where they are.

This is your second important decision. You can either listen to what

Elwyn said or go ahead and tell his father at Venezia. I think you get the happiest ending by telling Doug where Nancy and Elwyn are, but it's up to you...

If you choose to tell Doug, read 'Acceptance', if not, skip to 'Future B'.

=====
- Acceptance -
=====

This happens only if you decide to tell Elwyn's father, Doug, where his son is after he runs away.

Now visit the house at the top-right corner of Alvanista. Usually, there's a Bush Baby in there, but now you should find Doug arguing with Elwyn and Nancy... This is another choice you must make: you either step in and help, or just go away. The second option is recommended.

If you help, Elwyn and Nancy will return to Venezia to work at the Trading Company and plan on their marriage.

See 'Future C' to know what happens if you help.

=====
- Future A -
=====

NOTE: This happens in the future only if you don't help Elwyn and Nancy get together in the first place.

There's no trace of Elwyn or Nancy anywhere around the world and there's a school where Elwyn's father's trading company used to be. The kids are taking music lessons upstairs and you can have Klarth comment on their talent.

=====
- Future B -
=====

NOTE: This happens in the future only if you help Elwyn and Nancy get together, but you don't help Elwyn make up with his father.

Elwyn's father's trading company is broke, there's only one person there. There are two people at Freezekill who look exactly like Elwyn and Nancy and have a daughter...

=====
- Future C -
=====

NOTE: This happens in the future only if you get Elwyn and Nancy together and step in when they start arguing with Doug at Alvanista.

The trading company is working fine, all thanks to the work of Elwyn. One of his descendants, Steven, is now in charge. He has a secretary who looks just like Nancy...

If you know of any other possible endings to this love story, please tell me and I'll add them right away.

4.2- Mini-Games at Alvanista

=====
- Racing Boy -
=====

In the East side of Alvanista you can race a boy. To enter the contest you have to talk to the one of the men near the boy. To see the route of the race answer yes three times in a row. Then answer no to start the race. You have to make the full route three times, and when you complete a lap you must hear a sound, if not, the game considers you didn't complete the lap.

You can have a fake start, so watch it. The best way to assure a good start is to talk to the boy when the count down starts, then wait until the count reaches 'Go!' to pass the dialogue and start running.

The boy is really dumb, if you stand in his way he will be stuck! Use that to your advantage. If you ever want to stop the race, talk to the man from before and say 'Yes'.

When you win the race you will be offered one of four different prizes:

- 1.-Cat's Eye
- 2.-Beef [Food value 700]
- 3.-?Weapon [transforms into a Longsword]
- 4.-?Weapon [Transforms into an Ice Scimitar]

The best thing here is the Cat's Eye, race three times and choose it as your prize each time, this item can be sold for 39,000 Gald in a near city (and even more later)! The other stuff is just not worth the effort, the Longsword is too weak, the Beef can be bought almost everywhere and you should already have an Ice Scimitar from the ?Weapon you won after defeating Meia.

=====
- Pots 'n Stones -
=====

In Alvanista's Castle in the past, in the floor below the throne room is a guy next to a large pot, a barrel and a small pot. He offers you to play a number game.

He gives you a random number (always higher than 16 and lower than 29), you both get turns to take away from the number, and the one to take away last loses. If you played Tales of Destiny you might remember this game.

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

When you win you get a Mental Ring (slowly recovers TP during battles). After that the guy won't play with you anymore.

=====
- Racing Boy II -
=====

Once you reach the second half of the game, you can visit Alvanista to race again. It's slightly more difficult to win, but it shouldn't be a problem.

The prizes are now the following:

- 1.- S-Flag [Brings back a dead ally with full HP]
- 2.- Silver Mattock [protects against certain spells]
- 3.- ?Bow [transforms into a powerful Flare Spread bow]
- 4.- ?Bow [transforms into a weak Shortbow]

The big prize now seems to be the S-Flag, it's really helpful when fighting big bosses. The Silver Mattock is quite useless at this stage of the game, plus you can get one from another sub-quest.

4.3- The Ninja Village

Items to Get: Muramasa [1], Painting [1], Blue Crystal Rod [1]

Spells to Get: Flare Tornado [Forest around the Ninja Village]

The Ninja Village is hidden deep inside the Treant's Forest. You must to talk to a woman inside the Cafe in the town of Ary to be able to access the village.

From the Save Point north of the Elven Village go up three times, left three times and finally go up three times more (if you need reference, check the map in section 3.17). You should find a little girl (if not, you probably didn't talk to the needed people), when you talk to her, Arche comes with her broom and you are all taken to the Ninja Village.

The girl introduces herself as Suzu and takes you to her house, to see the elder. Inside the house, Cless avoids two mortal traps but gets caught in the third trap, which is more less harmless (all it

The forest around the Ninja village is a great place to train your characters, because the enemies here give lots of experience and money, and you can train Arche (you can't have her in the rest of the forest). If you still have to go to the Fire Tower and Ice Cave, train you characters a lot here, take them all to at least level 50, level 60 if possible.

4.4- Ayflite's Treasure

Items to Get: Ayflite's Notes [Rare Item], Whale Meat [12],
Moon Crystal [1], Reverse Doll [2], Silver Cape [2],
Black Onyx [1], Armlet [1], Blue Line Shield [1],
Green Torch [1], Elixir [6], Dark Seal [1],
Mental Ring [2], Protect Ring [2], Resist Ring [2],
Blue Candle [1], Sefira [1], Hyper Gauntlet [1],
Rosania's Dress [Rare Item], Silver Mattock [1],
Drum Set [1], Jade Ring [2], Soup Pot [1], Sake [9],
Gold Helm [1], S-Flag [1], Namco Gamer [1],
?Weapon [1], Elven Boots [2], Red Line Shield [1],
?Weapon [1], Red Lantern [1], Cat's Eye [1]

NOTE: This quest can only be started once Dhaos' Castle has appeared in the future and you are transported there by the Eternal Sword (you don't need to go further than the entrance).

Go to the pub in Freezekill, there will be a person in the left side of the room, next to the counter. Talk to this person, he asks you if he could talk with you for a minute, say 'Yes'.

His name is Graham Ayflite, son of the great pirate Ayflite, however, he didn't follow his father's steps and sold his ship when his father died. Aside from the treasures that where in the ship, Ayflite had lots of other riches hidden all over the world. Since Graham has no ship or experience to go for the treasure himself, he wants you to get them. The good part is that he only wants what his father described in his notes has the 'True Treasure', and you can keep everything else you find!

Graham gives you Ayflite's Notes (a rare item). If you talk to Graham again he will repeat the instructions left by his father to find the 'True Treasure', which are:

'With Fenrir at your left, and Odin to your back...
There the True Treasure can be found'

Then an option will appear, if you say 'Yes' he will give you the location of all the treasure spots:

- Two in North Euclid
- One near Long Valley
- Four in South Euclid (two of those four are on islands)

- Two on Ary's Island
- One on Fenrir's island
- Three to the west of Ymir in South Alvanista
- Two to Alvanista's northeast
- One in East Freland
- One in West Freland
- One to the east of Midgard
- Four to the north of Midgard

There are 22 treasure spots in all.

Here are the instructions to find each and every treasure spot, with the treasures in them listed. If you have any troubles to find one the locations let me know, so I re-write the instructions and make this as clear as possible.

Two in North Euclid

- Fly north from Euclid and land on a small island that's half sand and half rock (if you need more help, this island is west and a bit north from where Harmel used to be).
ITEMS: Whale Meat [1], Moon Crystal [1]
- From the last treasure spot, fly northeast and land on the small portion of beach on the eastern edge of the continent (in the mountain range between Venezia and where Harmel used to be).
ITEMS: Reverse Doll [1], Whale Meat [1]

One near Long Valley

- Land on the small beach that's east from what was Bart's house.
ITEMS: Silver Cape [1]

Four in South Euclid

- Fly directly west from Morrison's house and land on a piece of the continent separated from the mainland by a small mountain.
ITEMS: Whale Meat [1], Black Onyx [1], Armlet [1], Blue Line Shield [1], Green Torch [1], Elixir [1]
- Land on a small beach southeast from the forest where the Yggdrasill is (if you need more help, the beach is found southwest from the small hut in the area).
ITEMS: Reverse Doll [1]
- Fly northeast from the cave where you met Gnome and land on the big portion of the island divided by a mountain (the one with grass on it). The chests are hidden under the trees in the middle of the screen.
ITEMS: Dark Seal [1], Elixir [1], Mental Ring [1]
- In the same island of the last treasure spot, land on the

small beach to the east (it might be hard to land on such a small spot, but it's possible).

ITEMS: Whale Meat [1], Protect Ring [1]

Two on Ary's island

- Fly west and a bit south from Ary, land on the grassy part of the island that has a mountain on it.

ITEMS: Whale Meat [1], Resist Ring [1]

- Fly north from the cave where you used the Eternal Sword to reveal Dhaos' Castle and land on the grassy part of the long peninsula.

ITEMS: Blue Candle [1], Sefira [1]

One on Fenrir's island

- Fly southwest from Freezekill and land the tip of a peninsula connected to the mountainous part of the island (sorry, it's hard to explain). The beach I'm talking about has a small spot of grass. Also, note that if you go right from the screen with the treasure you find a small area with trees and grass, but it's empty.

ITEMS: Whale Meat [1], Mental Ring [1],
Hyper Gauntlet [1]

Three to the west of Ymir in South Alvanista

NOTE: The patch says 'west', but the treasures are all to the east of the forest.

- Fly southeast from the Ymir Forest and land on a small beach separated from the mainland by a mountain.

ITEMS: Protect Ring [1]

- Fly directly east from the Ymir Forest and land on a small, rather round (if you need more help, the island is found southwest from the Moria Gallery). The 'True Treasure' is here, but Fenrir is to your back and Odin to your right!.

ITEMS: Rosa's Dress [Rare Item]

- Fly directly south and a little east from Alvanista and on the long island (if you need more help, it's directly west from the entrance to the Moria Gallery).

ITEMS: Silver Mattock [1]

Two on Alvanista's northeast

- Fly a bit east from Alvanista and go north, then land on the island north from the long peninsula.

ITEMS: Whale Meat [1], Silver Cape [1], Resist Ring [1]

- Fly northeast from Alvanista and look for a piece of the continent you couldn't reach by walking because of a small portion of water. Enter the forest next to the mountain there (if you need more help, this place is directly west

from the Tower of the Twelve Stars). The treasure here becomes a Tidal Axe (a water elemental weapon, it's not better than the Eternal Sword).

ITEMS: ?Weapon [1]

One in East Freland

- Fly east from the northernmost oasis and land on the a big island with mountains on it. Walk on the sand south from the mountain.

ITEMS: Whale Meat [1], Elixir [2], Drum Set [1]

One in West Freland

- Fly west from the third oasis and land on a rather elongated island divided by a small mountain range, land on the southern portion.

ITEMS: Whale Meat [1], Jade Ring [1], Soup Pot [1]

One to the east of Midgard

- This one is quite hard to explain. Starting from where Midgard used to be, fly southeast for about 3 seconds. You should be more less over a peninsula cut into several sand portions by the rocks. Land on the southeastern tip.

ITEMS: Sake [9]

Four to the north of Midgard

- Fly directly north from the White Forest and land on the beach there.

ITEMS: Elixir [1], Gold Helm [1], S-Flag [1]

- From the last treasure spot, fly a little to the east and land on the big patch of snow on the mountains northwest of the Valhalla Plains. The treasure here is barely visible because of the color of the ground and the trees, just remember that the four chests are aligned and half covered by the foliage. The sword you get here is a Lucky Blade, it raises your luck a ton, but it's not as powerful as the Eternal Sword.

ITEMS: Namco Gamer [1], ?Weapon [1], Elven Boots [1], Jade Ring [1]

- Land on the small beach a bit south from the bridge that connects the island where Dhaos' Fortress used to be and the main land. The ?Weapon you find here transforms into a Duelist's Sword, nothing great.

ITEMS: Red Line Shield [1], ?Weapon [1], Elixir [1], Red Lantern [1], Elven Boots [1], Cat's Eye [1]

- Fly a bit northwest from the island where Dhaos' Fortress was in the past and land on the southern portion of the small island cut divided into two parts by a small mountain.

ITEMS: Whale Meat [3]

Once you have all the treasures, go back to Graham and give him Rosa's Dress, which is actually his mother's wedding dress. He will be very happy and you will have lots of treasures! Now that's a happy ending... Please note that you can give the dress to Graham at any time, you don't need to have gotten everything.

Now, about the equipment you just got, equip the Namco Gamer on Klarth and change all of Cless' equipment for the new pieces of armor you found. If you use the Auto command to equip him, you will have to change his shield manually, because the Blue Line Shield has the same Run (AKA Evade) value of the Rare Shield, but it's Defense value is higher.

Other useful items you just got are the Dark Seal and the Sefira. The Dark Seal can be equipped on Cless and allows him to win 50% more EXP from each battle at the expense of not being able to use skills, if you use a Rune Bottle on it, it becomes a Demon Seal, which gives you twice as much experience but cancels your skills AND defense. The Sefira makes the party get 10% extra EXP and Gald from each battle, use a Rune Bottle on it to make it a Sefira+1, which makes you win 20% extra EXP and Gald (these items work all the time since you get them, just by being in you inventory).

4.5- Moria Gallery, the Lower Levels

Items to Get: Yellow Cake [1], Veggies [1], Dark Bottle [2],
 Orange Gummy [3], Spy Lens [1], Flare Bottle [1],
 Life Bottle [3], Creamy Cheese [1], Sage [1],
 Bread [1], Apple Gummy [2], Iron Boots [1],
 Iron Helm [1], Broom [1], Mixed Gummy [6],
 Silver Cape [1], ?Armor [1], Poison Amulet [3],
 Lotus Perfume [1], Pine Gummy [2], ?Weapon [1],
 ?Armor [2], Miracle Gummy [5], Cheese [1],
 Gorgon Amulet [3], ?Weapon [2], Lemon Gummy [2],
 Dragon Steak [1], Resist Ring [2], Burger [2],
 Combo Counter [1], Protect Ring [2], Rune Bottle [2],
 ?Armor [1], Savory [1], Jade Ring [3],
 Reverse Doll [1], ?Weapon [1], Elixir [2],
 ?Weapon [1], ?Armor [1], Hourglass [2], ?Helm [1],
 ?Armor [1], ?Helm [1], Scout Orb [1], ?Weapon [1]

Combos to Get: Thor's Wrath [Moria Galley, 21st Level]

Spirits to Get: Chameleon [Moria Gallery, 16th level]
 Gremlin [Moria Gallery, 21st Level]

Spells to Get: Black Hole [Moria Gallery, 18th Level]
 Extinction [Moria Gallery, 21st Level]

Remember the Moria Gallery? Well, there are eleven new levels to

visit! In order to open the way to this sub-quest, you MUST have used the Eternal Sword to reveal Dhaos Castle in the future.

This is one tough dungeon, so make sure you buy all the essentials, such as 15 Rune Bottles, 15 Apple and Orange Gummies, 15 Remedy Bottles, 15 Flare Bottles, etc. Oh, and do remember to bring at least one Holy Bottle and some Dark Bottles, you will know why later.

Make sure you have the extra contract rings we got in section 3.26, because you will need them to contract with two spirits down there. Also, you might want to get the Meteor Shower spell for Arche from Dhaos' Castle before coming here, even though it's not that important and I went through the whole dungeon without it, it may be a great help. Check section 3.31 for the walkthrough of the castle (don't worry the spell is not very deep into the dungeon).

When you are ready, go to the Moria Gallery (it's located southeast from Alvanista) and use the stairs in the upper left corner of the first level, this stairs lead to the ninth level, all you have to do is keep going.

When you arrive at the ninth level you will notice a new guard next to the stairs you used to come. Walk right and use the upper exit of the room. You should find a whole bunch of people and the passage to the new section there.

The merchant standing in front of the stairs going down sells useful stuff you might have forgotten to bring. If you want to and have the money (most likely) make a whole set of Lemon, Pine and Miracle Gummies by using Rune Bottles on the Apple, Orange and Mixed Gummies you can buy here. The transformed items restore 60% of HP/TP instead of the 30% recovered by the other items, however, do buy a new set of the original items, you can never be too careful. Don't forget to buy another 15 Rune Bottles before going down.

This is important, sell your oldest equipment and useless items, then fill your food sack. The reason for this is that there's a bug in the game that transforms items randomly into Chicken (a food item) if you have too many items (I have only experienced this bug here in the Moria Gallery).

As for the equipment, make sure everyone has their best gear, but leave Arche with her Dark Robe instead of any other armor, because it absorbs several elements. Equip an Jade Ring on Cless to cut the TP consumption of his skills and use a Rune Bottle on all the other Jade Rings you have to make them Fairy Rings, which can't be equipped on Cless, but cut the TP use of spells by half. As for Klarth, Mint and Arche, make sure they have a Mystical Rune and a Fairy Ring, because they will be casting a lot of spells soon. Equip the Soul Forge and Soul Strike combos on Cless (or the attacks that form them to master them) and your favorite short range skill (Teleport works great here).

If you need to recover, just talk to the person next to the tent and say 'Yes' to sleep for free. Now go downstairs to reach the 10th level. Use the Save Point and go left, you will receive a message telling you that all of your Holy Bottles shattered (if you don't have Holy Bottles, there's the risk that the game destroys all of your Remedy Bottles).

Before going any deeper, you should gain a few levels. Use a Dark Bottle and start walking around to meet enemies. Be careful though, if you find a little worm just run! There's no way to hurt it and you die automatically when it touches you! All the other enemies can be killed more less easily by summoning Origin and Aska; casting Explode, Tidal Wave or a death spell; and using Cless' best skills.

Once your four main characters are around level 75, proceed (unless you want to train Chester, but he isn't very useful here). Heal up and save your game, then go left from the Save Point and cross the bridges, go into the next room and use the stairs going down.

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- Eleventh Level -
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Go right and cross the bridge. In the next screen just walk down and exit to the left to enter the next level.

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=====
- Twelfth Level -
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Cross the bridge going left and leave the screen. Now go down and exit by south to get four chests (they contain an Orange Gummy, a Dark Bottle, a Veggies and a Yellow Cake). Go back up and use the exit to your right.

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- Thirteenth Level -
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```

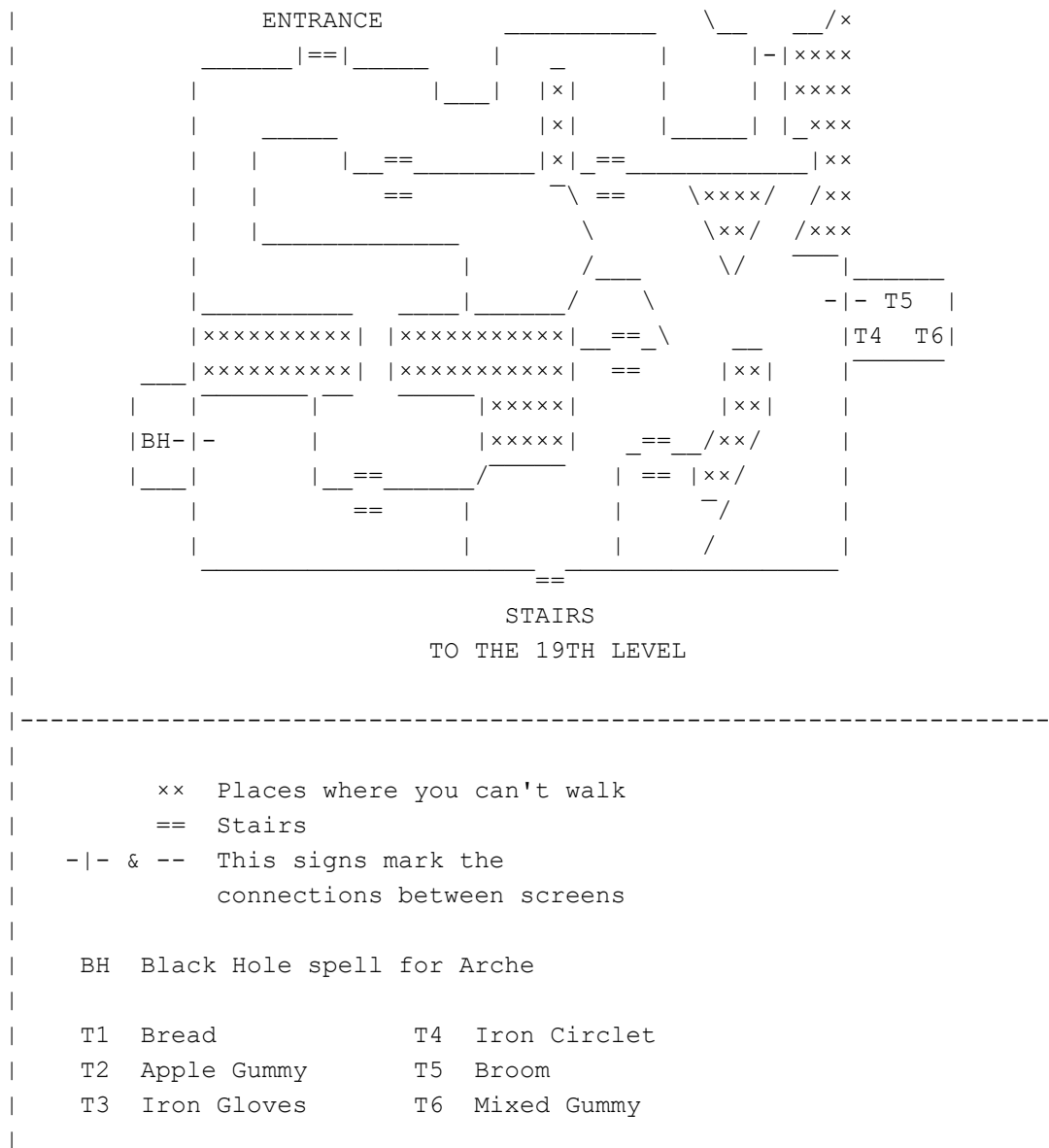
As always, cross the bridges and leave the screen. In the next room, grab the chest in front of you for a Spy Lens, then go down, get a Flare Bottle from the chest left from the stairs and a Life Bottle from a chest to the right. Now go down the stairs.

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=====
- Fourteenth Level -
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Just another simple level, cross the bridge and leave the screen. Then go down the stairs into the 15th level.

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- Fifteenth Level -
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Go right and cross the bridges. Walk down in the next room, the person there just talks about how she will never make it back that far if she heads back. Just go left at the bottom of the screen to enter the 16th level. I know this is pretty boring so far, but wait a little and you'll see why this place is hell!



Okay, here's the walkthrough to get all the treasure in this place (even though the only thing worthy of your efforts is the Black Hole spell).

From the stairs go left and walk down until you hit a wall. Head right and use the narrow passage going down between the rocks walls. Go straight down, using the stairs, then turn left and walk up and enter the cave on the left wall to find the Black Hole spell. This spell is quite useful, because when it works, it can absorb more than one enemy, also, it works more often than any other death spell you have now, and that is useful for enemies like the G·Beast, which you can't hurt with any of Arche's spells, all you have to do now is lower its HP with Klarth and Cless and then cast the spell.

Now go all the way back to the entrance of the dark room (if you don't remember how, just look at the map). Walk right and down a bit, ignore the stairs near you and head right. Go up, left and down to avoid the stone wall, ignore the new set of stairs and walk far right, and look for a narrow path going up, this takes you to a room with three chests (they contain Bread, and Apple Gummy and Iron Gloves).

From the room with the treasure, go back down and left, this time go down the stairs you find. Walk down and right, look for an entrance on the wall, this takes you to a small room with an Iron Circlet, a Broom and a Mixed Gummy. Back in the dark room, walk a bit down and left

	06	Poison Amulet	18	Burger	
	07	Gorgon Amulet	19	?Armor	
	08	Lemon Gummy	20	Poison Amulet	
	09	Dragon Steak	21	Resist Ring	
	10	?Armor	22	?Weapon	
	11	Resist Ring	23	Pine Gummy	
	12	Gorgon Amulet	24	Savory	

This place can be annoying because the lights coming and going, be glad that the torches on the walls are always visible, this helps you guide yourself, specially when you have a map ^_^ In case your IQ is under 10, note that this place is formed by big stone blocks that divide the big room into a series of paths. When I mention a 'Square' in the walkthrough of this rooms, it means the distance of the side of one of these blocks, you get it?

Okay, from the entrance of this place go straight left and pick up a ?Armor from the chest (this can be transformed into a Tunic). Go back right and head down, then turn left to get a Miracle Gummy, then go back to the door from which you came in and walk up, past a path going left. You should find a Cheese in a chest near the right wall. Keep going up and turn left, when you see a new path going down, use it, this leads to a Gorgon Amulet. Go up again and left to get a ?Weapon (transforms into a Longsword). Now walk right as far as possible and go down, then turn left at the first chance you get.

In the crossroads you find go up for a Poison Amulet, then down for a Gorgon Amulet. From the same crossroads head left into another one, this time go up for a Lemon Gummy, then go back down to the last crossroads and head left. At the next junction go up for a Dragon Steak, down for a ?Armor (another Tunic), and finally left to proceed.

When you reach yet another junction, go down for a Resist Ring, then go far up and turn left to get another Gorgon Amulet. Return to the last four-way-junction and head left, then up for a Burger. Go far down from the spot with the Burger, looking for an opening on the left wall, this takes you to a small room with a Combo Counter, a Protect Ring and a Rune Bottle. The Combo Counter (not surprisingly) counts how many hits in a row you deliver to an enemy, but first you have to activate it from your Custom Menu (it's the last option). It doesn't give you any advantages, but it's fun, so do it!

Get out of the small room and go down a little to get a Lemon Gummy, then walk two squares and turn right. Go right for three squares, head down and left to get a Burger from the chest. Go left two squares, then down for a ?Armor, this one becomes the Golden Armor for Cless, equip it right now, it absorbs several elements and is quite strong (in fact, this is the best armor for Cless in the game).

From the spot where you got the Golden Armor, go back up and walk left for two squares to get a Poison Amulet from a chest. Go back left and head down when you can, keep going until you hit the bottom wall, then go left until you hit the wall and up until you find a chest containing a Resist Ring.

Now, after picking up the Resist Ring, go back down and left, then up one square and right until you find a stalagmite in your way. Walk up for a ?Weapon (transforms into a Longsword), then down to the bottom

	04	Apple Gummy	11	?Armor	
	05	?Weapon	12	?Helm	
	06	Jade Ring	13	Mixed Gummy	
	07	Orange Gummy			

From the entrance go up until you see the torches on a big column, then go left a little and use the stairs going down. Keep going down, when you see another set of stairs go left a little and get a ?Weapon from the chest (it can be transformed into an Ice Coffin Sword, a water elemental, it's not worth the Rune Bottle). Now go down the stairs near you and head right for an Jade Ring.

From the last chest go a bit left and down, then down the stairs, walk down and use yet another set of stairs, then look for two chest on the right side of the platform (they contain an Elixir and an Apple Gummy). Now all the way back up (you will know you are there when you see two torches on a big column. From the torches go a bit up and right, then go down the stairs, walk down, past the column and use the new set of stairs, then go down and left for a ?Weapon (transforms into a weak Ice Scimitar).

Go back to the last column you saw and head up and right. As you walk right, look for a path going up, use it to find a small room with an Jade Ring and an Orange Gummy. Get out of the room and use the stairs, then head far right, past some more stairs to get a ?Armor (it becomes a Reflect Plate, which is not very strong, don't waste a Rune Bottle).

Now walk left and go down the first stairs you see, walk down and use yet more guess what? Stairs! Head left and up and get a Hourglass from the chest. Go all the way up and walk left, then down and down the stairs to your right, look for a chest near the columns there, it contains a ?Helm (it becomes a Star Cap, but you don't need any more, so don't transform it).

Go up one set of stairs, then go left and down. When you see more stairs go left and get a ?Armor that becomes a Mithril Mesh (it's not worth the Rune Bottle). Now go down the stairs, head down and left to get a ?Helm (it's just a Leather Hat). Walk right until you see a column with a torch, from there go down and leave the screen to enter a room filled with Shoki, just like the one where you met Chameleon. Walk down a little, Cless will hear a voice and a Spirit will appear behind him. The Spirit will introduce himself as Gremlin. He is from the Spirit World, but now he lives in this cave. Klarth offers to give him food if he accepts to make a contract, the spirit accepts and Klarth uses the Sapphire Ring. Gremlin is the strongest Spirit in the game, it hurts all the enemies on the screen for about 7000 HP with non elemental damage (of course the amount of damage can vary with some special enemies).

Well, now we have all of Klarth's spirits. Just get out of the room and walk up until you hit the column with the torch. Go right and cross the bridge, head down and get a Mixed Gummy from the chest. Walk far up, use the stairs you find and look for an entrance in the right wall, use it of course.

Walk right and up, to your left you will see a Save Point. Hooray! Play the Final Fantasy fanfare in your head and save your game!

Now's the time to face the boss of this dungeon. You probably think it will be incredibly hard but in fact, it is a wimp. Actually, you are more likely to get killed in a random encounter than in the boss fight.

Anyway, heal up just in case, cancel all of Arche's death spells, because they obviously won't work on the boss, and you don't want her to waste time casting those spells.

Once you are ready go up the stairs and follow the path going up to meet Wyvern, the guardian of the Dwarves' treasures, who will quickly attack you.

BOSS: Wyvern

Wyvern

HP 41000

TP 400

TOTAL EXP 50000

GALD 10000

This guy's a joke! He's not fast, he's not strong and he doesn't have too much HP after all.

To make this quick, use a Flare Bottle on Cless, so that a hit while jumping with the Bahamut Tail Axe hurts the Wyvern for 3400 HP. When you have the chance to stand under the boss, use the Teleport skill given to Cless by Origin, this should hit Wyvern a few times for about 700 HP and do even more damage with the physical attacks.

Unless you got the Meteor Storm spell from Dhaos' dungeon, the most damaging spell that Arche can cast for this battle is Tidal Wave, which hurts the boss for about 5000 HP. If you have Meteor Storm, use it to hurt Wyvern for about 6300 HP each time. For Klarth: summoning Gremlin will take 6700 HP from Wyvern, if you are lucky, Maxwell can do much more damage, but it doesn't happen very often.

As for the Wyvern's attacks, his physical attacks hurt Cless for about 1300 HP, but Mint can heal that in a snap. The only of the boss' attacks that stands up is his ability to create fireballs appear in front of him for protection, but if Cless has the Golden Armor, he will be completely healed! If you give it enough time, the Wyvern will cast Explode, hurting everyone on the screen for about 4200 HP, but it is not very likely that it gets enough time to cast the spell without being hit.

After the battle Wyvern disappears, leaving the way open for you to get the Dwarves' treasures. In the room you find a Hourglass, two Life Bottles, four Miracle Gummies, four Mixed Gummies an Elixir and the four main treasures of this place, which are:

· Scout Orb - This item allows you to set the encounter rate

in normal, low and high. This is basically like using Holy or Dark Bottles, but it doesn't wear off. It will be really helpful while leaving the cave. To set the encounter rate go to your Item Menu, place the cursor next to the Scout Orb and press the confirm button. You will have three options, the first one is 'Normal', the second one is 'Low' and the last one is 'High'.

- ?Weapon - This is the great Excalibur Sword, the strongest weapon in the game. Equip it on Cless right away.
- Extinction - The last death spell for Arche, it works quite often and can kill many enemies at once.
- Thor's Wrath - A new combination for Cless, it's not what you would call great, though.

Now we have to leave the cave, and that can be hard too, that's why I put here the walkthrough to get out of here:

- Twenty-first Level -

First, to make your life easier, use the Scout Orb to set the encounter in 'Low', then save your game and go back to the dark room.

Walk left a couple of steps, then down until you see the bridge to your left. Cross it and keep going left, then use the stairs going up in the area. Walk up and turn right behind the column with the torch, wait for a flash of light to locate the stairs going up and use them. Walk north around another column and use the stairs going up.

Walk left and look for yet another set of stairs going up, use them!. Now go left until you hit the wall and head down, looking for an opening in the left wall (use it of course). If you any trouble, look at the map.

Now cross the bridges and just exit by north in the other room.

- Twentieth Level -

Just let the statues to the left push you, then go up the stairs.

- Nineteenth Level -

In the grid room walk right two squares, one up, three left, one up, two right, one up, two right and one down, then look for the opening in the wall to your right. Cross the bridges and enter the other room of this floor.

At least now you can see a whole circle of light. Walk down to the bottom of the screen, then walk right and head up when you can. Turn

right and use the stairs going up there. Go up and left and follow the path going north, turn right and then go up and right to find the stairs to the 18th level.

- Eighteenth Level -

Go up and right through some narrow passages (you will have to walk around some stalagmites). When you see a torch, start going up and left and look for a set of stairs going up. Go up and left around a wall, then go down, turn left and walk up when you can. Finally, go left and use the stairs that take you to the 17th level.

- Seventeenth Level -

You have to solve the same puzzle from before, but the only switch you can push at the beginning is to the right, which means you have to do it in the inverse order. So, if we name the switches A, B, C and D (counting from left to right), the order to step on the buttons is D - C - B - A - C.

Now go through the door and head right, stand on the teleporter and you will be back in the 10th level! Go up and talk to the person next to the tent if you want to sleep, then use the exit on the left side of this room, walk left and use the stairs to go to the first level, I guess you know what to do from there...

NOTE: You probably got some Ivory Tusks by fighting the Bigfoots in the dungeon. You should transform all the Ivory Tusks that you have into Mah Jong Tiles either by using Rune Bottles or talking to the ivory carver at Aegis' Workshop (see section 3.26).

4.6- The Coliseum

Items to Get: Soup Pot [1], S-Flag [1], Guinness [1],
 Body Amulet [1], Gorgon Amulet [1],
 Poison Amulet [1], Veal [1], Boar Roast [1],
 Chicken [1], Steak [1], Sirloin Steak [1],
 Pork Roast [1], Dragon Steak [1], Beef [1],
 Verbena [1], Lavender [1], Sage [1], Savory [1],
 Red Verbena [1], Red Lavender [1], Red Sage [1],
 Red Savory [1], Remedy Bottle [1],
 Medicine Bottle [1], Rune Bottle [1],
 Flare Bottle [1], Charm Bottle [1], Life Bottle [1],
 Lipstick [1], Mage Ribbon [1], Magical Broom [1],
 Magical Pouch [1], Star Cap [1], Star Cloak [1],
 Star Broom [1], Star Rod [1], Star Gloves [1],
 Star Helm [1], Star Shield [1], Apple Gummy [1],
 Orange Gummy [1], Mixed Gummy [1], Miracle Gummy [1]

Combos to Get: Lion Teeth [Beat the coliseum once]

At any moment in the future (as weird as that sounds) you can enter the tournament held at the Coliseum in Euclid. However, it's quite hard to win at least until you get the Eternal Sword. The ideal would be to come here with the best equipment in the game, which you get from the Treasure Quest and the lower levels of the Moria Gallery (sections 4.4 and 4.5). If you want a strategy to win at the Coliseum early on, there are several in section VI.5 of Part II.

Before going to the coliseum, heal Cless and make sure he is equipped with the best stuff you have. You MUST equip a Gorgon and Body Amulet on his 'Accessory' slots, because some of the enemies here can put those nasty status effects on Cless, making him lose the battle. As for his skills, use Teleport and Focus II for short-range, and for long-range, use Soul Strike and Soul Forge.

When you are ready, enter Euclid's castle and leave to the left of the ground floor. Talk to the soldier standing in front of the door, he will ask you if you want to participate, say 'Yes' and confirm your answer when you are asked again.

You can only have certain items for your coliseum battles, the soldiers will keep all the items that may make your battles a bit too easy. You will be left with only three Apple Gummies and one Orange Gummy, all other healing items are not allowed. Good for you, Flare Bottles are allowed in these battles, so are all the attack items, but they are not necessary.

You have to win eight battles in a row to be allowed in the next round. As a plus, every time you defeat all eight enemies you will be asked if you want to participate in a special battle, if you want good prizes, you'll have to answer yes. A nurse will come out and heal you completely for your battle. If you refuse to fight the boss, you'll only get 30,000 Gald.

The eight battles shouldn't be too hard, specially if you have been to the Moria Gallery, here's the boss tactic, below it is the list of prizes you can get from the coliseum.

TIP: In the 4th and 6th rounds you will meet an enemy which is immune to Darkness, that counts Excalibur out, so you will have to use the Eternal Sword.

NOTE: The first time you defeat all enemies after visiting the Ninja Village a special event will take place, look at section 4.7 for the details about that.

BOSS: Wyvern

Wyvern

HP	41000
TP	400

EXP	65535
GALD	11000

This is in fact the exact same boss you fought at the bottom level of the Moria Gallery, the only difference is that Cless is alone this time, which means you have to be careful.

If you got the Golden Armor from the Moria Gallery, then this boss will be healing you most of the time. Wyvern can cast Explode, healing Cless for about 4000 HP! The best part is that the deadliest attack of the Wyvern, the wall made of fire balls, that would normally kill you, will fully heal you instead!

The only way in which the Wyvern can hurt you is physically, but don't underestimate the boss for that, because its attacks can be too fast for Cless alone. When the Wyvern starts a series of attacks, it's best to use a simple jumping slash rather than using a skill, as the jumping slash is faster and easily stuns the boss.

As always, begin using Focus II and your best attack skills. When the boss starts casting a spell while flying high up in the air, walk below it and use the Teleport skill to make lots of damage.

When your HP drops below 4000, use an Apple Gummy just in case. Of course, if you are low on HP and the boss is casting a spell, just wait for it to heal you (assuming that you have the Golden Armor).

After defeating the last enemy, the king will praise you for your victory and the queen will give you a prize. The prize differs the first ten times you defeat all the enemies, here's the list of what you get:

1st Time - Lion Teeth combo.

2nd Time - Souvenir Set: Soup Pot [1], S-Flag [1], Guinness [1]

3rd Time - Amulets Set: Body Amulet [1], Gorgon Amulet [1],
Poison Amulet [1]

4th Time - Meats of the World: Veal [1], Boar Roast [1], Chicken [1],
Steak [1], Sirloin Steak [1],
Pork Roast [1], Dragon Steak [1],
Beef [1]

5th Time - Herbs Kit: Verbena [1], Lavender [1], Sage [1],
Savory [1], Red Verbena [1],
Red Lavender [1], Red Sage [1],
Red Savory [1]

6th Time - Bottle Set: Remedy Bottle [1], Rune Bottle [1],
Medicine Bottle [1], Flare Bottle [1],
Charm Bottle [1], Life Bottle [1]

7th Time - Magical Artifacts: Lipstick [1], Mage Ribbon [1],
Magical Broom [1], Magical Pouch [1]

8th Time - Magician Star Set: Star Cap [1], Star Cloak [1],
Star Broom [1], Star Rod [1]

9th Time - Fighter Star Set: Star Gloves [1], Star Helm [1],
Star Shield [1]

10th Time - Gummy Set: Apple Gummy [1], Orange Gummy [1],
Mixed Gummy [1], Miracle Gummy [1]

Any time you win all the battles after that will only get you more Gummy Sets, which are not pretty impressive I must say... My personal advice is to fight until you get the Magical Artifacts set, which contains good stuff, the rest is worthless, unless you really want Star Gloves for Chester.

The most remarkable items you get here are herbs from the Fifth Round (there's not much I can say about them, you should know what they are for by now), the Lipstick, which works quite like a Lotus Perfume (gets you big discounts in stores) but can be used an infinite amount of times; and the Magical Pouch, which makes random items appear in your inventory while you walk with it equipped.

4.7- Ninjas at Euclid

Items to Get: Sake [1], Painting [1]

Combos to Get: Lion Claws [talk to Lanzo after the special fight]

This is actually the second part of the Ninja Village sub-quest, which means you have to do that first, look at section 4.3 if you haven't been there yet.

In order to begin this quest, you must defeat all eight enemies at the Coliseum in Euclid anytime after visiting the Ninja Village, look at section 4.6 to get the tips for the Coliseum.

Once you have defeated all eight enemies, a pair of ninjas sent by Dhaos appear to kill Cless. Remembering what Lanzo said back in the Ninja Village, he realizes that the two ninjas in front of him are probably Suzu's parents. Someone's voice is then heard, asking for death. Now the Ninjas attack Cless.

BOSS: Dozo and Okiyo

Dozo

HP 28500 Weakness: Light
TP 0

Okiyo

HP 15500 Weakness: Light
TP 0

EXP 16500
GALD 11000

The key for this fight is to be fast, or else the ninjas will kick your behind in no time. Keeping your distance is also important.

At the beginning of the battle both ninjas will start throwing shuriken (each hurts Cless for about 450 HP) while they slowly get closer to you. Once they are near enough, they will teleport next to you and use a powerful attack that can take about 2500 of Cless' HP!

Knowing what Dozo and Okiyo usually do, lets see what you have to do. As soon as the battle begins, use a Flare Bottle on Cless to raise his strength, then use Teleport on the enemy to your left, Okiyo, whose HP is quite lower than Dozo's. Repeat this until she is done for (this shouldn't take long with the Flare Bottle). Dozo will probably appear next to you before you can defeat Okiyo, but it doesn't matter, because Cless' Teleport skill protects him from any enemies that are too close.

Once Okiyo is gone, use another Flare Bottle and go for Dozo, the same strategy works again.

It's important to keep your HP above 6000 all the time to avoid any possible complications, and to use Flare Bottle each time the effect of the last one wears off.

NOTE: It's not game over if you lose this battle, refer to the text below for more information.

After the battle, there are two different possibilities for the next scene, depending on whether you defeated the ninjas or not. However, it doesn't really matter, the result is the same.

If you lost:

Suzu appears to stop her parents. Seeing there's no other way to do it, she uses a special technique to attack. Her parents fall for the trick and get surprised by her from behind. Before dying, Suzu's parents tell her that she did the right thing, releasing them from their misery; and they are proud of her.

When Cless comes to, he feels guilty about what happened.

If you won:

Cless realizes that the ninjas laying on the floor are fake, then the true ninjas reappear. Okiyo tells him that since they are master ninjas, there is no way, there is no way for you to defeat them. Suzu comes to stop her parents, the voice from before (which seems to be one of Suzu's parents voice) asks her to kill them. The young ninja answers she couldn't do it, then her parents come back to their true selves and stab each other to eliminate the evil spirits controlling their bodies.

Okiyo apologizes for not being a good mother, both parents say goodbye and go to heaven. Cless feels guilty about what happened, Suzu tells him that it was not his fault, and that he saved them from a

fate worse than death.

Anyway, after the scene takes place, Suzu tells Cless to visit her in the Ninja Village soon and leaves. Cless is disqualified because of the ninja's intervention. He still feels guilty about the whole thing, Arche suggest that you should go to the Ninja Village to give your condolences to Suzu and her grandfather.

Whenever you want to, go to the Ninja Village, in case you don't remember the way... well, learn it already! Come on, repeat after me: "Starting at the Save Point north of the Elven Village, go up three times, left three times and finally go up three times more (if you need reference, check the map in section 3.17)."

Talk to Suzu there and she will take you to the village. Go inside her house and speak to her grandfather. He will thank Cless for what he did, but Cless feels as if it was all his fault. Lanzo tells him that he set free their spirits, all ninjas are in debt with him.

Lanzo then proceeds to give you a book of sword techniques left in the village by a swordsman who visited the ninjas when Lanzo was but a child (this would around the time when Cless' father lived...). Cless learns the Lion Claws combo. Well, now that you've got your new combo, there's nothing else to do in town, just go back out.

4.8- Cookin' 'n Stuff

If you have played the other 'Tales' games for the Playstation, you should be familiar with their cooking system. Well, the root of all that can be found in the original Tales of Phantasia.

You can have someone in the Ninja Village cook a special dish for you if you collect all the necessary ingredients. First of all, you will need a Soup Pot, you get one from the Coliseum (section 4.6) and another one from the 'Ayflite's Treasure' quest (section 4.4). Here's the list of the ingredients and their locations:

NOTE: The ingredients can only be found in the future.

- Radish - Buy at Euclid for 20,000 Gald.
- Seaweed - Buy at Venezia for 1,580 Gald.
- Egg - Buy at Olive Village for 80 Gald (from the guy standing near the supply store).
- Pudding - Buy at the Ninja Village for 10,030 Gald.
- Miso - Buy at the Ninja Village for 80,000 Gald.

If you can afford to buy several of each ingredient, do so. Now go to the Ninja Village and enter the store (the building in the lower-right corner of town). Talk to the old lady at the back and she will ask you if you want to make Oden. Answer 'Yes' (duh!). Note that you don't lose the Soup Pot used to cook.

The Oden is THE Food Item. It adds 22,200 food points to your Food Sack. That's enough to completely fill it! Also, you may want to sell it to get 300,000 Gald! The total cost of the ingredients is 111,690 Gald, that leaves you a profit of 188,310 Gald! This is a great way to make money (if you need it at this stage of the game, anyway).

4.9- Cless' Classes

SPECIAL THANKS: To Cidolfas, the owner of the Tales of Phantasia Shrine, for giving me permission to use his list of Cless' jobs in this FAQ. Please do take the time to visit his Shrine at <<http://s2.rpgclassics.com/top/>>.

Cless can have up to 12 different classes in the game. To check Cless's class, go to his status screen. He starts off as a Squire but can upgrade his status once he reaches the Past. To the best of my knowledge, having the different classes does absolutely nothing to the gameplay, but is a measure of accomplishment.

Classes are granted by special people in certain places. There's one on the second floor of Alvanista Castle (go up the stairs then to the right) and there's a second one on the second floor of Euclid Castle -only in the future- (go up the stairs in the top right, then enter the bottom center room). They each grant classes based on different things.

The Euclid soldier's classes are based on side quests and special achievements. Here's a rundown of them, in no particular order:

- Samurai: You must have the Muramasa sword from the Ninja Town side quest.
- Champion: You must have finished the Euclid Coliseum once. You can get this even if you lost to Dozo and Okiyo.
- Combo Master: You must have the Combo Counter and Combo Command items. The Combo Counter can be found on the 19th floor of Moria Gallery; the Combo Command can be bought for 5 million Gald (2,500,000 if you use a Lotus Perfume) in Aegis' Workshop.
- Berserker: You must have fought at least 1,000 battles. You can see how many battles you've fought on the main menu screen.
- Druaga Mania: You're a collector of rare items, especially those from the Ishtar Legend. You need the following items:
 - Blue Crystal Rod (see Section 4.3 of Part I).
 - Blue Line Shield (see Section 4.4 of Part I).
 - Blue Candle (see Section 4.4 of Part I).
 - Excalibur (see Section 4.5 of Part I).
 - Golden Armor (see Section 4.5 of Part I).
 - Gold Helm (see Section 4.4 of Part I).
 - Green Torch (see Section 4.4 of Part I).
 - Hyper Gauntlet (see Section 4.4 of Part I).
 - Jet Boots (you can buy them almost anywhere).
 - Red Lantern (see Section 4.4 of Part I).

- Red Line Shield (see Section 4.4 of Part I).
- Silver Mattock (see Section 4.2 or 4.4 of Part I).

Every time you get a new class from this soldier, you'll get another star on your status screen.

The Alvanista soldier awards classes mostly based on levels, techniques, and combos. Here's the rundown:

- Fighter: A full-fledged swordsman. You must have mastered both the Psion Bolt and Dual Kick techs.
- Knight: You must know all of the regular techs (not including combos, and you do not have to master them).
- Expert: You must have mastered all of the regular techs besides Soul Edge, Soul Wave, and Teleport.
- Master: I think you need to have at least 12 combos to get this. (Not master them; just get them.) However, I think the "special" combos (from Ninja Town, Coliseum, and Moria Tunnels) count for more than 1. I don't know exactly. ^^;
- Fencer: You must have mastered all skills. That includes all of the spells for Mint, Arche, and Klarth, and all of Cless's combos.
- Master Fencer: You must have everyone in your current party (you don't need the backup one) at level 99 and have mastered all skills like for Fencer.

I'm told there's one more class, Lionheart, but I have yet to get it.

4.10- Combo Command Combinations

SPECIAL THANKS: To Cidolfas, the owner of the Tales of Phantasia Shrine, for giving me permission to use his list of combinations in this FAQ. Please do take the time to visit his Shrine at <<http://s2.rpgclassics.com/top/>>.

Once you get the Airbirds in the future, you can visit Aegis' Workshop, south of Olive Village (see section 3.26 of Part I). There you can buy, among others, the Combo Command, which when equipped on Cless will allow you to use any skill or combo by just pressing a combination of buttons.

Since the Combo Command is worth 5,000,000 Gald, you probably won't be able to afford it until near the end of the game. A few advises on raising money:

- Sell your trading items at the right places (for example, the Cat's Eyes are worth 300,000 Gald at the Elven Village in the future). See section II.1 of Part II for information on where to sell items.
- Cook! Selling the Oden is really profitable, and you can make as many as you want unless you sell the Soup Pot (look at section 4.8 of Part I for more info).
- Sell the weapons you know you won't be using anymore. Some of them are really valuable.
- Remember that you only have to pay half the real price if you use a Lotus Perfume. That means you only have

to raise 2,500,000 Gald.

To use any specific tech, you have to use Street Fighter-type commands before pressing the B button. The directions you must press for each tech is given. If you see something like "Down to Left", that means you have to press Down, Down/Left, Left (like in Street Fighter). Usually you must do it in a clockwise direction; if you see a (CC) it means it has to be done counter-clockwise. Again, you must press B after inputting the directions! This is a lot of fun, but REALLY hard to pull off, especially some of the combos!

Here's the list of button combinations for all of Cless' skills and combos:

=====

- Short Range -

=====

Dual Kick - Down to Left

Blade Storm - Up-Right to Down-Right

Tiger Teeth - Right, Down, Down/Right

Focus - Up, Up

Gale Shield - Down/Right to Down/Left, Up

Fury Slash - Up, Left, Right

Eir's Love - Down/Left to Down/Right, Up

Magma Rift - Right, Left, Right

Firebrand - Down to Up/Right (CC)

Focus More - Down, Down

Soul Wave - Right to Left, Right, Up, Down

Teleport - Right to Left, Right

=====

- Long Range -

=====

Psion Bolt - Down to Right (CC)

Lightning Bolt - Left, Right, Up-Right, Down-Left

Focus - Up, Up

Phoenix - Up/Right, Down/Left to Down/Right (CC)

Gale Shield - Down/Right to Down/Left, Up

Eir's Love - Down/Left to Down/Right, Up

5.1- Clearing Things Out

In this section I put additional info that you might want to know. These questions weren't really asked, I'm just putting this here because it didn't fit anywhere else.

Q - If you are not a native English speaker, then, where are you from?

A - I'm from Argentina, a South American country. I live in the city of Bariloche, a tourists center, so maybe some of you have been here sometime (not quite likely). By the way, the language spoken in Argentina is Spanish.

Q - Then why make a FAQ in English?

A - Because not many Spanish speaking people play RPGs, thus the FAQ wouldn't be worth writing.

Q - Your spelling and grammar suck!

A - Well, I'm working on that, that's what writing FAQs is all about for me: English practice! Please do not hesitate to send any corrections, especially for grammar (Microsoft Word is not very good when it comes to that).

5.2- Game Related Questions

Q - The Captain of the ship that is supposed to take me to Demitel's Island won't take me there, why?

A - You probably forgot to talk to the people in the City Hall of Venezia. You MUST listen to a conversation between two people who mention that Demitel used to live in the city, but he works in an island to the west now.

Q - The ship that is supposed to take me to Undine's Cavern will only take me to Demitel's Island, why is that?

A - Just like when you have to go to Demitel's Island for the first time, you must talk to a certain person, so your characters know where to go and tell the Captain. You have to talk to a person in Alvanista's Magic Research Lab, the one who mentions the location of Undine's Cavern.

Q - I can't get the Eruption spell from Lenios!

A - I hadn't noticed this before, but you MUST talk to Lenios' twin brother in Venezia's City Hall, and THEN talk to Lenios himself. Only then he will notice Arche is a magician and give her the book of spells.

Q - My party won't separate at White Forest and I can't find the Unicorn! Mint dreamed about her childhood and told the party, yet nothing happens.

A - In order to have Mint and Arche separate at the White Forest, you MUST talk to a woman who mentions that the Unicorn will only appear before pure girls. This woman can be found in the northern half of Midgard.

Q - I'm stuck at Volt's Cave! In the big room with the invisible barrier, where you have to run to get through a door. I get to the door while it is still open, but I can't go through, how come?

A - This has been happening to an increasing number of people lately. I really don't know what the problem is (probably just a corrupted ROM), but I do have a solution: Standing right below the door, use this code: 7E2145B9 and walk through the door (literally). STOP RIGHT AFTER THAT, or you will get stuck in the wall. Now turn the code off and just walk right a bit and use the door to leave the room normally.

5.3- Patch Related Questions

Q - Where can I get the Patch?

A - You can get a copy from De-Jap's site at <dejap.zsnes.com>.

Q - How do I apply the Patch on the ROM?

A - The best and easiest way to apply the patch is with Zsnes' Auto-Patching feature. All you have to do is change the file name of the IPS file (the patch) to the same name of the ROM (the game) and put both files in the same folder in your computer.

Example:

ToP.078 <-- Name of the ROM file.

ToP.ips <-- Name of the Patch file.

When you load the game, the emulator will apply the patch for you without modifying your rom, meaning that if you need the original Japanese version one day (to apply a new version of the patch, for example), you just have to delete or rename the IPS file.

If for some reason you want to modify the ROM permanently, use

the meaning of a certain expression ^_^

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