

# The Legend of Dragoon Walkthrough

by Dyse

Updated to vFinal on Aug 13, 2003

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Walkthrough FAQ for Legend of Dragoon (US Version)

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I. Revision History Diary

=====  
8/13/2003 VERSION LAST: 3 New alternative boss strategies posted strategies by Mere, thanks it's good stuff if your stuck on some difficult disc 3 battles :)

6/25/2003 VERSION LAST: Well nearly 2 years later I'm still bombarded with new things people want me to add to the guide. Normally I ignore them BUT this is something I never seen before or known. Also I put a well known strategy about Grand Jewel.

7/31/01 Version Last: I'm eating crow... :) I updated a few things here and there no need to rreally download this FAQ the original last is the same as this one. I just fixed the line breaks thats all

7/10/01 Version Last: That's it, I added some final strats and some other stuff. This FAQ is closed. I will not be adding anything else to it. So please restrain from sending me tips and other random stuff. This FAQ was fun to write, although soem of you had a problem with my opinion of the women in this game. I WROTE IT FOR FUN! I dont' feel that way, but I was tired of writing boring strait out of the game text FAQs so I loosened up for this FAQ. There's .000000001% chance I will add anything to this.

-Dyson Turner

7/2/01 Version 1.48 Got a couple of the boss fights for the Dragoon Towers up.

1/14/01 Version 1.46 updated some stuff

1/13/01 Version 1.45 I got some new tips and boss strategies!

11/27 Version 1.4 Well, I got a the second quest up the Magician Faust Side Quest!

11/15 Version 1.31 I'm giving this bad motherSHUT YOUR MOUTH some 9 line paragraph breaks to make it resemble my better Wild ARMS guide. I'm sorry to all those i told i would add there help to my guide resubmit it to me your alternate boss strategies i will put them in now.

11/2 Version 1.31 I know I'm spelling badly when i can physically see it i cleaned it up since i have a new key board and the "W" works!

10/26 Version 1.3 Well, I did an optional quest... the other 2 will trickle in shortly.

10/15 Version 1.12 Well thanks to an anonymous person who told me you can go back to get more supplies before the Final Fight, also about Lavitz's Dragoon magic plus a tip! other than that, I did nothing.

9/1 Version 1.05 Celebrating close to a month of this guide, plus I got a name change and e-mail too. Look at my NEW e-mail addy, and please e-mail me there.

8/27 Version 1.01 Very minor update just a few more questions in the FAQ.

8/23 10:35 PM EST Version 1.0 There, finally the guide is complete. I made sure there aren't any spelling errors before I submit 1.0 The updates will now be weekly or BI-weekly incase I get new questions or new info.

8/22 Version 0.93 Almost there, just a few more sections like the last one and the optional sections which I can finish tomorrow so I'm 99% sure tomorrow is 1.0 Hopefully it will be done, and updates ill be scarce from that point on. So its almost good bye, and on to a new project.

8/21 Version 0.88 Wow! TONS of guide work today I steered away from the net and can't believe what I did in just one day. I'm glad I did 2 days work in just one sitting, I am quite tired and even though the day is still here I don't feel like continuing. Tomorrow if I can do as much or as close to as much as today and same goes for the next then this will be 1.0 before Friday!

8/20 Version 0.84 Well, I got a lot of work done today, guess what the day isn't over! This walkthrough should be complete by the end of next week, if I continue my dismal pace.

8/19 Version 0.81 Jeez, I did next to nothing today. Well, I had plenty non internet and non guide things today. But I did devote an hour to making this guide more complete. Progress is starting to get snail like, but I'll make up for it tomorrow. Which will be an online update day.

8/18 Version 0.8 Wow, I started this two weeks ago! Doesn't seem likely if you ask me, they flew right by. Memories... Anyway I changed my mind about stardust a few days ago and went through the game and collected all of them! Why do you care? Because I added a stardust section that's why silly! Chapter work is going steady and 1.0 should be ready in less than a week. Since 1.0 won't have the optional quests in them.

8/17 Version 0.78 No chapter work at all today, I wasted my day on other things. I had to reformat my Map since it didn't get saved correctly it is now working properly. Well this will be an online update day.

8/16 Version 0.77 I changed some things around and included information on Dragoon Magic, Additions, and all the weapons. Some major FAQ essentials if you ask me. Some minor chapter work was done, but getting that other stuff done is a huge step in the right direction!

8/15 Version 0.75 Made up for yesterday in a huge way, I finished the 3rd disk Yah! Later that day some guy told me that using instruction manual bios without their permission is copyright infringement, some bullshit like that. So the easiest thing to do was take them down and make my own bios.

8/14 Version 0.71, Well I barely scratched the surface of doing another chapter. Today I decided it would be better for me to do what I said yesterday with adding how to beat the bosses with everyone not with just who I used.

8/13 Version 0.7 Well, added those questions I got, I did some serious work yesterday. I'm thinking about adding a way to beat the bosses with all the characters because people are complaining they aren't using the characters I am using. Well maybe tomorrow the 3rd CD should be complete.

8/12 Version 0.63 ASCII Art has been added I got a chapter and a half done, I

still haven't gotten around to putting up the few questions I have been asked I will get their soon though.

8/11 Version 0.62 I made up somewhat for the lack of work from yesterday I completed the section I was working on and did some heavy duty work on a new section. So basically I'm not at the point I would have liked to have been now but I'm getting there! Oh yeah I nearly forgot I added a new cool Tips section!

8/10 Version 0.61 Well its been a week since I started the guide got less work done today than usual I'll make up big time tomorrow, and try to get to the half way point of Disk 3. When I do its 2nd update online time!

8/9 Version 0.6 Finally the guide was posted plus the 2nd disk is complete. After a hard day work I'll submit it again =) No e-mails for the guide yet =( Come on people I can answer ANY questions!

8/8 Version 0.53 Well I did get some work done got past the half way marker nearly done with the 2nd disk! Yah!

8/7 Version 0.51 Started to work more on Chapter 2 got to nearly the half way marker on it, I'll resubmit when I'm done with this chapter.

8/6 Version 0.5 Well today's the Big Day, my first attempt to see if it's good enough to get posted so I won't be talking to myself anymore. I redid the first chapter and corrected most of my horrific grammar mistakes. I started some on Chapter II I changed the introduction.

8/5 Version 0.30 Huge Chapter Work today rewrote the last few to make more grammatical sense and finished off a lot of things. Tomorrow is the big day! Hopefully...

8/4 Version 0.25 Basically no chapter work, I decided to add frames around spoilers and boss fights also I redid the set up.

8/3 Version 0.2 Bios done, well almost and I did a few chapters on the first disk had to be redone totally. Plus I accidentally saved it wrong so I had to rework everything uh.

8/2 Version 0.0 Decided to start FAQ, lay out basic controls and up Chapter I half way done

=====  
II. Introduction

Legend of Dragoon, how I kinda like thee. Even so when I first bought the game like I usually do I take notes on everything just incase I forget on a 2nd play through. Upon beating the game I then realized with a little tweaking my 57 pages of notes could become a FAQ. Then I thought this game probably has a million short crappy FAQs and my FAQ wouldn't make it. So I gave up, then I decided to check and only seen 2 at the time, and 1 very incomplete one. So I decided to start it here I am. I decided to do the FAQ on the just about the only Playstation game that doesn't have a million FAQs for it.

In this FAQ and in the Walkthrough massive huge and big spoilers will be revealed these however unlike the others will be easily viewable and a warning will be before any spoiler. Because I hate being spoiled when I'm just trying to beat a boss its so annoying!

III. Basic Controls & Menus

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## Menus & Displays

Select Menu Items, Command Icon or move cursor Directional buttons or Left analog Stick ^, V <, >,

Scroll Through items list Directional Buttons or Left Analog Stick ^/v

Turn Icon display on/off

L1, R2

Confirm Selection

X Button

Open in Game Menu

/\_ \ Button

Advance Dialogue Boxes

X Button

Close menu/Cancel

O Button

+++++

Display area Names in Area Map

Start Button

Switch Map View

L2/R2 Buttons

Rotate Map Screen

L1/R1 Buttons

Character Moves

Walk

Directional Button

Run

Directional button + O

Select character during combat

Directional buttons

Action/Talk/

X Button

Addition Attacks

X Button

Increase Item Attack Power

Tap X button

Counter Attack Guard

O button

+++++

Cha. 1-4 Random Place

Status-See each characters individual status screen for a more in-depth look at them

Item- Open up a mini list which includes

Use It- Use an Item in your inventory (curative during regular game times only)

Discard- Throw away an unwanted item

List-See all the items and armor you have and who is equipped with what

Goods-See important items

Armed- View and or change each characters weapons

Additions view and change each characters addition

Replace Replace a character (all except Dart and some can't during important times)

Config Configure the options

Vibrate-Turns Dual Shock On or Off

Sound- Change sound to either mono or stereo

Morph- Change your Dragoon animation for either short of long

Save When at a Save point you can save your game (a memory card is required with one free block)

IV: Chapter I Serdio War

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1A. Shana's kidnapped? Village on fire? Where have I been?

After the FMV opening you will be in the forest there will be a dragon, a big dragon. The woman sees it and then she sees our hero. The Red dude will haul ass, and so will the soldiers. This strange but hot woman will save you from the dragon, she will tell Red Dude that she is a Dragoon. She will also tell him that about the recent attack on the village nearby, Red Dude will run like he stole something (but he forgot to get her phone number, what a moron). Finally after 20 boring minutes you can control this red dude.

(This was the point I wrote my first review on the game) Go down and enter the village. You will see some soldiers beating up some dude, we have to stop that fight time.

These guys were pretty easy not too much struggle my red friend. At this point you will find out his name is Dart. (I prefer Red Dude but hey Dart is dumber) After talking to the beat up dude a save point will be near save here. Now keep going you will come upon the mayor after a few more fights he will say Shana was kidnapped. A big scary dude will see you, and tell you she went to Hellena. He will also want to fight (This is your first boss)

#####

Boss Fight I: Sarge and the boys

Element: Void

Suggested Party: Dart

Difficulty: Easy

Item: Bandana

This guy is a push over since at this point you don't know how to use Additions or if you do this guy will be a pushover. You should have got a burnout or some other generic magic item, if you do use it on him. A few of these and he will drop, his soldiers will then pick up their skirts and leave if you already didn't kill them.

#####

After you beat these punks talk to the guy near the exit of the town he is a master at karate and will teach you about Additions. You are now on the world map and on a yellow line follow that yellow line to you gets to a forest. Once entering the forest you will see a man, he looks queer but these guys will be useful in your quest. He will also uselessly show you how to use the items during battle time; this is useless who the hell doesn't know how to use items? Go to you reach a bridge a treasure chest awaits! Get the lack luster item and head out of the screen. A sort of a lame maze waits this maze is pretty easy to get through a little trial and error.

Once you get out get your treasures you will be back on the world map. Follow the yellow brick...uh dotted line to Hellena prison. At first their looks to be no way in until a merchant cart comes jump on the back of that it (it goes slow so you can run and catch it) ok your in. Now go back to the room where the merchant is. He will be afraid and call a guard by making too much noise, time to fight some guards. After you destroy these dudes go back to the merchant and he will sell you some stuff buy from him if you didn't or ran out of supplies from the forest. This is a random battle free zone. What I mean is this you have to actually get caught to get into a fight try not to get caught if you can.

(Plus no dumb chickens or crazy rats attacking you here, how can a crazy rat beat a man with a sword?) Now go to the right exit then across the bridge and that glow in the dark save point eye sore will be there. Save here. After you save you can fight those guards and go in the room if you want but you can go out of the screen and take the lift too. Head left and a sequence will start. A Green Dude who kicks mega ass will be beating up guards. He seems noble and trustworthy you guys get into a battle together (not against each other) and he decided to come with you his name is Lavitz (My favorite character and one of the only ones I liked.)

When you leave it will be a loop sort of, finally you will come to an exit. When you go through the next screen a guard will meet and greet you, he's unavoidable. Head left and there will be about 20 guards, don't worry you won't fight these guys there is too many. Go towards the left set of guards you will notice something sparkle, it's a key, a key to Shana's cell! Possibly or it could be a key to a can of sardines anyway take it along, and get out of there before these slow guys find you. Now the first cell will be nothing but a skeleton I think and a treasure take the treasure. Now go to the next screen an unavoidable fight with 3 guards will presume.

Beat the tar out of them and someone will hear your voice open up the cell and here comes Shana! She has been saved!!! After a little hanky panky in her cell she joins you. (She is very weak and all she uses is a bow and she never gets an addition so only use her in must situations likes this one.) Ok now find your way back to the entrance I suggest to save and speak to the merchant for some kick ass items. Now you will enter the fight with Fruegel, this is a little tougher.

#####

Boss Fight II  
Fruegel and some Guards  
Element: Fruegel: Earth  
Element: Guards: Void  
Suggested Party: Dart, Lavitz, and Shana  
Suggested Attacks Strategy:  
Difficulty Easy  
Items Knight Shield 4 Heal Leaves

Pound away on the first 2 easy guards have your strongest character (should



be Dart) fighting Fruegel. After those guys bite the big one two tougher ones will come. Just have Shana hitting Fruegel in the gut with arrows and Dart and Lavitz wailing away with Additions. If you have any attack items left use them on Fruegel. After a while all these guys will be gone.

#####  
Everyone will exit the Prison!

=====  
1B Getting outta Jail Free with Shana

Don't go towards the forest and try to go back to the village your way will be blocked (well you can't see it but the game says it...) A Fantastical new route will await you can go to a prairie. The wardens from the jail will be waiting, one will shoot Lavitz, and everyone hides and seeks time! A rabbit or cat or something jumps out of no where and the guards guard is down. (Moronic guards they know they hit someone) Take the left path, there will be a nice shabby hut there. Dart will tell a sequence about his past.

\*Minor Spoiler Alert\*

\*\*\*\*\*

Dart will tell of his past about how he grew up in Neet. About how he is searching for the Black Monster, and how the Black Monster destroyed his village of Neet. How the Black monster killed his parents, how the Black Monster did terrible things. He also has his father's memento a red shiny stone. Lavitz will go into a spew about how he's a high knight for King Albert (No relation to Prince Albert) about the war on Serdio, about how he must return to the King.

\*\*\*\*\*

After 10 boring minutes of Shana having to listen to these guys tell their life stories you gain control back. Go North, and you will see a falling tree, did you go off path and see a little lake, beautiful stream but you couldn't cross it well, you can't knock the tree down either. So the next thing is to go back to the hut examine the place and you will find an axe. Well Lavitz and Dart believe that they can cut the tree and carry it across the lake, (men we are morons Shana knew better) the Tree falls down, it was a good attempt but useless. Head backs to the lake what's that! The tree did the work for you go across the Tree Bridge.

Now exit through the screen on this screen or the next a family should be waiting there at first them seem afraid, but then they don't because you prove to be "nice" people. Lavitz offers them a stay at his house, and that's that. Now leave this place. Now you're back on the dotted line follow it until you come to the cave. Enter the Cave. There will be a treasure chest waiting for your greedy little palms, there is some generic item in it. Anyway you will fall into the stream there will be a treasure chest with something in it I think the sword I'm not sure. Now fall into the stream again hold right then down. This chest contains some money or the sword (I can't understand my notes so you get one or the other)

Anyway leave this place and there will be a series of rocks. Lavitz will almost fall through the cracks. Dart will save him from falling. After this get the treasure chest on your way their. After this exit the screen you will see a treasure chest it contains something generic go the center path for the recovery point. Some people will train here I know I did its really worth it! When you're done beating the pants off of people go towards the right near the bottom. There will be a treasure here as well go back and a small animal should be running around catch it for a lameo item. Exit to the right there will be a save point here, I suggest you save. Now go up, and a huge Snake will appear yikes!

#####

## Boss Fight III

Urobolus

Element: Void

Suggested Party: Dart, Lavitz, and Shana

Difficulty: Medium

Item: Wargod Amulet

This snake will be your hardest battle yet he won't be easy. He uses quite a bit of poison attacks. Your best bet is to use your strongest addition, if you trained at the recovery point this guy will fold pretty quickly. When he gets down to about half energy you'll get into trouble he will hide himself around a rock structure and Lavitz and Dart can't reach him. Have Shana keep using her trusty bow, (good thing you brought here for this fight ;)

This is the time you will need all those items just have Lavitz and Dart throw items on him and have Shana attack as normal. Finally this guy should be toast.

#####

Being curious Shana will look at the dead snake, it was not really dead, all of a sudden Shana will turn into a human glow stick and that kills the snake. Whatever happens it sure packed a wallop (I know some of you were thinking she did something else but she doesn't). Go left after this gets the items in the chest and proceed to the world map.

=====

## 1C: Lavitz's Shack and Rosie the Dragon Slayer

Indels Castle, Capital Bale is the name of Lavitz's home. This is a nice sized place and you should do some heavy duty exploring. After the first screen head to the left house a girl will be there she will paint a picture of Lavitz (a little too young for Lavitz but hey whatever makes his boat float...). Now go near the fountain, a wino will be there blocking the path. Now go to the right and use the item shop. After stocking up go to the inn rest of you want, then there should be a bar buy some booze (you can't drink them).

Go to the next house where a man will be that there he will tell you about that stardust you have. When you finish chatting with him. Go to the right and you will find Lavitz's house but Lavitz wants to see the king. Go back to the beginning and head left then across this bridge until you reach the castle. There is also a hospital and a weapon shop too. Get healed and upgrade whomever you can. Now enter the castle, and there should be a new bow for Shana equip her with this. Continue upstairs until you find the King. After the introductions you will get a short FMV sequence explain the Dragoon Campaign or something to that effect.

Now he will show you to your rooms, Shana will look out over the balcony. Soon Lavitz will join you again. The group will decide to go to a town called Hoax for more info. Leave the castle and head towards Lavitz's House. Enter the house and Lavitz's mom will think that Shana is his bride and Dart is some vagrant (well not the vagrant part but what is he doing there????) Yes or no answers either way Shana will get pissed, she wants to make you some lunch, and Shana will help. Lavitz will give you four options

1. Fight with the swords.
2. Watch a porno flick in his room with him
3. Beat up some old ladies
4. Tour of the house.

The middle two I made up =) seriously take the 4th option. Walk around the house he will tell you about things and about the castle and him growing up.



save you from the Gigantos! She will grab you and suddenly you will turn into a Dragoon. This is enough to stop Kongol and everyone stares at you like you were the fat kid in gym class who hit a home run. Well you will be knocked out. Then when you awaken you will know her name is Rose, Shana will think Rose is trying to get in on her man, Shana set's her strait. She will tell you of some recent events like the Dragon, and about Dragoons. When you get up Rose will be waiting by the exit, like the old man did in the beginning with Additions she will teach you everything about Dragoons.

After you're done and learn all you need to know its time to go.

=====  
1D. The Knight Hood and The Volcano

Rose will be in your party you can now effectively use replacing command on the menu screen. Now its time to effectively replace Shana, and leave her there. (This was my main party through out the game) Level up and practice using Rose. Then head to the Marshlands. Walk Through you will see a lot of fighting going on, help out all the knights in the fight. You will have a lot of them back to back so make sure to do all your curing and blocking in battle. Finally you will face the Commander.

#####

Boss Fight VI

Commander and a couple of scrubs

Suggested Party: Dart, Lavitz, and Rose

Other characters: Shana

Difficulty Easy

Item

This guy shouldn't be a problem, and if you decided on using Rose instead of Shana it would be a good idea because she is much stronger than Shana. Anyway the commander is the only real threat so have Dart use Dragoon Magic on him, have Lavitz use his best addition (should be Rod Typhoon) and have Rose use Whip Smack. This should definitely put a stop to all these guys.

Shana:

If you decided on keeping Shana, things are slightly different but not by much this is the first boss battle where you have a choice. Since these guys are pretty easy I think that Dart and Lavitz can handle it and have Shana get a few attacks in but mainly cure when necessary. She should be faster than Lavitz and Dart and the possibilities of her getting a 2nd turn here are great. So if she does cure then have her get an attack in.

#####

Now go out of this screen and you will see the strong hold there will be some curative items in the treasure chest nothing major. Go towards the bottom and talk to the soldier who is on his last legs he will give you some accessory, talk to all the soldiers you can find (3 I think) Get all the treasure chest and go back to the original screen when you entered the strong hold. Get to the big oddly shaped tree and walk along the branches, this will take you to a before unreachable path go north from here. Shana will get ill and Dart will have to carry her the rest of the way, keep going to you get to the world map. Follow the dotted line to you reaches ha volcano save out side or enter.

A huge fire Phoenix will come from no where, he will not see you, a minor sequence here. Go into the second screen a treasure chest should be on this scene. The next scene should contain a fork take the right path. A save point will greet you save here. Then exit this screen to the next screen. Keep going left Shana will run ahead of you, see where the slut went. She will be

kneeling next to a huge statue. Rose will inform you that the Wingle's used this in the Dragoon Campaign, all of a sudden it comes to life. (Hope you saved earlier)

#####

Boss fight VII

Virage

Element: Void

Suggested Party: Dart, Lavitz, and Rose

Difficulty: Hard

Item: 2 Healing, Body Purifier

You can go for his arm to get rid of his powerful arm attack but it isn't necessary, you can simply turn into Dragoons and stomp this guy into oblivion, using Rose's Astral Drain is quite effective plus it gives back HP. So use it twice if she is a Level 2 Dragoon. Keep gunning for his head his body and arm in my opinion are a waist of time, because that won't kill him only his head will. Try to use both of your Dragoons magic and try to become Dragoons as much as possible. Use Lavitz for curative items. After a while this guy will topple.

#####

Go to the right where you couldn't previously go there will be a man calling for help, you may have seen him before but you couldn't reach him any way speak to the man. Dabas is his name and Dabas will give you a Sapphire Pin. Now go back and SAVE another boss fight awaits proceed to the next screen.

#####

Boss Fight VIII

Phoenix

Element: Fire

Suggested Party: Dart, Rose, and Lavitz

Other Characters: Shana

Difficulty Semi Hard

Item: Red Eye Stone

This guy just doesn't seem as hard as the previous Virage fight. He has a few entire crew damaging attacks but nothing that will destroy you or kill the whole party. If you have a spear frost or two good use it on him, and have Rose turn into a Dragoon if you want but not Dart, because he is fire based the effort isn't worth it. After a few well placed Astral Drains and some additioning this guy will be toast.

Shana:

If you decided to use Shana for this battle, then you must be a Shana expert. Anyway I really wish I could have gotten rid of Dart instead of Rose or Lavitz because he is fire based and doesn't do much damage. Have Shana if you have them throw water items at Phoenix. Anyway it will take a few hits and leave Shana is your "curative character" for this fight. I suggest using Rose because at this point in the game she can become a Dragoon, and do damage to Phoenix.

#####

After the boss fights that go to the next screen Dabas will be waiting he is selling items get them while there hot. Anyway exit to the north and welcome back to the world map.

=====

1E. Greham and his faithful...uh Dragon

Once you entered go North, Shana will feel ill again from the stagnate Dragon air. Take her to the next screen automatically and she will be fine (damn this slut has problems :P Anyway go out of that screen and continue North you will fall in what looks like a Spider web. You will be in a weird looking room, and these strange mushroom looking things will be there touch all the mushrooms in this room. Also a recovery pond will be to the south I say do some serious leveling up down here trust me its worth it. This place has easy navigation, you basically just pick a route when you touch all the plants you will be able to reach the save point (SAVE here)

Now go North a man name Greham who knows Lavitz will confront you time for a good ol' fashion boss fight!

#####

Boss Fight IX

Greham & Feyrbrand

Element: Both: Wind

Suggested Party: Dart, Lavitz, and Rose

Other Characters: Shana

Difficulty: Hard

Item Platemail, Green Dragoon Spirit

Ok this is a real battle none of that sissy stuff from earlier. These guys both have close to 500 hp I think. So together that's close to a thousand. Anyway hack away at the dragon first, using Rose's Astral Drain is a GREAT idea. Also use Dart's level 2 Dragoon magic. At first focus your attacks on the dragon. Then on Greham since the dragon has lower Hp's. Finally after a few Gust of Wind Dances (you should have reached it if you leveled properly by the recovery pond) some Dragoon Magic these guys bite the big one.

Shana:

If you decided on using Shana for this battle, then use her to cure Lavitz and Dart. I'm 99% sure Lavitz was mandatory for this fight, since he has a rivalry and a problem with Greham. So Have Lavitz using his best addition but focus in on blocking, because Greham will go right for Lavitz. Have Shana using her bow on Feyrbrand for some reason it did decent damage on this boss.

#####

After the fight Lavitz will inherit the green Dragoon Spirit Yah you know have 3 fully functional and kick ass Dragoons at your disposal. Go back and save just incase your running low on energy, and exit this place.

=====

1F. Sharlie Shana and a Silver Dragoon Walk into a bar...

Once on the world map head to Lohan, Once you get there you will be brought to the infirmary. Unfortunately to the doc it seems Shana days of hoing are over, and the only thing that can save her is some Dragoni Grass. Time to explore this crazy place!There is plenty of treasure, but I suggest hitting the inn item and weapon store. The weapon store is selling some pretty righteous stuff. But at the current time you will not have sufficient funds to afford these pricey and great weapons and accessories. Go out of the place and head to the southern right. And enter the shop I forget which one.

Anyway one of them will have Dabas in it, he will tell you what he knows about Dragoni Grass. Anyway go to the street vendor and he's trying to sell you the water bottle for only a million Gs. Don't buy it keep this guy lower and lower to he finally gets it down to a reasonable FREE price. Leave this crazy

place.

Go back to where the dragon was at when you get back fall down the pit on purpose and use your newly required water bottle to fill with water. Now get out of the hole. Remember the place where the slut got better? Anyway there should be a big nasty plant in the road use the water on that. Once back on the world map follow the yellow line to the Shrine of Shirley. Anyway once there Rose will feel another Dragoon's presence in there. Don't bother with the treasure chest their all empty. Go north after you enter the place until you reach a set of stairs. There will be a key pad requiring a numeral password (no it's not Shana's birthday backwards!)

Anyway go on up the stairs. Go up the stairs and open the treasure this will drop the floor and you will fall on a cart. The numbers 3 5 and 2 will be what you will see, which in coincidence is the number to the password. Go back down the stairs and enter these 3 numbers (actually since the password never changes you don't have to take the long yet fun cart ride) Now their should be a new passage way go their. A set of spiral stairs should be open go up them and you will slide back down. Hmmm check the two statues. Some where around here there are two identical statues but I went off of memory. Turn the gold one front and the silver statue left.

The stairs are now climbable. Climb up the stairs a save point will be near by. SAVE here, you know a boss battle will be coming up. Keep going strait a man by the name of Drake will think you are thieves well its time to kick his ass!

```
#####  
Boss Battle X  
Drake  
Element: Wind  
Suggested Party: Dart Lavitz Rose  
Difficulty: Medium  
Item: None
```

Immediately become Dragoons hopefully everyone's Dragoon Level is full. Become Dragoons immediately, to take off major life. Have Rose use Astral Drain. Have Lavitz use a Dragoon Addition and Dart if his level is 2 for Dragoons use the magic. This guy will use tricks when he gets down to half-life. He will throw 3 Bombs that roll towards you. Destroy them before they get their because if you don't these bombs will take off major damage. After he will put up a "wall" attack this wall because you can't attack him, he will continue to do this to he's about to die. He will also use curative items turn into Dragoons at every giving opportunity. He will perish

```
#####  
After he is defeated, you will find out Sharlie has no Dragoni Grass, bummer. Anyway she will off you her Dragoon Spirit if you defeat her, do not hit her just block.
```

```
#####  
Boss Fight XI  
Sharlie  
Element: Void  
Suggested Party: Dart, Lavitz, and Rose  
Difficulty: Very Easy  
Item: White Dragoon Spirit
```

Basically Guard and you will get a question, I don't remember the questions exactly but will tell you which to pick.

Question 1: 1st Choice  
Question 2: 2nd Choice  
Question 3: 1st Choice  
Question 4: 1st Choice  
Question 5: 2nd Choice  
Question 6: 1st Choice

The next 3 questions are individual and you can answer anything. Remember to keep guarding. She will be defeated

#####

After you defeat her check you will help revive Drake, then check the building behind them for all the treasures that should of been in those chest nothing real major but there worth it since they are right there.

=====

1G Hero Contest and a Mournful Event

Head back on the World Map and go back to Loan. There will be a sequence where the Dragoon will "accept" Shana. Anyway go towards the Tent where the Hero Contest is being held. It's near the spot where the street merchant is at a few screens to the left. Go to the Registration Desk. Just like EVERY RPG that features some sort of contest only the main character will be able to enter. Lavitz will inform you of not becoming a Dragoon you will start with full energy so there are no need to use a curative item. You will meet a friend that Dart goes back with his name is Master Haschel he enters the tourney as well. Talk to the man and the first round will start.

#####

Dart vs. Goraga

What a Big Cheater he will throw a poison item at you in the first round, not even giving you a chance to guard. If it poisons you use the purifier to get released of the poison. This guy shouldn't be a problem, just use some Additions on him and he will yield.

Dart vs. Serfius

He's a breeze guard when necessary and wield out Additions like there's no tomorrow. This guy does use some cheat items like power up when he hits half energy. If you have a water item use it on him, and just stick with the powerful additions.

Dart vs. Danton

Ok the competition is up a notch. Destroy him with Additions until he decides to start guarding. If he does, guard your self he will counter you with a throw or a punch. After a while he will drop this and attack like normal with Additions. After a while he will fall too, he isn't that powerful you just have to make sure you pull off every addition.

Dart vs. Atlow

Runner up in lasts years tourney and it shows why. Unlike the wimpy Shana he has a killer bow and arrow. He targets your pressure points with his bow and arrows these are pretty tough. You may have to use a few curative items; even tough this guy isn't that tough. If he catches you with his 5 pressure point attack you might as well say this is goodbye because if your weak this can kill you. Hopefully you can finish him off before it gets that deep.



## Dart vs. Lloyd

This guy is IMPOSSIBLE to defeat. He has an incredibly high Evade rate in other words you can't hit him. So just guard and guard until he gets tired and you guys do your final blows Lloyd will win the Final Attack.

#####

At the end of the tournament Lloyd will be first Dart will be 2nd and Haschel takes Third. After a short scene Lavitz will tell you everyone is waiting. Haschel will be introduced and he will be a playable character at this point. He also thinks you are dating Shana. To satisfy him you will walk with her to play the games, and not to look strange Lavitz gets with Rose, of course Rose doesn't want anything to do with Lavitz (heh watch him try and put his arm around her hilarious stuff!). Anyway play the games if you like their not a lot of fun well beaning the monsters is the other ones are one time only fancy's. When you're done goofing off its time to leave.

Save at the save point first. Now head towards the exit and a solidier will be there, King Albert has been kidnapped time to go back to Hellena! You can change Rose for Haschel but I suggest trying him first. I kept using Rose personally. Back on the world map head towards Hellena. When you get their the Bridge will close Lavitz will go for it kill the guards and let you all in. Everything is the same as the last time except the guards have been taking steroids and are a bit stronger to represent your new levels. Also like before all the battles are touched based which means you have to be caught and stopped in order to face a guard.

The guy who was selling items in the beginning is still here, buy from him, especially some curative items. Remember that elevator that was "Out of Order" It's now in order and you have to use it. You can stop and get all the treasure chests if you chose its pretty tough getting them all and you will need a lot of going in out, their are a few worthy items to get but nothing major. When you are through collecting your gifts take the elevator UP. You will be in the part where all the cells were and Shana cell (well its looks about the same) Anyway you have to speak to the punk ass guards, they will drop the floor on you and speak of a beast.

When you get back up talk to everyone and when you talk to Shana she will feel a shaft (maybe she should of opted not to wear the Short Shorts) Anyway check the wall behind her, and you will feel a draft too. But before this check the treasure chest for a Sachet. When you check the wall the beast that the guards spoke of will come.

#####

### Boss Fight XII

Jiango

Element: Earth

Suggested Party: Dart, Lavitz, and Rose

Other Characters: Haschel, Shana

Difficulty: Hard

Item: Sachet

This guy isn't easy not by a long shot. Immediately use the Sachet on him and turn into Dragoons. Let Rose use Astral Drain, basically everyone should be using Dragoon Magic especially Lavitz. When that Sachet wears off their will be hell to pay because this guy kicks major ass. Hopefully your levels will be high enough to defeat this monster. If not get into some of this Random battles with the guards and get your levels up they should be around 14 or so if I remember correctly. If not someone tell me. Anyway a lot of Astral





and take the elevator up the third floor. You will be that in a training area 3 guard will practice they're training on you beat these guys and take the elevator again.

You will be in a room with another man he is their leader plus he's the guy who kidnapped Shana. Dart will want to fight but then he decided not to the guy was just doing his job. He will say that Doel has changed and he wants you to stop him he will also give you a Yellow and very useful stone. These 3 stone Yellow blue and Red are important for the castle. Anyway go back down and towards the right. There will be an unavoidable fight with a guard <HHH>Beat his Ass</HHH> and go right, you will fight a different type of guard he's pretty tough but not by much.

Keep going right and a small lift looking thing will be there take this and you will be in a small area with some treasure chest take the chest and leave this place. Now go all the way back to where the first 3 guards were and take the lift up to the 4th floor. You will be a nicely decorated room with a man in there and also a nice save point save at the point. Speak to the man once he is done yapping about his life save at the point. There will be a special machine where you have to put the yellow blue and red stone in. Which will open the door to the statue. Go in the elevator inside the statue follow the stairs until you meet up with our favorite Gigantos Kongol

#####

Boss Fight XIV

Kongol

Element: Earth

Suggested Party: Dart, Albert and Rose

Other characters: Haschel, Shana

Difficulty: Hard

Item: None

This guy won't be easy not by a long shot. Your best Defense is a good offense and a lot of wind items. After he gets hit with magic since he hates magic he will put up a magic barrier. Also you better have that Gust of Wind Dance learned pretty well if you want to take off massive damage. Kongol is a bit faster this time he might be slightly faster than Albert is now but overall he isn't really fast. He has no group attacks but some devastating personal attacks. I don't remember that Dragoon Magic breaks through the wall I think it doesn't so stick to the most powerful additions and pull them off so he won't counter.

Party II: Haschel & Shana

He is a lot tougher with this team but on the other hand he is too slow to do much to this group. So you really don't have much to worry about here, have Dart unleash his best Dragoon attack while in Dragoon mode. Have Haschel break him down with superior speed on Kongol. He is a bit faster but not much faster if you ask me. After one magic attack a magic barrier will go up, and this is critical to you sense this team isn't that physical. So I suggest you try and do as much damage as possible and since he can't put a wall up for Shana healing and Dragoon ADDITIONS he isn't much of a threat here. So have Shana heal whenever needed or user her stronger Dragoon bow.

#####

Rose will want to finish him but Shana has feelings for the ol' Brute and you decide to leave him be. Go and SAVE at the save point, and go back where you fought Kongol at you can talk to him if you want but he doesn't say much. Keep going until you run into Doel

#####

Boss fight XV

Emperor Doel (Humanlike Form) Dragoon Doel (Dragoon)

Element: Both: Thunder

Suggested Party: Dart, Rose Albert

Other Characters: Haschel Shana

Difficulty: Human: Easy Dragoon: Very Hard

Item: None

Human:

He has two swords he knows how to use him, bash him with Additions and if you have any Spirit Potions use them you want to have the special ready at your disposal. Keep hitting this guy with strong Additions and he will give up and...

Dragoon:

Turn into a monstrous Thunder Dragoon. This guy is a wicked Dragoon and even though Thunder based he still loves to use whole party damaging All element attacks. Turn into a Dragoon immediately or you can wait for Dart's Turn to come up and use the special because whoever uses the special has the most powerful attack. I suggested using Albert's Rose Storm every time his Dragoon comes up and Rose's Astral Drain and Dart's Final Burst a wicked combination of that will get him pretty bad and his all out elemental attack won't do much damage until Dragoon's wear off. After 2 or 3 rounds of Dragoon Magic he will put up the shield (I hate when he does this and I have to attack him because I'm still a Dragoon) at this point

I'm pretty sure Albert will be back to normal just guard until his Shield Drops. The bastard loves to keep using that shield and some times it comes at inopportune times, well Guard whenever you see it. To regain energy and to only take that lovely half damage on his all Element attack. This will be the longest battle ever fought and in my opinion one of the hardest in the game. After some well-placed Additions kiss this Thunder Bastard Goodbye

Party II: Shana Haschel

Human:

Have everyone attack like normal, with additions and Shana's bow. He can take off decent damage with the two swords but nothing really life threatening, a curing item will make everything better here. He will be licked and turn into a Dragoon...

Dragoon:

Damn he is tough with this party. Have Haschel attack him fast and hard with his best Additions, turn Dart into a Dragoon, and if you took too much damage during that human mode have Shana turn into a Dragoon, and heal whoever is needed. Dart's Final Burst does wicked damage to him. When he gets down to half-life this fuckin' bastard will use a shield. You can't penetrate it with weapons, Dragoon Magic, Dragoon Additions, items nothing. So just block if you still have Shana or Dart as Dragoons do, just basically have them do an addition on him so they won't waste the magic. This guy is tough and with this team the battle seems twice as long although they are faster than the previous.

He also likes to bring the shield back so be weary of that some times it happens just as you turn into a Dragoon again which is very annoying. When you get him weak he shouldn't be much of a threat any more. Whoa was this a tough

battle!

#####

After Dart's Final Blow, Doel's Final words will be to stop Lloyd. He knows Lloyd is going to Tiberoa and that's where you will have to go. When he dies Haschel will inherit the Thunder Dragoon but none of his kick ass Elemental Attacks (damn...) Anyway after a short sequence you will be prompted to enter the 2nd Disk

+++++

## V. Chapter II. Platinum Shadow

### 2a. Tiberoa's Most Wanted...Lloyd

Explore the beautiful town well first go towards the right and the party will notice a bridge its called "Claire Bridge". Strange Haschel's daughter is named Claire and Dart's mother is also named Claire. Huh? Anyway Albert who knows all will explain that the probability of that being the same person is not good, plus they don't look alike. Anyway explore this large town and all the people you will find out about this gang who have been disturbing the town lately. Head towards the bar but its closed at this town and mostly of the houses is closed as well. You can go into the big building with the doors that is a planetarium, which is quite similar to a church.

Go into the room on the right and watch a young couple in love, seems like they were about to have a wild time but a group of peeping toms were gawking peeping toms = Dart & Comp. Head to the left room to get a short display about the stars and astronomy this town is big on that. After leaving here go north and enter the various open shops to stock up on items and other things to tickle your fancy. Now go north everyone will see Princess Emil coming. A small scene will occur with Princess Emille (she is quite the bitch =) anyway after that is over you can't get into the castle, you can climb the ladder to have a looksee.

When your done fooling with the castle go back to the bar that was closed it is now open. Go in the bar and meet Kaffi, she talks a mile a minute speak to her a few times until it is night time. She will tell you to meet Fester who is big on stars and constellations and such. At first you will get no answer, finally he will open the door. When he does proceed in he will speak to you he is also an important figure at the castle. Anyway look through the telescope at the moon that never sets. Go back out of here and explore the town at night you will notice that nearly all the houses are now open but only one is of real importance.

This house is where a man named Nello lives. Nello seems to love greenery (not cash) but flowers and such, this guy can sure talk a mouthful he bores poor Albert's face off all the way to the morning. When the morning arrives it seems that Albert has not visited this town, and everyone will agree on going to the Flower City of Donau. If you check the bar Martel will be there if you have collected some Stardust on the way then you might get an item, if you haven't it doesn't matter, exit this town. A new land equals new monsters bash on them if you want if your levels are a tad on the low side or if that battle with Doel was a barely surviving one then you need to level up.

When you are done SAVE on the World map and go towards the barrens. When in the barrens go into the cave on your right to get the treasure from the chest. When you are done collecting your treasure head north. When you get there a guy named Mappy and few of his Gehrich gang goons will meet you time to do some battling...

#####

Boss Fight XVI

Mappy and Bandits

Element: All: Dark

Suggested Party: Dart, Albert, and Haschel

Other Party: Rose/Shana

Difficulty: Medium

Item:

This battle is an easy one turn into Dragoons if you feel its necessary. Its not really but if you want to beat these guys as fast as possible. I decided to use Haschel as the main suggested person cause this battle is more power based than the previous ones. So really the key here is to focus on the fast Mappy. When you get rid of him I don't think you have to beat the bandits all though it is possible, you should get rid of them first so they won't be much of a problem any longer.

Party II: Shana and Rose

If you decided on not using Haschel, then Rose is a nice choice for this battle. You can turn her into a Dragoon, since Astral Drain is still a very good idea in this particular battle. Shana should be left as the white mage as always and only attacking when everyone is at a conformable level of Hp's. This battle shouldn't give you that much difficulty so basically treat these guys like hard regular enemies.

#####

When you are done with them Dart will go for his Death Blow but he accidentally drops his Red Dragoon Spirit, Dart and Mappy will run for it but Mappy gets it, bummer. Now exit from this places go towards the north over the small hill like thing and then to the right. You will be back on the world Map.

=====

2B: Babe in the Valley

Follow the dotted line to Donau a flower city, there are flowers all over this place and it's quite colorful. Before you can do anything you will get a sequence where some of the gang were scaring a woman. Lloyd to the rescue! He saves the woman and scares off the gang she is highly thankful of the platinum hair wonder. Once that's over he isn't around so don't bother looking for him. Go to the house on the right the first one when you enter. A woman will be that there she will speak of the Mayor's son going to stop the Gehrich gang. She will give you a letter to show to the mayor. When you are done with her check out the church and the inn then go up the stairs to the north.

If you want you can go to the left I think that's where Lloyd was there is a Weapon and Item shop here. There across from each over get tooled and weapon up. No go out of this place and go to the north up the stairs. When you get their show the letter to the doorman he will take you to the mayor. Once inside the mayor will give you some info on the Gehrich gang it seems they hang past the Valley of Zero Gravity more importantly the home of the Gigantos! Leave the mayor's house and go down the stairs.

A woman will be that there with a few Gang members she will claimed someone grabbed her non-existent ass. Heh, anyway she will scare them off she will also ask to join you. Dart will be hesitant at first because I mean look at her? She looks like a prostitute if you ask me. She says she knows the valley pretty well and will guide you there. Meru is her name and she is now a

selectable party member. Now go to the world map. Once there you can put her in your party to test her, I did she sucked and she hit Skid Row. I still kept the kick ass party of Dart Rose and Albert. Head through the barrens and back to the castle.

You must go and see the king to get a permit to get to the valley so don't even bother going over there. Go towards the castle where you seen the guard. He won't let you in Naive young Meru will try to run him over he won't move an inch (I wish I had this dude instead of Meru :P ) Then a little more persuasion he will get "attracted" to Shana (Him catching boners looking at Shana won't help on the battle field) He maintains composure but won't let you in. You will get two options either one will do, either way you are not getting in.

Now you need to find some one who can get you into the castle. Hmmm lets see Nello lets see what he can do. Nello is a dead end he doesn't want you going to the Valley plus he can't get you in. What about Kaffi! Even though the whole town knows her she still can't get you into the castle dang. Lets see hey didn't Fester mention he had a position surely he'll let you in! Of course but he isn't home... Oh well you tried you could of always said "Hey this is the King of Serdio here! Let us in!" But Albert doesn't want to be identified. Well try and find Fester (I had a tough time myself :P ) He's in the item shop looking in the telescope. He says he can get you in so follow him to his house and he will take you their pass the stalking guard.

Once inside you will be taking to the main area and you can't save at the save point yet. Every time you move and try to do some 'ploring he won't let you so just follow his old wrankily ass. The king will think you are a bunch of thrillseekers but even so he will give you the pass all right. Now you can do some 'xploring' so now you can go nuts at that save point hey you can save as much as you want now! Ok once the thrill of that is over keep searching this place there are some people to talk to but no one is real important. Now leave a maid will call you back because the princess wants to meet you.

Lisa will tell you why her sister as acting so strangely after a bump on the noggin a half of year ago she flipped. She is also 'cool' with the bandits and her 21st birthday is fast approaching, when a young royalty reaches their 21st they get the Moon Dagger. She will then invite you to a royal dinner. At the dinner she is only 'interested' in Dart and Albert, she cares not for the lap dancer the slutty girl the scary girl or the old geezer heh. Anyway she eats like an animal and if I were Dart and Al I wouldn't be interested in her either. Anyway after dinner its time to go to sleep. First Haschel will ask Rose about her coldness and never smiling, she forgot how.

Then Albert decided he's going to hit the hay himself. Then Shana will nod off talk to Meru she's convinced Dart is a perv but she will eventually go to sleep. Then speak with Haschel he will speak about his daughter then he will go to sleep. Dang this room only appears to have 3 beds but some how 6 people are in them hope the fellas didn't have to double up =)

After the awkward sleeping arrangements its time to do some exploring there still nothing of real importance rats leave this castle save at that save point, what fun! (For some reason I saved here like 6 times because I couldn't before) Now leave the town snatch up any items want and head towards the barrens. Once in the barrens go left instead of right, then go towards the mountains if you haven't checked this place out it looks like a lot of non descript mountains. Well its not look above you ahhh, enter the valley.

Speak with the guard and he will open the gates. Wow this place is pretty crazy rocks floating all over the place things upside down those damn Winglies! Anyway a small sequence will occur when Meru kicks a rock and it 'kicks' her



back, stupid kid. Anyway you can go snag that nearby treasure chest but that isn't really important. Follow the rocks until you exit the screen. Ok things getting rougher now, go up the small branch like thing, and wait for a small rock to come near when you get the! Icon jump on it with X it will take you to another landing. There is only one rock here so take that too. Take the last rock out of the screen.

Things get pretty smelly here and this area really confuses me badly. There are 3 different routes each one is pretty difficult to get through one two ways lead to some generic items and the third will leave you to a boring save point. The items are good but no worth the trouble the third way is the ticket, it is sort of self-explanatory from here on. But you will have to go upside a few times to get to the save point. Once you get their SAVE. Notice that big statue? Yep it's a Virage all right. Does it kick a lot of ass? You better believe it.

#####

Boss Fight XVII

Virage 2

Element: Void

Suggested Party: Dart, Rose, and Albert

Other character's Shana, Haschel, Meru

Item: Moon Serenade

This guy like the other one has Arm body and head. His Head is the ticket to killing him but his arm is a bit more deadly that ever, Especially the left one, even though it can regenerate concentrate your attack on that left arm a well placed Madness Hero(if you have it) on it will get rid of it quickly the body can give you 'Fear' But don't fear just have some mind purifiers and block a lot. Albert's Rose Storm is quite effective just like it is through out the game. Astral Drain his head a lot and use Crush Dance on his arm. I think at this point Albert is your weakest Dragoon, so when he becomes normal and you are a Gust of Wind Dance whiz use that a lot especially on that arm. Keep going for his head this guy will crumble eventually.

Haschel & Shana Meru

Well go for his arm immediately if you are weak from some of the enemies in the valley I highly advise you to turn Shana into a Dragoon as fast as possible so she can use her healing powers. Haschel's purple Dragoon is effective but not really effective. Dart should use his best addition's possibly Crush Dance, at this point Madness Hero isn't that powerful. Keep going for the left arm, then go for his head you can have Shana curing for anything his other body parts do to you. If you decided to use Meru, she is very fast, and if you like speed over power then she is the ticket. If you at this point have a physical ring equip it to her since she has the lowest Hp's. Use her most powerful Addition it should possibly be her first one if you stuck with it. Meru is fast so have her get rid of that left arm as fast as possible

#####

After the battle speak to everyone especially Rose surely knows a lot about Virages and stuff. Save at the save point or the world map.

=====

## 2C: A Couple of Sole Survivors

Head to the The Home of Gigantos. When you enter a lot of arrows will be fired at you, you have to dodge dip and do whatever to avoid these. Go towards the treasure chest, get the treasure but do you notice something shiny? Well press yes and the arrows will go away. Run towards that gate it will be blocked the other exit is the same deal. Soon you will get into a fight, even though it

seems like a boss fight it isn't Dragoons aren't even necessary so just ice these guys off with your best additions and magic item save your special for the real fight shortly. After the fight Haschel will question him about his technique apparently only students of Haschel know about that stance. The guy claimed he learned it from his leader Gehrich. Then Haschel will use his technique to smash the huge gate with his fist (Hey he couldn't do that before I guess him and Meru had a wild night =) Anyway continue on.

Haschel will complain about his back and he needs to sit down a bit, Meru ask to "watch" him heh. Everyone will go in the room and he will hit her over the back of the head. He will also run pretty fast back problems my ass. Anyway when everyone comes out they will notice Meru knocked out and Haschel is no where to be seen. If you had Haschel in your party you will be prompted to replace him. Now then go the same pat he went and when you go through the door Kongol will appear (Jeez you haven't beaten this guy enough?) Anyway when you get in there a small sequence with Haschel and Gehrich will occur. Fight Time!(You get the option of putting Haschel back if you choose)

```
#####  
Boss Fight XVIII  
Gehrich & Mappi  
Element: Mappy: Dark  
Element: Gehrich: Earth  
Suggested Party: Dart, Albert, and Haschel  
Other characters Rose, Shana, Meru  
Difficulty: Hard  
Items: None
```

These guys are pretty tough really tough. Take out Mappi he can use an instant death attack on any party member plus he is very fast. Have Al use his trusty Gust of Wind Dance on Gehrich. If you have some light magic use it on Mappi, get rid of him and this battle won't be so tough. Hit Gehrich hard and fast. He is pretty powerful having Haschel turn into a Dragoon is a good idea since this boss seems to be suspect to Haschel's Dragoon additions.

Rose Shana Meru

Well you have to use Haschel in this battle so you have to pick either one of these. If you went with Rose Astral Drain is very effective against Mappy. Plus it has that great curing side effect. She also has wicked additions so she is a nice. At this point of the game Rose could have her final addition if you used her as much as I did during my second play through. If you decided on Meru then use her most powerful addition at this point she should have her second and possibly her 3rd Addition right about now, but you should focus on her speed since both Mappy and Gehrich are pretty fast. If you decided on using Shana then have her do her usual Dragoon curing, or if its not needed her Dragoon Bow can take off some decent energy from these guys. Remember to get rid of Mappy as soon as possible since he has that annoying habit of instant death.

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#####
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After the battle the ground will start to shake a huge rock will fall, Kongol to the rescue, he will save you from the rock with his brute strength. He saved you because you didn't kill him in Doel's castle. He then joins your party woo hoo! Gehrich will tell you that Princess Emille is a fake and the real one is inside the castle! Now go down the stairs. When you go down there the Mayor's son will be there, Meru will kick his cage but as simple as flicking a light switch Albert will open the cage. The Dragoon Spirit must be around search for a shiny thing and now Dart is a Dragoon again! Now go back up and Kongol and Haschel will be waiting for you. Now exit this place.

When you are back on the world map trudge through the Valley and then the barrens. When you get to the Barren's the Mayor's son will ask you to attend his wedding. Attend the wedding you don't have to but I did.

When you get to Donau the wedding will already be starting so all you have to do is sit their and watch, when Lynn throws the bouquet Dart will grab it. Anyway go speak to the people in the town and stay at the inn if you got beat up during the last battle. Head back to the Barrens. You can head back to the castle but if you have over 1000g go back to Serdio. Go back to the town where the man gave you the water bottle the town name is Lohan and its in South Serdio. At first he will try and sell it to you for 100g but when Kongol touches it, it glows so he ups the price to a 1000g. Buy it anyway it is worth even though Rose will detest it. Head back to Tiberoa.

If you plan to use Kongol now that you have him practice with him and his Dragoon, he may be slow but if you are the type who likes some one with vast strength a high HP value and Defense value then Kongol is your Gigantos. When you get back in Fletz hit the item shop hard (I hope Kongol's Dragoon didn't break your pockets) Anyway make sure your starting 3 has the best equipment money can buy sell other equipment if you need to.

SAVE at the Inn, not in the castle because if your levels aren't high you won't be able to leave once you are in. Head for the castle when you think you are ready. The big guy will tell you vagrant guards have replaced all the normal guards. These guys will stop you whenever possible there is a strategy. Anyway take the right staircase to the outside stay behind the wall and when the guard isn't looking run to the next staircase. You have to have impeccable timing here you have to watch each guards pattern and when you know what they are about to do make a break for it. Finally you will be at the top at Princess Lisa's tower. Make your way in her room, and Dart will tell her about the switch.

She will join you even with Lisa you will still have to avoid the guards make your way down her tower and then back into the main hallway with the fun Save Point. Now head towards the over tower the opposite of the original one, the one on the left. Emille's tower, guards will be stiff like always so your best bet is to use the same wait strategy. When you hit the top there is no avoiding those guards, but Rose will scare them off. Now hit Emille's room. Kongol's too big to fit in the room, to avoid him getting lonely Meru and Haschel will wait outside with him. Now search the room, notice the painting, and well press action next to it to be transported to another place.

Once inside Shana will want to fly across using her Dragoon but this place seems to have a magic force field around it so turning into Dragoons is impossible. So speak to everyone and when you are through look next to Albert there should be a shiny spear press it and a bridge will appear everyone will cross it. Albert and Lisa will awaken Emille. Now she will join you there will be no stopping you from the guards. SAVE at the fun save point and continue on. You will be in the middle of the ceremony with the king handing the Moon Dagger to the fake Emille. The real Emille will stand next to her. The fake will no the gig is up but everyone surround her, she will reveal her true form... a regular looking woman...no way that's a Wingly!

#####  
Boss Fight XIX  
Lenus  
Element: Water  
Suggested Party: Dart Kongol & Albert  
Other 2 Parties: Shana & Haschel, Meru Rose

Difficulty: Extremely Hard

This won't be an easy fight by a long shot. I used this team to beat her because they boosted the highest HP level even though even with speed items she can still run circles around these guys but its worth it. So I decided on them anyway, she uses magic quite well, and most of the item she can get a good 4 hits in that might kill someone (probably not Kongol) Anyway if you have Dart's Red Eye Dragon summon use it as much as possible. Have him call the special since Kongol should only be a level one Dragoon he will morph after one attack. So have him feed Dart some sun Rhapsodies basically keep Kongol blocking and feeding Dart Sun Rhapsodies so he can continually unleash the dragon.

After about 4 Red Eye summons and a few good gust of wind dances she will perish but she can get in up to 28 good hits before these slow pokes do it so you have to make sure you hit her hard and fast. A maxed out Gust of Wind Dance which each move connecting can get you about 700 Hp's off of her at this point of the game you can get close to that maybe 500 Hps. Either way its a good idea. Finally after a real tough fight and one of the toughest in the game she will drop.

Shana & Haschel:

If you decided to use Shana and Haschel you have a lot of speed on your side. You will definitely need Shana's Dragoon healing powers in this battle. Dart can do some heavy damage to her with his Dragon so use that a lot. Have Haschel NOT become a Dragoon because in my opinion you will need Shana for curing and Dart for his summon, and Haschel to give them as many Sun Rhapsodies as possible.

Meru & Rose:

Meru's speed is almost as fast Lenus's speed. So she is an ideal character for this battle too bad her HP's don't match Lenus's! So your best bet is to give her the Physical Ring. If at this point you have gotten a good Meru addition then use it on Lenus. Once during this battle Meru had two chances in a row, her speed comes in handy during this battle. Have Rose becomes a Dragoon for the high defense since I'm 99% you don't have two Physical Rings. Allow Dart to do his attack like I mentioned earlier. This will be your main form of attack through this battle Dart, and since this is the fastest or near the fastest team I had they had a good chance but the first team iced her off quicker since they had power.

Alternative Lenus Strategy!

By: GMan 14

pretty easy if you use my strategy! use it you wont be disappointed! ok your party shold be: dart (of course) albert (gust of wind dance) and... MERU! use meru because she can take lenus' attacks like 123... expessially the ice attacks! most of the time guard with her till shes at full life only at that time attack with her! mostly always attack with albert (unless hes really hurting a few guards wont hurt!) and use his rose storm when i tell you to. right when lenus starts to use her magic attacks (very helpful) and once it wears off and shes doing some nice damage... and when your about to finish (this will make sure you secure the finish without losing anyone!)

If dart has half hp or more attack with him. so probaby als gonna fall about once or twice no prob! get meru to use angels prayer, dart to use healing breez then you get a chance to attack with big al. mostly always use meru







Take them along, you will see a small; cavern go through it and you will be on the main land and a fairly large town will be there. Pete will take his mother to the clinic so explore this place with Rose. There is a weapon shop here buy weapons for Rose and Dart if needed come back here their are some good ones for the other characters as well. check the item shop they have some good stuff, this is a great place it blow a lot of money unless you are saving up for one of those 10,000 dollar items. Now head north through the town until you reach the dock the Queen Fury will be there. Kayla will be glad you are alive Meru will be getting off the boat speak to her she will tell you everyone is back at the inn.

Go to the Inn and Kongol Haschel and Albert will be there. They will also be glad you are safe they will tell you Shana is up stairs Dart will go up there on his own. He will speak to Shana, Haschel, Meru and possibly Albert will be eavesdropping heh, when they are spotted they will run away. The conversation will continue and the lights will go out and...well who knows?. Anyway go back to the dock to speak to the captain he will give you info on Lenus apparently she is on a small island which can be reached by the undersea caverns. Go back to that weapon shop and equip everyone you use with new weapons there are some good choices here. Visit Pete's mother to see if she is all right.

=====  
2F: End of Disk II

Head to the cave it seems that there is no way to get passed and Albert thinks something is artificially making the water do what it does. Anyway head back to Lidiera to speak to the mayor take the boat that takes you to Pete's house to the 4 gentleman playing cards, one of these wino looking guys is the mayor. Tell him you want to see the monster and he will get one of the villagers to open the gate for you. Now go to Pete's house around the right side to reach the Gate that was opened there should be a couple of treasures and a valve here. Get the treasures and turn the valve. Head back to the shore and go to the world map.

Save on the world map and head to the cave your way should be opened. So go North when you reach the next screen go left. Until you reach a fork in the road. Take the southern path keep going and another fork will be here. Now take the right path soon you will be at a staircase. Take a right here and soon you will come upon a save point. SAVE at the save point make sure you have some Fire items like Burn out and stronger ones. Make sure not to take Meru if you leveled her up she won't work well in the fight. If you still have a heat Blade use it and maybe even get into a random battle so your special will be up.

Hopefully you will have a Level 5 Dragoon as Dart. Now proceed on, you will see Lloyd (Finally after all that searching you fount him) The sequence will show her giving Lloyd the Moon Dagger. She will want some lovin' (Listen close and you can hear her unzip Lloyd's pants) from Lloyd and he getting ready to give it to her but Dart and Company interrupted it. Lloyd will turn into a Wingly and fly away; Lloyd's a Wingly! Wow, this isn't a spoiler since it's clearly printed in the manual. Lenus will turn into a Dragoon the Sea Dragoon and the Sea dragon will be with her.

#####  
Boss Fight XXI:  
Lenus(Dragoon) and Sea Dragon  
Element: Both: Water  
Suggested Party: Dart, Albert Kongol  
Other Parties: Haschel & Meru, Shana & Rose  
Difficulty: Hard  
Item: Water Dragoon Spirit



She isn't as tough here but she has a Dragon with her, too bad that Dragon is weaker than my dead Grandfather. Turn Dart into a Dragoon, two that's right two Red Eye Dragons will kill the Sea Dragon. Leave Kongol as normal since his defense is almost as high as the Dragoons. Hopefully you have an Accessory that can increase Dart's MP's. Hopefully you can at least use it two times, leave Kongol to feed him Sun Rhapsodies. Have him keep using the dragoon or Final Burst on Lenus. If Albert isn't that powerful as a Dragoon when he turns back to normal Gust of Wind Dance is VERY powerful. A few Gust of Wind Dances and Red Eye Dragon Summons she will die.

Haschel & Meru

Well the key here is to ICE off the dragon. That's Dart's job two Red Eye Dragons can kill this Dragon pretty easily. Have Meru feed Dart Sun Rhapsodies and when he doesn't need one have her get physical with a few well timed additions of her own on Lenus. Allow Haschel to hit her hard and fast he can become a Dragoon if you want him to, or you can just practice Additions on her :)

Shana & Rose

Dart's favorite skirts Rose and Shana. Well Rose is a bad ass, and her final Addition at its highest level can do heavy damage to this bitch. Remember to have Dart ice off the Dragon with a couple dragons of his own, then concentrate on Lenus it isn't that difficult. Have Shana maintain her healing job and have Rose turn into a Dragoon to ice this scantily clad female Dragoon off. Dart's Final Burst does premium damage to the water based Lenus. Finally after some battling this battle will be over.

#####

Meru will now be able to become a Dragoon and you should have 7 Dragoon Spirits. So everyone is a Dragon now, at this point she's will run around for like 10 minutes over it. No one else really cares they just want to report about the Moon Dagger.

Now head back to Fuena See how Pete's mom is doing. Apparently even at Pete's very young age he knows Dart's ho's are hot and wants hot babes like those when he gets older (Heh that's what being an Warrior is all about =). Pete will want to know how it is to be surrounded by beautiful women all the time you will get 3 choices

Jealousy- This will make Shana mad, hilarious!

Some times they are scary- This will make Rose mad.

Some times they are loud- This will make Meru mad and she will chase Dart around the room!

After the womanly fun go back to the ship to speak to the captain then speak to Kayla when you are ready. You can 'Control' the Queen Fury for 2 seconds. No free roaming just follow the yellow line again. Head back to Donau. Nothing of real importance here just go back to Fletz. Once you are back in Fletz go to the castle you will see Emille coming again like your first time here, but the real one is much nicer. Albert will be speaking to himself about how beautiful she is. (Notice when she names the pregnant child if it's a boy name it 'Al' hmmm) Now get pass the guard who has a crush on Shana he will let you passed automatically now.

Go to the chamber of Sun but you can save your brains out at the Save point if you chose I know I did. =) Even though you couldn't retrieve the Dagger he doesn't care you did a lot by ridding the bandits and the Sea Dragon. He

decided to hand down the story of the 7 Dragoons from the East as the new coming of age method. The King will also decide to throw a party for the heroes. Now it will only be Dart & Shana. Shana will express her deepest feelings towards Dart, Dart will lean in for a kiss but they will get interrupted by someone. He will make his 2nd attempt but will get interrupted again by a maid who said the party would be starting soon.

You decide to continue this 'later' and look for everyone else. I forgot to mention that at this point everyone in the castle knows that Albert is the King of Serdio. So go up the tower that has Emille's room in it and Albert will be there, telling her a story but he will interrupt it because only "Serdio Royalty" gets to hear it. Pull him away from her, and go back down the stairs go near the kitchen and Meru and Haschel will be shoed out. Go to the Guest Room and you will see Rose she will be thinking about Dart awww. Anyway take her with you, now that's everyone except for Kongol where can he be? Go down to where the training area is to find him practicing.

He will be thinking to himself about his human friends he seems to like having human friends, anyway take him with you. Now go to the lady making the dresses. She will offer a dress to Meru but she will decline because she can't dance in a dress. Rose will also decline because she will be naked without her sword, Shana will take one though. At the party Albert will be talking to Emille The King thinks its a good thing and that this insures the well being of the two lands. Kongol will be there speak to him speak to Haschel and a couple of women will surround you Haschel will take care of the skirts. Go towards the balcony and the maid will say Miss Rose wants to speak to you. She will be out on the balcony she will point you towards Shana. Rose will walk off and Dart kisses Shana.

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## VI: Chapter III: Fate & Soul

### 3A: Saving a village boy

You will enter the small water town called Furni. There is not much you can do here without access to a boat. So just go to the north and you will see a small sequence with a few of the local men and their leader Harris. Apparently a wolf has gone wild and is in the forest the wolf is owned by a boy named Teo. There is a large reward for the man who can bring down the wolf and rescue the boy. Well a big burly man will have some words for Dart but he is all talk. Now go to the left that until you reach the inn, goes to the bottom you will see a man behind a desk near a boat. At first he will think you are some of the men who are going to rescue the boy.

He will give you an option chose that you are not the hunters, he will then realize that you are the 7 heroes who defeated the sea dragon. He will give you the boat permit for free, now its time to explore. From the inn go north then go to the item shop there is also a weapon shop near by so stock up on what you need for the rest of this journey. Finally head to the Mayor's House. The mayor will be excited to meet the 7 Dragoons from the east and will tell you about how the wolf bit his daughter Fa and how the boy Teo was her best friend. The girl is attracted to Shana, anyway she will sleep with the girl and the rest of the party has to speak to the mayor so they can sleep at his house for free.

Then a scene will occur where Haschel over hears a song that Shana is singing to Fa. Haschel will want to know where she learned that, she says Dart taught her it, he got it from his late mother. Haschel will remember hearing his daughter singing that song and she was going to teach her daughter it, he will need some fresh air. Dart will be on the room and Albert will tell her to

join him. Meru will follow Shana and listen in on the conversation. Shana will start feeling dizzy and will pass out Dart carries her back into the house. When you go back on your boat head to the place where the man blocked you earlier and get off, you can talk to the people there they aren't too important.

Just head out of the screen and you will be on the world map. SAVE on the world map if you haven't while you were in town and go to the forest since there isn't anywhere else to go. When you are in the forest you will notice 3 different paths, two of those leads to plain old items. Go towards the upper right path and you will be in another screen with even more paths. The path near the bottom has a guard blocking it, the path towards the top is just a dead end at the moment go towards the place where you the little boy, that's Teo. When you try to speak to him he will run all the men from the town will surround him and the wolf Kamuy will run through all the men.

Then he will leave with Teo on his back. Now take the left path. You will get another 3 paths the one to the north is the correct one, make sure you have your additions and characters healed before you go north. When you get there Shana will tell Teo that Fa really cares about him and wants him to come back home. The men will be back and the Wolf will once again bowl them over. He will also come after you so its boss fights time!

#####

Boss Fight XXII \*OPTIONAL\*

Kamuy

Element: Void

Suggested Party: Dart, Albert, and Kongol

Other Character's Rose & Haschel, Shana & Meru

Difficulty: Very Hard

Item: Darkness Stone

This guy isn't a walk in the park or a forest. This guy has a high magic defense so Dragoon magic is almost useless against him. So if you do turn into Dragoons to defend against some of his physical attacks. Just bash this guy with your most powerful addition but even then it still doesn't dent him. Your best bet is to use Albert's Gust of Wind (Thanks PerneseDragonGirl) Too bad this is a long fight and some curative items maybe needed. But if you have all 3 of them as high Dragoons and you are bash him with your best attacks you can possibly make it through it with everyone intact.

Rose & Haschel

Kamuy is one bad ass wolf, and he is very strong. Dragoon Magic is pretty ineffective here so if you want Dragoons use the additions. Haschel should have 5 rings shattering and a possible Hex Hammer. If you do use this on Kamuy, he is very tough, Dragoon Additions are basically the key this battle is long and drawn out additions will have to be done perfectly in order to succeed.

Meru & Shana

I wouldn't use Meru & Shana for this battle but if you have to you have to. Meru should use her best Addition at this point possibly if you level her up enough, Hammer spin, Cool Boogie just doesn't do enough damage. Have Shana do the curing in this battle and you may possibly live to tell about it. You will need a lot of curing from Shana, Meru dropped a few times in this long battle so make sure you have a plentiful stock of Angel's Prayer.

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Ok when you are through with this guy he will be dead. But Shana has compassion for him and decides to use her Dragoon Spirit to revive him, when she does returns back into a cub. When she does Harris okay's Teo and Kamuy going back to Furni. Go back to Furni and speak to Harris he gives you some g, (500 G to be exact thanks PerneseDragonGirl!)

=====  
3B: History Lesson

(Quick Note: If you felt this game has been low on FMV's you get eleventy billion of them here =)

If you explored the forest you would of found the way that went to Deningrad when you do Rose will excuse herself because she has to run errands Meru will do the same she wants to go and visit her parents. Now leave the forest and save on the world map if you were using Meru or Rose you will be prompted to change your party. Now follow the yellow line to Deningrad, which is a fairly large town. They have a Weapon shop with awesome armor, if you have 10,000g to blow then get some of the great and fandamntastic shit they got here!

But don't forget those curative items. (You know if you have been using Meru or Shana or even Rose throughout the game curative items aren't that necessary since all 3 of them have magic that can cure your party. Since I used Rose but not Meru and Shana I needed them.) Go North until you reach a Church speak to the man on the left and a short story FMV will begin. Go to man near the top of the screen he is the librarian, the library is the building that was locked. Speak to him and he will open the library for you. When you are in the library you will be only able to control Dart. When you do speak to Kongol first he will be looking at the pictures in a book about the Winglies's.

Dart will tell him what the book says. Go up the ladder to speak to Shana she was reading a book about the Divine Moon Objects. Go up the next ladder where Haschel the Librarian and Albert are. Speak to Albert he will be reading a book about Politics, but he tells you about the book he read previously about Dragons. Go over to Haschel and he will tell you about the Dragoons. When you speak to everyone speak to the Librarian. A FMV will start and he will tell you about the Dragon Campaign. He will now tell you to go upstairs to another room to know more about the Dragon Campaign. Go up stairs and he decides to tell you more about the Black Monster.

Also the 2nd Sacred Sister is also from Neet and she survived the Black Monster attack. There was some special glass in the church in Neet and yet another boring FMV will begin telling you about that. When that's over you will be switched to Rose, who will be in Neet. You will control Rose there isn't much to do in Neet, so go north to meet the second sacred sister. She will be at the large grave honoring everyone who died during the Black Monster attack. You will get a sequence of the Black Monster attack. The Black Monster is looking for the moonchild the 2nd sister's mother will be killed by the Black Monster but she will not be killed. After this sequence Rose will offer to accompany them back to Deningrad.

(This is a spoiler too, but I can't explain the game without spoiling this so I am sorry some spoilers are game effecting and some of them I can't keep secret, you can not read this section but I will talk about it later in the guide) You will now control Meru and a fireball will be thrown at her. A Wingly by the name of Guaraha threw the fireball and doesn't want Meru in the forest. He will let her in even though he doesn't want to so go north use the slick transporter and you will be in a village full of Winglies. The Bardel's will want Meru to leave because once a Wingly leaves the forest they aren't welcome.

That's right Meru is a Wingly! The leader of the Winglys will come down and restore order. Meru's parents will come, Meru's mother will want to see her daughter but will be stopped by her father because she is a disgrace( I think dressing the way Meru does is more of a "disgrace" than leaving the village) After the spoiler a man named Guaraha will tell her about the Divine Dragon, they have a way to stop the Divine Dragon and this sequence will be over. Another but cooler FMV will begin of the Divine Dragon trying to break his chains. Now you will be back to the main people, save at the inn and go out of town you will see the two sisters with Rose.

You will go back in town and start to speak them but then something will happen. Another FMV will start with the Divine Dragon flying over Deningrad and doing some minimum damage. Now Meru will rejoin your party and the sisters will invite you to go and see the Queen when you tell her that you are Dragoons. Now off to the castle you can save here to if you wish. When you go in the castle go north then up a flight of stairs into the Queen's Chambers, you will meet the Queen and a bitchy girl named Miranda. She is also a sacred sister, the 1st actually. The Queen will want to know how you plan to stop the attack.

Rose will tell her about the Dragon Block Staff. Meru will tell them that's it's in the forest of the Winglys. You will be out of this room and find that Shana is missing, Go back near the throne room and take a right to find Shana on her knees and the White Dragoon Spirit in the air. She will faint and the White Dragoon Spirit will find Miranda. It will glow for her like it did with everyone else. She will now be a Dragoon, since Shana is powerless with a Dragoon, and even more powerless without one she will not be in your party any more. Now Miranda is so you trade the sarcastic bitch for the whiny ho. No difference really they have the same powers.

Now head back to the world map and back to the forest. Now remember that dead-end? Well its still a dead end, but this time Meru will reveal she is a Wingly and she can open the path (I'm sorry I couldn't get around it =( . Now enter the forest of the Winglys. When you are there you will get fireballs thrown at you but eventually these two idiots will stop, so take the transporter to the main part of the village, you can now save at that save point where you couldn't before. Now speak to one of those guys and he says he has the permission of the elder to fly you to the top, at the first room there are Winglys.

In the next room you will find Meru's parents she will tell them that they are good humans and Gigantos and that they take care of her. There are transporters all over the place one leads to the weapon and item shop the other leads to the Bardel brothers' home. So take that one then one to the north. Apparently the Bardel's had a sister and the humans killed her. He will get mad and use a fireball on you, Dart will become a Dragoon and scare this punk ass off. Now leave here and speak to a Wingly who will bring you further up, you can now speak to Ancestor Blanco, you don't get much words in because he tells you about the Divine Dragon escaping and he already knows you want the Dragon Block Staff. Blanco shows you where it is and now it's your job to retrieve it.

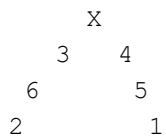
=====  
3C: Meet the Staff that blocked The Dragon!

Ok speak to Blanco and you will be brought to the Forbidden City where the Dragon Block Staff is held. Once you are there everything is strait forward until you reach a fork in the road. One goes south and it leads to an item the other one goes to another area with teleporters things get a little confusing here so you have to listen carefully if this place confuses you. Take the teleporter on your left it will take you to a place that's next to a teleporter so take that one and go inside the building. Inside there is a lot of

teleporters so you have to pay attention. Don't take any teleporters unless you want what's in the treasure chest, if you don't care just go into the next area.

In this area take the teleporter which will take you below where you were. Take the teleporter on the left once you are down there. Now go through the door. The next area is strait forward meaning you don't have two paths so just take he teleporters until you get to the exit.You will be in a large room, both or either Kongol and Rose will sense blood in this area. This was a coliseum where Winglies use to watch Humans; Gigantos and other species fight to the death. Once that's over head north towards the transporters and you will be in the next area. When you are there you will see a save point and a red transporter looking thing.

Use that it's like a recovery pond. I would level up here and get my additions up to speed if you haven't done so then SAVE.Optional Area: (You do not have to do this part but advise it)Now go north and you are in the next area you will see 6 blue transporters, and you have to use a certain order. The trick is the pictures over the teleporters, each one represents each being Void, Minitos, Gigantos, Humans, Winglies, Dragoons. So basically it's like this using number 1 to 6, from left to right.



Now Head to the "X" Its an elevator the next area has strait forward transporters so keep using them until you are near a door way a small sequence will start but that's interrupted by a Virage!

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#####
Boss Fight XXIII
Virage 3
Element: Void
Suggested Party: Dart Albert Kongol
Suggested Attack:
Every one Block
Difficulty Easy
Item: Healing Rain
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Just Block, that's it do nothing else unless you want to kill it you can but you don't need to. He has 10 lives and every round he loses one, so after 10 rounds and blocking he will die especially if you go into the fight with full energy. This fight is worth it if you are low in the levels. You need a pick up fighting him well guarding will give it to you.

#### Haschel & Miranda

Like above all you have to do is block for 10 rounds I advise equipping Miranda with a physical ring. Because this Virage can do some heavy damage if things come down to it in the later rounds have her turn into a Dragoon as Miranda to do a mass curing if Miranda's Dragoon level is high enough I don't really advise this though

#### Meru & Rose

Like the previous two just block you will need to definitely put a Physical Ring on Meru and hope for the best with Rose. After 10 rounds he's defeated.  
#####

Assuming you fought him or not you should be back at the save and recovery point. Don't go north instead take the other path. If you fought the Virage then a wise idea would be to save here and recover instead of wasting your healing rain. Head into the next area you will see some red devices and many robotic enemies. The object is stepping on the red devices so they can not catch you it sounds hard or it made seem hard but it isn't, you usually can make it to all of them with out them getting you. Once you turn each one blue a door will open. Go through it, and you will be in a room with blocks in it. These blocks are pretty strait forward if you take a wrong path is generally lead to an item or accessory.

When you are done you will be taken back to some transporters. You will be transported to the next area. Here there will be a strait forward pathway you will see a funny looking thing coming out of the ceiling. Meru will recognize that as the Dragon Block Staff she will have a hard time getting it out, when she finally pulls it out it will turn around and reveal itself.

#####

Boss Fight XXIV

Grand Jewel

Element: Earth

Suggested Party: Dart, Albert, Kongol

Other Characters: Rose Meru & Haschel

Difficulty: Extremely Hard

Item: Spectral Flash

I hate this fucker, it took me days to beat him, and I wanted to break the Dragon Block Staff in half and cry. This guy is mega tough and one of the hardest bosses in the game. Logic should tell you that since it blocks Dragons it also blocks Dragoons. So all you can do is Additions, if you try to turn into a Dragoon you will barely touch him since he is a Dragon Block Staff. He will use some all-elemental attacks on you and if you are not prepared these can devastate you. I beat him the first time with just Albert standing and a well placed Gust of Wind Dance. So I suggest if you fail your first time that you think about leveling up or getting your additions as strong as possible if you want to make it through this fight. This fight will not be easy, especially if you depend on turning into Dragoons to win your battles.

Rose, Meru, And Haschel

Good Lord this was a TOUGH battle, and he is even harder with this team. So basically don't use Miranda because she gives barely any energy with her Dragoon curing. Have all 3 of these characters hit him hard and fast with whatever you got make sure you have your best and only your best additions ready at the beginning of the battle. If you feel your level's are low and you didn't fight the third Virage fight him for easy EXP. Anyway his all element attack were the death of me, I couldn't see a way around most of what he was doing. So basically these 3 are the weakest HP wise characters you can use so one of them has to have some high defensive magic stuff and the other character has to have a Physical Ring there is no other way jabroni.

=====

ALTERNATE STRATEGY SUBMITTED BY :PRETTY MUCH EVERYONE :P

BUT YOU CAN TURN INTO A DRAGOon USING ONE DLV!!!11!!!(two)!!!(eleven)!!!

Yes, you can turn into a Dragoon IF YOU ONLY USE ONE DVL. Use an attack and turn back without him damaging you as a Dragoon. EVERY character can do this. The strategy is well... semi effective. I STILL find it more effective to just stay non Dragoon and use additions. BUT if you must turn

into a Dragoon then just do it with one DLV. That's the strategy and that's it!

=====

ALTERNATE STRATEGY SUBMITTED BY: PerneseDragonGirl

when fighting Grand Jewel Albert's Gust of Wind Dance does more damage after Grand Jewel does a Level Up. When you first start the fight Albert can take over 800 damage if he is at level 26 or higher. However Grand Jewel likes to Level Down more than he likes to level up. If you give him enough time he will level up eventually. Also, if you equip Kongol with the Silver Stone which takes off 50% of the damage of all light attacks namely the Spectral Flash, which until I equipped him with this would kill him with one hit, he tends to live longer.

=====

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After defeating him you will get a Dragon Block Staff now head right out of this screen. There will be a teleporter here use the teleporter to take you back to the beginning of this area, go out of this screen. Exit out of this place you will be on regular ground and it will start to shake. You will see the shadow of the Divine dragon everyone will run back to the forest of the Winglie's. Ancestor Blanco will be there and he will give you a free trip back to Deningrad, but he is feeling weak. Meru's parents and other Winglie's will help. A FMV will show the Divine Dragon attacking Deningrad and the castle. Everything fallen to pieces bummer.

After the cool FMV is over you will be in Deningrad. Miranda will leave your party to go straight to the damaged castle. Explore the newly shaped town, everything is still there but there in different places. The item and weapon shop and the inn are close to the exit of the town, I think the vast majority of items and weapons are still intact (Armor of Legend is still here and still expensive). When you are done looking at this garbage heap go and see what is left of the castle. Once there you will see Miranda slap a guard and she will find the other 2 sacred sisters. Go up the stairs things are slightly different in the destroyed crystal palace but not by much.

Now go up the new path you will meet the other sister Wink. She will inform Dart that Shana is ok and is in the chamber with the Queen. You will get a small sequence of Shana glowing when the Divine Dragon attack. After the sequence you will be at an make shift inn, and Shana will be resting there. After this is over its time to head to the mountains to face the dragon, the Divine Dragon!

=====

3D: 3D= DA Divine Dragon!

Go to the Forest and remember the path that the dumb guard wouldn't let you through? Well that's the way to the Mountain of the Mortal Dragon, after getting back on the world map save on it if you never did back in Deningrad. When you enter everything is straight forward so just keep going along the path. Until you reach a fork that is =P Take the right path to get an item, take the north path to get to the next screen. Head straight forward when you get into the next area there will be a few caves here. There is one on your left, which leads to a weapon or something for Kongol. There is also a cave near the top which leads to a item (Sun Rhapsody I think)

Then there is a path take the path to get to the next area. After this everything else is straight forward until you get a small sequence where you



hear some fighting. Now continue along the path until you reach the save point SAVE here. Select your party and equip your best Additions even if you are trying to level up earlier additions. Now head north until you hear some more fighting, everyone will stop and they will see that its Lloyd going toe to tow with the Divine Dragon. You now learn that the cool ass sword is the Dragon Buster, and just like its name implies it bust up dragons. A FMV will start of the Divine Dragon attacking.

Everyone will recover after the attack and go full steam at the Dragon.

#####

Boss Fight XXV

Divine Dragon

Element: Void

Party I: Albert and Kongol

Party II: Rose Albert

Party III: Meru, Haschel

(Do Not use Miranda she is USELESS for this battle)

Difficulty: Extremely Hard

Item: Flash Hall

Party: I

This was the party I used and it wasn't a picnic. During the first round Dart will automatically use the Dragon Block staff which reduces his attack and defense to a normal bearable margin, which in turn like the Grand Jewel your attack and defense are reduced. Now have Albert using his Gus of Wind Dance is that at this point you have failed to obtain his best Addition. Have Kongol using his best if he doesn't have his best a full power Inferno can be devastating. Have Dart using his best if you don't have his best use one that's preferably over 250% like Volcano, or Crush Dance. Take out everything on the Dragon Ball, the Dragon Ball is what allows him to do a very powerful attack on the whole party.

With this gone go for the Cannon, which won't be easy to get rid of. After that if you use these 3 he's reduced to a weak arm swipe which shouldn't do too much damage to high defensive characters like these.

Party: II

Well much like party I but you are using Rose, Rose is much more faster than Albert and Dart and if you have the dancer shoes on her she is almost as quick as Meru, but pretty even with Shana. Equipping Rose with a Physical Ring is the idea since her hp isn't even in the same league as Kongol's. Like I said above have Dart use his most powerful addition, one that hits over 250% Albert using his most powerful or Gust of Wind Dance which can deliver 350% of power (If you are not a whiz at it invest in an Ultimate Wargod).

I'm in a 3rd play through so I haven't tested it as of this moment, if it does work then it is very useful. Plus the fact she gives some HP's back to the party making Astral Drain still a useful form of magic. Like I said earlier defeat the canon and ball first they should go down easily. Then with those gone the rest of him should be easy.

Party: III

Well, if you are using Dart, Meru and Haschel things are a wee bet different. Since besides Miranda this is the fastest party but weak on strength. If you have Meru on level 20 I advise you to master Cat's Cradle since its nearly impossible to have her last one at this moment. If You don't Hammer Spin can do some damage, if I had Meru with some things to improve her sped even more

you can get 2 turns and a possible but unlikely third turn use her as the healer. Have Dart doing his mastered or one that this over 250%. Have Haschel using Hex Hanger or Omni-Sweep if you have it, these will hit him hard and fast.

Takes out his components first heal when you need and then go for the rest of him. Meru should be equipped with a Physical ring to help her very low HP and the arm sweep will do some serious damage to Meru.

\*\*\*\*\*

### Alternate Divine Dragon Strategy!

By GMan 14

if you follow this stradegey your difficulty for him him will change from fucking hard to very FUCKING EASY! you can win in atleast 5 mins! you are right dont change into a dragoon! use as your party: dart (obviously) albert (gust of wind dance) and well i used haschel cause i like him but i know you like kongol so you can use him. stack up on healing breezes and angels prayers! THE ONLY THING YOU DO WITH ALBERT IS ATTACK! it doesnt matter is he has 1 hp attack! use the red eye dragoon stone (which brings down fire based attacks to half on haschel, well in your case, kongol) and use the bandits ring on albert (increases speed of him WICKED)

and the thing that increaeses a guys hp by 20 points on dart (i dont know if you have that but if you do then this will work perfectly) remember always attack with albert. if you use the thing that increases darts hp by 20 points you barely even have to guard with dart (i didnt have to at all i dont i know about you though) use kongol (in your case) for all the magic (attack with him too if you like) oh ya and same as lenus use dart for the healing breezes after you revive someone cause then you know it..... GUST OF WIND DANCE! use alberts gust of..... and darts volcano and this battle should take a few minutes! SOOOOOOOOOOOOOOOO EASY!!!!!!!

\*\*\*\*\*

### Divine Dragon- Alternative Strategy by Mere.

Party Suggested: Dart, Albert, Kongol

Have Kongol wear the Red Eye Stone thingy that reduces fire based attacked, Albert equipped with the Bandit's Ring and Dart with the Spirit Ring i think, well, the one that negates bewitchment, fear and stuff like that. If Kongol dies, don't revive him till much later, try to keep Albert up, but only revive him sparsely. Once the Dragon Ball and Canon are gone, have all characters alive, they will be able to easily finish him off. For those of you who arent as adept at the additions, have Albert maxed out on Spinning Cane, Dart with Crush Dance or Volcano, and Kongol with whatever... these do plenty of damage! Thunder based magic tends to work best, as well as wind and fire. SIDENOTE, dont waste mind purifiers on them when they get fear, Dart wont if you have that ring on him, and once they die they arent scared anymore...!

#####

Well the only reason I didn't use Miranda was because she had no additions and in addition mandatory battles she will not work well at all. When he's finished Dart will do the deathblow but Lloyd will cut out his eye. He will get the Divine Dragon's Dragoon Spirit although it has no reaction to him he keeps it anyway. Lloyd will disappear now go all the way back to the 2-cave area. Lloyd will be there everyone will surround him but he throws a fireball at you. Dart & Rose will fall down off the ledge. She will be talking to herself and when she wakes up Meru will be there to fly you back to join the rest of the party.

Miranda will tell you about the Moon Object of her kingdom and everyone will

figure that is Lloyd's next target. Now follow the path out of the Mountain and SAVE on the world map. Now head to the evergreen green forest and a sequence will begin where Wink (one of the sacred sisters) will be attacked by Younger Bardel. Bardel will throw a fire ball at the guards knocking them all off the ledge. He will prepare one for Wink but Lloyd to the rescue using his Wingly powers he will deflect the fireball. He will then whip out his umm Dragon Busterino and slay Bardel. But before he does he uses a huge economy size Wingly special fireball to seriously hurt Lloyd. Wink will offer to have him looked at, in the castle.

When you gain control go towards Deningrad and some guards will stop you they will inform Miranda that the Queen has been taken away by Lloyd! You were too late so rush back to the castle! If you have been collecting Stardust Martel will be in this town so you can cash those in for an item. When you get to the castle go to the Queen's quarters once there speak to the guards. They will all talk about how unstoppable Lloyd was and what he could do a sequence will begin where they show Wink introducing Lloyd to the queen. The 2nd sister will sense that he is an evil presence. When his cover is blown by her the guards come after him he grabs the queen and disappears. Miranda well tell everyone where the Moon Mirror is located its in the Tower of Flanel

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### 3E: Lloyd Man Hunt

Time to head to the Tower of Flanel, which is inside the Kashau Glacier on your world map, Save on the world map and head there. Despite the Heat blade being hot as the name applies well actually it kicks ass here. Once you are in the Glacier you will get a conversation among your party when that is over, take the path out of the screen and continue left until you reach a fork. Take the left path and keeps going left then go strait. You will encounter a couple of faggot merchants churning butter to keep their hands warm. They have some good weapons and items if you would like them. When you are done with these nuts heads back out of this place.

You will be in a place with a lot of icicles hanging from the landings. This is place is slightly confusing but a little know how and you can make it through you can go for the treasure chest if you want. But if you are like me you probably used up all your free spaces and have no place for the items, and I hate throwing away an item that I was using. So when you reach the bottom you will get a Save point, SAVE here it usually means a long road or a battle fight is coming. If you are this far into the game you can assume which one it will be =) Now go up the landing as usual Kongol will detect the monster presence and the boss fight will presume!

#####

#### Boss Fight XXVI

Windigo

Element: Water

Suggested Party: Dart, Albert, and Kongol

Other Parties: Haschel & Miranda Rose & Meru

Difficulty: Medium

Item: Brass Knuckle

Well this guy can be a pain in the ass for a long time sense it will take a beating to keep this guy down. He has quite a few nasty attacks, which can do major damage to you. One good thing he doesn't have an attack that can destroy your whole crew which is quite a relief. He has one attack where he puts one of your characters inside him, which can be deadly to the person. Don't attack while he does this block and attack the two cannons because your are only attacking your character and not him. Dart's Final Burst does tremendous damage to him close to 2000 hp's can be taken off with it, and at

this point you can just about defeat him with 5 of those. Albert's Gust of Wind Dance or his final Additions is very useful here as well. Kongol's high defensive rate will come in handy if he decides to "pick on" Kongol. Heal when necessary and basically have Dart be the main form of attack in this battle.

#### Haschel & Miranda

If you decided on using Haschel and Miranda then give Miranda a physical ring to help her low HP's. You should have Miranda be a Dragoon as much as possible if you want to keep everyone energy as high as possible. If Miranda gets trapped with no curative items, you might as well run away. Because this is one battle where Miranda will come in handy. His trapping attack is his deadliest and one of the things that makes this boss so hard. But a lot of Dragoon Magic from Dart can turn this bastard out. Especially Final Burst you don't even need to use Red Eye Dragon, since they take off identical Hp's. Have Haschel as normal and be the curing character when Miranda can't be a Dragoon. But at this stage in the game if you have been leveling up Shana/Miranda throughout the game one hit and she should be able to come a Dragoon, keep her healthy as long as possible.

#### Rose & Meru

If you were a person who always used Meru well... she is very ineffective in this battle sense the boss is water based and so is she. So your best offense with her is making her do the curing of everyone, and it won't be a big deal if she gets captured by Windigo since like in most battles Dart is the main offensive weapon here. Use Dart as much as possible since Final Burst kicks more ass than a little bit. Basically this guy will crumble if you do everything correctly.

#####

Proceed along the path and get the treasure chests if you want. You will get a small conversation with Rose, she will explain how the Winglies used that building in the dragon campaign. Forget that and keep going on your path. Now exit out of this place. You will be in a place with circular balls. Basically the one usually to the right inside the ball will get you to the right place. It's pretty easy getting through this even though it may look sort of difficult. Finally when you get on ground everyone will know Lloyd is up there.

Make sure you have your best equipment equipped, and make sure to come in the battle with full energy and a high enough level. Also make sure you have your best Additions ready. You should at this point have stumbled across a Talisman equip your best Dragoon (usually Dart) with that. There is no where else to go so use the teleporter to get where Lloyd is at.

#####

#### Boss Fight XXVII

Lloyd

Element: Void

Suggested Party: Dart, Albert, Kongol

Other Parties: Haschel & Rose Meru & Miranda

Difficulty: Extremely Difficult

Item: none

Lloyd will not be easy at all. Since he uses a wicked Dragon Buster sword which causes INSTANT DEATH to anyone foolish enough to become a Dragoon. He has an extremely high evasive rate and can get out of tight situations with ease. The only trouble with this group is that they are too slow and you will miss about 35% of your attacks. But he has a nasty elemental attack which makes a dome come over your party and not only does it take off tremendous HP, it is

all elemental so you know this thing will be difficult to get around. Then there is the fact that if you stay a Dragoon for more than one round he will kill you literally an instant death hit with his Dragon Buster

it seems like it can bust a Dragoon too =( But, if you equip Dart with a talisman he will always miss the instant death blow, and he will concentrate his attack on Dart which allows the other members to get cured and block while he concentrates his attack on the Dragoon. So that's your basis for of attack is to turn Dart or whoever has a Talisman into a Dragoon. Have Albert using his best additions, and have Kongol using his final if you have it and have him curing whenever necessary.

#### Haschel Rose

This team is a LOT faster than the previous one and the evasive rate of Lloyd is reduced a lot in this one. You will have to give Rose that Physical Ring for her to even stand up to the some of his attacks. Like the other strategy with Dart, he will allow the two faster character to get in some great Additions on him. Rose and Haschel have good magic defense so this won't really kill you but Haschel dropped a few times in this battle when I was playing. I think since he has an obsession with killing the Dragoon then you will do great against him. He won't have much of a chance to even attack Rose except with the Dome. He usually cast Dome before he dies, so if anyone survives have them turn into a dragoon and kill him.

#### Miranda & Meru

You can give the talisman to Miranda if her Dragoon Level gives her few turns, and have Dart and Meru do all the additions. Since this is the fastest team he basically has nil evasive rate, since Miranda and Meru are very fast. Meru should have Cat's Cradle at this point if you been using her a lot then it should take off decent damage to Lloyd. His magic will still do some decent damage on the rounds he decides not to damage the Dragoon. The only reason I suggest you have Miranda have the Talisman is because she has no addition skills, and she can cure Meru & Dart and this also raises her defense which in turn you can allow Meru to wear the physical ring. If you follow this strategy Lloyd won't be that much trouble except when he uses that damn Dome.  
\*\*\*\*\*

Lloyd- Alternative strategy by Mere  
Suggested Party: Dart, Albert, Rose

Dart should be wearing the talisman so he wont die ITS A MUST, Albert with Bandits Ring and Rose with Guard Badge (if you dont have the Physical RIng). On your first turn with Dart, turn into a dragoon and try to give him as many spirit potions and sun rhapsodies as possible. With Albert's Spinning Cane, Rose's More & More, and Dart's Strongest Magic and Crush dance or Volcano, you should be fine. Also, use Albert mostly to give out the healing potions and magics to Dart, attack more with Rose, she is quicker, especially with dancer's shoes and will hit Lloyd 9 times out of 10, where as Albert will only hit him about 5-7 times out of 10, even with Bandits Ring.

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After the battle Dart will go for his finishing blow but Lloyd will evade the attack. Dart will go for it again, and Wink will save Lloyd. Wink will tell Dart that Shana has been captured by Emperor Diaz. Lloyd will give Dart the moon objects and tell him to take them to Vellweb to take them to Emperor Diaz. He will also want Dart to kill him, but Dart just punches him in the face. You will be outside and a guard will take the two sisters, Wink and the queen away. Dart will want to know from Lloyd why did he save Wink twice, he



threatened them. Virage Embryo would be the last race and 108th race that would destroy the world so that Soa can start a new world. So the separated it so that this 108th race would never be born.

There was a Crystal Sphere kept by Melbu Frahma. Humans decided to stop Melbu Frahma by harnessing the power of Dragons, known as Dragoons. The Dragoons took down Melbu Frahma, and before Emperor Diaz died he was turned into stone. Now after this when they destroyed him the soul of the Virage Embryo was released. Every 108 years the Moon That Never Sets glows bright red. This is when the Moon Child is being born, and every 108 years a Dragoon from the Dragoon Campaign killed the Moon Children. The only Dragoon from the Campaign is Rose! She is the Black Monster! She also says she had to destroy Neet to kill the Moon Child.

Now that's bad right well how about this Rose thought she killed the moon child she had a sister... Shana! Shana is the moon child! Now Diaz will take Shana back and Rose will try and kill Shana. But Rose will be blocked by Diaz's powers. Zieg and Shana will disappear and you will be prompted to insert Disk IV! Your almost there!

XX  
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VII: Chapter IV: Moon & Fate

4A: Sand Trap!

(Note: My Map isn't as coherent as Happy Matt's or Desmond Xie's, so I don't tell you were items are. If you want more about items look at theirs if you just want to get through this thing look at mines!)

At the beginning Rose will tell you this is called the Death Frontier, and this place is a huge sand pit that many don't make it out of. This place is confusing, but one good thing is the battles are touched based, but its extremely difficult to avoid getting touched when you are almost about to fall down a pit.

Key:

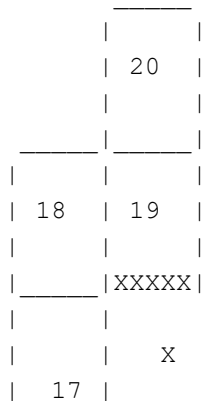
1-20 In order of which block you go on first second third etc.

X- Sand traps or inaccessible places, or a place that ahs nothing to do with getting out of here.

S- Save

R- Recovery

EXIT!!



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Once you are out of this place, explore the area round you not too many places you can go but to that town. Well there are some pretty righteous enemies on the world map. Don't do what I did get to the near the end and my levels were too low to beat any of the bosses. My first play through when I was around here I was weak, I had Dart on Level 31 and everyone else was only high 20's from 26-29. There are Magical Jars here that can give you great experience you may run into a rainbow bird here as well these are rare. Work on these jars on my 2nd play through in this area alone I increased my levels with everyone. If you have any ultra rare sachets save those for the birds. If you encounter a bird here, use it on the bird. The magical jars can be beaten, with a poison needle, and a magic signet stone. It's tricky but it will pay off. Enough joking around and let's hit Ulara!

=====  
4B: The Beginning of the End

Enter Ulara when you do you will get a sequence with Rose. She will use her magic choker to open the city up for you. When you are there Caron will greet you, Caron knows Rose. As a matter of fact everyone knows Rose in this town. Caron will mention about Charle Frahma wanted to see her. Now go towards the right into the next area. You will see two paths and a teleporter. The teleporter leads to some stores you can come back to these later. Now take the right path, you will meet a Wingly who knows Rose. Rose will want to know where Charle is, she will tell you about the Signet, not much but some. Now go up the stairs there.

Speak to the Wingly to your left, he will tell you about a lot of things, which at this point I do not remember. Now go left and take the transporter. You will be next to a large transporter, use it to take you across the way. You will meet Charle Framma, she likes to cause Rose "Rosie". Well...  
Spoiler alert Spoiler alert Spoiler Alert Spoiler Alert Spoiler Alert !!!!!





Winglies will be there. You will be transported back to the world map. Once back there you will encounter some Rainbow birds birds you can't do much with them right now. So now head into the Home of the Gigantos you will see no one at first but then Kongol will move a huge rock allowing you access.

Kongol will take a small look around but he is with friends and the sequence is over. There are piggies here that sometimes drop Sachets. This is a wonderful leveling up opportunity, since you have the recovery point. So use that gather a lot of sachets 10-20 will do perfectly. You can get a few of those magic pots but I wouldn't advise you waste it on them. When you are done in this area, make it back on the world map. Looks familiar! It should you are back in Tiberoa! (If I knew about that rock earlier we could avoided the entire 3rd disk!) Now head to the Valley of Courpted Gravity. This place is still hard to figure out but the enemies are the same, and now you can basically beat the shit out of anything here, since you are much stronger than your first trip. (Refer to the 2nd disk or another guide for in-depth help back through the valley)

Once you are back on the world map go to barrens. Work your way through back to Fletz. You might want to visit Kaffi, she doesn't have much to say you should visit Nello, he has done some things while you were gone. Proceed to the castle, the boner catching guard is there, he will let you pass because you are heroes. Now go to the Kings quarters, he has already gotten word about you needing the Queen Fury to save the world, so he lets you use it. Oh yeah don't forget to save at the ultra fun wacky save point its more fun now to save here than ever before! Hey remember those two doors that wouldn't open? Now they do that's the access to the ship.

Speak to Kayla when you are ready to leave. Control the boat like you normally would it would be highly advisable in this area if you have collected Sachets to use them on the rainbow birds that are encountered here. They are easily defeatable with them. So the characters that you want to raise levels considerably would be a great idea here if you collected a lot of them. I had about 15 and was able to get levels higher than normal, so that I would be prepared for that difficult 4th CD battles. When you are done with the birds enter Rogue. Once in Rogue everyone will be excited because people normally don't come to this small border town.

Now the mayor will remember Haschel, and Haschel wants to speak to him more. He wants to see him in his house. Now its time to explore! Go up the ladder to your right and exit the screen you will find two men selling items and weapons, stock up what looks good. Now up a ladder into the next area. Haschel will speak to the Mayor about what has happened in the town. He will also want to know of any strange structures have popped up recently. Someone will mention a "stick", in a weird place in the ocean which looks out of place but its not reachable by boat because of the strange water activities around this area.

Now SAVE at the save point near here. Now leave this area and explore a near by house. Martel will be there, there is also a star dust near her place. Get that stardust if you have been collecting stardust through out the game. Give this to Martel and if you have al 150 she will be able to cure her sick daughter. She gives you a vanishing stone in return. Remember where that guy blocked you? Well you can now pass you will see a forest type area, go up the stairs. The screen will change and you will see the "Stick" in the ocean. Rose will recognize the stick as the Magic City Aglis. She will decide to tell you about Birth City Crystal Place. The City was used to judge babies only ones with the most magical power could be born.

She when then tell you about Mayfil the Winglies sent souls there to be judge. She will tell you more and you will get choices:

Forbidden Land, Kadessa- it was the capital of the Winglies, it was the center of everything.

Birth City Crystal Palace- nothing new

Death City Mayfil- Nothing New

Law City Zenebatos- this is the place where Wingly laws were made, and trials were.

Magic City Aglis- it's a city where they study magic

Exit- well that's self-explanatory.

There has to be way there hmmm, well you will automatically leave this area, and sequence will occur where you are being watched. Rose will sense it some how. Now the ground will begin the shake, go back up to see what happen the ocean opened up, and the stick is now larger than ever! Go back to your small boat, and go back to the Queen Fury and save. Also get some important items from Rogue before you go that you may need if you are running low somehow. Once you saved head towards the city.

=====

4C: Magic City Aglis

Once there Rose will ask Dart to open the door since there is nothing else to do you might as well, you can speak to your whole party first. When you open the door Meru will examine the area. She will inform you that this city is under the sea and there is a lot of magic being used to keep it that way, in other words you can't go back to the regular world yet. Take the two teleporters out of here, you will meet a creature. His name is Ruff, Ruff will tell you that they have been waiting for the 7 Dragoons to come. Meru will find out that this creature is pure magic, anyway he will want you to follow him so do so.

Go into the next area and there will be many transporters. Take the transporter in front of you to get to a lower platform. Take the treasure and take the next transporter, to get you to the platform across the way. Then go through the exit, you can use the other transporters to get the treasures there aren't a mandatory item in them though. In the next area take the teleporter across the exit through the doorway, you will meet another creature here. His name is Phewey and he will tell you about the psychedelic bomb. Now go through the exit out of this room. Take the teleporter to a platform with 4 teleporters on it.

Take the teleporter to your left to reach another platform. When you are finished you will meet another magic creature named Spino. He wants you to meet a man named Savan. Now go the next area. You will be in the place where you were being watched earlier. There is a creature here named Decal, he will speak to you about Savan. Now leave this area to your left. Now take the transporters out of this area, there aren't any "Fork" teleporters here. When you are in the next area take the teleporter. You will see quite a few in front of you, so take the one on the left.

This will take you after a few more transporters to the next area. You will meet Savan finally, he will talk about the Signet Sphere, and it is safe so there is no worry. There is a creature called Kraken protecting it. Savan is immortal basically since he has been around since the Dragoon Campaign. He has been in this city all this time trying to construct and

activate Moot and Psychedelic Bomb. The only thing missing is the courage from the 7 Dragoons, that's where you come in. When the conversation is over speak to the creature named Lulu, she will open a path for you. Now go to the new path.

It's an area where you will see 7 colorful transporters. Savan needs each one of you to do a courage test. Dart will be last, you have a chance to save here so do so. Kongol's test will be the first.

Kongol:

Kongol will see Rose, and he is sort of remembering when she wanted to kill him in Emperor Doel's castle. He will know that's an illusion, and she will disappear. Then he will see Emperor Doel, Emperor Doel will want to know why he was following the enemy, and he will attack Kongol for his disobedience. Chose (Take Doel's Sword) Kongol will pass.

Miranda:

She will be impatient about taking her test. A creature named Buckle will confront her, he will tell her she is annoying [Thank goodness someone told her]. Then he will ask her why she is here. Choose the 2nd option (For the World). Then Buckle will "kill" her and himself. She doesn't buy it though, Then he will ask her another question choose the 2nd option "I cannot die now" Miranda will pass.

Albert:

Albert will see Minister Noish, from his castle. Minister Noish says the Eastern Country has attacked Serdio and he has to report back to his castle. Choose the 2nd option (I cannot do that) Albert passes the test.

Meru:

Younger Bardel will confront Meru. He wants revenge for the humans who killed his baby sister. He will use a powerful Wingly strength fireball on her, but Guarahha will block it. Then you will get a choice choose the 2nd option (I Cannot die..) Meru will pass the test.

Haschel:

He will remember when he trained his daughter Claire and she left. Someone will ask him if he could go back what would he do? Choose the 2nd option (I Could not stop her) Haschel will pass the test.

Rose:

Savan will be there with Rose since she did what she did (read the spoiler to find out) she will pass the test.

Dart:

Shana will appear, Dart appears to be controlled and raises his sword in anger sort of like a pimp would slap a ho. Dart will put his pimp anger aside and get a choice choose the FIRST option (I will save Shana no matter what) Dart will pass the test.

Everyone will be waiting for you, Savan has already went to the Psychedelic Bomb. Save at the save point and continue. Once in the next area take all the transporters to the next screen. Savan will greet you there. Savan will

calculate the scores if you get them all right and took my advise on the answers you will receive a psychedelic bomb X. If not you will receive an ordinary Psychedelic Bomb. Now continue, you will Savan. He will disappear when you come too close continue to follow Savan until you reach a Save point, SAVE here. (Usually means a boss fight so make sure your Hps are good your mps are good and your best additions are equipped.)

Now go to the next area you will see a sequence Kraken the Signet Protector will be there. Everything is set to help save the world but Emperor Diaz will appear. He is also using Mind control over the last Kraken so you have to stop it!

#####

Boss fight XXVIII:

Last Kraken

Element: Water

Suggested Party: Dart, Kongol, and Albert

Other Parties: Haschel Miranda, Rose Meru

Difficulty: Hard

Item: Pretty Hammer

This guy won't go down easily, after all he is the Last Kraken! So try and stop him with whatever you got in you. Dart is the Dragoon of choice here, he can deal extreme damage with his Dragoon Magic. Kongol ahs a very high physical Defensive rate and just incase things get tough have Albert use a Rose Storm and this guy is down to nothing. If you have a power down it could be helpful here. Allow Dart to use his Final Burst because it can do tremendous damage if you use a power down and have Dart start the Special. If you don't have a power down its ok the damage is still pretty good without one.

Now I suggest having Kongol working with curing or Dragoon Additions here, he isn't needed much. His high HP's come in handy with this boss. Since at this point having Kongol with a physical ring will give him a tremendous amount of HP like the mid 4,000's close to 5,000. Dart should be your main form of offense in this battle though.

Haschel Miranda

Have Dart do the strategy above where he ignites the Special and uses Final Burst, Red eye Dragon isn't good because they both take off the same number of Hps from the boss and you get more turns with Final Burst. Have Haschel doing his strongest magic or an addition. If Haschel's level wears off the quickest have him doing his best addition on him like Hex Hammer. Have Miranda do the uring if you are low on curative items, make sure she has a physical ring or a therapy ring to deal with her low HP level. This boss has some nasty attacks and the 3 times I fought him he goes after Miranda a lot this may just be an isolated incidence.

Rose & Meru

Have Dart doing the mentioned strategy. If you decide not to use the Special have Rose doing her Final Addition on him, and have Meru doing Cat's Cradle or her final Addition. It isn't wise to turn Meru into a Dragoon since she is water based so she isn't very useful for this battle, as a Dragoon using magic. So I used her as a curare and let Rose and Dart focus in on main attacking and things.

\*\*\*\*\*

Last Kraken- Alternative strategy by Mere

Suggested Party: Dart, Rose, Albert

Yep, this is my favorite party... and its one of the most effective.

Obviously, use Dart most, with his dragoon magic, this guy doesnt last long, have Rose use her Astral Drain and Death Dimension when those annoying Cleones come out. Albert's Rose storm and Gaspless help out, as well as Spinning Cane (I never can get the Gust of Wind Dance...). Dart's Crush Dance and Volcano are most effective, especially crush dance because it gives LOTS of SP back. if you have any fire attack magic, use it. otherwise, thunder and wind attacks do pretty well too. Kraken really isnt all that hard, just watch out for his magic attacks, they can be devastating IF you arent careful. If Dart wears the Phoenix Plume, and whatever ring you want really, Rose with the Guard Badge or Physical Ring and Albert with either the Bandits Ring or whatever else you want, it usually isnt that bad.

#####

Now Savan will teleport you out of the room automatically he will die in the room because of an explosion =( . SAVE at the save point and cure any beat up characters. Now try your best to work your back to the point where you met Ruff. (Ruff was the first of the creatures) There is a door to the left that can transport you to Law City Zenebatos. Now get transported!

=====

4D: Law City Zenebatos

Once you get there, a robot will be there and it will confront you ignore it for now. A flying creature called 'Wings" or Coolon will appear. This is sort of like a lame airship/teleporter. You can use it to go to selective cities in the game, but unlike other multi-CD games you have to switch CD's for certain places so have those previous CD's handy you will need them. You can do a side quest now (Which I may explain in a side quest section). Well when you are done tinkering with Coolon, head to the green transporter next to room you came out of. Speak to the robot there.

The robot will speak of Wingly Code 703, which prohibits humans or any non-Winglies from going to the signet sphere. Rats! While I'm here I'll tell you about all the Wingly codes you should jot these down or print this page.

- Wingly Code 703: Signet Sphere Access
- Wingly Code 339: Allows you to use shops\*
- Wingly Code 666: Stops Random Battles
- Wingly Code 659: Allows Non-Winglies to roam freely
- \*= Already activated

There is another code, which I will discuss later since the game won't allow you to activate it early. Go to the screen on your right, you will see a robot there, he will give you 4 choices:

1. Quit-self explanatory
2. Law Factory-where laws are made/amended
3. Law Launcher-Where amended laws are publicized
4. Legislation Center- Where Laws are granted

First go to the Law Factory there is a shop there stock up on any necessary items and go back to the Transporter Etc. Then go to the Legislation Center. There are sorts of robot guards and they are pretty fast. There only flaw is they have to move on a certain pattern, if any non Wingly comes across that pattern then they will arrest you try to avoid being arrested for now. Make your way through the guards the guards can't touch you when you are not on their paths. If you are near a transporter door or treasure then you can avoid them easily. When you get there you will have to wait on line, make sure not to pass the "velvet rope" or you will be ignored heh just like real life!.

Now you can go for getting 659 passed which will stop you from being arrested. If you think these guards can't touch you, then forget it. Get 703 passed, say no to the first option and yes to the second. He will then ask you to input the numbers, so do so. He will give you a form to give to the Law Factory. After you leave her purposely get arrested. A sequence will start where everyone is trying to figure out how to get out of jail, then Kongol will break through the wall like it's a piece of paper. He was too heavy for the robot to transport, so he saved you. Now get the treasure outside speak to the robot and he takes you back to the main transporter.

Now go to the Law Factory, try to avoid the guards because you don't want to make Kongol do extra work. When you get there, they will give you a form to take to the Law Launcher. Again get purposely caught so you can be brought to the main transporter. Now go to the Law Launcher which isn't that difficult to make it through, and speak to them. Get purposely caught on your way back. Go to the transporter near the robot on top of the room that brought you there. When you are there they will recognize that humans can go to the Signet Sphere. Save at the save point (make sure you have the best equipment you know the drill here) and enter the room. When you get into the room there will be a trial and they will know your names.

They will give you the death sentence and get 3 executioners to kill you!  
But... your Dragoons so kicked their ass!

#####  
Boss Fight: XXIX

Vector, Kubila, Selebus

Elements: All: Dark

Suggested Party: Dart, Rose, and Albert

Other Parties: Haschel & Miranda Kongol & Meru

Difficulty Semi-Very Hard

Item: None

Well, these 3 won't be easy. Get rid of Kubila first has everyone focus on his me is the one on your left and the tallest one. He is the one who likes to call a creature from another dimension, which is a pretty powerful and hard attack to avoid. He also cast instant death with a tombstone so ice him off quickly. Next get the one in the middle Vector. Get him before Selebus kisses him and makes him into a giant, he will be pretty big for a while so you want to get rid of him before he does that. I had Dart as a Dragoon doing magic on Vector since he is weak to magic, a few Final burst iced him off. Rose remained normal so I used her best addition which was her final at its peak of power, it did tremendous damage.

I had Albert be a dragoon and use Flower Storm to protect everyone. When you get rid of Vector and Kubila Selebus is a breeze. She hasn't have any real power a few devastating magic attacks, and since she can only cure the other 2 and not her self her cure is a waste of a round. So get rid of her fast you can just go with all out power here if you want. She has a high magic defense like Meru, so just worry about physical attacks.

Haschel & Miranda

Basically since this team is pretty quick and they are almost a carbon copy of your 3 enemies. Since Miranda can cure, Haschel is fast for a male and small, and Dart is average. Have Haschel turn into a Dragoon if you want its not necessary he was more effective as his regular self because he is faster than all of them like that. Have him use his Hex Hammer, have Miranda turn into a Dragoon and cure. Just incase Vector decided to become a giant and hit you with physical attacks make sure Miranda has a physical ring to improve her low Hps.

## Meru & Kongol

Give Meru a physical ring first off. Secondly have Kongol remain normal here his massive strength with a fully powered Bone Crush should be enough with a few turns. Problem is Meru's speed will get her plenty of turns in this battle so use Cat's Cradle or her final Perky Step. Have Dart be a Dragoon, and ice these guys off with some well place Final Burst Red Eye Dragon isn't really needed. I did pretty well with this team except for Meru dying occasionally make sure you have a lot of Angel's Prayers on hand. If you want you can use Meru as a Dragon, and have Kongol feeding both of them but, I dislike Meru as a Dragoon it seems she turns back to normal quickly since she has the least turns and the fastest speed.

#####

Now go to where the Signet Stone will be, damn Emperor Diaz has already been there and he destroyed it Rats! You will then see Emperor Diaz he has gotten here by air, and the 108th being is about to be created. Dart will try and attack the Emperor but will be blocked, there is nothing more you can do. So exit out back to the save point SAVE there. Speak to the robot there, he will tell you have to change Article 410 to get to Mayfil. So that's what's next go through the whole law process you know waiting on line, avoiding guards meeting robots (sounds like a regular ol' day at the bank to me). When you are finalizing the law go to the transporter that got you here from Aglis and use it to get you to Mayfil.

=====

### 4E: Mayfil

Before you can do anything you will see Emperor Diaz going to destroy the last Signet Sphere. Now you will be able to control Dart. Use the teleporters and go to the next area, you will see a thing that looks like a small bug in the middle of the room. Albert's Jade Dragoon responds to it. It is the spirit of the Green Dragon Feyrbrand. He can't die because he has been defeated by humans guess what? Kill him again! (You don't have to these fights are optional, but if you need some good exp. then my all means)

#####

~Boss fight XXX

Dragoon Spirit

Element: Wind

Suggested Party: Dart, Albert, and Kongol

Other Parties: Haschel & Meru, Rose & Miranda

Difficulty: Medium

Item: Down Burst

Well he is harder than the last time you fought him, but at this point in the game you can beat him without turning into a Dragoon. Just have these 3 using their Final Additions, Blasting Dynamo, Blossom Storm, and Bone Crush. That's it just keep working at him and hacking away that is the easiest way to do plus if these aren't mastered these help them get mastered. That is if you didn't already, its a great chance. You will need to save your Dragoon Level for upcoming fights. He does all the same attacks he did while he was still alive so refer to that if you want to know more about his attacks and such.

### Haschel & Meru

I say let Meru become a Dragoon, because she takes off tremendous power with her magic, because for some reason he seems to be suspect to her attacks. Her best magic does unbelievable damage, and can get rid of him quickly. Just fight some random battles to get her level back up if you want to use them



again. Have Haschel use Hex Hammer or Omni Sweep if you have it. Just have Meru become a Dragoon not anyone else it isn't really important you will need it for later.

#### Rose & Miranda

Have Miranda use a physical ring in the beginning. You should have her be a Dragoon because you may need some of her curing abilities in this battle. Have Rose use her best Addition Demon Dance or Hard Blade if you aren't quite there yet. This is probably one of these easiest battles you will get this late in the game so soak it up.

#####

Now the Wind Dragon will be saved, so continue on your path. Heal who needs it if you are running low head back to Zenebatos for more curative items. If you decided to when you get back take the two transporters into the next area, there are also hidden paths similar to the one in Aglis where you had to take the challenges. These lead to some generic attack items nothing is real necessary. Also if you never got Dart's Soul Eater which is his most powerful sword an enemy called Loner Knight drops it at a 20% rate or so. I ended up with 4 Soul Eaters when I got finished with this place. If you have a Therapy ring equip that to Dart to combat the energy dropping with it on you will get neither an energy drop nor an energy increase.

All you get is a powerful sword, which is the side effect I like =). When you enter the room another Dragon Soul will be in there this is the Sea Dragon, Meru will want to release it too. So go and do that!

#####

Boss fight XXXI

Dragoon Spirit

Element: Water

Suggested Party: Dart, Albert Meru

Other Parties: Haschel & Miranda Kongol & Rose

Difficulty: Hard

Item: Frozen Jet

Remember how you could beat the previous one with a couple of Red Eye Dragon summons? Well that doesn't hold true here. It seems since its death it has improved its magic defense. Red Eye Dragon Summon or Final Burst still works well here, but the fact is they aren't as effective since this spirit has a high HP. I liked using Meru for this fight if she has her Dragon Summon use it for some reason it kinda worked here. The Dragon Spirit does the same attacks as it did when it was alive, but it is faster now. It even does that attack with the water dome and it is quite more deadly. If you have a physical ring on Meru she will more than stand up to it. Have Albert be a Dragoon for this fight that's the best way to defeat the Dragon, cause you will definitely need Rose Storm for this battle, to stand up to some of its nastier Magic attacks.

#### Haschel & Miranda

Have Dart ignite the Special you will definitely need it because the spirit will go for the water dome magic attack very often. More than you would think possible because that's its favorite type of attack, it also has a few other crew damaging attacks. Have Miranda cure when needed as a Dragoon when she gets back to normal have her turn into a Dragoon when the going gets rough. I say let Haschel handle some extreme magic attacks, like his Dragon summon if you have it if you don't just use either his Dragoon Addition or a lesser magic.

This is a pretty powerful team, but Rose will need a Physical Ring even though she puts up the highest female HP's. Have Kongol block a lot, in this fight that Water attack can nearly kill him at least take off 3/4 of his life that is why I did not recommend him or suggest him. He is also pretty damn slow so he won't get that many turns. Have Rose as a Dragoon will be a good idea as well, even though her magic won't do much to it, still she needs it for her defense, it will make her better at defending against the magic attacks.

#####

Ok the Water Dragon is free and so are you now I definitely need you to work your way back to Zenebatos sell all unwanted attack items, or any other item you don't ordinarily use. By as much curative items as possible you will need during this next fight. I barely survived it every tem I play it. This is one of the hardest fights in the game coming up but its optional remember that so if this guy beats the shit out of you, you don't have to take it again. When you come back proceed you will see another Dragon spirit ignore it and save at the save point right outside of its door. When you come back Miranda will want to free this spirit...

#####

#### Boss Fight XXXII

Dragon Spirit

Element: Void

Suggested Party: Dart, Albert, and Kongol

Other Parties: Rose & Miranda Haschel & Meru

Difficulty: VERY EXTREMELY Difficult

Item

What Dragon do you know has a Void element. Only the biggest Mayfil Bad Ass there is, he's big his mean and only a staff and a buster could stop him. He's that Damn Divine Dragon uh Spirit. Guess what else unlike when he was living when you could kill his cannon and his ball, you can't here. He's also faster and more powerful and he has a higher HP. How do you beat him? Turn off the Playstation and he is gone! Seriously though you are going to have to full power from the start, and be able to use Special. When I played this I got a nice break, Albert got first go, He used a Power Down on him. Then Kongol went I used a Power Up on Dart.

Then Dart went and I started the special with him. This took off tremendous HP, close to half with just a regular ol' Final Burst. It took maybe 4 rounds to officially kiss that big divinebastard good bye. \*Hey Dyse I don't have any of that shit!\* Well, buddy its going to be tough...real tough. With out it still have Dart use the Special Final Burst is still pretty powerful but not as powerful without those items. So keep him using it make sure Albert use Rose Storm and every freakin turn. Have Kongol pray... Seriously have Kongol destroy him with Dragoon Additions since his magic will do beans to him. If you make it out of this with one surviving character consider your self lucky.

#### Rose & Miranda

Like before use those items to finish him easily. If you don't have him then well.. this will be even tougher. Have Rose using her Dragoon Addition and don't worry Miranda will always have to use her Dragoon Magic to cure as long as she doesn't die. I suggest giving her the physical ring and if you are using Miranda stock up on Angel's Prayer's incase she falls during battles. You can make it smoothly before you have to turn back into humans, because then since there defense is low and I think they count the Dragon Ball as physical it does major damage. He uses his Dragon moves the most and barely relies on his physical attack.

Meru & Haschel

If you decided to use them pray. If you have those items then this will be easy since I'm 99.9% sure Haschel and Meru will get a turn before Dart does, if you don't then this will be tough. Meru may fall on the first round if you don't get a chance to turn her into a Dragoon. If you do you will have to try your best to use her magic it will take off some life not much though. Have Haschel use his Dragoon Addition since its pretty powerful.

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Here is also some good tips on this fight by :Agni

First off, Never put a Physical Ring on Meru. Use the Dragon Helm instead. The Dragon Helm does the same, but it Also frees up her Accessory slot, for something better, like a Phantom Shield.

Anyways, my party suggestion is Kongol, Dart and Meru. Kongol, of course, will die unless you have a Legend Casque equipped on him, and then he's nigh-invincible to the Divine Dragon's attacks, Especially in his dragoon form. Now, whatever you do, if you are going to use my strategy, make sure that Kongol does Not have a Dragoon Level higher than 1! Most of my strategies require that someone has a Dragoon Level of 1, and you'll see why, later.

Dart should have a Therapy Ring equipped, no ifs ands or buts unless you decide to put a Physical Ring, or a Phantom Shield on him. A Legend Casque is also nice, but not necessary. But the Phantom Shield on Meru ~is~ necessary, so is the Legend Casque on Kongol. Dart doesn't ~Have~ to have any of these, but they ~Are~ nice. I had a Therapy Ring and the Red DG Armor.

The First thing that usually happens, is that the Divine Dragon gets his turn first and hits you for a physical attack that did about 400 to 450 to everyone in my party, including Meru. Kongol took only like 300 though, I think. Then, what happened to me is that Meru got her turn, and I told her to Defend if I remember right.

I think the DD went next, using his machinegun-like attack on my party, which hurt like hell, but didn't kill anyone....then Meru went and I used a Healing Breeze. FINALLY, Dart went and I told him to fire off his Special. Well, I regret doing this, but I had Meru use her Rainbow Dragon spell. I should have told her to use a dragoon addition instead, and saved her MP for healing. That's what you're Supposed to do, now that I think about it...Anyways, after Meru did that, I had Dart cast Red Eyed Dragon which wailed for a bit of damage....like 2,000 or so....

Meru and Dart kept pounding him with dragoon additions (I always sucked at those.....sigh) and did a little damage....and then Finally Kongol got his turn, used his addition and turned back into a hu.....erm.....giganto....and Meru had 300 SP left, and Dart had like 400 SP left.

By this time, the Divine Dragon still had a Blue Arrow (more than 50% HP left). Meru was hurting, in the yellow...but she was still goin....I continued to wail on him with dragoon additions....and Meru turned back into a wingly. Dart still had 200 SP left, and Meru was in the red, with 240 some HP left. I was praying for Kongol's turn, and I'm glad Kongol only had D'Lv 1 because I needed healed, badly. Kongol got his turn right after Meru died, so I told Kongol to use an Angel's Prayer which revived Meru. Meru got a turn as soon as she got back up. Healing Breeze Time. Ahhh, that's refreshing. Well, it was time to wail on him with normal additions, as I didn't have any Moon Serenades or Sun Rhapsodies so I didn't bother to use Dragoons again even if I did get full SP back.

Meru was my medic unless we badly needed healing and couldn't wait for Meru to get a turn, even though she DID have Dancer's shoes, the boss STILL was getting



Dart will have a feeling about him, then you will know for certain when he materializes! It's Ass Kicking Green Dude! uhhh Lavitz! (Ok, at this point I'm 99% sure everyone reading knows what happens, if you don't know what happen to him then why are you reading in the 4th disk?) Lavitz will tell you to stay away from him for now, so go back to the save point and pick the party with the best additions. Make sure everyone is cured, and prepared. Now use the transporter, when you get there you will see Lavitz. He has a thing on his back, she recognizes its smell as Devildom its go time!

#####

Boss Fight XXXIII

Lavitz's Spirit/ Zackwell

Element: Lavitz: Wind; Element: Zackwell: Dark

Suggested Party: Dart Albert & Kongol

Other Parties: Rose, Miranda, Haschel, Meru

Difficulty: Lavitz: Easy Zackwell: Hard

Item: Halberd

Lavitz:

First off Do NOT turn into Dragoons. Not only is this fight easy enough to defeat with just powerful additions. Lavitz will speak to you choose talk to him when he does he will then turn around and expose his back, which is when you attack. Equip an accessory that stops confusing, you will need it, and some mind purifiers. That is the only attack you will get is confusion. ( I should know Kongol got confused and killed everyone including himself my first time through =( Anyway make sure one person won't be confused, just hit it with additions there is nothing more to it. when he turns around just guard until you get an option. Always choose talk to him, to try and break him free of the spirit eventually he will be free. Then

Zackwell:

Zackwell will come out and mock you for the emotional moments and that he granted him life for this. Bastard kill him! Have Dart ignite the Special, and wail off. With everything you got have Albert using his Rose Storm, to help with some defending. He likes to make his staff into a skeleton spider but as Dragoons this was useless. He has a high defense and he is beatable. Use Dragoon Additions to take off major life from this boss. Just keep Dart with his magic it shouldn't run dry if you have Albert's Jade Dragon magic you might want to use that a turn too. this guy wasn't too tough and will drop soon.

Rose, Haschel, Miranda, Meru

Lavitz:

Albert was mandatory for this battle so you have a choice of these 3 I went with Kongol. If you go with Rose have her use Hard Blade or Demon Dance to take off major life, that is a good addition. If you went for Haschel Omni-Sweep, or Hex Hammer works fine. If you decided on Miranda have her equipped with a accessory to guard against the confusion so she can cure the others. If you decided on Meru Perky Step at 600% does decent damage, but make sure you are not using the Pretty Hammer.

Zackwell:

Miranda is great here, with her best at the time Arrow, and her White Element took off a nice chunk of life so she wasn't totally useless, under the influence of Dragoon she was quite deadly. Make sure you have Dart ignite it since he is very powerful with magic unless you went with Meru. Have Meru

ignite it and if you have her Final Magic then use that it takes off tremendous life. If you went with Rose here, use her additions the Dragoon ones, or Astral Drain is pretty nice since this boss is aligned with Dark. If you went with Haschel then his Dragoon Additions are his best shot.

#####

After the fight Lavitz will come after Dart. They will have a fight and you will Dart's sword fly. Dart will scream "Lavitz!" He will stick the spear in his chest to kill Zackwell. Now Dart will say how he lives in their hearts, and Lavitz is glad to see Dart and Majesty Albert in his afterlife. He will use his last strength to bring you to the Signet Sphere. After a "handshake", Lavitz will be gone. (You can revive him, you will need the following: A purple Chocobo's feather, the same Holy Materia that Aeris dropped in the water, a million stardusts, An entire Phoenix, 6 billion gil coins, the shirt that the real sephiroth didn't have, a 70's "Bring Back The Funk" 8-track tape, and one million unsold Chrono Trigger SNES carts. Have these items and Lavitz will be as good as new ;)

Now I suggest you start a new save here just incase you didn't fully complete the side quests, or there are some stops you want to make because once you go up to the the signet sphere there is no return. So if you want to find out what happens next just don't over write the save if you done everything you need then continue. Even though you made need some healing items.

When you climb the beam of light you will see the Signet Sphere safe from Emperor Diaz's grasp. So of course Diaz shows up. Dart will turn into a Dragoon but will be knocked back. There is nothing to do but watch him destroy the signet sphere. He will disappear. The ground will star to shake I guess Soa's rule got through. But Coolon your Wings will show up. Take us to the Moon! An awesome FMV will start after this you will see the moon falling on top of the tree, like it was made to fall there. You will then see many Virages coming from the moon, and you will; see a scene that is in the instruction manual where everyone is sitting on the back of Coolon.

He will keep avoiding many of them he will finally be attacked. He will hit the ground and the FMV will stop he dies so just continue to on.

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#### 4F: Big Blue Moon

Well at least you made, it so lets go. Now get to the next area, keep following along this path. You will see a shiny object in the pool, examine it Rose will tell you its a dried up fruit from the tree, all creatures came out of a fruit like that. Now go north there will be another fruit from the tree, now go left. Follow the path and you will reach a hole in the tree it is a stream of sorts. Everyone will go really fast and be shown going up the stream last but not least Kongol everyone will land. When you are about to leave Kongol will come thundering down. This will shake the entire tree. A Caterpillar will wake up and looked pissed and walk up the tree.

So what Kongol woke his fucking ass up, the Divine Tree is no place to sleep. Once you are in control of Dart go to the shiny object it is a Silver DG Armor. Equip that to Miranda, and go to the pool which is a recovery point. If you haven't been leveling up good now is the chance. When I was here in my first play through my levels were in roughly in the 30's for everyone, the characters I used most like Dart, Kongol, Rose, Albert. Were in the late and mid 30's. I'm pretty sure Dart was level 37. I had my main 4 characters final additions and had everyone's mastered except Rose's she was level 4 on her final.







When you are in the moon just continue along the path until the ground starts shaking. Flashes of lights and things like that will happen, fight time? No... you will end up in a forest. Everyone will figure that the moon had brought them back to Earth. Rose will know its an illusion of sorts because she can still hear the heart beat of the Virage Embryo. When this is over you can proceed through the forest there is a treasure go and get that and go to the next screen.

You will see a grassland in the next area, now ignore this and keep going right out of this screen. when you are in the next screen Miranda will recognize where you are. It appears to be Mille Seasua and she knows this forest. she will want to proceed alone, so now you will control Miranda ort of. You will be in the next screen automatically. You will see Miranda's past, a little girl will be there running after her mother who is with a man. The Man will not want a child and just want's Miranda's Mother. Miranda's mother will leave Miranda's Father for the man because Miranda's Father is sort of a bum. Now they will disappear examine the rose on the ground... Boss Fight Time!

```
#####  
Boss Fight XXXV  
Death Rose  
Element: Void  
Suggested Party: Miranda  
Difficulty: Easy  
Item: None
```

This isn't a tough battle at all just attack the flower. the Death rose is pretty weak and should only take off 100 Hp's, so it isn't much to worry about at this point. I'm 99% sure even if you haven't used Miranda you still can beat it. It will open the rose to reveal Miranda's mother's face. Then it will close keep attacking if you have a weak Miranda use an item on it, to take off some life even though its of the void element, it will still take some HP off this rather weak boss. Finally there will be an option choose (I forgive you and it will be defeated.

```
#####
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After the fight the rest of your party will be there, she seems to be back to normal well more feminne after this fight. She used her anger to not let ion to her sadness so inturn she has become more of a likable character and she is not a bitch any more. You will get prompted to adjust your party so do so. Now exit this area and go South, along the path grab the treasure, and go continue south. You will be in a strange area so head left when you get there, you will be in an area with other humans. Rose will pull out her sword and cut herself to show that this place is real ( a pinch would of been more traditional) Haschel will feel that this place is in Serdio because the people there look Serdian.

Except for one girl who disappears. You will finally regain control, so SAVE at the save point or you might want to rest at the inn first whatever way you choose. Head down the stairs stock up on any items you need I suggest selling some of this attack items that you are not using or aren't doing much damage any more. So stock up on plenty of curative items. Then hit the weapon shop there is a lot of next to last weapons here so give everyone an upgrade. Speak to the man next to the table its Dran the Rich Albert knows him. There will be a guard by the door so the only place you can go is through the portal the girl went through.

You will see strange people here, they are the minitos, the 2nd species with intelligence. There is only two of them and one of them is a dike and the other loves Gigantos women so that's why there isn't any left? =) Now head

south out of here. Proceed along the path there is a branch that takes you to an item get it if you want. But if you don't just continue along the path you will see the girl. Dart will attempt to find out about her, but Haschel knows who she is. She will run from Dart, Rose will inform Dart that she doesn't know him and doesn't want him. You will be switched to Haschel now. Haschel will tell her he wanted her to get through discipline, but Claire wanted to do things like the other girls did and not be a fighter.

No matter how well Haschel puts it she will want to fight Daddy Dearest...  
#####  
Boss Fight XXXVI  
Claire  
Element: Lightning  
Suggested Party: Haschel  
Difficulty: Medium  
Item: None

She is quite a bit tougher than what Miranda went through. she uses the same attack over and over, when she becomes demon like. She has been possessed by the Wargod, and Haschel is amazed anyone has stood up to the Wargod like she did. She uses a forbidden art as the Wargod which can almost kill Haschel it drops his HP's to one. That's the only real damage she does. Keep Hex Hammer going and cure only when she does that attack, her stats are almost even with Haschel and their speed is quite similar. She can block your Additions and she does it quite often. When she is nearly defeated you will get a choice choose the 1st option (Mind's Eye Awaken) She will come at Pops with the forbidden attack but he will stop it.

#####

Haschel will rejoin your party and you will be prompted to arrange the party so do so. At this point everyone realizes the moon allows you to see a feel what is in your heart so you can conquer it. Now that Haschel has faced the past he doesn't feel so bad now. Anyway if you continue you can get an item it isn't important so just go back to the room. Save at the save point and stock up on some more items like Healing Fogs and such. The guard is gone now and you get a sneak peak of Bale. The guards won't let you into the castle. So just jump into the vortex to your left. You will be in a strange looking place, just go to the door.

When you exit everyone will crouch down because they seem to be pretty high up, but the floor is invisible. You can see the cracks off it and there aren't any drop pieces so just continue to the left path near the north when you are finished with the sequence. In the next area Rose will call out the name "Michael". She is referring to the huge Black Vassal Dragon shooting at you she will tell you to run, there will be two vortexes, Albert, Kongol, Haschel, Meru & Miranda jump into the one on the right and Rose & Dart go left.

When you are back you will control the larger party. Meru will fly around and inform you that this appears to be the Land of the Gigantos. Kongol will confirm this and tell you that its their holy land. You will see a few guys running away, and some one saying to kill them. They will be all dead there will be one Gigantos Child who comes out of a cave, at first he won't be acceptable to Emperor Doel's attempt. Young Kongol realizes that he has saved his life, and goes with Doel. After this proceed north, Kongol will want to go alone. He goes to the Gigantos Sanctuary, there is another Gigantos there. He is a lot smarter than Kongol when you hear him talk.

Kongol will tell him how he is much stronger now, but like Gigantos they will have to fight to see who is stronger...

#####  
Boss Fight XXXVII  
Indora  
Element: Earth  
Suggested Party: Kongol  
Difficulty: Easy  
Item: None

Kongol's brother Indora is pretty tough but at this point in the game Kongol had over 5,000 Hps so this boss couldn't harm him. He is very powerful and carries two axes, he is faster than Kongol as well. He has two normal attacks, plus an attack where he makes a pillar rise, wraps the axes around Kongol's body picks up the pillar with Kongol on and throws it across the room. Which is an incredibly strong attack, this shouldn't even hurt you that bad since its physical. If you haven't been using Kongol shame on you! Heh, if you have some Bone Crush's will finish this guy off in a few he isn't that powerful and Bone Crushes successful ones take off major life. Just like when you had to fight Kongol, if you miss the addition he can counter. Finally in a speechless battle this guy will die.

#####

his brother will admit that Kongol is the strongest Gigantos ever, Kongol will be sad that he died. But, he will be happy to have this off his conscious so that's what has been depressing the big brute? His big bro' must have picked on him about his pint size. Heh anyway go down the stairs remember when you had to save the Mayor's son 20 years later? Well press that switch for a treasure namely the Golden Dragon Armor, equip this to Kongol and go up the stairs. Then exit the holy Gigantos land. When you go left you will see a small vortex in the pool jump in it. You will be at a place you see before where Haschel had his scenario so head to the left path and you will be back into town.

Meru suggest you wait for Rose & Dart there since there are people there. Now it will switch to Rose & Dart, make sure you have rose equip with some good weapons and armor. Anyway there will be a sequence and proceed to the right. She will see pseudo dragons, these are her favorites but they didn't make it to the present time. so just continue along the path. There is an unreachable treasure chest to your right in the next screen so ignore it for now. So continue along the path to the right there is a reachable treasure chest so get it, if you want. Now continue along the path into the next screen, you will see some stairs and a vortex to your right Rose will say she will want to continue so do so.

Now go to the next screen, Rose will see her dragon lying there. The screen will switch to 10,000 years ago when her and Zieg killed the black dragon for its Dragoon Spirit. After she did so a baby black dragon appeared hearing Zieg speak he sounds A LOT like Dart back then. After this is over it will switch to the present time. When it does Michael will wake up and not recognize Rose it's fight time!

#####

Boss Fight XXXVIII  
Michael  
Element: Dark  
Suggested Party: Dart, Rose  
Difficulty: Hard  
Item: None

This fight is difficult you can't hurt the dragon and for some reason you can't become a Dragoon either. What to do now? Block that's what or if you feel confident about your exp. you can practice your additions on it, even though they do no damage. There will be a few conversation sequences Rose is

reluctant to tell Dart about its weak spot. You learn that her Dragon is the fastest the strongest and the best defensive Dragon of them all. You then learn that its sort of wearing armor, then you finally get a choice, tell Dart about the Blind Spot is the response. Its Blind Spot is its heart it will open up after it does the attack where it picks you up in the air and shoots a black beam at you. So attack that, if Rose's level is high and you have perfected her final you can beat it with just one round with her and Dart.

#####

Rose will be sad she killed her dragon, she had to though. So exit back out of this screen and go to the place where Rose DIDN'T want to go earlier you will be in familiar territory so head back to the Item shop. Everyone will greet each over. They will exchange what happen to them, they will be talking about the Land of Gigantos and Emperor Doel in the morning. So Save here and get any items you need from the item shop. Leave out the door, they will be expecting Albert at the castle. Albert like the others will want to do this alone. Doel knows you are Albert, his nephew. Albert will demand answers about why did Doel kill his father, he won't tell he said maybe if you fight him he will!

#####

Boss Fight XXXIX

Dark Doel

Element: Thunder

Suggested Party: Albert

Difficulty: Medium

Item: None

He has two swords a light one and a dark one much like he did the first time you had a fight with him. He does the same attack and probably has the same amount of HP. Since you are much stronger than you were when you were in the first disk than you can defeat him easily. Take out the swords first he will be stuck with a thunder magic attack it isn't that powerful. Nail him with Blossom(Flower) Storm all day and he will die.

#####

After the fight Albert will rejoin the party, select your party again. Go back to the inn and save, and do what else you need. Now head into the vortex where you met Michael the first time. Take the upper left path again. Now continue pass the point you were stopped by Michael and up the stairs. Continue up until you reach a fork either way is good, and you will come across a castle. A very large beautiful castle I might add. Meru will recognize it as Wingly Palace, you will be gin to cross the bridge but as soon as everyone steps on it disappears and Meru will disappear as well, know one gets hurt since they didn't go that far. Meru will not know what happened a Wingly called Archangel will be there, she will tell her she has lost her Wingly Pride hanging with filthy, disgusting, barbaric humans. She will fight Meru!

#####

Boss Fight XL

Archangel

Element: Light

Suggested Party: Meru

Difficulty: Medium

Item: None

This can and will be a tough fight for those who never touched Meru until now. I was one of those on my first play through, on my second this fight was very easy since her level was like 39 and she had Perky Step at a 600%. Anyway she does some magic attacks that can damage Meru pretty badly but none compare to her ultimate attack. She calls a whole army from some unknown place she is then on top of a 3 headed elephant and the whole army attacks you, this is a

\_VERY\_ cool attack. This attack also reduces your HP down to one. Since Archangel has a high magic defense rating, you might want to stick to physical. A Gigantos ring would of been good for this fight to make Meru quite a bit stronger than she is. Even though you don't have one she still can do some damage. Eventually after Meru admits to loving humans the battle is over...  
#####  
Meru feels Super and the end is near, but first go back to the save point and save before you go on from here.  
=====

#### 4G: Wrapping it Up

The next area looks pretty weird to be on a moon, there are monitors all over the floor and when you first get there a conversation will start. Rose will insure you that this place is the moon. Well anyway continue along the path into the next area. Grab the item in the chest and continue to the north. When you are there, you will see a save point. SAVE (Have your party ready for a fight) and go right. Everyone will hear a voice, but its in their minds. Dart has a feeling that Shana is calling them. When you go into the next area a Super Virage is there, its go time!!

#####

#### Boss Fight XLI

Super Virage

Element: Void

Suggested Party: Dart, Albert, Kongol

Other Parties: Haschel & Miranda, Meru & Rose

Difficulty: Medium

Item: None

For some reason this guy wasn't that hard at all, immediately become a Dragoon and have Dart use the special. Use Final Burst on his head. This takes off massive damage. Have Albert using his usual Rose Storm, you can use Jade Dragon but its not really important. Try not to use much healing items in this battle in fact you should save all of them you will definitely need them. Super Virage uses a devastating attack where he shoots a beam a light at you this could be very damaging if you aren't a Dragoon. You will need to heal if you are not a Dragoon. Other than that this guy really isn't that much tougher than a normal virage. He just has a very high HP. Also if you kill his head it causes an explosion which can almost kill your party if your HP is low. You can kill it if you decide to go strait to the body instead of the head, but it takes longer that way.

#### Haschel & Miranda

The same strategy with Dart have him start the Special. Miranda should be equipped with a physical ring to combat her lower than average HP level. Haschel may need a Gigantos Ring to make him a little bit stronger but its not mandatory, you could equip him with anything you like. As Dragoons you should have Miranda using her usual curative powers because this Virage uses attacks that damage your entire party you will definitely need some of her cure all attacks here. Haschel should summon his dragon if you have it if not, his Dragoon Addition is pretty powerful if you have the Gigantos Ring.

#### Rose & Meru

Like before have Dart start the Special off. Have Rose using her Dragoon Addition since her magic doesn't do much damage to it, unless you have her Dark Dragon it does some damage to it. Have Meru either using her Dragon or her Dragoon Addition, I prefer the Dragon and her other magic since she does more damage with it. Although Dart should be the focus with his Final Burst











Item: None

He is so fucking tough... He is physically strong, powerful he has everything. Everything, if you are weak at this point he can and will kill you. This is his toughest form, and he has even more deadly attacks. He can toss you in the air and slam you back down, which takes off mega damage to Rose, Kongol and Dart laughed at it. Have Dart unleash the special now if you have it, and have everyone do their best magic from the door, that means summon all the best dragons, and have Dart use the Cannon. This will put a nice over 6,000 HP dent into him. He has another attack where he takes a picture of a character then he cuts the picture in half.

This is a very powerful attack, and can kill weaker people. At this point with this party everyone as on their last legs no type of anything left. He also takes a page from the Dragon Block Staff, by reducing your Dragoon att & De. If you get caught with this in mid Dragoon he can kill you even with full energy. He can summon two monsters, and they can instantly kill you. So make sure you have a few of those Angel Prayer's on tap. He can also possess a character and you cannot attack him while he does this, but you can control him sort of which is pretty cool. Finally he will fall...

Albert & Miranda

Hopefully you have some Sun Rhapsodies left for the final form, this final form can be critical. It is very annoying sitting there 50 minutes and losing to this form. If you do let Miranda use her level 1 magic or something to conserve her HP's you will need it throughout. Have Albert Dragoon Addition, or his Dragoon magic, especially Rose Storm. At this point Albert's Blossom Storm did major damage to him, so use that when you are trying to get him to his max spirit. It does way more damage than you would think. Hopefully you can survive this battle, and not run out of magic or curative items. This crew can be killed off easily if not properly cured every other round.

Haschel & Meru

Well, it's been a long fight a hard fight. If you have Meru still alive you are the man. It's hard to keep her living cause his physical attack can just about instantly kill her, since this is his most physical form. Only the protection of a Dragoon can save you here. Keep to the tried and true Divine Ball, or Cannon when the monsters come up. Have Haschel not become a Dragoon just use his Omni-Sweep as much as possible it can hurt him pretty badly. You will need him to cure or if he decides to use the Dragoon Block he will be your whole offense. Hopefully after a long fight you won't be starting over

#####

That's it folks no ending spoilers watch it yourself and enjoy! That's a Dy\$e Guarantee.

My stats:

1st Play through: 46 hours 14 minutes (65% of the guide based on, other information based on this: 5%)

2nd: Play through: 73 hours 57 minutes (30% of the guide based on, other information based on this: 30%)

3rd: Play through: 68 hours 45 minutes (4% of the guide based on this, other information based on this: 50%)

4th play through: 93 hours 10 minutes (1% of the guide based on this, other information based on this: 15%)

+++++

## Optional Quests

### OA: Magrad

When you enter Magrad Meru will throw snowballs at you, and Rose will give you some background info on this place. Well anyway after this is over this area is pretty much strait through so go along the path. Snag the treasure along the way and continue to the next area. Now keep going along the path and into the next area. SAVE at the save point. Make sure everyone is at full health and then go to the platform on your left. You will get a sequence about Rose and Zieg. After the sequence is over you will see a sword start to moving. Well it's fight time

#####

### Optional Boss Fight I

Polter Armor, Polter Sword, and Polter Helmet

Element: All: Dark

Suggested Party: Miranda, Albert, & Dart

Other Parties: Rose & Kongol, Haschel & Meru

Difficulty: Medium - Hard

Item: Soul Eater (Dart's final weapon) & Smoke Ball

### Albert & Miranda

Kill the armor first to stop the magic attacks that are strong. After the Armor destroy the sword. It likes to use death attacks and when it dies it will kill someone. After the sword and armor take out the helmet with magic and strong additions. Have Miranda Start the special so that her star Children does more damage as well as her dragon. Have Albert use rose storm and Dart using Final burst on the armor then the sword. If one of your characters dies ( Excluding Miranda ) have Miranda use moonlight to bring them back if your in dragoon form. And if it is Miranda then wait until you get back to normal and bring her back

### Rose & Kongol

Ok Rose isn't as good in this fight as others but if you have Demon's Dance shes should be ok or hard blade at level 3 or 4 will do good. Kongol is a different story. Since he has a low magic defense he can be hurt bad by the armor but not by the sword. Have dart do what is mentioned above in the first party thingy but not fire off the special. Defeat the parts in the same order as in party ones fight.

### Haschel & Meru

Like before in all this teams matches you have speed on your team and you also have an advantage with Meru since she has a strong magic defense and Haschel has a decent one. Have Dart fire off the special at the begging and have him use the final burst or dragon which ever you choose to use, have Meru cast Diamond Dust to do good damage, and have Haschel use dragoon additions and if you want you can use magic. Have Meru cast Rainbow Breath when needed to, and have Haschel and Dart use their best additions and he should fall.

After defeating him you get the armor of your from the chest (it aint much better than saint armor but it has a good defenses from statuses so equip it to someone). After that equip Dart with the Soul Eater and a Therapy ring

to counter what the sword does and then leave.

#####

Now continue on your journey where I left off.

=====

#### OB. Dragoon Towers

This section has been written by Mmnascarfan & Agni

#####

Syuevil

Element: Wind

Suggested Party: Dart, Albert, Meru

Other Parties: Rose & Kongol, Haschel & Miranda

Difficulty: Medium to Hard

Item: Jade Stone

#### Party One:

Depending on your levels this can be hard. I suggest bring in the 40痴 to make it a bit easier. Syuevil has ever dragoon attack that Albert has which mean the dragon. This is where Alberts Jade dragon armor comes in handy because the dragon can kill someone if there energy isn't 稚 above half, but it doesn't hurt Albert at all. The reason Meru is there is to heal when necessary and because of her high speed she can attack when in between healing. Her high magic defense is also good here for the gaspless attack and the dragon attack. Just use strong additions and heal when necessary. Here just have Dart do additions and strong dragoon magic. He has about 9000hp in damage to kill him.

#### Party Two

With this party you can kill him faster because on Kongol but the dragon and gaspless can kill Kongol easily. So give Kongol the angel scarf or the phantom shield to make it so he doesn't 稚 die almost ever magic attack. Rose is ok here but she has no advantage here in anyway I mean except for the ability to heal everyone. Her final Addition can do decent but not great damage to Syuevil. With Dart have him use Blazing dynamo while Kongol uses Bone crush to do damage to him.

#### Party Three

As always you have speed on your side with this team so make use of it. This can be done by having Dart fire the special and having him and Haschel use their dragons and Miranda using her dragon when you need energy along with some damage. When in human form use your best additions with Dart and Haschel. The reason why this team should use the special is because it doesn't hurt the team in anyway like in the others. For instance Albert is no good as a dragoon because his dragoon attack is weaker than his final addition and his magic is useless except Rose storm which isn't 稚 needed here, and with Kongol he sucks in magic and his attack is weaker than Bone crush.

-----

An alternative strategy written by Agni to defeat Syuveil

#### SYUVEIL (Wind):

Recommended Party: Haschel and Albert.

Recommended Equipment: Jade DG Armor, Therapy Ring (Dart), Casque/Phantom Shield/Legend Armor if you have it.

Well, this one looks exactly like Lavitz and Albert, and as such, he attacks

just like them. I recommend doing all of these fights after you go through Zenebatos, as you will have the DG Armors. Make sure that Haschel and Dart have 500 SP prior to the battle, and if possible, try to have either Gust of Wind Dance, or Blossom Storm levelled up on Albert.

When the battle starts, do ~not~ fire off a Special. Instead, have Dart and Haschel use their Individual Dragoon commands. Do ~not~ change Albert into a dragoon. Why not? Albert will be invincible to Syuveil's spells, and Syuveil's physical attacks don't do very much damage anyway.

Even if you did change Albert into a dragoon, Albert's wind spells wouldn't hurt that much, and the dragoon attacks leave something to be desired, compared to a fully levelled up Blossom Storm addition. And, with an added bonus, Albert in his human form can use healing items when needed, unlike dragoon forms. Just wail away with Dart and Haschel's Dragon Spirit spells

(By this, I mean Violet Dragon and Red Eyed Dragon) and what you Could do, if you wanted to, is have a few Moon Serenades or Sun Rhapsodies on hand, and have Albert use em during the fight on Dart and Haschel so you can use those powerful spells multiple times. It does help quite a bit. Keep doing this and he'll go down rather easily.

#####

Dragoon Tower Fight 2

Damia

Element : Water

Suggested Party: Dart, Meru, Rose

Other Parties: Miranda & Haschel, Albert & Kongol

Difficulty : Medium

Item: Blue Sea Stone

At the very start of the fight have dart cast the special. After doing so use final burst on Damia and not the dragon they do identical damage. Have Rose use her dragon to do big damage and have Meru use dragoon additions and use rainbow breath if your energy gets to low. If you have Meru痴 Blue Dragon Armor then Damia will rarely hurt her. When out of dragoon form just use additions and she值 die if she is地 already.

Miranda & Haschel

With this team it is possible to kill Damia in 3-4 turns. To do so have haschel start the special and then use everyones dragon and then she值 die. But the reason that I did地 choose this as the main party is that with the other you have Meru and the doesnt get hurt.

Albert & Kongol

Ok it should be a bit obvious that this team aint that great for this fight because of their low magic defense. Even with dragoon armor protection they still get nailed by damiams magic attacks. And the other thing is their speed is nothing compaired to Damias. The only thing they have going for them is their strength and high hp but I need a team that can be fast , be average in every stat almost and can do decent to good damage to the oponent and these guys only have one of those things. but if you use them then have Albert use a speed up on Dart have Dart use the special and then try your best to not have them die cause there hp will get low and until you come out of dragoon form they cant heal so be careful!

-----  
An alternative strategy written by Agni to defeat Syuveil

DAMIA (Water):

Recommended Party: Meru, Haschel

Recommended Items: Dragon Helm (Meru), Phantom Shield (Meru, if you don't have one, take the Therapy Ring off Dart or Haschel instead), Blue DG Armor, Legend Casque (Dart!!).

Hello, Meru...erm....Little Meru. Wow, this girl's even younger than Meru...hmm....well, she looks like Meru, and fights like Meru. The Magic Spells suck when she uses them on Dart. They Hurt. Again, don't fire off a special, have Dart and Haschel pound her to death with dragoon spells and additions....I'd suggest giving Dart a bit of sunning....erm....Sun Rhapsody, I mean, in fact I'd buy about 3 or 4 of them from those nice travelling merchants just below the towers, and having Meru use em, just about every time Dart gets a turn, so you can Red Eyed Dragon her to death.

Whether or not to change Haschel into a dragoon, is questionable--his Omni-Sweep does more damage than his Violet Dragon spell, or his Dragoon Additions if fully levelled up, and I'm sure Hex Hammer would, too....never tried, though. Just be careful not to let your HP fall too low, if Dart or Haschel should get pounded with a spell. Meru, you don't have to worry about as she should have well over 2,000 HP with that Helm equipped, and she's immune to Damia's water spells, and Damia's physical attacks leave a lot to be desired, especially when she hits Meru with it. But don't let Dart's and Haschel's HP fall too low--this little chick is fast on her feet, sometimes getting double turns, even if Meru has Dancer's Shoes equipped.

Well, after you put her down, you're done with all of the dragoon fights. each dragoon gives you 6,000 EXP and some gold...about 3 to 400 I believe, and a Stone of their Color--Damia drops the Blue Sea Stone, Syuveil drops the Jade Stone, etc...these cut the damage you take from those elements by half and they are an accessory. Rather useless, IMHO, but oh well. Might as well take em. I fought these people mainly for the experience points, though. 24,000 combined EXP is nothing to throw away, as the game is rather slow in level gaining.

#####

Dragoon Tower Fight 3

Belzac

Element : Earth

Suggested Party: Dart, Albert, Kongol

Other Parties: Meru & Rose, Haschel & Miranda

Difficulty : Easy - Medium

Item : Golden Stone

Party One:

With this team its Pretty Easy. First have Albert and Dart become dragoons and leave Kongol normal. With Albert as a dragoon have him use his Gasplless atack and not the dragon ( theres no need to waste the extra 50 mp ) to do like 1500-2000 in damge depending on your level. With Dart use his Final Burst to do about 1200 in damage possibly more. For Kongol have him use his Bone Crush to do pretty good damage seeing how Belzac is weak to magic like Kongol and strong against physical also strong in physical and weak in magic attacks like kongol. After about 5 rounds he值l be dead if your team was as good as mine.

Party Two

This team is pretty good but low on hp which is the reason why they arent the main party. So give Meru the Physical Ring and give Rose the Dragon Helm to boost their poor hp. From the start have Dart fire the special and then use Final Burst to do good damage have Meru doing Freezing Ring or her Dragon and Rainbow Breath when your hp falls to about half. have Rose using her Dragon and

Dragoon additions, Astral drain isnt really needed here. If he is地t dead after your dragoon attacks for some reason just use regular addtions( hopefully you have their finals ) and he值l fall.

### Party Three

With this team you have speed on your hand so use it. Have Dart fire the Special and use Final Burst, then have Haschel use his Dragon the same goes for Miranda. But bout Miranda she is not great here other than her speed . She has poor hp so give her the Ring and something to boost her Physical Defense to stop from being killed in one attack or two in dragoon form. After using up your mp use Dragoon additions they ont do great damage but its all you have unless u want to use weaker magic which will do close to the same damage. But after awhile he值l die..... Again!

-----  
An alternative strategy written by Agni to defeat Belzac

Belzac (Earth):

Recommended Party: Kongol, Haschel.

Recommended Items: Same as Kansas

Well, say hello to Kongol's double. This guy, though, at least has a better vocabulary and speech pattern, and he looks as though he was a priest of some sort, or perhaps even a caretaker of an orphanage, perhaps. What was that, they say? Speak softly and carry a big axe? That'd apply to him.

Haschel's Violet Dragon spell can easily snip 2,000 hit points off of the boss, so I suggest, ~if~ Kongol (the one you will Not turn into a dragoon in this battle, see a pattern yet?) gets a turn, use the Sun Rhapsody on Haschel. If you really wanted to, I suppose you could substitute Albert for Haschel, but I personally think Haschel is a better choice, as putting Albert in the party would result in having two slow characters, and one medium agility character. Haschel's much quicker on his feet, and that's why he sees a lot more combat time than Albert. And Haschel's Omni-Sweep cannot be countered, where Albert's Blossom Storm can be countered, and in a Bad place, that isn't the easiest to continue the addition after the counterattack. All of these reasons combined makes me want to use Haschel instead. Oh, and Haschel's magic hurts more.

Just wail on him like you did the other two, he'll go down. He has a bit more HP, just like our friend Kongol when comparing him to the other party members, and your dragoon additions frankly aren't going to do much damage. The boss's spells aren't all that much to worry about, really....

BELZAC (Thunder):

Recommended Party: Haschel, Albert

Recommended Equipment: Therapy Ring, or Casque/Phantom shield/Legend Armors.

Well, here is Haschel's double. Just like with the fight wit Syuveil, don't fire off a special, have Dart and Albert change into a dragoon, and wail on him. His physical attacks don't hurt all that much.....but his Violet Dragon spell, if used on anyone but Haschel doesn't feel too good if you're not in dragoon form, but its not anything you can't heal from--there ~is~ a shop in Vellweb, afterall....just wail on him like you did Syuveil and he'll go down sure enough.

#####  
Dragoon Tower Fight 4

Kansas

Element : Thunder

Suggested Party : Kongol & Rose

Other Parties : Albert & Meru, Haschel & Miranda

Difficulty : Hard

Item : Violet Stone

If you want to do this fast and with out being killed I suggest using the special at the beggining and use Rose痴 Dragon to do large damage, for Dart use finla burst and if you have something on Dart and Rose to help there mp then this will be easier. Have Kongol using his Dragoon additions cause hell he值1 need the dragoon protection Kansas痴 dragon can kill him easily, it did 900 on Meru and like 2300 on Kongol in regular form so it could take 2 turns in a row which he can do and a possible 3rd turn. He痴 no weakling in physical attacks either he did about 400 to Kongol and 7 or 800 to Meru. Dart had about 600 in damage. He has about 13000 HP so it will take the average time on boss fights.

Albert & Meru

With this team do the same become dragoons at the start and use rose storm to cut his attacks in half. Have Meru using her dragon and Albert using Gasplless and for dart the final burst is great here. If your hp痴 get low use Merus Rainbow breath to heal have your hp痴. when rose storm is gone wait for alberts last turn in dragoon form to use it again so he值1 be ok in defense while getting his sp back. But you shouldnt even come out of dragoon form here but if you just do what I said.

Miranda & Haschel

If you have Haschels Omni-Sweep then he can stay out of dragoon for but everyone else should be one. Have Miranda using her bow until you need curing and then be a dragoon and use her dragon to get that large damage. After that have Haschel give her the Sun Rhapsody. For Dart have him use Dragoon additions they do the same in damage as the finla burst if you have his final weapon. Haschel should give Miranda and Dart Sun Rahpsodies and using Omni-Sweep or Hex Hammer.

Kansas (Thunder):

-----  
An alternative strategy written by Agni to defeat Kansas

Kansas- Lightning

Recommended Party: Haschel, Albert

Recommended Equipment: Therapy Ring, or Casque/Phantom shield/Legend Armors.

Well, here is Haschel's double. Just like with the fight wit Syuveil, don't fire off a special, have Dart and Albert change into a dragoon, and wail on him. His physical attacks don't hurt all that much.....but his Violet Dragon spell, if used on anyone but Haschel doesn't feel too good if you're not in dragoon form, but its not anything you can't heal from--there ~is~ a shop in Vellweb, afterall....just wail on him like you did Syuveil and he'll go down sure enough.

#####

=====

OC. Magician Faust

Magician Faust is located at the point where you had to fight Lloyd. Instead of going up make a right and he will appear. You will need the Vanishing Stone which you get from Martel after giving her 50 Stardusts.

#####

\*NOTE\* This Strategy was given to me by Mmnascarfan\*

Optional Boss Fight V

Magician Elder Faust

Element:Void



Suggested Party: Dart, Meru & Rose  
Other Parties: Kongol & Miranda , Albert & Haschel  
Difficulty: Hardest fight in game  
Item: Phantom Shield

Ok this is off what i usually use for party because meru is in there but she pays off here because of her high magic defense, Rose is a usual but better here because she has a good magic defense, and dart has a decent one. This fight is basically a physical fight for you so don't use magic attacks only physical. The magician will use 90% magic attacks and 10% physical attacks so make sure you have mastered all the final additions and have a legend casque on Dart and the other if you have one on Rose. This fight isn't easy by a long shot so be pre-paring for a long battle. The magician has 3 extremely strong attacks and if you aren't pre-paring they will kill all of you and even meru sometimes. You'll know them when you see them trust me they are like attacks you have never seen before ok.

#### Kongol & Miranda

Ok you have to have a legend casque on Kongol for him to survive even a sparknet. Yes that's right a sparknet ok. Miranda should be fine but pray for dart unless you have another legend casque. Miranda does about 500hp to this guy and kongol with a lvl.5 bone crush does ..... well to much damage if you ask me. Dart does good too but not like kongol. Oh and only have miranda become a dragoon for curing not attacking ok.

#### Albert & Haschel Give Albert

the casque to help his horrible magic defense and have him be a dragoon to use rose storm you will need it. Have Haschel omni-sweep his way through this battle and dart using blazing dynamo to do good damage and when Albert comes out of dragoon form have him use blossom( flower) storm to do major damage. This way will be harder because you can only heal by healing items and no magic type. So good luck on this fight.

You get 10,000 gld and 20,000 exp for beating him.

#####

Continue upon your journey!

=====

#### VIII: Character Bios \*Spoilers\*

(Someone informed using instruction manual bios is wrong, and it goes against Sony copyright. I felt that way to and decided to retype my own bios and add more info to them watch out there are some spoilers in the bios.)

=====

Dart:  
Sex: Male  
Birth Place: Neet  
Dragoon Spirit: Fire  
Age: 24

Dart is a great warrior, who has had a trouble past. He's is from a small village that got burned down. He is a loner but an honorable warrior, who knows what friendship is about. He fights for what he cares for and what he believes in. When Shana is kidnapped and his village is burned down he decided to go on this quest.

## My Dart Info

Dart, is a very good warrior with great stats. He is average with speed and power, he has the most weapons, additions and Dragoon Magic. He is the base of the game and you have to use him all the time except for a few short times without. 99% of the time he is here, and he is a pretty good character. In my opinion he wasn't a stand out hero, he was pretty average.

=====

Shana:

Sex: Female  
Birthplace: Neet  
Dragoon Spirit: White  
Age: 18

Shana is young but wise for her age. She is a long time friend of Dart and they grew up together. She feels now that she is of age and doesn't need Dart's protection any more. She is skilled with the bow and arrow, and has lethal aim. When she was kidnapped she joined the fight.

My Shana Info:

Bow and Arrow is the weapon of choice for Shana. She has a decent Magic Defense, and she is your 'White Mage'. She is very weak and she didn't use Additions so she wasn't a gifted fighter. She is best to use in "must" situations, and when she becomes a Dragoon her white magic will come in handy for those battles where you have no curative items.

=====

Lavitz:

Sex: Male  
Birthplace: Bale  
Dragoon Spirit: Green  
Age: 30

Lavitz is a 3rd generation knight, and like his Fathers before him were the top knights of the King's court. So Lavitz is Albert's best friend and chief man. He is gifted with the spear, and is valuable on your quest. He joins the fight while you are saving Shana.

My Lavitz Info:

Lavitz is a green mean ass kickin' machine! Lavitz is my favorite character he is strong, he has a good defensive rating, he has a slightly below average Magic Defense rating. In his Dragoon Form is basically unstoppable. Lavitz is a great character very noble and loyal, he can be fun at times and I liked him a lot.

=====

Rose:

Sex: Female  
Birthplace: Unknown  
Dragoon Spirit: Dark  
Age: 11,026

Rose is a gifted warrior, she is very smart and knows a lot about the Dragon Campaign and being a Dragoon. She is mysterious and for the most part ALL business, she doesn't care for trivial matters. She has an unknown attraction to Dart, and she joined the fight when Dart was in trouble.

My Rose Info:

She is hands down one of the best characters in the game, and certainly the strongest female. She has great Additions which can be learn near the beginning of the game. She is fast she is pretty powerful, and the only flaw she has is her low HP. She has some of the best magic and she has an awesome Dragoon Transformation. Her character was a very important one and she is probably one of the most used characters in the game.

=====  
King Albert:

Sex: Male

Birthplace: Indel's Castle, Bale

Dragoon Spirit: Green

Age: 21

This young man should be King of all Serdio. Albert, became a King when he was only 14 years old, and ever since then he has problems. He is close friends of Lavitz, and even picked up a thing or two from him. He joins the fight when he inherits Lavitz's Dragoon Spirit.

My Albert Info:

Since he inherited all Lavitz's power and ability at that point of the game he is a pretty handy warrior. Just like Lavitz, there are only small differences in Addition timing other than that this guy is just as good as him, and he never left my party once I obtained him.

=====  
Haschel:

Sex Male

Birthplace: Rouge

Dragoon Spirit: Violet

Age 60

He is a 60 years old but still going strong. He is wise in many ways, but at the same time quiet and indifferent. He has seen much in his years and offers his wisdom to the party, he is on this quest to look for his daughter who has been lost for 20 years. He joins Dart when they meet at the Hero Contest.

My Haschel Info:

The Fastest Male character in the game, he is quick fast and he hits pretty hard. He has some cool Additions to learn plus for his age he really gets around. Although he may seem soft on the outside when you see his true power it will amaze you to wonder how this guy does it. Well anyway even though he is great I really didn't use him since I like power base characters and he made a funny looking Dragoon.

=====  
Meru:

Sex: Female

Birthplace: Wingly Forest

Dragoon Spirit: Blue

Age: 16

She is young, naive funny dancer named Meru. Her soft look and strange way of dressing may fool most, be watch out she has a huge hammer waiting to decimate anyone who looks at her funny. She is brash and rude at times, but everyone needs the clown and certainly that's her non battling job. She joins the party as a guide but after seeing what these people are about she becomes a permanent member.

My Meru Info:



Falchion	26	
Mind Crush	34	
Fairy Sword	39	
Claymore	44	
Soul Eater	75	

=====

Shana/Miranda's Weapons

=====

Name	Attack	
Short Bow-	3	
Sparkle Arrow	9	
Long Bow	18	
Bemusing Arrow	24	
Virulent Arrow	30	
Arrow Of Force	40	
Detonate Arrow	50	

=====

Lavitz/Albert's Weapons

=====

Name	Attack	
Spear	4	
Lance	19	
Twister Glaive	28	
Glaive	37	
Spear of Terror	45	
Partisan	56	
Halberd	65	

=====

Rose's Weapons

=====

Name	Attack	
Raiper	13	
Demon Stiletto	18	
Shadow Cutter	24	
Dancing Dagger	30	
Flamberge	35	
Gladus	40	
Dragon Buster	100	

=====

Haschel's Weapons

=====

Name	Attack	
Iron Knuckle	20	
Beast Fang	31	
Diamond Claw	37	
Brass Knuckle	43	
Thunder Fist	49	
Destroyer Mace	55	

=====

Meru's Weapons

=====

Name	Attack	
Mace	15	
Morning Star	20	
War Hammer	25	
Heavy Mace	30	
Pretty Hammer	15	
Basher	40	

=====  
Kongol's Weapons  
=====

Name	Attack	
Axe	45	
Tomahawk	59	
Battle Axe	67	
Great Axe	70	
Indora's Axe	88	

X: Additions

Dart's Additions

%%%

Name	Sp	Damage	Lv Obtained	
Double Slash	35-35	150%-202%	Initial	
Volcano	20-36	200%-250%	2	
Burning Rush	30-102	150%-150%	8	
Crush Dance	50-100	150%-250%	15	
Madness Hero	60-204	100%-100%	22	
Moon Strike	20-20	200%-350%	29	
Blasting Dynamo	100-150	250%-450%	Max Out the First 6	

%%%

Lavitz/Albert's Additions

%%%

Name	Sp	Damage	Lv Obtained	
Harpoon	35-50	100%-150%	Initial	
Spinning Cane	35-35	100%-200%	5	
Rod Typhoon	30-100	150%-150%	7	
Gust of Wind Dance	35-35	200%-350%	11	
Flower Storm	60-202	300%-405%	Max Out the First 4	

%%%

Rose's Additions

%%%

Name	Sp	Damage	Lv Obtained	
------	----	--------	-------------	--

Whip Smack	35-35	100%-200%	Initial
More & More	30-102	150%-150%	14
Hard Blade	35-35	100%-300%	19
Demon's Dance	100-100	200%-500%	Max out the First 3

%%%

Haschel's Additions

Name	Sp	Damage	Lv Obtained
Double Punch	35-50	100%-150%	Initial
Flurry of Styx	20-20	150%-202%	14
Summon 4 Gods	50-100	100%-100%	18
5 Rings Shattering	35-50	150%-300%	22
Hex Hammer	15-15	200%-400%	26
Omni Sweep	50-150	300%-500%	Max Out the First 5

%%%

Meru's Additions

Name	Sp	Damage	Lv Obtained
Double Smack	20-34	100%-150%	Initial
Hammer Spin	35-70	150%-202%	21
Cool Boogie	60-200	100%-100%	26
Cat's Cradle	20-20	150%-351%	30
Perky Step	100-100	200%-600%	Max Out the First 4

%%%

Kongol's Additions

Name	Sp	Damage	Lv Obtained
Pursuit	35-50	100%-150%	Initial
Inferno	20-20	100%-200%	23
Bone Crush	100-100	200%-300%	Max out the First 2

%%%

XI: Dragoon Magic

Dart's Magic

=====

Name	Dragoon Level	MP Used
Flame Shot	Initial	10
Explosion	2	20

Final Burst	3	30	
Red Eye Dragon	5	80	
Divine D. Ball	Initial	50	
Divine D. Cannon	Initial	50	

=====

Shana/Miranda's Magic

=====

Name	Dragoon Level	MP Used	
Moon Light	Initial	10	
Star Children	2	20	
Heaven's Gate	3	30	
Silver Dragon	5	80	

=====

Lavitz/Albert's Magic

=====

Name	Dragoon Level	MP Used	
Wing Blaster	Initial	20	
Rose Storm	2	20	
Gasless	3	30	
Jade Dragon	5	80	

=====

Rose's Magic

=====

Name	Dragoon Level	MP Used	
Astral Drain	Initial	10	
Death Dimension	2	20	
Demon's Gate	3	30	
Dark Dragon	5	80	

=====

Haschel's Magic

=====

Name	Dragoon Level	MP Used	
Atomic Mind	Initial	10	
Thunder Kid	2	20	
Thunder God	3	30	
Violet Dragon	5	80	

=====

Meru's Magic

=====

Name	Dragoon Level	MP Used	
Freezing Ring	Initial	10	
Rainbow Breath	2	20	
Diamond Dust	3	30	
Blue Dragon	4	80	

=====

Kongol's Magic

=====

Name	Dragoon Level	MP Used	
Grand Stream	Initial	10	
Meteor Strike	2	20	
Golden Dragon	5	30	

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XII: Stardust Locations

Disk 1:

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1. Seles, Graveyard search the tombstones
2. Bale Center, the Well
3. Bale Weapon Shop,
4. Bale, Indels Castle, Main Hall, Fireplace
5. Bale, Indels Castle 3rd floor
6. Bale, Boat ride, Get off first door, wall
7. Bale, Lavitz House, Kitchen
8. Loan, Basement of the house up the stairs to the left, Fireplace
9. Loan, Strategy Room
10. 7th Knighthood, Fortress, Bed
11. Lohan, Library, Secret Door, Bookcase
12. Lohan, Dabas Shop, Armor Suit
13. Lohan, Screen Before Hero Contest, Basket
14. Lohan, First Screen, Jars near the guard
15. Kazas, First Screen, Room on the left,
16. Kazas, Mercenary Room, Near a Ladder
17. Kazas, Weapon Shop
18. Kazas, 2 Screens North of the weapon shop, in a room.
19. Kazas, Exit last room that had star dust, go down a ladder door on the right  
search the barrels near the stairs
20. Kazas, Same room with previous star dust, search the entrance

=====

Disk II:

- 21: Feltz, Bar, Near the entrance
- 22: Fletz, Roof of the building near the bridge
- 23: Fletz, Weapons Shop
- 24: Fletz, Jewlery Shop, Search Counter with jewels on it

- 25: Fletz, Item Shop
- 26: Donau, Well
- 27: Donau, Mayor's house
- 28: Fletz, Castle, Armor on the right
- 29: Fletz, Castle, balcony, Subroom,
- 30: Home of the Gigantos, Large room with the boss fight, Right torch
- 31: Queen Fury, Basement, Lamp Near Kongol
- 32: Queen Fury, Room before the room Albert is in, near a chest
- 33: Lidiera, Pier, Bigger House, a small area, in a cabinet
- 34: Fueno, Hospital, Painting near door
- 35: Fueno, Inn, Barrels underneath the stairs

=====  
Disk III:

- 36: Furni, First house on the right
- 37: Furni, Teo's house, Storage Room
- 38: Neet, Near the entrance
- 39: Wingly Forest, Guarahha's house
- 40: Wingly Forest, Pillar near the teleporter that takes you to Bardel's house
- 41: Deningrad (After Divine Attack), "Take whatever you like stand"
- 42: Deningrad (After Divine Attack), "Take whatever you like stand"
- 43: Deningrad (After Divine Attack), Hospital
- 44: Deningrad (After Divine Attack), Castle, Entrance to Shana's Room
- 45: Deningrad (After Divine Attack), Castle, Queens Chambers
- 46: Vellweb, Dragoon Towers

=====  
Disk IV:

- 47: Ulara, Near the flowers
- 48: Ulara, Weapons/Items Shop
- 49: Ulara, near the stairs, with 3 red flowers & 1 black one
- 50: Rogue, Behind the mayor's house

=====  
Martels Gifts:

10 Stardusts: Physical Ring

20 Stardusts: Amulet

30 Stardusts: Rainbow Earring

40 Stardusts: WarGod's Sash

50 Stardusts: Vanishing Stone

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### XIII: FAQ

Q1. I just bought Legend of Dragoon and don't understand it much can you explain the background?

A1. Sure, Legend of Dragoon is about the Divine Tree. The different diversities in each land, and these 7 Dragoons must put a stop to all the evil.

Q2. Jeez pulling off Additions sure is tough can you give me some help?

A2. Additions come naturally some people have some people don't. You have to get into a flow its like a 6th unexplainable sense when you hit the x button and get each blow right look at the chart and the character often helps to make more and more successful Additions.

Q3. I pulled off a few good ones but Lavitz's Gust of Wind Dance is killer I can't do it!

A3. His is pretty tough and I had some problems with it at first as well go with the flow of things here, you have to time the attack properly in order to do it. Especially after the spin that's the most difficult part the 3rd blow. If you can get that and the one soon after then it's easy.

Q4. I'm having trouble pulling off the Dragoon Additions!

A4: Look at it like as a regular addition just on a different scale it seems to go faster with each correct rotation the last one is the hardest one.

Q5. How do you time Dragoon additions, I get the 1st 4 right but I can't seem to get the last one.

A5: Last hit is very difficult you have to watch as it's at an 11 clock and tap X it will connect a lot when you do this.

Q6: Thanks I'm strait on Additions but does Shana ever get one, or gets better?

Q6: No, she never does she never uses Additions that's why I don't use her.

Q7: What do star dusts do?

NEW! A7: I decided to persue those Stardusts! Look at my New Stardust section!

Q8: There is some equipment that costs 10000 G. Is it worth it?

A8: Well actually it depends. If you are talking about things that give you automatic Additions if you aren't an Addition Whiz then this is a very useful thing. I didn't bother with the expensive items I'm too much of a miser.

Q9. Which normal enemy spills out the most amount of money/experience?

Money = Red Bird

EXP: Rainbow bird these can both be found while on the Queen Fury

Q10. How do you choose who to put in your party?

I'm a strength user I like the characters who are powerful. I used Dart and Albert/Lavitz through out the game, then I had Rose but she got benched when I got Kongol. I usually used her when I needed speed in the boss battle and Kongol when I needed raw power and a half defense percentage. So that was my base 4 Dart Albert Rose/Kongol.

Q11: How do you survive long drawn out boss fights?

A11: A lot of curative items are the best idea. You usually get to save before a boss battle I usually check everything about them if they aren't Void then I'll equip a character who has the opposite effect on them. For instance if the boss is of a Fire element I will put Meru into the rotation to keep things interesting. Basically a lot of blocking and having one character usually my fastest committed curing the party and getting a few hits in.

Q12: Where's the best place to gain experience in disc 1?

A12: Try and find Yellow Birds they are difficult to find but they have about 4Hp's and they run a lot. Use your fastest characters to prevent the escape.

Q13: What is Item Attacking Power?

A13: Well, Item attacking power is when you throw an item at an enemy and a small button comes up with the 100% next to it. Tap X really fast and it will get more powerful.

Q14: What if I missed a couple of stardust will I be able to go back and get them?

A14: Well, yes it is possible I tested it, you can get stardust. BUT if a event happened like Deningrad its impossible. But there aren't any star dust in Deningrad before the event.

Q15: What do I get for getting all the stardust, and what does it do?

A15: You get a Vanishing Stone and it opens a side quest where you fight a boss who gives a tremendous amount of cash and exp.

Q16: Hey you use Kongol a lot, I know for a fact Meru is stronger she has a 600% Final Addition!!111!! I am so smrat!!1!!

A16: Listen dummy, so what she has a final addition that powerful. Bottom line is folks look at the stats Kongol has a very high natural strength Meru doesn't. She needs a powerful addition like that to even give her power, Kongol doesn't. They are complete opposites everyone but Dart has an "Opposite character". Like Meru & Kongol are opposites, because Meru is weak, but great with magic and magic defense. Kongol is strong but is weak against and using magic.

Q17: Hey Dyse! How come this boss is a lot harder than you make it looked?

A17: Well to me in MY OPINION the boss may have been easy. For some people the final boss was for others, he was pretty easy. That's how I feel some bosses were very easy such as Super Virage while some people had a difficult time with it.

Q18: Hey where do I input codes in Zenebatos?

A18: At the Law Legislation, stand IN LINE, and wait don't go past the small hard to see gate thing. Tell them no for the first answer and yes for the 2nd question then input the code you wish to change.

Q19: How did you get Kongol's Dragoon Level so high? I was at the final fight and I had him on level 2, its impossible to get it that high? When you don't get it to the 4th CD!

A19: Because you can get it in the 2nd Cd.

Q20: Where do I get Kongol's Dragoon Spirit

A20: You get it in a seemingly easy place, but many don't know about. In Lohan from the man who sold you the water bottle.

Q21: I'm already in Mille Seasau and I'm no where near a ship is there any other way?

A21: Coolon takes you right there.

More Questions to come when I get them!

=====  
XIV. Tips

Some of this stuff you may know already and most of its pretty basic. This may be your first experience with a RPG so you probably don't know if it you never played one before.

I. Save Often!

I can't express this enough you should always save when you get to a new land or you encounter a point to save. I always saved before I went into a new town in this game, you don't know when you'll be thrown into a boss battle you are not prepared for!

II. The Inn is your friend!

The inn usually has a save point and it's usually cheaper than buying curative items.

III. Make sure you are using your most powerful additions before a boss Fight-

Even if you are trying to level up some of the weaker ones but when you hit a save point switch to your most powerful one's even if they are maxed out!

IV: Level Up Often!

This is mandatory in a RPG any RPG. When you reach a new area I say get everyone one level up or the characters you are using let them gain a level. So you can be prepared for a boss fight, if you try to blow through the game without fighting that many enemies then bosses will kill you each time. It's never fun having to leave a dungeon to go outside to level up then working your way through again!

V: Upgrade weapons and armor Often!

Make sure at each giving chance to upgrade your weapons and/or armor. Be sure to sell weapons and armor that you have upgraded. BUT a weapon like Dart's Heat Blade make sure not to sell you may need it again.

VI: Recovery Ponds and Areas are great Addition Exp. builders!

All through my and everyone's guide you should always level up and get your Additions here. Since when you get weak you don't have to waste magic or curative items.

VII: Easy Exp., G, and Dragoon Level!

(Thanks to John Case (caser1234@email.msn.com))

I have found a way to master all of the additions, get to dragoon level five, and earn all the money you want while not even being in the same room as your Playstation!

With this method if you wish to master the additions you must equip an UltimateWargod (Fighters Ultimate) accessory, otherwise all you need is a controllerwith an auto fire feature.

On disc three in the area called forbidden land (where you are looking for the Dragon Block Staff) there is an area where you will automatically be attacked by robots called spinning heads. These attacks will never end if you stand in one place, and it will take forever forthe enemy to kill you since their only attacks are status anomalies. Also thereis a recovery point very close by on the previous screen. All you have to do is go to this area and set your controller's attack button to auto fire. It is best to select the addition with the most damage or the most SP given for only hitting once. Your group will fight battle after battle without your assistance until you turn off the auto fire, because every time you are attacked the auto fire will automatically select the first option for each of your characters(which is attack).

If you equip an Ultimate Wargod (Fighters Ultimate) accessory your character will automatically do their addition and will quickly master it, with you not even in the room, "I do suggest you at least learn how to use each of the additions on your own though, since that is part of the fun of the game."

You only get about 30gd. and 99exp. for each fight; however, this can add up over a period of several hours. I've spent about 14 hours using this method, while only checking the progress, clearing theinventory, and healing every thirty minutes or so. I spent probably less thanthirty minuets total, actually in the room with my Playstation and have madeabout 40,000gd. Depending on your character's magic defense, attack strength, and speed you could stay here until the motor in your Playstation burned out, "if not for the inventory quirk mentioned below"

There are a couple of drawbacks you must attend to though. Occasionally you will receive an item upon winning a fight. If you do not get rid of these items every so often your inventory will fill up and when you get another item, your auto fire will not let the process continue until you select the discard option. Also you'll probably die if you leave you game unattended for more than two hours depending on your group.

This is the easiest way to get all of that pesky leveling up, money making, and dragoon advancing done without spending dozens of hours of your time. Just make sure you check on your group every once in a while.

PS: It is very important that you let your Playstation cool occasionally, don't do this for more than a few hours at a time.

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More Easy Exp Gold and Dragoon level!

By: Thomas Walgrave

email: twalgrave@home.com

I have found another place to be just like this one, but you should have at least 2 Ultimate Wargods (or one and the Wargod Calling, but if this is the case, give the Wargod Calling to the character who delivers the most damage.)

Completely exit out of the Death Frontier and return to the world map. Save of course. Equip your 2 strongest characters with the Ultimate Wargods and select the strongest addition you have with these characters. Armor these characters to their best. Take the 3rd character (most likely the one you're trying to increase levels on) and give it the Therapy Ring and as much good armor as possible. Re-enter the Death Frontier and go South through the first screen. When you arrive in the desert, stop, the monsters will automatically come to you. These monsters give you higher experience than the spinning heads in the forbidden land and can get you going very quick.

As with the spinning heads, check for your character health and inventory every half hour or so (this timing works if you retain 3 open item slots, if you have more, then you can check less frequently, if you have less, check more frequently). You really want your characters to have about 3500 HP to do this because these monsters occasionally get to hit you first and they tend to go after a single character and they damage you for over 100 each time even with fairly good physical armor. You want mostly armor that assists with physical attacks as these monsters rarely use magic. Take time out to save occasionally. Prior to this, you may want to fight your last battle and when there's only 1 monster remaining, simply guard everyone in your party until everyone's HP are maxed again, then attack.

Thomas Walgrave

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Another Good Exp place!

ok this location is a ---LOT--- safer but gives a lot less EXP and cash .. the good side is that you can leave it for an unknown amount of time (i went for 2 days strait around 50'000 g) if you're at a good level with good armor ... your chances increase if you have the "ultimate wargod" item on your most powerful/fastest character. Also you rarely receive items and most of the time you get "saphirre ring" out of your enemys witch you can sell for around 500 g (i sold for 500'000 of those ! bye-bye money problems).

the location is the road that leads from -south serdio- to the cross road that leads to the -twin casle- and -donau-. yes yes it's that long piece of road in the barrens.

First you need some rubber bands and 2 small pieces of eraser (or similar) and a turbo capable controller. Now you want to set it up so the |R1| button is on the fastest setting the |X| button on just about any setting you want then you want to keep the |down| button on the D-pad pushed down. (trust me it works) your character should now be running in the curve near the cross road but never going INTO the cross road ... then you'll fight pretty crappy

enemies ... hell i went from 30 - 40 in ther! ^^; i'm probably just lucky but that a spot you can leave your PSX on all night (have a fan near it so it cools down you dont want a burnet out PSX!!!)

More Tips when I think of them!

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XV: Thanks

I would like to Thank GameFAQs for hosting this FAQ

I would also like to Thank God for life.

I would like to Thank Happy Matt and his Legend of Dragoon Guide for getting me through the first time playing it.

I would like to thank Desmond Xie, and his guide. I used it to help me get all the stardust. And some other things I never knew about this game until I read his guide!

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I would like to thank all the mega cool guys at GameFAQs you know who you are!

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