

Wild ARMs FAQ/Walkthrough

by Saevus

Updated to v0.5 on Jul 27, 2008

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|           General Guide/Walkthrough for Wild Arms (PSX)           |
|           Version 0.5 - 07/15/08                                 |
|           created by illahae                                    |
|           contact me:                                          |
| https://www.neoseeker.com/members/email\_member.php?member=Pox+Americus |
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| Introduction|INTR1                                           |
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The idea behind this FAQ is to be a near-complete nitty gritty guide that will be as spoiler free as possible. Basic game controls and concepts (stuff that can

be read in the manual) won't be explained and the story will only be elaborated upon when absolutely necessary in order to progress (i.e. character names, locations, etc.).

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|Character Skills & Equipment|CHRS1|
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α-----α
|Tools|TLS1|
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-----
| Rudy | Tool | Acquired | Description |
|-----|-----|-----|-----|
|      | Bombs | Surf Village | Blow up boxes, rocks, etc. |
|-----|-----|-----|-----|
|      | Radar | Milama      | Temporarily highlights all treasure |
|      |      |              | in present location                |
|-----|-----|-----|-----|
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-----
| Jack | Tool | Acquired | Description |
|-----|-----|-----|-----|
|      | Hanpan | Start with | To obtain out of reach chests, |
|      |      |            | switches, etc.                 |
|-----|-----|-----|-----|
|      | Hook Shot | Pleasing Garden | Grapple onto pillars to clear |
|      |      |                  | gaps and other hazards        |
|-----|-----|-----|-----|
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| Cecilia | Tool | Acquired | Description |
|-----|-----|-----|-----|
|          | Tear Drop | Start with | Family Heirloom |
|-----|-----|-----|-----|
|          | Pocket Watch | Curan Abbey | Reset broken boxes, puzzles, |
|          |              |              | moved blocks, etc.          |
|-----|-----|-----|-----|
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|Force Abilities|FRCS|
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| Rudy | Force | Acquired | Description |
|-----|-----|-----|-----|
|      | Lock On | Start with | Increase ARM acc. to 100% |
|-----|-----|-----|-----|
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| Jack | Force | Acquired | Description |
|-----|-----|-----|-----|
|      | Accelerator | Start with | Increase RES to act first |
|-----|-----|-----|-----|
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| Cecilia | Force | Acquired | Description |
|-----|-----|-----|-----|
|          | Mystic | Start with | Evoke hidden power in items |
|-----|-----|-----|-----|
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|ARMS|ARMS1|
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| ARM | ATP | HIT | Acquired |

| Hand Cannon | 10 | 85% | Start with |

¤-----¤
|Fast Draws|FSTDR|
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| Fast Draw | Acquired | Range | Description |

| Psycho Crack | Start with | Single | Confusing blow |

| Sonic Buster | Mountain Pass | Group | Sonic slash attack |

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|Gear|GR1|
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|Weapons|WPNS|
¤-----¤

| Rudy | Weapon | ATP | Cost | Acquired |

| | Long Knife | +7 | - | Start with |

| | Long Sword | +15 | 210 | Adlehyde |

| | Bastard Sword | +25 | 500 | Milama |

| Jack | Weapon | ATP | Cost | Acquired |

| | Arctic Blade | +10 | - | Start with |

| | Chrome Blade | +17 | 220 | Adlehyde |

| | Might Blade | +35 | 530 | Milama |

| Cecilia | Weapon | ATP | Cost | Acquired | Mystic |

| | Mage Staff | +1 | - | Start with | Shield |

| | Magical Rod | +4 | 190 | Adlehyde | Blast |

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| Dream Wand | +10 | 480 | Milama | Sleep |
|-----|
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|Armor|ARMR|
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| Rudy | Armor | DFP | Cost | Acquired |
|-----|
| | Travel Vest | +5 | - | Start with |
|-----|
| | Hard Cloak | +9 | 205 | Adlehyde |
|-----|
| | Armor Vest | +16 | 480 | Milama |
|-----|
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| Jack | Armor | DFP | Cost | Acquired |
|-----|
| | Old Cape | +3 | - | Start with |
|-----|
| | War Coat | +7 | 220 | Adlehyde |
|-----|
| | Sun Poncho | +13 | 515 | Milama |
|-----|
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| Cecilia | Armor | DFP | MGR | Cost | Acquired | Mystic |
|-----|
| | Breeze Cape | +2 | +3 | - | Start with | Air Screen |
|-----|
| | White Robe | +4 | +4 | 145 | Adlehyde | Lock State |
|-----|
| | Mist Blazer | +5 | +8 | 440 | Milama | Reflect |
|-----|
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|Left Hand Items|LHI|
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| Rudy | Item | DFP | PRY | Acquired |
|-----|
| | Buckler | +1 | +4% | Lolithia's Tomb |
|-----|
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| Jack | Item | DFP | PRY | Acquired |
|-----|
| | Hide Glove | +1 | +4% | Memory Temple |
|-----|
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| Cecilia | Item |
|-----|
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| Holy Parasol | Absorb magic as MP | Memory Temple |

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|Head|HD1|

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| Rudy | Item | DFP | Acquired |

| | Bandanna | +1 | Berry Cave |

| | Metal Band | +10 | Milama |

| Jack | Item | DFP | Acquired |

| | Cowboy Hat | +1 | Memory Temple |

| | 10gal Hat | +10 | Milama |

| Cecilia | Item | DFP | Acquired | Mystic |

| | Capuche | +1 | Sealed Library | Analyze |

| | Cute Ribbon | +2 | Milama | Hide |

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|Runes|RNS1|

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| Rune | Guardian | Attributes | Acquired |

| Water | Stoldark | +2 SOR, +1 MGR | Sealed Library |

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|Items|ITMS|

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|Unique|UNQ|

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| Item | Attributes | Acquired |

| Moon Stone | Nullify Poison | Adlehyde Castle |

| Missanga | Increase Luck | Adlehyde Castle |

| Olive Branch | Nullify Disease | Mountain Pass |

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|Rare|RAR1|

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| Item | Attributes |
|--------------|---------------------------------------|
| Bullet Clip | Reload ARM |
| Magic Carrot | Recover 50 MP |
| Crest Graph | Bind magic to |
| Revive Fruit | Revive fallen ally |
| Power Apple | +1 STR |
| Hardy Apple | +1 VIT |
| Agile Apple | +1 RES |
| Mystic Apple | +1 SOR |
| Revive Fruit | Revive fallen ally |
| Lucky Card | Double Exp and Gella earned in battle |

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|Generic|GNRC|

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| Item | Attributes |
|--------------|--------------------|
| Heal Berry | Recover 200 HP |
| Potion Berry | Recover 1000 HP |
| Light Shroom | Cure Flash |
| Holy Symbol | Cure Bad Omen |
| Medicine | Cure Disease |
| Antidote | Cure Poison |
| Heat Salve | Cure Paralysis |
| Toy Hammer | Cure Forgetfulness |
| Violet Rose | Cure Silence |
| Small Flower | Increase Luck |

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|Event|EVNT|

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| Item | Acquired |
|------------|------------|
| Holy Berry | Berry Cave |
| Holy Medal | Milama |

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|Walkthrough|WLKTHRU
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|Prologues|PRL|
α-----α

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|Rudy's Prologue|PRLR|
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Surf Village -- A Wandering Youth

Items: Heal Berry x 2, Power Apple, Hardy Apple, Light Shroom, 25 gella

After a brief introduction to the creeping wasteland that is Filgaia and you assume control of our blue haired protagonist, take a few minutes to explore around town making sure you talk to all the townsfolk, everyone's favorite RPG pastime. Also check out all the barrels and boxes for gella or items, you can even toss one of the chickens for a Light Shroom. There's a Shop at the S end of town, make sure you buy a decent amount of Heal Berries, I'd say at least 10 for now. You don't need anything else from there at the moment. When you're ready head N to the Mayor's House and speak with Mayor Pifer and he'll give you the TOOL: Bombs. After he's done speaking with you you'll find your next destination is S to the Berry Cave. Exit town to the World Map. Before you head to the Berry Cave we're going to make a few preparations first. Head S past the Berry Cave and then go E to find the town of Adlehyde. Immediately upon entering town there will be a Shop to your left where you can purchase stronger weapons and armor than the ones you have currently equipped. Purchase the Long Sword and Hard Cloak for Rudy and don't worry about any of the other equipment for now. Exit back to the World Map and grind out one or two levels for Rudy to make the upcoming boss fight a little easier. You can rest up at the Inn in Adlehyde if you need to. Before we're done head N of Adlehyde a short distance to Lolithia's Tomb. There's two doors in the first room that you can enter to pick up a Power Apple, Sorcery Apple, two Heal Berries and a Potion Berry. Back in the main room climb the ladder and head through the N passage to bomb the wall and pick up the Buckler, a Left Hand Item (LHI) for Rudy. After that exit the tomb, save up and head to the Berry Cave.

Berry Cave

Items: Heal Berry x 4, Holy Symbol, Hardy Apple, Power Apple, Agile Apple, Bandanna, 400 gella, Holy Berry

Bomb the boxes in the second room for a Heal Berry and continue N. Throw the lever and continue S. Open the chest for 50 gella. Continue further for another chest with 50 gella. Bomb the sign to progress and continue N until you come to

another lever. Don't throw it until you bomb the large box blocking the statue. Do that and continue N. Read the sign about loud footsteps and bats. If you run too much you'll become cursed which raises your encounter rate. I suggest walking from this point until you get a Holy Symbol. Continue further S for a Heal Berry and Holy Symbol from the two chests. Continue N and after you descend the steps there is a cracked wall you can bomb to get 3 Stat Apples. Continue S and bomb the large box for a Heal Berry and then a little further for another large box with a Heal Berry. Walk E of the second large box to grab a chest with 300 gella. Continue S to the two levers, throwing the W lever first followed by the E lever. Exit S to grab the chest with the Bullet Clip and then save at the seal. Blow the N blocked passage and be sure to grab the chest with the Bandanna before you examine the Holy Berry.

-----BOSS
FIGHT! - ZOMBIE: 100 EXP, 200 GELLA

Attacks/Damage - Rotten Breath/medium-single

Be sure to only use your ARM when you have your Lock On Force charged, otherwise use normal attacks. Zombie uses normal attacks mostly but every once in a while he'll hit you with his Rotten Breath attack which does decent damage. Use a Heal Berry when your HP gets into the 40-60 range. Pretty easy fight.

You'll be taken back to the Mayor's House after the fight so head downstairs to speak with the Mayor. Afterwards exit town for the end of Rudy's prologue.

You'll be able to select a new prologue at this point but first re-select Rudy to take care of a few more preparations. Simply head back to Adlehyde in order to purchase Jack and Cecilia's weapons and armor. Purchase a couple of Medicines as well, save and then select Jack's prologue.

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|Jack's Prologue|PRLJ|
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Memory Temple - A Treasure Hunter

Items: Cowboy Hat, Heal Berry x 4, Hide Glove

This time around you're treated to a very gunslinger-esque introduction, a far cry from the sullen drawl we saw previously. When you assume control of Jack and his spirited companion Hanpan, make sure to equip Jack with his recently purchased items. Exit S to read the note and then go E and then N past the pit to find a switch and a *GASP* empty chest. Go back to the pit and head W. Continue until you come to two more empty chests and then head N. Use Hanpan to grab the chest with a Cowboy Hat, a Head Item (HI) for Jack. Continue around and go up the small N corridor you passed earlier. Check for another empty chest and go up the stairs. Move the blocks so you can pass, negotiate the spikes as you travel S and then finally grab the chest with a Heal Berry. Enter the W door and use Hanpan to hit the switch. Go up the stairs. Go E first, sprinting past the wall spikes. Grab the chest with a Heal Berry and move N. Move the blocks to hit the switch and backtrack W. Another chest with a Heal Berry and a flight of stairs to ascend. Save at the seal and move N after you exit the save room. Negotiate even more spikes and hit all the switches. Exit N. Here is an annoying little maze. Go N past the first set of spikes and then W at the second set. Head S at the next set of spikes for two chests with a Heal Berry and Hide Glove, a LHI for Jack. Continue N and exit at the door. Have Jack stand on one switch and hit the other with Hanpan. Exit via the portal that appears and then

examine the machine. After a brief exchange exit via the portal again and then exit the temple S for the end of Jack's prologue.

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|Cecilia's Prologue|PRLC|
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-----Curan
Abbey - A Girl from an Abbey

Items: Crest Graph, Mystic Apple, Heal Berry

We join Cecilia in a very dazed and confused state as she comes to terms with some unnerving hallucinations. When you assume control, exit the room and start heading E. Be sure to equip your new equipment and armor. Stop in the room with books all over the floor and talk with the student there. She'll tell you to get a Pocket Watch from Anje. First though enter the adjacent classroom and speak with the instructor to obtain a Crest Graph. Exit the room and then exit S down the outside corridor and into the kitchen. Examine the barrels to obtain a Mystic Apple. Continue onward and ascend the first flight of stairs you come to. Speak with Anje to obtain the TOOL: Pocket Watch for Cecilia. Exit the room and ascend the next flight of stairs if you wish to save. Exit the room and enter the next room you come across and speak with the woman to bind a spell to the Crest Graph you just got. I recommend getting Shield. Also, examine the barrels for a Heal Berry. Exit W and travel N up the corridor speaking with the student along the way. Head back to the library and speak with the student standing in the doorway. Afterwards examine the book on the floor. Exit the room and go back to the room you started in and speak with Sister Mary. Exit S back to the corridor and speak with the student again and exit S from there. Speak with the student next to the room where you bound your Crest Graph and then head back N past Sister Mary's room and enter S into the courtyard. If you examine the backs of each statue there are switches you can push. Push them and then arrange the statues so they are facing each other. Once that is done, stand in between them and use your Tear Drop. Exit N and walk up to the emblem and use your Tear Drop again.

-----Sealed
Library

-----Items:
Medicine, Heal Berry x 2, Magic Carrot x 2

Here you'll start getting attacked, and when you do stick with normal attacks which will suffice with these enemies in order to conserve your MP for the upcoming boss fight.

Head down the stairs and use your Tear Drop on the door. In the next room lift the boxes to find a switch and then descend the stairs. Keep moving until you come to a room with an orange crystal. Throw a box at the crystal to activate the door and grab the two chests for a Medicine and a Magic Carrot. Keep moving until you get to another room with an orange crystal. Throw a box at the crystal after first stepping on the switch. If you already destroyed all the boxes before activating the switch simply use your Pocket Watch to reset them. Grab the two heal Berries in the chests before you exit N. Explore the library, looking for three blue books to throw in the fire at the N end of the library. There are two chests, one in the SW corner and the other in the SE corner, containing a Magic Carrot and a Capuche, respectively. The Capuche is a HI for Cecilia. As you look for the three books you can read the books on the shelves if you'd like to. Some of them contain some pretty interesting information pertaining to the story. If you are having trouble locating the books they are found in the SE corner, the NE corner, and the NW corner. Once all three books have been destroyed, enter the door that appears. Take note of the W bookcase in

the next room. The book, "De Le Metalica", is a place we will be visiting later in the game and this book serves as a portal. Anyway, make sure Cecilia is healed up and examine the book on the desk.

BOSS FIGHT! - NELGAUL: 100 EXP, 320 GELLA

Attacks/Damage - Brutal Attack/high-single

Right off the bat, cast Shield on yourself twice to make this a cake fight. He uses primarily normal attacks for decent damage mixed occasionally with his Brutal Attack for some serious damage. However, using Shield twice will negate all damage from him allowing you to cast Flame every round until he is dead.

After a brief interlude you obtain the Water Rune and are transported back to the abbey. Once you've spoken with Sister Mary leave the abbey to conclude Cecilia's prologue.

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|Adlehyde|ADLHD|

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Items: Heal Berry x 3, Agile Apple, Power Apple, Mystic Apple, Heat Salve, Antidote, 57 gella, Magic Carrot

The next step after completing all of the prologues is to get your party together. Select Cecilia and head to Adlehyde. Speak with Emma once there to learn of an incident at Lolithia's Tomb. Her house is located in the middle of town and has an ARMs-Meister emblem on it. Agree to her offer and speak with Rudy to have him join you. Exit town and head NW to the Memory Temple to meet up with Jack. Once you have him enter the temple and examine the security device with Jack and enter the name, "Emiko", case sensitive. Enter the room but avoid the portal (it takes you back to the hologram you already saw) and use the Tear Drop on the door. Grab the three chests for two Crest Graphs and a Holy Parasol, LHI for Cecilia. The Holy Parasol is a fairly useful item but you can also sell it for a bunch of early cash if you want to.

Head back to Adlehyde and rest up, purchase items that you might need (like Antidote and Heal Berries) and upgrade Rudy's ARM if you have the extra gella. Explore around town for items and gella and speak with everyone as you go. Don't worry about the chest in the SE corner of town, you'll be able to get that in a short while. After your curiosity has been sated, head N to Adlehyde Castle.

Adlehyde Castle

Items: Moon Stone, Crest Graph, 200 gella

Continue N to the throne room and speak with everyone there. You can't head upstairs just yet but head through the W door. There is a door sealed by magic here that you need to open with a Duplicator Key which you won't obtain until a little later in the game. Continue on to the kitchen and enter the SW passage to obtain a Moon Stone. Head back to the kitchen and exit N. Walk to the far end of the corridor and exit S to the outside for a chest with a Crest Graph. Head back to the middle of the corridor and go S to a set of stairs to ascend. Once on the castle roof head N for 200g. That's all the treasure has to offer you at this time. Before you leave for Lolithia's Tomb stop by the Magic Guild to bind all of your Crest Graphs. I recommend getting Freeze, Armor Down, and Escape. Escape will save you from a lot of backtracking from dungeons and is extremely useful. At least get this one.

Lolithia's Tomb|LOLT

Items: Heal Berry x 3, Crest Graph, Revive Fruit, Magic Carrot x 2, Hardy Apple, 480 gella

Climb the ladder and enter the N passage to speak with Emma. Jump down to the main floor and head N. Use Rudy's bombs to remove rocks blocking your path. Enter the NW passage and bomb the rocks to find a switch. Use Hanpan to open the chest for a Heal Berry. Ascend the stairs and grab the E chest for 50 gella. Head W and jump down to hit the switch. Continue N and move the blocks to hit the switch and enter the door that opens for a chest with a Crest Graph. Backtrack to the ledge and head N. Climb up the E ladder and make your way N for a chest with a Revive Fruit. Head W to descend the far ladder and go E to jump off the ledge and bomb the rock to find a switch. Hit the switch with Hanpan when you're on the other side of the S barricade. Jump off the ledge and head W for a chest with 130 gella then make your way N again to exit via the N passage. Save at the seal and in the next room go straight through the first door you see. Push the blocks to get the two chests for a Magic Carrot and a Heal Berry. Use Cecilia's Tear Drop on the door to find a room with a plaque that gives a clue how to locate the boss. Backtrack to the room with the two chests and head down the SE passage to hit a switch. Go back to the barricaded chest for 300 gella. Descend the ladder and head W for a chest with a Hardy Apple. Head through the NE passage to a room with a demon statue. Examine its back for a switch to push. Move the blocks that appear into the four squares. Heal up and climb the stairs to use the Tear Drop on the door. Exit N.

BOSS FIGHT! - MAGTORTOUS: 120 EXP, 320 GELLA

Attacks/Damage - EM Laser/high-all

Have Rudy wail away with his ARM and have Jack use Psycho Crack every round. Have Cecilia cast Armor Down the first round and then use her to cast support magic the rest of the fight. Magtortous mostly uses normal attacks which still do decent damage mixed in every once in a while with his EM Laser which hits every one with high damage. Don't bother with Shield but if you have a free round with Cecilia cast Flame or Freeze.

After the fight go N and grab the two chests for a Magic Carrot and a Heal Berry. Walk up to Lolithia and examine her. Use Escape and go talk to Emma who is still in the same location.

A brief scene ensues and afterwards head back to Adlehyde. Save and then rest at the Inn.

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|Ruin Festival|RNFST|
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Items: Toy Hammer, 49 gella

Exit town E to enter the fairgrounds where the Ruin Festival is being held. There are a myriad of games to play that will award you with items ranging from Heal Berries to stat boosting apples depending on how you performed. In the center of the festival is a green-haired girl selling Small Flowers. Buy at least 20 or so of these as they increase your luck one level and are very useful for a variety of reasons. Take a moment to examine the displays before you go and talk to Emma in the NW part of the festival. Afterwards speak with the woman

in the NE part of the festival. Her son has gone missing and asks for your help in locating him. He is the kid holding a red balloon back in the middle of town. However do not speak with him until you are done enjoying the festivities. After you speak with him a brief scene will ensue. Cecilia will appear on your screen surrounded by enemies. If you go and rescue her right away, a 5 minute timer will start for when the castle gates shut. But if you wait you can save the villagers wandering around town she speaks of without a time limit. The more you rescue the more treasure you get later. After you have found all of the villagers walk up to the monsters surrounding Cecilia. Defeat them and talk to Cecilia. A timer will start but simply walk N into the castle.

Inside the castle go to the throne room and speak with the guard blocking the NW passage. On the next floor you can save and then ascend one more floor to visit the King's chambers. Speak to the King with Cecilia and once you're back in your room you need to sneak to the kitchen without being caught by any guards. Exit the SW door onto the castle roof. Go W then S very quickly to avoid the sprinting guard. Continue E, exiting the E door. Go N through the door and immediately sprint W and exit S into the kitchen. Talk with the chef and he'll open a secret passage for you leading to the castle cellar.

Castle Cellar

Items: Power Apple, Agile Apple, Hardy Apple, Mystic Apple, Magic Carrot x 2, 133 gella, Potion Berry

Save at the seal and head S. Go W at the fork and use Hanpan to grab the chest for a Power Apple. Backtrack and head E. Use Hanpan again for a Magic Carrot. Go N at the fork and then south at the next fork. Go W at yet another fork for a chest with a Hardy Apple. Go the other route at the last fork and then S at the next fork you reach. Use Hanpan to get the Agile Apple and go a little further for the chest with 130 gella. Continue back N from there and you'll pass three forks, always go N at each fork. At the fourth fork go E until you reach a chest with a Mystic Apple and then go S for a chest with 3 gella (Yay!). Backtrack back to the path o' forks. Head S, go E at the first fork, and E again at the second fork. Take the W path at the next fork and grab the chest with a Magic Carrot along the way. Heal up and save at the seal. Fortunately you've reached the end of the cellar but unfortunately you won't ever hear me use the word "fork" in this FAQ again. I promise. Exit via the stairs and grab the chest for a Potion Berry. Move the blocks and make your way to the center of town and speak with the surly looking lizard creature.

BOSS FIGHT! - BELSELK: 200 EXP, 0 GELLA

Attacks/Damage - Disrupting Flail/high-single, Spinning Flail/medium-all

Have Rudy use his Hand Cannon every round and have Jack use Psycho Crack every round you don't need him to heal. Have Cecilia cast Armor Down the first round and then stick to healing magic. Belselk will use one of his flail attacks or a taunt that does 0 damage every round. This isn't too rough of a fight if you're diligent about healing but Belselk can catch you off guard with his Disrupting Flail.

After the fight sit back for a touching and lengthy cut scene.

Adlehyde Castle

Items: Magic Carrot, Power Apple, Mystic Apple, 1600 gella, Missanga, Revive Fruit, Bullet Clip, Lucky Card

When you regain control head up to Cecilia's room to save and have her rejoin the your party. Then head S to speak with Minister Johan. There is a treasure chest in the room for each villager you rescued.

Leave the castle and back at town upgrade your ARM if you have the gella. Also you can donate gella to the committee at the Mayor's house for the reconstruction of Adlehyde. Save your gella for now but come back when you can afford it. Lastly, buy any equipment you might need, save up and head W for the Mountain Pass.

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|Mountain Pass|MNTPS|
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Items: Heal Berry x 2, Antidote x 3, Olive Branch, Crest Graph, Magic Map

Head N to the darkened room and make your way E to the staircase. Pick up the TOOL: Lighter for Jack. You can light lanterns to illuminate darkened rooms now. Continue N through the door. Light the lantern and grab the two NW chests for an Antidote and a Heal Berry. Head NE up the stairs and exit the door. Go straight into the next door and save at the seal. Head back out and go W to exit outside. Grab the chest E of the stairs for a Heal Berry. Continue W and Jack learns a Fast Draw hint for Sonic Buster. Head S for a chest with an Antidote and N for yet another. Exit W back inside the mountain. Light the lantern and head W then S. Use Hanpan to grab the Olive Branch from the chest and then continue E. Grab the chest for the Crest Graph and continue S. Bomb the false wall for the Magic Map before you exit. Once outside travel S to the town of Milama.

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α-----α
|Milama|MLMA|
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Items: Mystic Apple, Hardy Apple, 10gal Hat, Cute Ribbon, Metal Band, Violet Rose

Explore around town, being sure to buy new weapons and armor if you can afford to. Don't worry about the dog in front of the door in the SE part of town, you'll get access to that later. Stop by the Pub in the NE part of town and speak to the bartender with Cecilia. He gives you the Holy Medal as well as this password to be used at the Guardian Temple:

Light the fire at 2, then at 10.
When you light the fire at 6,
the doors will open at 12.
Go through the temple with the light.

When you're ready save up and exit town to head N to the Guardian Temple.

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|Guardian Temple|GRDTMP|
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