

Wild Arms FAQ/Walkthrough

by Dyse

Updated to v1.5 on Jun 13, 2002

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FAQ/Walkthrough for Wild Arms

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I. Revision History

6/13/02 Added tip by Judeca on how to get Ge Ratmos. Thanks

1/16/01 8:13 P.M. ET: Walkthrough Completed!

12/06 0.6 Well tomorrow in my time is 16 days later so there! Anyway I got some nice work done, i did a lot over the past couple of weeks but i haven't put it online.

11/20 0.56 Well, I'm back again for a smaller update. The most notable newness here is the fact that I fixed the problems with format. I got a little work done on a new section I will be back to do more tomorrow!

11/14 0.55 Yikes! I messed up huge on something in my new section whoops! Nothing new really just something out of place!

11/14 0.55 So sorry! I almost forgot about this guide! Well I wasted a full 100% day on it. Even though new games tempt me. I got a lot done today I think I may submit it before all you hang on-ers out there may have think I forgotten about it.

11/7 0.51 Now, much work done at all finally completed a section tweaked some things I'm beat...

11/4 0.50 Well I consider where I'm at the 40% mark of the game, but since the charts are up it's the 50% mark of the guide. Anyway I got some work done today is the bottom line.

10/30 0.45 Got some work done on a new section not as much as i wanted but oh well

10/28 0.4 Updates presume as normal

10/25 0.3 A lot of work was done this morning I got to the 1/3 mark, and since it took me all morning I'm tired.

10/24 0.2 Well I took some time off a lot of time well I need to get some more work done!

10/20 0.16 Well here we go I'm back for more guide work finally!

10/16 0.15 Like yesterday I got a lot of much needed work done today I've fallen behind because of personal matters but I'm doing a lot

10/15 0.1 Tons and more of guide work done today progress was great

10/10 0.06 I didn't feel like typing actual guide work so i put up the nifty charts

10/9 0.03 Got lots of work done today the layout is complete along with introduction and basic controls got a little bit of guide work done today.

10/8 0.0 Decided to start on FAQ

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II. Introduction

Wild Arms is one of my absolute favorite playstation RPGs. This game has it all intrigue plot twist and 3 awesome heroes on their quest to save the world of Filgaia. The sequel doesn't inbody the Fun and just overall completeness this one has. If you want more information about my thoughts on Wild Arms look here: <http://www.gamefaqs.com/console/psx/review/R11769.html>

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III. Basic Game Controls

Directional Buttons ^ v < > Move characters around and cursors

Select Button: If you have the magic map use this to bring it up quickly.

Start Button: Starts Game, plus changes the character who is the leader to the Tool that it is using.

Triangle: Calls up Field Commands, also pressing Triangle gives you a brief

explanation of a weapon or item.

L2 & R2: Scrolls up or down on the Item screen.

L1 & R1: Changes character focus on the item weapon screen.

X Button: Activates things, allows you to dash, continues messages, talks to people picks up boxes and does many other tremendous things!

Square Button: Use a Tool with it.

O Button: Cancels.

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IV: Walkthrough

When you select New Game, you will get a choice of 3 different scenario chose anyone you like:

A Wandering Youth

A Treasure Hunter

A Girl in an Abbey

1. A Wandering Youth

The game starts with the youth moving barrels. The man there has worked you enough and pays you. First he will ask for your name I named him Dyse, but you can name him whatever but lets keep the default name of "Rudy". This is a pretty poor villiage all they can afford to give Rudy for his work is a Heal Berry. Now it's time to explore the villiage see that funny looking parrot that's a Save point. Remember that now go around throwing birds smashing crates when you are done go See the Mayor. He is in the fairly large building near the NorthEast part of town.

The woman his wife I think will offer you to stay you are fully healed so you don't need it. Go up the stairs speak to Baldy up there he is Mayor Pifer. Mayor Pifer will give you bombs, which are indeed an awesome tool. You can blow up boxes large crates and the chickens' around town. Use a bomb on the dog to send him after you bombing the Save parrot will make the chickens chase you! This may be cruel but what else is there to do when you're bored? Anyway when you are about to leave a man will push you out of the way a local boy by the name of Tony has ventured into Berry Cave.

The mayor nor the random man will know what to do. So take matters into your own hands to save Tony, grab a few Heal Berries and save at the Save Point. Then leave Surf go strait down until you see a cave that cave is Berry Cave. When you enter Berry Cave head right blow up the crates for another heal berry. Now go left then up, and then follow the path going down. Pull the switch to get rid of the statue blocking your path. After the statue is moved make a left turn where the crates are then go down. Open the chest along the path both chests contain 50 Gella.

After the second chest head north, and blow up the warning sign. All the warning is you're are about to face more powerful monsters. Now you will see a Big Crate and a statue blow the statue up first then pull the level to your left. Now go into the doorway go right then down. Read the sign DO NOT RUN IN THIS AREA, just walk. Walk along the southeastern path until you reach a sign and a treasure, which is a Holy Symbol. In case you did decided to Dash use it

to cure the Bat effect. Keep following the path that winds to the north. Go down the stairs to your left and grab the item and continue left.

Now look to the north for a funny looking wall blow it up and you will be in a secret cave. Get all 3 treasures and leave the cave. Now head south there should be two levers pull the one on the left then the right then the left again. Now the statues will be gone and continue going south then go through the exit. Now go through the exit and get the treasure you should see an unnatural looking star on the floor of the cave. That's a Dungeon Save Point, so Save your game and continue going left. Then go to the North you will see a person there he is Tony, he tells you the Holy Berry is right behind the wall.

Bust the wall open continue on and you will be on wet ground, open the treasure to your right, it's a Bandana equip it immediately and continue going up. You should see a flashing grave up north and some berries right next to it. Tony will take the berries and thank you. As you leave the grave will shake and so will everything in the 5 mile radius. Now the screen will shift to the first part of the cave where you came in the cave at. Everyone will be relieved that Tony is safe. Suddenly a strong gust of wind will come out and alert everyone a huge monster will appear and he looks mad. Now it's your first boss fight!

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Boss Fight I.a
Zombie
HP's Est. 850
Difficulty: Easy

Zombie isn't that hard to beat despite his enormous size. The key here is to try not to let your HP's fall too low. If they do you should have gotten enough Heal Berries so that won't even be a factor. Hopefully you didn't waste all your ARM ammo unloading about 7 bullets will kill this clown. If you did waste some refill when you run out you should have gotten a bullet clip. He attacks normally and he also does Rotten Breath, which is slightly stronger than his normal attack neither of these will kill you but two Rotten Breaths may send you to getting a Heal Berry. You should be able to drop him with no trouble though.

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Instead of the townsfolk basking Rudy in layers of Heal Berries and naming him the new mayor their small town ways think Rudy is a threat. The 'ARM' Rudy carry is a forbidden power. He has brought a Bad Omen over the village of Surf. They also blame Rudy for the earthquake that happened when Zombie came out of his grave. They will want to judge Rudy for his crime agree to be Judged and the screen will shift to the top floor of the Mayor's house. Go downstairs and the mayor catches Rudy to eavesdropping. They ask Rudy to leave so that's what you do, People will be very unfriendly and you can't stop at the store he won't sell to you. So just leave when you do a message will come up about Rudy and what will become of him. You will get a Scenario prompt chose one and continue.

2. A Treasure Hunter

The game starts off with the Treasure Hunter and his Rat like Spirit Companion who is named Hanpan. The Treasure Hunter will want to explore Memory Temple but Hanpan thinks it's a waste of time since other Treasure Hunters have already checked the cave ruins. After the conversation the Treasure Hunter will automatically go into the Temple. There will be a large machine there it will ask for the password, the Treasure Hunter decided to see if his name would work.

This is a name prompt I named him Stryfe you can name him whatever you want but for guide sake lets keep the default of "Jack". Of course Jack isn't the password so you will be dropped into Obyss below. Now you will get some info on Jack Van Burace, how he is a treasure hunter and how he searches for 'Absolute Power' and how he is a master of the Fast Draw sword technique. But I was more interested in the cool scenes of him avoiding all the traps. Now you will be able to explore. Go down read the note and head the right then go up. Step on the switch then go back down.

When you see the whole go left the go up. Then go up the stairs. You will see 3 boxes push one out of the way and run strait down to avoids the spikes, exit right through the path and ignore the treasure. Step on the switch then go back head then go up the stairs. Run to the left and get the treasure, now go to the right through the door. Walk around the huge holes until you reach 5 blocks. Push the one in the middle off and use Hanpan to set the switch. Now walk back down into the first room. Go left and enter the new passageway. Go to the strange star on the floor that is a SAVE point SAVE there.

Then head down out of the room go up either right or left path and run strait pass the floor spikes. Now go left then down then left down again, now get the treasure it has a Hide Glove in it equip that immediately. Then go north you will be in a room with two floor switches and a note on the wall. Stand on the Left switch and have Hanpan run to the right switch now a portal will open up in the middle of the room. Check the huge machine in the middle of the room. A hologram of an Elw will appear. Then Hanpan will explain to Jack some information about the Elws and their advanced technology.

The Elw will speak strait into Jack's mind, the Elw will foresee Jack not to go looking for Lolithia, because she is 'Absolute Power'. Jack wants the 'Absolute Power' which is in the Land of the Light. Hanpan says that the Land of the Light is a translation for Adlehyde. Go back to the portal and you will be at the entrance room of the Memory Temple. You will then get a message the message speaks of Jack's past slightly and what's to become of him at this point it will not make since to you so I will skip it.

3. A Girl From an Abbey

When the game starts you will get a message about the 'Innocent One'. Some very cool light effects will happen, the voice will ask for her name after some persuasion The Girl finally tells the voice you will get a name prompt. I named her Sonya you can name her whatever you want but for guide sake we'll keep the default "Cecilia". Now an image will appear and it tells Cecilia that that the power is in a book. The image will keep telling her that she is the 'Innocent One', then it will repeat her name quite a few times. Then Cecilia will wake up in classroom.

You will now find out that Cecilia is actually a princess and she is due back in Adlehyde because she turned 17. Her classmates will tell her to go and tell everyone goodbye. When you can control Cecilia head right into the room with the books on the floor. Speak to the guy in the room, he was looking for a book and he has made a mess he wants you to see Anje about a pocket watch that can reverse time. Now exit the room and go down through the doorway keep going down until you see a kitchen. Now go left and up the stairs, then go right. Enter he room with the woman inside of it.

The woman is Anje she will want you to help her wit ha test before she gives you the Pocket Watch. She has a Guardian Stone she wants to see if the teardrop reacts to it. (The teardrop is Cecilia's tool if you didn't know.) Use the

teardrop near the rock and it will glow a brilliant red color. Anje will thank Cecilia and let her have the pocket watch. The Pocket Watch can reverse time so if you have moved stones or broken boxes that you weren't suppose to the pocket watch will take you back to the doorway and everything will be back to normal. Now go back to the room where the guy had the books. He will be waiting in the doorway and he will ask you to do it for him.

Cecilia will do it automatically, there will still be one book left on the floor. The screen will fade and the voice from Cecilia's dream will speak. The voice will want her to seek out the 'Sealed Library'. Now you will once again have control over Cecilia head back to the first room where Cecilia woke up in. Cecilia's classmates will tell her to see Sister Mary. She tells Cecilia to go and find the Sealed Library on her own. Now leave her and go through the left pass speak to the girl there, then go down into the next room and speak to a girl there. They both will mention the statues in the courtyard.

Now go back to the hallway the classrooms are in and make a right, and out through the middle passage you will be in the courtyard. Check both statues for switches. Move them so the left one will be on the right, and the right on the left. Now use the teardrop in the middle of the two statues a light will go around Cecilia then fly into the Abbey. Now go back into the Abbey, the light will flash on the wall and a message will appear use the teardrop here Cecilia will be transported automatically to the Sealed Library.

When you are in the Dungeon place go down the stairs and use the Tear Drop go through the doorway, break the upper right box to reveal a floor switch, step on it to the open the path. Now go down the stairs and through the doorway. Now take the first and hit the crystal with it gets the treasures and exit, through the pathways. Now go down the stairs and through the path. Break the first 2 crates take the 3rd crate and don't break it, press the button on the left a Crystal will appear hit the crystal with the crate. Now get the treasures and go through the doorway.

You should now be in the 'Sealed Library', you have to find 3 books and throw them into the fire to the north. The first book you should get is top your right up the stairs take it to the fire which is up to the north near the middle. From the fire go down the left stairs make a left and get that book and throw it into the fire. For the third and last book go strait right all the way at the end of that platform the fire is on and throw that into the fire. Now a doorway will open, go into it. When you enter a book will be on the table near the bottom of the room, examine it a monster will pop out who was sleeping it's fight time!

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Boss Fight I.b
Nelgaul
Hp's Est 420
Difficulty: Easy

Other than Brutal Attack this guy is a Brutal Attack this guy is a wimp. He will always do the regular attack and barely do Brutal so burn his ass! Keep using Cecilia's Flame Magic on him to ultimately wear him down. Cure or use Heal Berries and Magic Carrot's when necessary it probably will need to use a Magic Carrot because Cecilia is quite weak physically. After a short battle he will die.

=====

With Nelgaul gone the Shadow figure from Cecilia's dream will appear. The Shadow will tell Cecilia how he was locked up in that book for centuries and he knew the 'Innocent One' could free him. He will also go on and tell you the

woes of Filgaia. He will then tell you he is a Rune he says that the battle to claim Filgaia starts with 'Lolithia'. You will be transported back to the Abbey. Sister Mary will greet Cecilia, she will tell you that woman of the Adlehyde family could hear the Guardians and how no one understands why they do but there are people in the world to help Cecilia cope with it. Now leave the Abbey, you will get a message on Cecilia's feelings.

4. Meeting at Adlehyde

Party Levels: Rudy 3, Jack 3, Cecilia 2

Chose Rudy and go back into Surf. Save at the Save parrot and go back out. Go South and then go west. Go to the wagon they have a few useful items there like Heal Berries get some if you are without them. Go right until you reach a four way split then southeast until you reach a Castle structure that's Adlehyde. Enter it and go to the Save Parrot Switch to Jack. Now from the Memory Temple go right then up, keep right until you reach the sign. Now go to the Southeast and you will see Adlehyde.

Enter Adlehyde Rudy will still be at the Save Parrot. Now here it is folks in contrary to popular belief this is one of the only times Rudy will speak during the entire course of the game, he will only speak maybe one more time after this and this must be a Glitch. Rudy Says "Let me know if you hear of a good adventure". It's not much but he did speak. Now go to the Save bird and switch to Cecilia. From the Curan Abbey go north and across the bridge. You will see a sign to the north go north then northeast and you will see Adlehyde. Speak to Rudy and Jack who is still be the Memory Bird, Save with Cecilia.

Speak to Rudy and Jack if you want Rudy will not speak here though. Now speak to some of the town folks don't buy weapons for Rudy and Jack or anything for them because you might not know if they already have them buying for Cecilia is ok. No one realizes that Cecilia is the Princess. When you are finished speaking to people head into the castle go strait until you reach the large room in the castle. That's the King's throne room speak to King Adlehyde he will recognize Cecilia. Cecilia will tell him to keep it between both of them. Now explore the castle you don't have to if you don't want to.

Now leave the castle and head to the town, go to the house with the Tool on it. Go up the stairs and you will see a woman her name is Emma, when you speak to her 3 men will barge in and speak to Emma about a mishap at the excavation site. Supposedly someone blew up a wall and monsters appeared and they hurt a few on the workers. Professor Emma will worry because no one has Miltia experience in Adlehyde she will ask Cecilia to go and check it out because she is a Mage. She will pay Cecilia 500 dollars if she goes into the cave and stops the monsters. She also wants Cecilia to find two other to help her. Go back to the Save Parrot Rudy and Jack are still there speak to them allow both to join the party, now the 3 will be together.

5. Lolithia's Tomb

Party Levels: Rudy 3, Jack 3, Cecilia 2

Now Leave Adlehyde go north and enter the first cave that's Lolithia's Tomb the excavation site. Speak to the man inside and go into the doorway on the left there should be some goodies inside. Then the one on the right side also has treasures in it get them as well. Now go up the ladder and go around the right pathway until you get into the room with Emma in it. Blow up the wall behind Emma and get the Buckler from the treasure chest now go back to the room Emma was in. Now speak to Emma now go out of the room push the man off the ledge by speaking to him. Notice that there was no guardrail there?

You can jump off ledges like these so remember that so jump off the ledge. Now go through the middle doorway and the men will let you pass. Allow Rudy to be in the front of the party and have him blow up the rocks. Enter the doorway and keep north, now go through the right doorway. Blow up the rocks to your right and a floor switch will appear. Step on it and a and go all the way to the left. a yellow treasure will be waiting. Now uses Hanpan to get it Yellow Treasures are explosive. Now go through the doorway get the treasure to your right and go left and up have Rudy destroyed the rock. Follow the path and go through the doorway. Head to the North and go through the doorway.

This part isn't as hard as it looks, because when I first seen it looked difficult. Go to the right side and destroy all the rocks there then make your way to the middle, jump off the ledge destroy the huge rock and step on the floor switch. Now switch to Jack and have Hanpan reset the switch. Now go to the doorway and the block is down and you can enter. Go up the ladder and save at the save star. Now go to the upper right doorway to get the treasures push the blocks against the wall now get the big metal door have Cecilia use her Tear Drop to open it.

Now read the sign and go back to the main hallway head to the right exit and step on the switch. Exit there and go through the middle exit. Go right and continue up, until you reach a large room with a statue in it. Go behind the statue and press the button. 4 Blocks will appear move each block on the squares around the statue. Some stairs will appear a huge doorway will be there have Cecilia use the teardrop here. Walk through and Magtortous will appear.

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Boss Fight II
Magtortous
HP's 2000
Exp: 120 Gella 320
Difficulty: Almost Easy

Magtortous isn't really tough but if Rudy is without bullets then it is very tough. Have Jack use Psycho Crack on it, have Cecilia use a Black spell like Flame or Freeze whatever does more damage. Magtortous does two types of attacks Regular and Emlaser. He will crank out Emlaser all the time when he hit's Half energy, you will need Cecilia to heal and Mystic Heal Berries like nobodies business. Eventually after a long battle he will die.

=====
After the fight proceed into the doorway. Get the treasures and walk to the huge metal robot. After a group conversation Hanpan suggest notifying Emma of this. If you got Escape Magic with a Crest Graph than use it, if not then run all the way back through be sure to save at the save point. It is easier to get back through this time, and be sure to get Escape magic with your next Crest Graph! Now speak to Emma and you will be automatically brought back to where the Golem was. The crew will get the Golem out of there she will tell you to come back tomorrow for the lousy 500 Gella.

6. The Festival
Party Levels: Rudy 6, Jack 6, Cecilia 5

You will be automatically outside of Lolithia's tomb speak go back to Adlehyde, Jack will mention him and Hanpan are going for more Ruins and are leaving after they get paid. Save at the Save Point, and go to the inn buy a room, and Cecilia says she has to go and she will meet you at the Festival in the morning. Now it's just Rudy and Jack when you wake up. Equip them with better

weapons and go into to the Far East part of town that's where the Festival is being held. Go to the north part of the Festival and you will find Emma to collect your 500 dollars it's worth it, you will have fun.

Now the main point to a woman in the east who has lost her child who had a red balloon. You can do that when you are done playing let me talk about the games they have here! In the North Eastern part you will find a basketball game sort of. You take the ball and you try and hit the center, you can net some good prizes here in particular a Secret Sign, more than likely since the ball sometimes bounces to the sides or too far ahead you will miss and get a lameo or no prize. On the left of this one is a game where you have to stop running before you hit the wall a great reflex challenge, and you can net a Magic Carrot from this game.

I say net 10 magic Carrots and forget this game. To the southwest is a cheesy race game with records made by guys who wasted all their dough on Mole Catching. This game is for the cheapo who ran out of money and doesn't want to leave the fair. Beat the record and leave this sad game, now head over to the right they have a Mole Catching game. This game rocks on regular basis. You can get apples here, Apples are worth the money and it's quite easy to get them try and net power apples. Personally I sold all the Secret Signs I won from the ball game, and had about 30 power apples, which helps a lot.

When you're done screwing around in the fair and spoke to the woman about the lost kid and got your dough leave the fair and go back to town. Go near the center and you will see the kid with the red balloon and speak to him. Suddenly the sky will get dark and it will start to crack in one huge spot. The sky will fall on the town and monsters will be everywhere!

7. The End

Party Levels: Rudy 6 Jack 6 Cecilia 5

Now avoid the monsters and round up the people there are 10 of them, check every part of the town except the northern part where Cecilia is. Now when you get 10, go see Cecilia. Monsters will surround her. After you defeat the monsters Cecilia tells you have 5 minutes to round up all the people, if you got there people first just proceed into the castle. When you enter the castle you will see a large demon named Belselk speaking to two other monsters about the 'Tear Drop'. After the sequence you will be in the entrance of the castle. Go to the throne room, the King is in his chambers.

The King chambers is on the 4th floor of the castle. When you get there have Cecilia as the leader of the party because King Adlehyde wishes to speak to her. In the middle of the conversation a guard will barge in and tell the king that a monster wants the 'Tear Drop'. Cecilia will want to give it up to save the kingdom, but King Adlehyde will be against it. He will then force Cecilia to stay in her room. Logic now flies out the window because the King is letting two guys who he has known for 2 seconds stay in the room with her :D. Anyhow there is a Save parrot in Cecilia's room so save there.

Leave Cecilia's room and go left and to the balcony like area. Switch to Jack or Rudy because the guards are more relaxed towards them. Go down and follow the path try to dash through this because a guard may chase you. When you are going up make a right in the first fork you see then keep right into a doorway. Go down the stairs then go to your left keep going that way until you see the kitchen. The kitchen chefs will not say try and capture Cecilia because they don't know that the king wants her to stay in her room. Speak to the chef in the back he will tell you about a secret cellar that you can escape the castle with.

When you drop Save immediately. Go down until you reach a fork then head right. Follow along this path until you reach another fork, now go to the Northwest. Follow along this path until you reach another fork, go left to get a treasure i think a Magic Carrot, or go down to continue. Destroy the boxes and head right continue taking all the right forks, then you will come at a hallway like forks make a left. You will find a Save star SAVE and go up the stairs. Now you will be back in Adlehyde. Go near the middle of town where you previously saw Belselk, Belselk will demand the 'Tear Drop' and Cecilia will hand it over. But Jack speaks of revenge and wants to fight Belselk!

=====
Boss Fight III
Belselk I
HP's Stops after 2000
Exp: 200
Gella 0
Difficulty: Very Easy

This is one of the easiest fights you will get into he taunts 95% of the time so bash this asshole. He will occasionally Spinning Flail which will occasionally do major damage. If he does I'm sure Cecilia will be able to Mystic a Heal Berry and keep the attack up and keep damaging him as much as humanly possible. After 2000 he will stop fighting and go away.

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Monsters will take the Golems away, I did not know why at this point. Then the screen will shift back to the castle, Cecilia will tell her father about the 'Tear Drop'. She will vow to reclaim it, she will then ask for Jack and Rudy's help. Jack will decline because he doesn't trust royalty. She will ask for Jack's Sword and she will cut off her hair. She then explains to Jack how she is lonely and if she told him she didn't want him to feel distant. The screen will shift to the outside and you will see a funeral progression and the credits will roll. WTF? Is the game over? I wasted good money on this short game...Of course the game isn't over! That was the longest Prelude in Video Game history. Now the real quest begins!

8. New Beginning
Party Levels: Jack 7, Rudy 6, Cecilia 6

You will be back in the castle Rudy and Jack will be together, they must fetch the princess. Her room isn't that far away, so you should be able to make it there. When you see her she changed her outfit she looks more like a "normal girl" than a princess does. Ok SAVE at the parrot then make a right into the room where the guard is at Minister Johan will be waiting for you. He will tell you to go through Mountain Pass to get to Milamma. Snag all the treasures waiting you and exit. Leave the castle speak to the people of Adlehyde, go to the Mayor's House, If you don't know which one it is that's the large house near the center of town, speak to the people inside.

They have a restoration committee there pump 500 Gella into it the minimum fee if you have it. Now leave town, and go Northwest. Until you see the sign then go Southwest. Go across the Bridge and you will see it. Enter Mountain Pass after you leave the first room with the guards you will be limited to a circle view. Now go up until you see a lantern there is nothing you can do with it so go left. When you see some Red Grass, the red grass has thorns, which will damage your whole party. Now go up, and a yellow thing will be blocking your path it's a lighter a tool Jack uses.

Walk back to the where the lantern was and light up the room. Head back to where you picked up the lighter and walk up the stairs. Make a left then light the next lantern and go through the doorway. Go to the cave on the right and save at the SAVE star. Exit the cave and you will be on the outside part. Go left then down the ladder then go down a set of stairs. Jack and the rest will feel a strong gust of wind. Jack will realize he can harness the power and you get a new Fast Draw Sonic Buster.

Now continue left and down the stairs, both flights and go left again. Now make another left and down the stairs again. Then make a right and down another flight of stairs. Go left then inside the cave. Go up and towards the right slightly and light the lantern. Now make a left then go down and have Rudy destroy the rocks. Now keep going right then go down until you hit another lantern, light it and proceed down, until you hit a fork go left. Light the lantern and go and get the crest graph. Now go back right then go strait down. Go to the right and blow open the cave gets the treasure, which is a Magic Map. Now exit out of the cave.

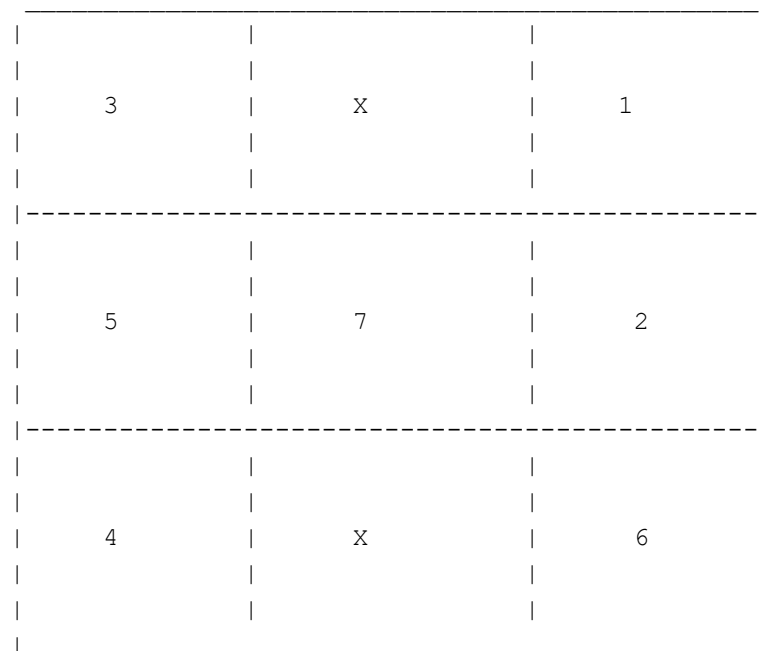
9. Milama and the Guardian Temple

Party Levels: Rudy 8, Jack 8, Cecilia 7

Go down pass the sign and pass the forest and you will reach Milama. Go up the right set of stairs reload rest and SAVE. Now go back down the stairs the main place in this town to go is to the pub. Speak to the bar tender he will want to speak to you when everyone leaves. After the party eats he will be ready to speak to you. He will first give you a medallion and a password. Jot the password down in case you didn't here it is:

'LIGHT THE FIRE AT 2 THEN AT 10 WHEN YOU LIGHT THE FIRE AT 6 THE DOOR WILL OPEN AT 12 GO THROUGH THE TEMPLE WITH THE LIGHT'

Now exit town and go across the bridge to the north, when you enter Guardian Temple go up the right set of stairs. Now look at the 12 lanterns it resembles a clock right? Light up "2", then "10" then "6" then 12 then they all will light go back to the main entrance and use the Holy Medal on the door. Now go right and through the pathway up. SAVE at the SAVE star, and go north. Keep up and you will reach a room with lanterns, here is a diagram of the room.



Now go through the door and you will be in a room with a mirror, it is a portal and Cecilia will go through it and then Jack and Rudy. You will now get 3 different scenarios sort of and you will start with whoever was your lead character I assume Rudy and that's who I will explain first:

Rudy

Go North and you will be in a room with many blocks that are breakable using his bombs. The best way through this is go right until you reach a whole then go center until you see it start closing then go left, then make it around to the right again. When you go through the doorway you will be in a mirror room. Some of the Surf townsfolk and other townsfolk will be there. They will speak to Rudy as if he was a monster because of his superior strength He will look in the mirror and see a monster as his reflection. Now you will be on a ledge by yourself. Switch to Jack.

Jack:

Go North and set off the switch Hanpan is the major use here. Have Hanpan set off all the switches this is the easiest of the 3 because the switches are right there simply have Hanpan run across the whole to get to them. Continue north and you will be in a room with a sword. Jack will try and take the sword now he will be in a dark room with people swirling around him calling him a coward and stuff he will want it to stop and it will stop and Jack will be on the same platform with Rudy. Switch to Cecilia.

Cecilia:

Go north and you will be in a room with small pushable blocks, make two lefts then a right, then alternate left and right. Continue and you will have a mini puzzle push the block on the right up and push the one on the left to the left. Now go to the north and you will be back in Adlehyde castle. People will be talking about the 'Princess', Cecilia will have a vision about everyone loving the princess and not her. Then she will see "Princess Cecilia" and she will even say. This was to unlock each characters hidden fears and things they pushed in the back of their mind anyway the screen will fade and all 3 will be together.

Back in the temple a voice will speak about you being too weak the screen will change and you will see 3 Guardians. The guardians will tell you more about the 'Tear Drop', then they will give you the summon power. The screen will shift to a bizarre place. You will see demons named Zeigfried, Lady Harken, Alhazad and Belselk. They will speak of destroying the world and awakening Mother. Then after this the screen will fade to a windy field. After some conversation Cecilia will realize she had the Guardians Power now you will be back on the World Map.

10. Basker Village and Mount Zenom
Party Levels: Rudy 10 Jack 10 Cecilia 9

Go up and to the left and you reach Basker Village. If you have the Magic Map you will realize this is a far away place and a different kind of civilization. Speak to the people there they have a traveling merchant who sells weapons and armor see him. This place also has a free INN but not ARM specialist so sleep and SAVE when you're done exploring speak to the man next to the big old white dog. He is Basker Chief he is so old he forgot his name he says your coming came to him in a vision. He will tell you to go to Mount Zenom, but first see if you can speak to the Guardian there.

Go to the north part of town the Guardian will not here your call =(so leave town and head north until you find Mount Zenom. When you get pass the guard move the right statue up until it glows, a staircase will revealed. Now go right then down the pass the flame then outside of the cave. Now follow the path and get the treasures and go left until you come upon another cave. Follow the path until you reach some yellow grass. Burn the yellow grass with Jack's lighter and continue along the path then up the stairs. Now burn the grass and exit and you'll be back outside.

Follow the path until you reach another cave. Enter go right then down and you will find a set of statues push the one left to until it glows and north. Follow the path and burn all the grass along the way, eventually you will be outside. Go left and enter a cave burn all the grass and you will find a switch this will open a secret pathway. Now go through it and run down burn the grass, you will be outside again go right. Align the statues to reveal a hidden doorway. Go in for for book that Cecilia can use now exit back outside.

Go left and enter the cave. Now follow the path then up the stairs you will see a SAVE star save and exit the cave. Go right and up into another cave. Align the statues and go through the exit. Now go up examine the big statue suddenly a pulse will hit it. Belselk will appear! He will call upon an Orga Widow to fight Rudy and company!

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Boss Fight IV
Orga Widow
HP's 5000
Exp: 300 Gella 990
Difficulty: Intermediate

This fight is just long. That's where the real difficulty sets in. Orga Widow's main attack is normal and poison it really doesn't do much. If two characters get poison have Cecilia Mystic an antidote to clear that up. Your basic form of attack should be Summons and Rudy's hand cannon. Have Cecilia doing magic and armor down if you have it this works great too, and it allows the Summons to do more damage.

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After the fight you will receive a new Guardian, I wouldn't equip it keep the ones you have right now. Don't use escape here; instead go back to the save point. SAVE again and continue. When you exit head right jump off the platform when you see it. Snag the treasure and jump off the one there too. Go right until you see some snow covered stairs. Go down the stairs and have Hanpan get the treasures. Now go up the stairs some rocks will fall. Jack will learn a new Fast Draw Meteor Strike. Meteor Strike is one of the best Fast Draws you can get this early in the game. Now go into the cave and use the escape magic. As soon as you leave the doorman will feel the presence of the seal be broken.

The scene will switch to the place mother is at. She is starting to regain consciousness. You will see another demon called Zed. He will try and stop you, but then the scene will switch back to the world map. Make your way back to Basker Village, Rest and Save here. When you are done speak to the Basker Chief. He will tell that you about the Elw Pyramids he will give you the Kizim Fire, which restarts the Elw Pyramid network. Go to the northeast and you will stumble upon the Elw pyramid, which is surrounded by forest.

Enter it and head behind the left waterfall, there is a secret doorway there. Keep going until you reach a room with two statues inside of it. Use the Kizim fire on the wall then go back to the main hallway notice the music change. Now

go north until you see a green portal on the floor enters it and you will get cheesy looking scene. You will get a message and then you will find yourself in another Elw pyramid. Leave the pyramid and go South and you will find a town called Saint Centour.

11. Saint Centour, Cage Tower and the Tragedy

Party Levels: Jack 12 Rudy 11 Cecilia 11

When you try to enter a Beam of Light will zap Jack and company. A man will explain that it's a barrier, which protects the town from monsters, it also works for spirits. Since Hanpan is a spirit he triggered it. Well anyway head into town. Reload your ARMs, Sleep buy weapons and SAVE. Check around the town for a normal looking house (one without a symbol on it) you will find a man there he will give you a Keyplate, which is used for Cage Tower. Now make sure you have a good stock of items everyone is healthy got your Hail Mary and leave.

Now go east until you find Cage Tower use the Keyplate on the door. Now go up the left flight of stairs then hit the switch and go back down the stairs Go up the right set of stairs then go down and follow along the path. Then go around the circular hallway and hit the switch. Now turn around go back up and then around, then go left and through the doorway. Now go down the stairs along the path and the way to the door will be open. Now go up the next flight of stairs dash across the bridges and then go through the doorway.

Now walk quickly over the bridges until you hit the fork go there, and you will find some treasures and a new ARM for Rudy. Continue across the bridge and up the stairs, go across the bridge make a left then go down and hit the switch. Now go across again make a detour down and hit the switch finish across the bridge then up the stairs. Go down around the half circular area then up another flight of stairs. Do the same for the next one, go around have way and you will find a save star SAVE here. Now continue going around and up the stairs.

Read the message that looks like a triangle on the wall so first go up the right set of stairs then down the left back up the right a doorway to the north will be opened. Now go around the southern part and get the treasures, now go up the stairs you will see a doorway leading to the outside. Now go outside climb up the ladder until you reach the top when you do a force field will be around Cecilia and company. Alhazad will appear he will speak of going to destroy the statue a Night Gaunt will be there to slow you down!

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Boss Fight V
Night Gaunt
HP's 6500
Exp 830 Gella 350
Difficulty: Intermediate

This guy isn't too tough because his attacks are somewhat mediocre. The only thing damaging he does is Mysterious Ray, trying to use normal attacks is basically useless after the first round because as you can see Night Gaunt is flying. So keep up with Meteor Strike maybe the Fire Ruin, and Arm. Down if you have it and can get it off. Have Rudy waste off his entire new ARM this does some great damage make sure to use Lock On as much as possible to ensure the hit. If you are a rather rich man and you have maxed out Hand Cannon by all means this will destroy him

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After the fight you are still hopelessly trapped in a force field, a girl and a

man will come along, they will think you are bounty hunters like themselves. The girl says she can free you, Jack tries to explain their plight but all she cares about is 2000 gella. Fork over the cash because you have to have it, and she will whip out an ARM to destroy the force field barriers. Her name is Jane Maxwell but she is better known as Calamity Jane. The man accompanied her is known as McDunnell. Anyway use Escape Magic if you have it for the easy way out. Make your way back to Saint Centour.

Save and it's now a free stay at the Inn. Get all the chest people were blocking before also go into that room that the man was blocking. There is a small puzzle here push the first block to the left wall and push the second one slightly just so you can slip through. You now have the first Duplicator key. Also you may notice that you can get into Random Battles here, this is also a great way to gain levels because of the free Inn. Anyway head over to the statue and it will speak directly into Cecilia's mind, it will also give her its last power which is another Rune equip it if you want and exit Saint Centour.

When you leave Saint Centour the screen will change to the Demon Headquarters and it will show Mother waking up even more, the Quarter Knights will be speaking of you, and Belselk will want to go and kill you. Now after everyone leaves the screen will shift back to the world map Go to the East to find another Elw pyramid, go into the transporter after the effects a message will appear. It will tell you this is your last chance to stop Mother.

12. Port Timney and the Maze of Death

Party Levels: Jack 14 Rudy 14 Cecilia 13

Go down then left, then go up to reach Port Timney. Do the usual Reload the ARM, Rest and Save. Get weapons and armor and other items. You may notice a Treasure behind the Weapon Merchant seems impossible to get right? Well it isn't go behind the Pub you can get behind it even though it looks impossible at the moment and get the treasure. It's a Duplicator and you will need it later on along with your other duplicator. Now go to the north part of town have Rudy blow up the two boxes, when you do a man will pop out. He will demonstrate a pickpocket routine for you.

This will give Jack a new Fast Draw technique called Trickster, Hanpan will go into a monsters pocket and steal an item from them. When you are done with all this head into the Pub. Speak to the small man near the table he is a ship captain and he is the man everyone has been talking about who has a statue. He is also a big time liar who told this Drake guy that he had a Crystal Bud, which was a sign of marriage to the people there. This is in the Maze of Death, which is Cecilia and company's next stop. So rest if you haven't Save and exit town.

It's just West of Port Timney walk around into the huge desert you will see the words 'Maze of Death' appears shortly. When you enter go up then left then go up again, enter the room and move the statue to the right, Now go back to the first screen with the big blocks enter the one in the center go up and save here. Now take the left path down, then go left then, up then left again. Now follow the path until you reach a room with a statue in it. Push the statue and make your way back the main hallway with the 3 big blocks. Now go right and up then head right and up and push the statue. Exit back to the main hallway, take the right down path now and follow along the path and there should be another statue you should push.

Head back to the main hallway and go back to the right up path, go to where the statue was at that you pushed earlier. Go down into the next room run around the platform and push the switch, go up the stairs then out the door. Now go straight down ignore the treasure exit out and then go up all the statues should

be pushed to the side. Now go through the pathway keep going up until you see the Crystal Bud. You will have 3 minutes to make it back through the Maze of Death. If you have the escape magic simply use that for the quick and easy way out. However if you want a guardian follow these instructions!

Submitted by Judeca:

First head to where the save spot is and bomb the rock north of it. Then head east open the chest there's a Crest in there, head west open the chest there's a crest in it. And finally head north there's a boss (Chaos) defeat it and you'll be able to get Ge Ramtos, The Guardian of Death!

Now leave the desert and make it back to Timney. Go back in town and save then make it to the Pub.

13: The wedding and the Last statue

Party Levels: Jack 15, Rudy 14, and Cecilia 13

When you get to the pub captain Bart will offer 5000 Beans for the Crystal Bud oblige since you have no other use for it. Now Drake and his buddies will barge in. Drake will not be too impressed about Bart having the Crystal Bud. But Bart will grab Cecilia and claim that she is his Fiancée, Drake will believe him slightly and Bart will want Cecilia to go through with it. She eventually does the wedding is tomorrow!

You will now be on board of the Sweet Candy, Capt. Bart's boat, you need to everyone on board they know all about the wedding. So make sure to write down what looks important usually its in the [brackets] when you had all you wanted to here save at the bird and rest. If you are too lazy to figure out the answer yourself well look here:

1: Bride Walk Forward

2: Olivia Clare

3: Bartholomew

4: Sweet Candy

6: Old Moon

7: Right Hand

8: Crystal Bud

9: Lucadia

10: I'm too Embarrassed

I've never gotten them all wrong so I don't know what would happen, anyway after that a voice will come out of no where. It is a man or demon known as Zed, Cecilia will very quickly go to her normal street clothes well its' fight time!

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Boss Fight: VI

Zed I

Boss HP's 7000-7500 (Zed leaves) Exp: 1400, Gella 0

Difficulty: Hard

His only form of attack is Doom Bringer although that's pretty righteous it won't kill you. Use your Guardians, Meteor Strike, Freeze Armor Down if you can get it to work, and a well tuned Prism Ray or Hand Cannon to bring him to his knees with ease. Heal the character that gets the Doom Bringer immediately two will kill you at this stage of the game but Zed is lenient enough not to do it twice. Mystic a Potion Berry if he does it to two characters try and keeps the HP's high and he will flee.

=====

When the fight is over people will be running around Lady Harken is next to it. She will tell you that Zed was just a distraction Jack will come at her with a Fast Draw but she will do an even faster Fast Draw. Then Lady Harken will destroy the statue. Lady Harken will disappear the guardians will speak to directly into Cecilia's mind it will tell her not to give up and you will have a new Guardian. Equip it if you want later. You will be transported back to the cabin of the Sweet Candy, exit the room and go to the far left room that's Capt. Bart's quarters, speak to him he will give you a load of goodies. Including a new tool for Cecilia, this new tool will enable her to speak to animals this is most useful. Now tell Bart you want to go back to Port Timney.

If you haven't gotten the Duplicator or the Trickster Fast Draw do so now. There is nothing left for you in Port Timney so exit. When you do the Guardians will tell you that Mother is waking up and you need to get to the arctic to stop her. Then the screen will shift to the Quarter Knight's hideout. The Quarter Knight's will be together when Mother awakes from the Cocoon. Ziegfried will have thought she wanted to rule Filagaia but all she wants to do is destroy the planet. Then destroy the Quarter Knights as well.

14. Sand River and Yard

Party Levels: Rudy: 15 Jack 15: Cecilia 14

Go strait south until you see another Elw pyramid you will have to use both of your duplicator keys once you land in the next area. When you leave the pyramid you will be back in the Milama area. Head south then left to enter Milama. There is not much else to do in Milama, but there is a new tool for Rudy here. When you enter go north then up the stairs, now keep going right and you will see a dog. Bonk him with the wand and he will leave from the front of the building. Now go inside and you will get the treasure, which is the tool that I spoke of earlier. It is a radar tool it detects treasures in crates and barrels for you. So you won't have to do random searches and smash crates around. Use it around Milama there is some treasure to be found!

Go right of Milama to the find the Sand River, once inside Bonk the monkey with the wand and he will show you the way just follow the dark path and you will be on the outside. Now go down the stairs and to the far right, now go through the exit, then go left jump off the broken platform into the sand stream weee!!! Make sure to hold right while jumping. Now go into the cave no go into the sand then go right. When you stop go into the cave. Now go into the next Sand River hold left and you will come upon aplatform with two torches, light them up and you will get a Fast Draw hint. It's Heal Blade it heals people. Anyway hop back into the river it should take you back to the first river or near there.

Work your way back the third river where you got the Fast Draw hint. When you get there ignore this river and go strait down until you see a staircase. Keep going up the stairs and you will be out of Sand River and on the World Map. Head right when you see the big Dessert, then go to the North East, you will see a small town by the shore go there. When you enter, get your ammo reloaded and do your usual business. This is the Ship Graveyard but the real name is Yard. Go to the small house on the Southeast part of town. You will see a small house go in there. He will speak of his past woes his wife and a place called the pleasing Gardens.

15: Pleasing Gardens and the Ghost ship

Party Levels: Rudy 17 Jack 17 Cecilia 16

Now do whatever else is left to do in the town make sure to check the shoreline, which is directly north for some items then exit town. Go towards

the desert the southwest part until you see Pleasing Gardens enter them. When you enter go north and into the portal. Now go up and make a right. Then go through the exit and take the portal out. Now when you land you will see a row of windows, go far right and you will be teleported back to the entrance. If you went far left you will see two treasures you can not reach. Go right until you see a path leading down to a dead end look at the windows. One looks funny because it's not a window go in there.

Save at the SAVE star and continue north. Now go strait down then go left and hit the switch. Now go back right then up, then go right and then down. Enter the door for the Duplicator and you will be in a sandy room. You should see a creature going through the sand. Have Rudy try and bomb it's head and it will pop out of the sand. It's fight time!

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Boss Fight VII

Gigmantis

HP's 6500 EXP 1250 Gella 2245

Difficulty: Intermediate

This guy isn't too tough he does normal attack, Zero Defense Attack, and Thunder bolt. All of these do the same damage and take off about a third of your life. Gigmantis is slow so you do have time to cure afterwards. You either ARM with Rudy, have Cecilia Armor Down him, and have Jack use Meteor Strike. When you get a get enough levels use a Summon him to put him away quickly.

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After the fight his head will still be there. Take it and hit the crystal with it. Now go to the south path, you will find an Ultra cool Tool. It's a grapple hook, Jack uses it to latch on to polls. Now go back north and get teleported now take the teleporter to your right and you will be back in the main part of the building. Now heads left then up switch to Jack and have him grapple onto the ledge. Go strait north to the teleporter and the bracelet should be there. Headout of the gardens and go back to Yard. Save and then go to Dan's house and give him the bracelet. He will speak about Courage and stupidity, this will give you a new Fast Draw called Sonic Vision.

After this you will here two men outside babbling about a ghost ship. Now go to the north part of the town, after the scene head to the port. Go to the end of the port and speak to Captain Bart, he will want you to go to the Ghost Ship and check it out. Stock on some items first then go back to him and say yes. The Sweet Candy will take you to the Ghost Ship, when you are on it go left. Now up and then go right use the grappling hook to go across the hole. Now light the lantern and go into the far right door. Destroy the skeleton and go to the right side of the bed and flick a switch. Now go down the stairs, light the lantern and go strait left.

Go left ignore the treasures and go into the left door. Turn on the left lantern then go left. Go through the door and SAVE at the Save Star. Now go down until you are on the outside of the ship, go left you will see a flame. Check it out, it was the captain of the ship it will take form and now it's fight time!

=====
Boss Fight VIII

Capn' Geist

HP's 8000 EXP 1700 Gella 7800

Difficulty: Intermediate

This fight isn't too hard it's just a little long. Other than normal attacking he does a paralyzing attack, but either of these can cause mega damage. So you

have to make sure your stock of magic or curative items are plentiful. Hit him with an Armor Down, then Blast him with the trusty Hand Cannon or Prism Ray whichever one is tempered more. Have Jack do Meteor Dive, and Cecilia curing when necessary to put him away quickly.

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Make your way back through the ship, to the small boat you came on, ask them to leave. You will see from the Sweet Candy that the Ghost Ship has sunk, and you will be back in Yard. This time to thank you Captain Bart donates the Sweet Candy for use whenever you want. Before you want to go around the world with it, the only place you can go to is the inner sea but before you even think about that go to the beach in town. You will see the three treasures that were on the boat that you couldn't get earlier take those, SAVE if you want and leave town. Now when you leave you have to learn that the Sweet Candy can only stop near places with White areas those are beaches. I advise you to level up now on this continent in order to be able to play the rest of the game without many struggles.

16: Tripillar and Rosetta Town
Party Levels: Rudy 21 Jack 20 Cecilia 20

Now take the Sweet Candy to the upper left to go towards Adlehyde you will find a bottle near town there is a duplicator in it. Take that and dock near Adlehyde. Go right to Adlehyde castle when you enter, go to the door that couldn't open and use the Duplicator there. There are some awesome items inside but most important is the Secret Sign. Head back to town. There will be a man on the left near a house close to the entrance. He is a swordsman for a Secret Sign he will teach you an advanced Sword Technique, give him the Secret Sign. The Technique is Soul Breaker.

Donate as much as possible to the Rebuilding Campaign and you will get some interesting places to visit lets go to the Tripillar first! Go far to the west until you see strange structures in the water go near it with the Sweet Candy and you will enter it. Read the big stone tablet it will advise you to split up in order to do this.

Cecilia: Center Path (She will meet the people of Adlehyde)

Rudy: Right Path (He will meet the people of Surf and other people he visited.)

Jack: Jack's is a little tougher so I will provide some info here. Have Jack take the left path snag the potionberry and go through the doorway. Ignore the first platform and go up the 2nd one. Examine the statue, Jack will have to fight 4 Critters, then 2 critters, then 1 critter. Now you have gained the Divide Shot Fast Draw. Get off the platform and go up the stairs, now go up the platform and down the second set of stairs. Now go up the second platform follow along the path then out the door. Go strait down then go left to the second platform grappling hook across, then go through the doorway, then go through the doorway.

Make your way down then go through the middle platform then hit the floor switch. Go down then around the doorway. Now go up the part of the platform hit the floor switch then go through the doorway. Now go to the right platform have Hanpan hit the switch. Then go through the doorway. Go to the Statue then, now go to the right portal. Get the potion berry and go up the stairs. Ignore the platform and go through the doorway. Ignore the first platform make a left around the second and through the doorway. Take the left path then go down, make a right here. Now go up the on the platform, take the bullet clip and proceed up the stairs.

Go up the middle platform and hit the floor switch. Then go through the doorway, now ignore the first platform then up the second platform and hit the floor switch. Now go up the stairs, go up the platform and hit the floor switch. Then go up another flight of stairs now go to the blue statue everyone will be together. Examine it and a Mage Fox will appear!

=====

Boss Fight IX

Mage Fox

HP 10,000 EXP 1800 Gella 5000

Difficulty: Hard

Mage Fox isn't that hard, the only major problems here is the fight is long and he knows how to use Valkyrie and Blast, two devastating magic attacks. Meteor Strike does wonders but make sure you armor down him first! Prism Ray is ok, but I suggest the trusty Hand Cannon if you have its ATP high enough since it's stronger. Just keep your HP's up as best as you can, and make sure he doesn't get the best of you with one of his magic attacks and you will through this one.

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After the fight you will receive the Blue Virtue, make your way through the Tripillar and back on the boat head east to the inlet part of the sea. You will see small beach land on it, now go down and left and you will find Rosetta Town. Once inside do the usual reload and Save don't even bother with the Inn here a free rest is coming up. Speak to the townspeople their focus will be on an Elw girl who supposedly got the Mayor of the town sick. Go to the east part of town you will see a small shabby house with a flower next to it. Approach the flower, the Elw girl will come out the house. She will inform you that she is the last Elw left in Filgaia and she has to pay Penance here.

Suddenly 3 filthy town boys will appear they will bully the Elw girl. Rudy will stand up for her and he will scare them off. The screen will change and you will be inside the Elw girl's house. You will find out her name is Mariel and she will speak of a cure for the Mayor's illness. He needs herbs called Arnica, which are in the forest to the south. You will get a free rest and Mariel will come along with you. Items won't be necessary since I'm 95% you will make it down there without encountering any harm. Leave Rosetta and go straight south you will find the Forest Mound, which is the place Mariel was talking about. As soon as you enter the Arnica herb will be waiting for you.

Then the Mayor's 3 snotty boys will show up. They will want to make the forest there home. This time Mariel will show a little toughness by speaking back. The biggest one will push Mariel and Rudy will then punch him in the mouth. The boys will leave and Jack and company will console Mariel. There is nothing left to do but go North to Rosetta Town. Go to the Mayor's House and Cecilia will give him the medicine. Then you will be outside of the Mayor's house Mariel will leave you and go back to her house. Now go to Mariel's House speak to her and she will give you a small flower. These small flowers bring luck, you can go back as many times as you want for more small flowers but you have to leave town first.

Well after you get one save at the save bird and you will notice Jane and McDullen standing by the entrance to town. They will speak of a place called Volcannon Trap they say that there is a lot of treasure in there. But they want the Treasure there is also the Guardian Blade in there! You can have that! They have a special key but they need you to fight the monsters! 1 sweet deal if you ask me, so say yes and they will join you.

Party Levels: Rudy 23 Jack 23 Cecilia 21

Volcannon Trap is on a small island on the west part of the inner sea. When you reach Volcannon Trap Jane will place a huge bomb in front of the door and blow it open for you. Now when you get pass that go strait north until you reach a fork. When you do head right then ignore all the lava and go strait south until you find a doorway. When you enter switch to Jack and use the grappling hook to swing across. Go down the stairs and make a right and push the purple post near the lava. If you fuck up just run over the lava, when you are across switch to Rudy.

Because there is an ARM box, it's the Rocket Launcher. When hacked into it's a pretty powerful ARM. Now go back across the lava then head down and swing across the lava to the left. Push the purple post to the right then swing down get the treasure then swing back up. Then go up then to the left. To get a crest graph now swing back to the center, then make your way back to the top. You will now see two doorways. Take the doorway to the right go down then right. Then you will see a room with a lot of treasures. Jane and McDullen will leave you here so turn away and make the journey back to the two doors. Take the left door now until you reach a seemingly empty room. Check the north wall and you will hear some scratches! Zed will then blow through the wall!

=====
Boss Fight X

Zed II

HP's 11,000 Exp 1800 Gella 0

Difficulty Hard

This Zed in my opinion will be one of the hardest times you will ever face. #1 because there was no save point before this so if you screw up here it's back to square one and you have to work your way back through the damn place. Zed does two types of viscous sword techniques. Both of which are cool and VERY damaging. The newly acquired Rocket Launcher although weak at this point it still takes off meaty points of life. Guardians are also effective when you get enough levels to use one. Have Cecilia do the majority of the healing and if you are not too damaged. Also make sure to Armor down him as soon as Cecilia's turn comes up since it's a ruthless attack. This fight is mainly long and try to keep everyone alive especially Cecilia and make sure to feed both of them a lot of Carrots if you have a lot.

=====
After the fight as usual he will escape, go through the wall and FINALLY you can SAVE! So do so at the Save Star, keep going north and Belselk will be there. He will then tell you the Guardian Blade is not there, then he will ant to kill you. A lot of green energy balls will be going inside of Belselk. A few seconds later they will start to leave him. Then you will see Jane destroying the glowing green pillars with her ARM. She will be doing it without realizing she was helping you. Now Belselk although not as powerful will want to fight you!

=====
Boss Fight XI

Belselk II

HP's 11,000 Exp 1900 Gella 5000

Difficulty: Medium

Well naturally he is a lot stronger than the time you fought him in Adlehyde! Now he does two attacks Disrupting Flail and Belselk Breaker, no more taunt :(. The first attack, which he barely used in the first fight, is like a mosquito bite now, the second is a different story. You will definitely need to heal after a Belselk Breaker. Now whip out the trusty Rocket Launcher hopefully you did not waste all the bullets on Zed if you did hopefully you have another clip, waste those on Belselk. Meteor Strike is tried and True, and it works

well here. Have Cecilia mystify some magic carrots if Jack and her run low on MP. Just try to keep the HP's above 50% so that no one can drop. Make sure to stay on the offense so you can see the end of this fight.

=====

He is finally dead! Go north to get the Red Malice, (Red Malice and Blue Virtue are used to open the Giant's Cradle. Now go to the south and save at the SAVE STAR when you leave out the door, someone will finish him off. So technically YOU never killed him but you almost did. Now the screen will shift to the entrance Rudy will SPEAK AGAIN! That's right twice when a big rock falls Rudy will push Jane out the way. One of her Treasures will be crushed by the big rock. Rudy say's "I'm sorry it won't happen again". Jane will be mad but McDullen will reason with her. Now head south and leave the Volcannon. You will see Ziekfried he will be with Mother.

You will then see Alhazad, all 3 will speak of Belselk. Mother then will tell them if a cooler replacement. A Demon named Boomerang, he once hunted other demons as like a bounty hunter. So the other Quarter Knights won't want to work with him. Then Ziek will activate the forcefield around the Photosphere. You will be back in Roletta McDullen and Jane will leave you.

(IF YOU HAVE NOT ALREADY GONE TO TRIPILLAR PLEASE HEAD THERE NOW BEFORE READING THE NEXT SECTION)

Level Updater: Rudy 23 Jack 24 Cecilia 23

After the events go back to the boat and head to the north east. When you see a cave near a shore get off there. Go inside now you're in Giant's Cradle. You will see two holes in the door. Put the Blue Virtue in the Left and the Red Malice in the right. Now enter make a left snag the two Crest Graphs and Save at the SAVE star. Now go to the right and you will be in a room with a big hole, go around then grapple to the next poll. Then go down the stairs dash across the spikes. To the left now make it around to the left, when you enter go to the left. Now you will see a block and a place for the block and an empty path.

Go up the empty path, push the block down just enough to it's on the edge. Then push it to the right, and the door will open. Now go to the left push the block around the spikes and on to the space. Go around and through the doorway dash across the land and get the treasure. Now go through the doorway now go through the right grab the box. Avoid the spikes then throw it at the crystal. Now go through the doorway, grab the spikes and walk as fast as possible over the spikes go past the crystal. When you are on safe ground hit the crystal with the box. Now go through the doorway and make your way around to the right. Now this is tricky to clear.

You run stop avoid the holes, finally go through the doorway. Grab one of the boxes and hit the crystal with it. Now go through the doorway and you will see the Giant! It is another Golem and he appears to be asleep. There is nothing more you can do so use escape to get out of there!

18. Court Seim and the Epitaph of the Seawind

Party Levels Jack 25 Rudy 24 Cecilia 23

Get on the boat and ride to Adlehyde and go and see Emma. Give the restoration committee some money first. Now go and see Emma, she will want to come with you, oblige to her request. Save while you are there and leave Adlehyde. Now head back to the cradle and you will be back in the Golem's room automatically. Emma will confirm that it is not dead it is just asleep. Emma and Hanpan will examine the Golem. Also that this golem was never used and it is in perfect shape, plus it is an Earth Golem. Now the screen will shift and Cecilia will be

alone with the Golem.

She will tell the Golem her problems, and that she doesn't want the golem to wake up only if he wants to wake up under his own free will. The Golem likes Cecilia and he responds to this. The Golem will rise and leave the cradle. When it leaves the cradle Emma will inform you that the Golem can walk over light blue water only. It cannot go into forest though, and while you ride the Golem you will not encounter any enemies. Hop in the Golem and go east you will see that the photosphere and you will see a force field around it. The Golem is not yet strong enough to penetrate the force field. Go south out of the continent and you will see a small town called Court Seim enter there.

Save your game while you are there and from talking to the people you will realize this is an orphan town and a town for the poor. There is not much else of importance so go to the small house on the north west. Go inside then head down stairs speak to the man there he is Nicholi Maxwell. He studied under the great Zepet Roughnight. Nicholi and Rudy will both looked surprised Rudy is the grandson of Zepet. Nicholi refers to Zepet as "The Old Man" Then you will get a cut scene, you will see Rudy and Zepet together. Zepet watched over Rudy since he was a small boy. Zepet taught Rudy all about being a Dream Chaser, Zepet soon was too sick to travel.

Zepet soon died and the story went on from there. Maxwell will notice Rudy's ARM and he will tell you how he has a daughter named "Jane" who can also use an ARM. Then Jane will walk in, Jane will be startled to see you. Then Jane will leave the room and go back upstairs. Nicholi will speak of the Epitaph of Sea Wind. He will also give you a Wind up Key. Now leave and speak to McDullen. Then go outside and speak to Jane then save. Take the golem over to the island on the right. Go to the tower go to the right use the key to the trashed machine. Now follow along the path until you reach a doorway. You will then see a conveyer belt, ride it then ride the next one.

Take the trip down blow up the wall then go right then go up then go through the doorway. Go to the right doorway avoid the conveyer belt make it through the doorway and it will close on you. A wolf will appear bonk it then follow it to a doorway. Bonk it again, and go up the stairs Save at the Save star. Now go down then go far right you will see crack in the southern wall. Have Hanpan run through it and set this switch the door will open. Have Hanpan open the chest there is a Metal Bird. Now set the switch then go to the far-left go to the machine. It will want a password, the password is Metal Bird. To the far right a doorway.

Now go down the door will be blocked, you will need a duplicator, so go down then go right there will be some skates there. They are a new tool for Rudy they allow you to get extra fast and over conveyer belts and other harmful grounds. Well use them, go back to the room where you were before with the room with the door that you couldn't get to cause the conveyer belt was going in the wrong direction. Get the treasure then go up the ladder. Keep going up get the treasure then go to the right then up. Now Go right and then enter a room with 3 machines. Turn on the one to the right then the one to the left then finally the one in the center.

Then leave and when you are about to leave the machine will blow up you will get a new fast draw Blast Charge. Follow the path up the stairs until you find a treasure go to it. A voice will echo Boomerang will appear a voice will echo.

=====

Boss Fight XII

Boomerang and Luceid

HP's Luceid 9000 Boomerang 1500 exp 2800

Difficulty Very Hard

This battle will be the toughest you fought yet. It will have you crying if you are weak. First concentrate on Luceid Luceid is the wolf. Luceid does Black Fang a lot Black Fang is one devastating attack. Don't even worry about boomerang in the early going first Cecilia should cast armor down on boomerang and luceid on her first two chances. Then heal the weak have Rudy waste half his rocket launcher shells if it's fine tuned enough then go to another Arm for him. When Luceid is done away with concentrate on boomerang and the battle should be much easier.

Boomerang does too powerful attacks Boomerang Dynamo and Crescent Rang so stay on the offensive. Try to have Cecilia healing Jack and Rudy and waste the rest of your rocket launchers on boomerang. Gave Jack do his new Fast Draw Blast Draw as much as possible after a long battle he should finally crumble.

=====
After the fight Boomerang will bring Luceid back to life, then Boomerang and Luceid will disappear. Use escape magic to get out of the dungeon quickly. Be sure to get the treasure which is a Rune Drive.

19. Shrine and the Photosphere

Party Levels: Rudy 26 Jack 26 Cecilia 25

Once back in town Save Rest and reload your ARM. Get your Rocket Launcher tweaked if you have enough dough. Then go to the mansion and head down stairs. Nicholi will be surprised that you have found the rune drive. Nicholi has a Rune Drive as well they are a pair and they can help the Earth Golem reach his maximum power. Now go and see Jane and she will want to speak to you later. Then go and see McDullen and call it a night. At night Jane and Rudy will be outside and alone. She will speak of her family's plight and she will want to know why Rudy is trying to save the world. Rudy of course will not say anything and you will get a new force.

Alhazad will suddenly appear. Alhazad will want the Rune Drive that has been rumored to be inside the village. Jane will go and warn the rest of the village. Nicholi will gather the whole village and they will go to the Sacred Shrine where the other Rune Drive is hidden. Nicholi will ask your party to watch over the village to make sure nothing happens. They will leave so SAVE then leave the village. Hanpan will realize that Alhazad will not come to the village and that he knew they would evacuate. So go to the Sacred Shrine in the south. Take the Golem down there and speak to the man near the entrance.

He will tell you that something destroyed the censors that blocked the monsters from coming through. Now go north then continue north then make a right. Examine the dog he will turn into a monster!

=====
Boss Fight XIII

Agaless

HP's 20,000 Exp 2000 Gella 2080

Difficulty Hard

He will Arm Down your party immediately so do the same to him. Hopefully you have the Blast Spell and the Rocket Launcher tweaked very well. Don't even try to regenerate your defense he does Blast Charge too much. He also shoots a bullet at the party. This is not that damaging even if he did armor down you a lot of times. His regular attack on the other hand is very damaging. So have Cecilia mystic any chance you get have Jack doing the Blast Charge and Rudy using the trusty Rocket Launcher only when you get a lock on to see a way past this boss.

=====

After this fight leave and go right then up the stairs. Then go down and you will be in a room with some of the townsfolk. Save in the room and speak to the people then go down make a left and go through the door. Speak to the people and leave then make a left and go down. You will be in the large entrance room that you were in the beginning go to the left path this time. Keep left then go through the doorway, now speak to the blonde little boy to find out he is afraid of rats. Use Hanpan, and then he will move out of the way. Speak to the minister there. Now go right and then go past by the door, speak to the kid inside the room.

Hanpan will ask you a ton of questions the answers are common knowledge, then you will hear Alhazad's voice. He says he implanted special seeds into the humans which turned them into monsters. He will also mention that demons are living metal with the intellect of humans. After this go to the main room and head directly north the man will turn into 3 monsters destroy them and head north Alhazad will be waiting. Speak to him and a fight will start!

=====
Boss Fight XIV

Alhazad

HP's 9500 EXP 2000 Gella 0

Difficulty Hard

Alhazad has two attacks a laser and an electric attack. Both of these take healthy chunks of life. So Cecilia will be your main healer have her heal after every turn especially if she has her force on Mystic. Hopefully you still have some extra Rocket Launcher Bullets if not use your 2nd most powerful ARM. Have Jack use Blast Charge. When you can be all offensive has Cecilia throw in a Summon or a magic attack. This battle won't be super long so you can be done away with him quickly.

=====
After the fight he will want you to come to the photosphere, take the rune drive out of the big chest behind Nicholi and you will be back in Court Seim. Once you are there do the usual Sae and rest, then go to the mansion to see Nicholi. Now go and see Nicholi after some conversation he will tell you that the Earth Golem is powerful enough to break through the forcefield surrounding the Photosphere. Now head out of Court Seim now take the Golem back to the Snowy Continent and go to the Photosphere. Watch the Earth Golem destroy the forcefield.

Now you can go inside it gets tricky inside so watch out. Make a right and go up the stairs don't touch the flashing red plates and have Rudy destroy the censor with his bombs tool. Go down stairs and do the same on the left side now go through the door in the middle. Now this is real tricky make your way left and avoid the 4 flashing squares and go up the stairs jump off the ledge and destroy the censor. Then jump off the ledge and go back up the left and destroy the other one. Then jump down but take a right through the doorway. Then go through the doorway take the treasures and head back out.

Make a right go up the stairs and then up the ladder. Make a left then jump down, then go up the stairs to the left. Then go through the doorway and make a left. Then destroy the censor there now go back to the hallway the one where you had to destroy the two censors and you had to jump off the ledge. When you are back go through the middle doorway, take the treasure then go through the next doorway. Go up the right stairs and take the treasure, now go down to the right and you will go through a door and there will be a room full of red squares.

Ignore this and go left a hooded figure will be in front of the door after some conversation the hooded figure will open the door. Get the two treasures once

inside and go up the stairs. Now head right and the hooded figure will appear again and it will open the door. Ignore him and go right, and through that doorway. An ARMs case will be there It contains one of the best ARMs in the game Twin Orbs. Once you are back into civilation i advise you to get this ARM upgraded as much as possible. Now go back out to the door and go to the door where the hooded figure opened it up for you.

Now you will be in a room with a very long stair case, keep going up the stair case dont' forget to take the treasure on your way up. That is a sign that you are very close to the top. Now go north and through the doorway. Go down the stairs and then go left, then up the stairs You will see the Tear Drop. Cecilia will grab and you will havbe it back. The Hooded figure will tell you to get Mother now that she is weak. Now go back down all of those stairs, then go to the room that had a lot of red squares they are all now gone and go strait.Then go through the doorway finally you can save so SAVE at the save star.

Now you will be in a room that has white searchlights in it. The object is to avoid all the search lights. Go down and avoid the light as best as you can, then go right and get the treasure and go down. Now make your way right work your way to the treasure, now go back and head left then down. Then go right and then up, then go left and finally you will see a doorway. You will see your old Golem friend Lolithia it will want to attack and it's fight time!

=====
Boss Fight XV

Lolithia

HP's 15,000 Exp 2100 Gella 5500

Difficulty: Hard

Lolithia is a very strong Golem. Lolithia has some very powerful attacks as well. Such as the dreaded cold sleep which hurts plus puts you an entire party to sleep. It also does absolute Zero wglich is another 800 HP+ attack. Then on top of that it uses a lazer which isn't an easy attack to avoid either. Plus it does the usual normal physical attack. Forget the twin orbs their not powerful enough and hit it with the Rocket Launcher. Have Cecilia be the recovery with all those potuion berries you found on yoru way their, mystic them all the time.

Have Jack using Blast Charge and every once in a while use Meteor Charge. In case of a rare no defensive turn have Cecilia use Blast or Flame magic to do some damage. When Rudy runs out of Rocket's have him use a Summon or if all else fails break out the Twin Orbs if his luck is at Best. After some relentless attacking and a lot of curing thsi fight should be over.

=====
After the battle head back to the save star, Crue up and Save there. Then try and make your way back to the place you fought Lolithia at. Once there go north, then go through the doorway and go left. Then go down the stairs and through the doorway, Go left and up through the doorway, now go through the doorway make sure you are as cured as you can possibly be. If you have bullet clips reload that rocket launcher. When you are ready go through the doorway. Now you will be in the room with Mother now you will have to fight her!

=====
Boss Fight XVI

Mother

HP's 15,000 Exp 2500 Gella 0

Difficulty: Medium

Mother is a pretty easy attacks she does 4 attacks regularly and if you are as powerful as I was then none of which will be considered life threatening. The only attacks to look out for is the one where she confuses and the stop attack

which of course gives you these status ailments. If you had an extra Bullet Clip then taking her out with Rocket Launcher and Blast Charge and Cecilia healing will make this battle go by quickly. Hopefully you will have some status curing items as well to stop the statuses that what makes this battle harder and longer than it needs to be.

=====

Mother will be happy that she is dying and taking you with her. Suddenly Jane, McDullen and Captain Bart will show up. They will take you out of there you will be on the Sweet Candy. Bart will speak and everyone will think that it is finally over. Since the fact that Mother was defeated and Cecilia reclaimed her Teardrop. Suddenly Lady Harken, Alhazad, Boomerang and Luceid, will show up. Then the Hooded Figure will show up the Hooded Figure will reveal his identity as Zeikfried! Zeik will tell you that they will destroy the humans and take over the world! Cecilia will suggest going back to Adlehyde.

A few days later you will be back in the council room. Everyone will be there and Emma will show up, she will tell you about the E.M.A. Which stands for the Emma Intelligence Agency. She wants to gather information on the enemy as much as possible. She will want to see the Metal Bird book you have, she wants to study how they were able to fly. After this Rudy Jack and Cecilia will be alone. Jack will want her to remain at the castle since her part of the quest is through. Agree to keep Cecilia with you and that is that. Now go to Emma's and get the Twin Orbs fully up to grade and then Save and Leave Town.

20: The Outer Sea

Party Levels: Rudy 28, Jack 28, Cecilia 26

When you leave town head to Rosetta and speak to the Mayor. The Mayor will inform you that the monster in the Whirlwind is stopping trade to his region. He will tell you the name of the Guardian of the Sea, which is Lucadia. After you finish talking to him go and see Mariel get a flower from her. Leave and come back and get some more do this about 10 times, and then go back to the boat. Head towards the whirlpool and Lucadia will speak into your mind. She will then transport you to where it is. When you enter go left then up the stairs. Make your way around then up the right stairs. Then go to the left then go down, You will be in a room with a lot of blocks in it.

When you enter go left then push the block in between the two pools. Then go up and push the block up there until it's hits the pool. Go back down and push the block to the left then go down again and push the block to the right until it touches the other block. Then go left and go down the stairs, go down then right and make an up at the first fork. SAVE at the save star, now go back down and make a right. Then go straight left, then up and through the doorway. Then go right and through the archway. Once inside go right and move the top block to the right, and then move the bottom one to the left. Get the Crest Graph from the room and then leave.

Now go all the way to the top then to the left, this one is slightly trickier. Push the upper left one up just 2 short pushes. Then push the lower left one down, not all the way down or it won't hit the switch. Now take the first block you pushed down and push it to the right. Take the upper right block and push it to the left, finally take the lower right one and push it until it clicks the switch. Your treasure will be a new tool for Cecilia it's a Vase and it put out fires. There are more puzzles in this room but they are basic and you really don't have to do them.

When you are finished go all the way to the bottom then go to the right. Save at the save star if you want again when you do continue north. You will be in a room with a fire in the middle of it, put out the fire and go right. You will

be with more blocks, push the block on the top two small spaces to the left. When you can squeeze through push the one on the bottom that is to the right to the right. Now push the bottom one on your left to the left. Do the same for the one on the top of that one. Then go through the door to the north and leave right back out. Now go back down to the blocks and push the right one out of your way extinguish the 3 fires and get the treasure which is a duplicator.

Now examine the white portal and Lucadia will show up. Lucadia will speak of a line that is made through the Elw Pyramids this line is important and remember that. Suddenly Lady Harken will show up she of course will want to fight.

=====
Boss Fight XVII
Lady Harken I
HP's 12,000
EXP: 2200, Gella 0
Difficulty: Hard

Harken isn't really hard, but the main problem with this fight is her two fast draws. One damages the whole party, which doesn't do much damage. The second damages one character the second as you may have figured does more damage. So when she hits that have Cecilia or in some cases when you're desperate have Jack heal. Basically though have Jack doing his best fast draw, have Rudy use the Twin Orbs if his Luck is Good, and have Cecilia healing. When you don't need to Heal have Cecilia hit her with Blast. Now when you run out of Twin Orbs it isn't working use Rocket Launcher will do a nice chunk of damage.

=====
Harken will get ready to finish you but she will be frozen. She will leave and Lucadia will speak again. Cecilia will get Lucadia's rune Jack will get a new Fast Draw, Guilty Blade. Now use the escape magic to leave the dungeon. When you are back in the Sweet Candy, go to Adlehyde and Save.

21: Explore the Sea Some more and the Wandering Isle
Party Levels: Rudy 30 Jack 29 Cecilia 28

Now get back into the ship, go to a small island which is in the outer ocean near the snowy continent. You will get the Heaven's Rune there. Now make your way south towards Court Seim. Get off at the beach near the Sacred Shrine the Golem went there. Get back in the Golem and take him to where the Photosphere was there is another Rune there. Now go all the way to the south until you reach the big island to the south. Go to the upper east corner of the big island you will find a smaller island gets off there.

There is a clearing in the forest there, you will find an isolated guild. Once inside you will find that you can learn new spells here. Since you should have some Crest Graphs on you make sure you get the Teleport spell, Lock, State Restore, and all the Hi-spells. Dissolve the old spells like Flame and Ice, the only low spell you should keep is Heal. All ones with Hi you will need. Now you can go to the arena it is west in the big island. You can enter it the monsters there are far too powerful but it's a place to check out.

Now go west until you are on the other side of the world. Now go past the Epitaph of the Sea wind when you do go left. Keep left and get off at the beach. Go across a bridge and then enter a forest once inside find a clearing, go in there. There are a few items here most important the Ocarina which can summon the Earth Golem anywhere (on the world map). Now leave this place, and go up, until you are near a shallow water. Summon the Golem and go across it. You will find an item-selling tent they sell new supplies so stock up. You should have the Teleport magic so use it to teleport back to Adlehyde.

Just save and rest, and then teleport to Court Seim. Get back in the golem and go down and to the right, and get off at an island there. Enter the cave, a man will warn you that you can't past ignore the bastard and go up. Keep to the north until you find a fork then head east. Swing across the way and enter the cave. Walk through the cave and you will be in a place with many grappling hook posts. First go up then go to the left. Then go to the one that is in the southwest, then go to the one on the left. Then use Hanpan to get the treasure. Then go back to the first platform. Then go up and then swing up. Then swing to the left, then another up, then swing to the right. Use Hanpan to get the treasure. Then Go up and keep swinging to the west and get another treasure.

Now swing to the northeast, go up a few times then to the right then finally you can leave. Jump off the broken platform, SAVE at the Save star and exit. Now head out of here, go to the left summon the earth golem to cross the shallow water. You will be in the Dead Sanctuary, put out all the fires as you enter. Push the silver statue and then go across the bridge and then through the door. Push the statue there to the left and go through the doorway. Then push the statue on the left to the left and go through that doorway. Get the treasure there, and leave back out. You will be back in the main room, push the middle statue out of the way and blow through the wall.

Put out the fires in the room and put the statue on the switch. Now put the left statue on the switch and this will open the door on the right. Go through the door and there is a treasure their go back out and then go through the middle door. Go south then to the west and get the treasure. Then go the right, and go towards the lower right corner. Go up the ramp and get a treasure. Go back down the ramp then go up, keep up then go left. When you hit a fork go left, then go up. Go down the stairs, go south and read the writing, then across the bridge and down a set of stairs. Read the plaque there and go through the door in the Northwest. Get the treasures and go through the door. Put out the fires and go through the next door, go through another door then go through a door on the left. Then go through the door in the next room.

This puzzle was slightly confusing but when you figure it out it will seem really easy. First push the Gold statue in the middle, take the blue on and put it on the right switch. Take the red one and push on the left switch. Nothing happen...Blow up the green one, and that's it! Now go up and then go down a set of stairs. Go around a room and SAVE at the save star. Go right and get the treasure then go north to the door. Use the Tear Drop to open it cure everyone to max and then enter the door. Boomerang and Luceid will be there! They will want a fight!

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Boss Fight XVIII
Boomerang and Luceid II
HP's Boomerang: 13,000 Luceid 10,000
Exp: 3000 Gella 0
Difficulty: Very Hard

Well the fearsome twosomes are back! This time they both have a new trick and of course they are a lot stronger. But They bow out quicker this time than the previous time you fought them. Luceid now does a Purple Eletric Attack, and a Large Moon. Both of these are pretty hefty attacks but you can recover from them. Take out Luceid first, forget about Boomerang. Just keep pounding on Luceid with Rocket Launcher and have Jack do Guilty Blade. Have Cecilia using Her new heal spells. Finally Luceid will drop and matters are slightly easier. Now Boomerang he still does Crescent fang and it's not as damaging. But DOUBLE Boomerang Dynamo is. Keep your Hp's high and have Rudy use Twin Orbs on him. If Jack runs out of MP just have him attack or tend to curing if you have Hi-Spark use it.

=====

When the fight is over Luceid and Boomerang will scoot off. Get the 3 statues, and Cecilia will get a new Force High Guardian. Which allows her to call a more powerful Guardian than the others. Go on to the next room, there is a statue test here. Pass the test to learn Shadow Bind. Now use Escape and head back to Adlehyde to get your ARM restocked, and cured and SAVE.

22: Demons Lab

Party Levels: Rudy 30, Jack 30, Cecilia 29

When you leave Adlehyde teleport to Milama, take the boat to the north, and you will find an island. Enter it and you will be in the Demon's Lab. There will be a cut scene it's not long, after that's over go up. Bomb the Force field machine, and, go down the flight of stairs and enter the elevator. Go to the right and down a ladder, an ARM chest will greet you. Inside you will find the Bazooka ARM. The Bazooka is one of the best ARM's in the game, but don't use it yet. Now go back up the ladder and use the other ladder the one that is on the left. Get the treasure and enter the elevator, when you enter there will be 3 doors.

Take the right one then the left ones for treasure then take the middle one. There will be a SAVE Star here, so SAVE here. There will be many rooms here there will be a Witch Doctor enemy in each one you don't have to fight them though. The password for the main room is Demon Gate, you could find that out from looking at displays but since you are reading this you didn't even care. Before you open the big door heal everyone up and then enter, Lady Harken will be there and she will want to fight.

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Boss Fight XIX

Lady Harken II

HP's 15,000

Exp: 4000 Gella 0

Difficulty: Medium

Lady Harken is easier here and she doesn't use the Guilty Blade any more. She uses Harken Temptest now. Lady Harken does most of the stuff she did in the first fight but she seemed to run away quicker now. Anyway attack her with the Rocket Launcher have Cecilia when she can get a hit in use the High Guardian when she gets enough force for some major damage, but for the most part allow Cecilia to use. Using Guilty Blade on Harken is not that bad of an idea although it's not very damaging. You should be warned Lady Harken is very fast so have Jack use Sonic Vision a lot to combat her speed.

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After the battle Harken will yap, and then you will get a Fast Draw hit. You will get the Magnum Fang Fast Draw. This is one of the best Fast Draws in the game with the exception of Slash Rave. Now when that over examine the computer terminal. Then check next to it and get what's in the chest. Go back to the Save Point cure yourself and save. Now use escape magic. Leave the dungeon when you do, you will hear Zeik's voice. Zeik will transport you to the Gate Generator. When you enter he will make you fight 3 amplifiers this isn't a boss battle so I will spare you the break down. I will tell you these guys cast all sorts of crazy status changes some of these will hinder you crazy blind speechless and paralyzed.

After a while they will were off when they do everyone should be under Condition Green so let them have it! When you enter there will be some items in the chest in the room to your right so go and get them also a Save Star will be there so make use of that. Go through the door and you will be down a set of stairs. Keep strait until you reach a bridge Zed will be there and he will get

rid of the bridge. Have Jack grappling hook him and he will run away follow him up the set of stairs and through a door. When you enter go down, and Zed will be there, he will turn the floor electric. Use Rudy's Skates to get across.

Then go through the door, when you enter the next room go up and hit the switch to stop the electricity. Then go down and head to the Southeast, flip the switch then go down and flip a switch there as well. Then swing to the left and get the three treasures. Now swing back then go up and then go to the right. Then go through the door. Go through the first door for some items, and then go left and up the ramp and through the door. Go down and get an item then go right. You will see Zed, follow Zed's path, and examine the wall there. Hit the switch there and go through the door, when you enter you will be in a room with 4 switches.

Hit the first switch then the second switch then the third, hit the third again then the 4th. Now go up and SAVE at the Save star. Before you continue on have Cecilia using the Water Rune Aro Sulato. Now go north, and Diablo will be waiting!

=====

Boss Fight XX
Diablo
Hp's 24,000
EXP ??? Gella 5500
Difficulty: Hard

Diablo is one long fight that is the main difficulty here. He has quite a few attacks but none of them should be much of a threat. You shouldn't be bothered by what he does because he is pretty simple to defeat, have Rudy use his Twin Orbs when that runs out use the Rocket Launcher. Have Jack use his Guilty Blade for some decent damage, Cecilia should Arm Down him, and cast Hi-Freeze if you have it and wait for Cecilia to get enough to pull of High Guardian, for some unbelievable damage. By this point he should drop but make sure Jack or Cecilia tend to urgent healing needs.

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After the fight go back to the SAVE star and save your game. Then go back to were you fought Diablo the door is password operated, enter Dyse as the password and go through. Zeik will mock you by saying anything would of opened the door and then after some conversation he will want to fight you.

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Boss Fight XXI
Zeikfried I
HP's 23,000
EXP: 5,000 Gella 0
Difficulty: Very Hard

Well this battle is another long one hopefully you headed my words and you decided to SAVE and get cured first. Now Zeik does some pretty nasty attacks including one called Negative Rainbow that deals all kinds of damage. Cure up as soon as possible afterwards. He also has a few other attacks but you will survive these. Have Jack use his Magnum Fang for some good damage, have Rudy use Rocket Launcher Twin Orbs or anything that still has bullets in it because you should be pretty depleted by now. You will need to have Cecilia cure and when she gets a force level have her mystic any Magic Carrots you may have. Also make sure Cecilia Armor Down's Zeik to make this battle a bit easier.

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After the fight Zeik will ctell Zed top increase the pressure on the machine. Which will create a black hole, since he is "Godlike" he will survive while everyone else will perish. He grabs Rudy to make sure he comes with him, Rudy

hacks away at his metal tentacles. Then he hacks his own arm off, eventually everyone goes into the black hole. Cecilia wishes on the Tear Drop and then she will transport you to near Adlehyde. Rudy will be on the ground shaking upon closer inspection you will realize Rudy is made out of living metal! Wow, Cecilia suggest taking him to see Professor Emma. Also the screen will show you that Zeik is still alive he is back in the Photosphere. You will hear Mother's laugh and he thought she was dead. Mother is now just a red blob and she jumps on Zeik.

23: The Elw Dimension

Party Levels: Jack 33, Cecilia 32

You will be back in Adlehyde, Emma will say there is nothing she can do she has never seen anything like Rudy before. Cecilia suggest going to see Mariel, because she has a lot of Advanced Herbs, which may be able to cure Rudy. Save and leave Adlehyde. Teleport to Rosetta, and head to Mariel's hut. Mariel will say there is not much she can do for Rudy, but she might be able to do something if you take her to Forest Mound. Head out of town, and go south until you reach Forest Mound. Just go to the north, straight north until you reach an unnatural machine.

When you get there Jack will think the thing is inactive, Mariel will cut her arm, and her Elw blood will activate the machine. She took you to a replica of Filgaia from 1000 years ago. Go south and eventually 3 Elws will show up, the Elws will not want to help Rudy or Mariel at first. But eventually they will decide on taking you to their elder to decide. You will be in the Elw village of Tarjan, Rudy and Mariel will be in bed. An Elw named Emiko will speak with you, he will tell you more about the Holmcross Project. A project where Elws and a human got together after studying captured demons, and tried to learn how to make their own demons.

The Holmcross's were killing machines, they could synchronize with any ARM, and they didn't care if they killed humans Elws or demons. Eventually all the Holmcross's were destroyed Rudy is the last one. Rudy didn't become a killing machine because his time with the old man Zepet made his heart pure. But the bottom line is that, it's hopeless, then Mariel will show up, she will mention the Guardian Blade. You then find out Mariel's brother Vassim was the reason why the Guardian Blade went out of control. Emiko will tell you Vassim is away from the rest of the Elw society and he is on the over side of the forest.

Leave this room and go to the top house on the left part of town speak to the 4 men there,. One of the Men will give you the spirit key which is needed to free the Life Guardian from the forest. Now it's time to loot the village for 1,000 year old crap. Save at the Save Sloth, head to the west to find the prison. When you enter head to the west, follow along the path until you find a brown tree dwelling squid thing. Ignore him then go down then go to the left, keep left then go down. Get the crest graph and go back up. Go left again and then go right, jump off the ledge then go the left and get the treasure.

Then go down and left get the crest graph and then go down. Make 2 rights, then go down and then make another right. You will see a Save Star, continue right into the next screen. You will see a flight of stairs, descend them and make a left. There will be a big ass chest there, use the key on it. The life guardian will come out follow it to a waterfall. After a while he will give you the Life Rune, equip to Jack. Go back to the left where you found the huge chest at and then go left and then up. Save your game leave out and then go down, then make a left then go straight down. Keep going down until you are back on the world map. Once outside go down then across the bridge.

You will see Vassim's lab in the clearing of trees enter it. Enter the house

Speak to the Elw that's Vassim. Mariels will be fluttered then the screen will shift to where Rudy is resting. Vassim will not want to release the power of the Guardian Blade again, but he will do it after some conversation. But before he can do it he will need 2 runes. The first is the life force rune which you got from the forest. The 2nd is the Illusion Rune which you don't have yet. He will mention a library, and something called De La Metalica. Now leave Save at the Save Sloth, and teleport back to the forest mound. Make your way back to Filgaia.

24: De Le Metalica

Party Levels: Jack 33 Cecilia 32

Now Teleport to the Curan Abbey go to the room where you used the tear drop to enter the Forbidden Library. It's pretty simple getting to the room with all the books if you don't know how read the "A Girl in an Abbey" section of this guide. Once you are in the room with all the books, read them. I never did the first time, a lot of these books will make more sense now. When you are done with the books, now go in the room where you fought the boss and look at the bookshelf on the left. You will see a book called De La Metalica. Read that and you will be whisked away to a new and unexplored land!

Head down the stairs and continue along until you reach a fork go right, up the stairs, until you reach a door which won't open. The puzzle here is pretty simple, go to the left and around in a counter clockwise motion. Then the door should open if, not do it again, and then it will open. When you get through the door go down the stairs and get the book make sure to collect all the books that are on the floor. There are two books in the next room get both of them and go through that door. This room looks like a maze but it not since both ways lead to the same door any how. When you enter SAVE at the Save Star. Now you will get to a puzzle which has drove me to insanity for hours when I first played it.

The idea is to look for the hidden message in the book shelves on the top door. Book shelf 3 and 4 mention opening. While Book shelf 1 and 5 do not, bookshelf 2 I haven't figured out yet. Anyway head out of the top room and go to the room on the bottom and open chest 3 and. Remember that's from left to right Chest 3 and 4. Now go through the door in the middle that was previously locked. Now in the next room go to the south west to get the another book. Then go back and through the doorway. Now keep going on through this you will get 3 more books. If you have all the books Jack will get Fast Draw hint Phaser Zapp.

Now you will reach two doors, this is an equally tough puzzle. The idea here is simple when you figure it out. Well if you are impatient and reading this guide the order is: left, right, right, left, right. Simple now aint it? Now just follow the path and you will reach the Illusion Guardian, once you get the rune warp out of here and leave Curan Abbey. Go to Adlehyde and get cured then go to the Forest Mound, and back into the Elw Dimension. Once you are in the Elw Dimension, Teleport to Vassim's Lab. Go inside and then speak to Rudy, you will enter Rudy's dream. I won't spoil the dream for you but you have a fight with Elizabeth!

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Boss Fight XXII

Elizabeth

HP's 13000

Exp: 7000 Gella 0

Difficulty: Hard

Well this isn't that tough of a fight, but since you only have Cecilia it's a little bit tougher than it should of been. First thing you should do is cast Armor Down. Elizabeth is a darkness based boss so anything with Holy in it will

do mega damage. If you don't have the Heavens Rune equip I advise you to do so before or during this battle. Wait on casting the Holy Guardian Force, wait until you have 3 force levels to do mega damage to Elizabeth. Elizabeth has some pretty powerful attacks, the most important of the attacks is the silencing one.

Elizabeth also does Zero Defense Attack and this can hurt Cecilia since she has the lowest HP's of the group.

=====

After the fight the Goddess Idol will be destroyed. You will get a love rune, also Rudy is not useable. Upgrade Rudy's equipment, if you happen to have found something for him or bought something for him. Now go talk to Vassim, after the conversation you will get a new force for Rudy, Fury Shot. After getting it, Teleport all the way back to Filgaia.

25: Back to the Future

Party levels: Jack 33, Cecilia 32 Rudy 32

When you go back to Filgaia you will automatically be back in Adlehyde. You will be with Emma, Emma will remind you about the Metal Bird book you gave her. After studying it you she evented what she called the Protowing. Even though this puppy can fly it has it's share of problems, it's not powerful enough to fly over mountains. Oh well, you can fly! That's the main point here, she will send your party off to find these Gemini Circuits. The Gemeni Circuits are needed to make the Protowing fly higher than ever before. There are 2 Gemeni circuits, Your party looks for one while, Jane, McDullen, and Captain Bart try and find the other.

Now get into the Protowing your first stop after cruising around and figuring out the controls is: Gemini Corpse. There is a small place near west of Court Seim that was previously inaccessible. Now you can go there, and lets see that is the Gemeni Corpse! Once inside walk around the stairs, and go to the top of the first room. A bombable wall will be there, sdo use Rudy's Bomb to open it. You will meet a statue, it will be a statue test. Now you will get a hint for Jack's Cosmic Nova Fast Draw which is one of my favorites in the game. Now leave this room go back down the stairs and then go past the door.

The wall next to the door is bombable so do so. When you enter it, put out the fires in the room and take the jewel from the statues chest. Leave this room go right and then go through the door. Now go to the upper left and bomb that wall go inside go down the stairs and get another jewel from a statues chest. Now go back up the stairs and make a right you will find a Black Pass as a treasure. Now go back left through the hall and then down the stairs. Make Hanpan take the treasure from the yellow exploding chest then make a right. Use the bomb on the crack wall and then go up. Walk to the statue and use a jewel on it, go up the stairs and you will receive a new ARM for Rudy.

Now go back down the steps and take the jewel out of the statues chest. Now go strait down and you will enter a room with a pit in it. Use Hanpan to open the chest in the room. Then leave the room make a left, and you will find a statue put a jewel in the statues chest, and go down the steps. Now go down, use Hanpan to get the chest, now make a right. Keep going until you reach a door, get the chest inside and use a bomb on the wall there. Now use a jewel on the statue there, go down a flight of stairs take both jewels from there. Now go back up the stairs and take a jewel from the statue. Now go back to the main hallway and go into the door to the right.

Proceed along then go into the door to the south. Put out the fires in the room and use a jewel on the statue. Go through the door, to the right and then go south. Go through the door and then go right. Follow along the path and go

through the first door you see. A Save Star will be there so SAVE your game here. Now go back out keep going right and go down a flight of stairs. You will now be in a room with a chest open the chest to get a new Tool for Rudy the Power Glove. Now go up and use the Power Glove on both of the statues, and have Hanpan take the treasures.

Now go behind the statues and bomb the wall for two more treasures. Now go through the door and use the Power Glove on a hooking post. Swing across and then go up. Heal all your characters then you will encounter the Mech Drake!

=====
Boss Fight XXIII
Mech Drake
HP's 38000
EXP: 6000, Gella 7500
Difficulty: Hard

The Mech Drake is a pretty formidable foe. His main power attack Resonance Wave can do tremendous damage to the entire party. The Mech Drake also likes to silence a lot fortunately, it always tried to silence Rudy :P. Anyway your best form of attack on it comes from Cecilia use the Randomizer spell if you have it. Have Jack use his Cosmic Nova and use Rudy's most powerful arm at this point to mke this battle over with in a hurry.

=====
Once you get the Gemeni Circuit, leave here and teleport back to Adlehyde. Go to the castle in Adlehyde and you will find out that the sea party had the other Gemeni Circuit! But the ship got sunk by the Sea Guardian Leviatian. After seeing that get your Phaser ARM upgraded as much as possible. Then Rest and Save, leave Adlehyde and teleport to Yard (Ship Graveyard). Go to the beach and the Gemeni Circuit has washed up on the beach! Now take both Gemeni Circuit's back to Adlehyde, and go see Emma. Emma will upgrade the protowing and now it is able to fly over mountains! Before going anwhere go back to Adlehyde, and go to the weapons shop.

Search the bookcase and you will use your Black Pass. Go down the stairs and you will find the Blsck Market. Here you can by Goat Dolls. Goat Dolls are an accesory which enables you to get back to full health after dying they are most important when it comes to survival in the Side quest! (Sidequest information will be added once i complete the normal game walkthrough) Anyway you don't need the Goat Dolls now anyway be a couple won't hurt. Now get into your new Protowing and fly to Giant's Craddle there is some flat land Northeast of the Craddle go there you will come upon an invisible spot so go there.

When you do you will get the Sword Rune. You can equip this if you want.

26: Pandemonium
Party Levels: Jack 34: Cecilia: 33 Rudy 33

Hop in the Protowing and fly toawrds the Tripillar. Go past the Tripillar and land on a small island. Enter the place called Pandemonium. Go strait and up a flight of stairs. Keep going up and get the treasure there a Mind Gem. Now go south and turn on the switch. Now go up then left and Save at the Save Star. Get the chest and go up. Then go up the stairs and make a right. Heal your party and go through the door. Inside you will see Harken. Then Alhazad will appear and make you fight Tarask!

=====
Boss Fight XXIV
Tarask
HP's 20000
EXP: 4000 Gella 6000

Difficulty: Intermediate

Turask isn't as difficult as many of the previous bosses so let him have it. Turask, main agenda is to keep raising it's defense. So have Cecilia keep Armor Downing it, also she should cast Slow Down. Have Rudy user Phaser on it and have Jack should just heal the party. Turask also uses Horn Charge when it doesn't Defense Up itself. So you got to watch out for that, but just maintain healing with Jack to keep th party stength up. Also, when Jack gets enough Force Levels have him use Sonic Vision with Cosmic Nova.

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After destroying Turask, Alhazad will be pissed and haul you off to the prision. When you are in there talk to Hanpan, Hanpan will be able to free you! You also get to control Hanpan which is another added bonus. Since you can't get into any random battles as Hanpan now would be a good time to just run around and figure out the maze of this prision. When you think you figure out this place go to the northeaster part and tuse the switch there now you can control Jack. Go to the door on your right, go to the cell on the left, and check the pot for a magic carrot. Now go the next cell for another item, and then go up the corridor 2nd row from the left.

Now go through the door on your right and you will be at a sealed door. Switch to Cecilia and go up the stairs. Turn on the Blue Crystal then switch to Jack. Now go up the stairs. Go right and flip the switch. Switch to Cecilia and have her turn the switch back to red. And walk over to the door that is sealed, now switch back to Jack. Go down and have him go to the clear switch to turn it blue. Now switch to Cecilia, and have her go through the door. Now follow along have her use the floor switch and continue until she hits a blue crystal. Now switch to Jack and have him, turn the crystal red. Now switch to Rudy and have him go into the celll on your right and Save at the Save Star.

Check the pots in that room for a bullet clip. Have Rudy go up a flight of stairs, follow along the way until your reach a red door that is sealed, and make sure you skip the opened door. Now switch to Jack and have him turn the switch blue and then switch to Rudy. Now have Rudy go through the door, and step on the switch. Now switch to Jack and have him go down to his switch. Now all the barriers in the place will go down and you will be able to be together. Now go to the left and go down a flight of stairs. Now go to the room that had the blue switches, the one where Rudy was suppose to ignore. The Demon Prophet will be in there, refuse to go back to your cell, and you will have to fight!

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Boss Fight XXV
Demon Prophet
HP's 25000
EXP 6000 Gella 8000
Dificulty: Hard

This boss is much different that others. For some reason i don't think he has any abilities, except for Zero Defense. He didn't do anything else and regular attacks, plus he boasts a very high HP which will take a while to knock down. For attack you should do, Jack should be using Phaser Zapp or Cosmic Nova. Cecilia should use Slow down on it, and heal when necceasry. When healing is not needed she should use Saint on it. Rudy should just use his Phaser of Twin Orbs to make this fight go byu. TYhe key point is to revive someone if they die and make sure HP is up.

=====

After you defeat him go up a flight of stairs. Stand on one of the switches and use Hanpan to get to the other switch to open the door. You will be in the main part of Pandemonium, now use Escape then fly back to Adlehyde to Rest and Save.

Now go right back to Pandemonium, I don't think it gets on your Teleport lists so you will have to fly there. Once you are there, go abck to where you saw Alhazad and Harken. Just go strait to from there and you will find another boss.

=====
Boss Fight XXVI
Shazam
HP's 30000
EXP 7500 Gella 9000
Dificulty: Hard

Shazam does a Fatal Blow attack, this can instantly kill you no matter how powerful you are unless you have some goat dolls on you. Well if you didn't have the cheddar to by some goat dolls, then if you have Cecilia's Soul Guard magic then it comes in handy here. Cast that on everyone. Shazam also does Shreik which can give you some nasty status ailments. For offense you will want Rudy useing Phaser, you will want Cecilia to Armor Down Shazam, and then heal, and have Jack do Phaser Zapp or Cosmic Nova.

=====
After you defeat Shazam go strait and you will be in the same chamber as the Dark Tear, Alhazad will activate the Dark Tear, and Jack will try and destroy the Dark Tear. after this sequence another sequence iwll begin it will be Jack's past. Back then Jack was known as Garret, and Lady Harken was known as Elmina. After the sequence escape the dungeon and fly back to Adlehyde.

26: Arctica Castle

Party Levels: Jack 36: Rudy 35: Cecilia 35

When you are in Adlehyde hand the secret tool to Tom and he will repair the statue in town. Get the Castle Rune from the statue, and upgrade your arms. Also buy some goat dolls and any extra money should go to Adlehyde restoration commitee. Now Save and go to the Cold Continent, find a castle land there and go inside. Enter the castle and go starit, get the two treasures and make a right then up a flight of stairs. Now go down get the treasures and then go left through the door. There should be an ARMs Chest outside of this room. Get it, it's the Wild Bunch, which is not that great of an ARM. When you are in the outside part take the door to the north.

Go up the incline on the right get the treasure and follow along the path until you reach a room with a throne in it, (heh not THAT type of Throne!). Have Jack examine the throne to get the FastDraw Void, and the Black Feral Sword. Now go down the flights of stairs and when you are finished make a left. Now follow along the path until you reach an elevator. Now get of the elevator make a left and Harken will be there. Heal Jack then have him talk to Harken. They will get into a fight!

=====
Boss Fight XXVII
Harken III
HP's 15000
EXP: 9000 Gella 0
Dificulty: Hard

Well it's Jack all by his lonesome vs. Elmina. Well, this is fight is not as difficult as it should be but, since Harken is ultra fast plus you don't have Cecilia to slow her down it will be more difficult. Expect to maybe have to fight her a few times to get a victory out of this one. Lady Harken does basically the same things she did in the other fights, well she doesn't do the Fast Draws that Jack aquired from her any more :(. Your basic offense would be for you to use the Cosmic Nova and the Phaser Zapp. When you are low on HP,

don't be arrogant and still do a hit because she can kill you when your hp drops to about 800 or below. So cure as much as possible hopefully you have a supply of curative items along with you.

=====

After the fight is over you will receive the Courage Rune. Now head to the right, and you will see a huge tower come from the sea.

27: Ka Dingel Tower

Party Levels: Jack 37 Rudy 35 Cecilia 36

Now hop in the Protowing and fly to Basker Village, once you are there go to the shrine thingy north inside of town the and you will get the Hope Rune. Once you have obtained that fly to Adlehyde and do any last upgrades to the ARM, don't worry about the Wild Bunch, that ARM sucks for being one of the last ARMs. Now take the Protowing over to Rosetta Town, and fly directly south of that. Summon the Earth Golem, and walk across the water, then enter Ka Dingel Tower. Once you enter Boomerang will be waiting for you and you will have to fight him!

=====

Boss Fight XXVIII

Boomerang and Luceid III

HP's Boomerang 20,000 Luceid 15,000

EXP: 8000 Gella 0

Difficulty: Very Hard

Your probably sick of this guy by now, and you will have to fight him again. Like always take out Luceid first, your first action should be for Cecilia to cast Slow Down on Boomerang, and have Rudy equipped with the Hope Rune, and he should use that Summon almost all the time when he has two force levels. Any other time he should be wasting all of his Phaser shots on Luceid. Jack should be using Cosmic nova on Luceid. When Cecilia can get oen offense have her using Saint. Keep on the offense and eventually Luceid wil go down. When Luceid is down have Cecilia use Armor Down on Boomerang, and then have Rudy use Phaser or Twin Orbs on Boomerang. Jack should be using Cosmic Nova on Luceid as well.

=====

After the fight a buch of demons will appear, and Boomerang does the noble thing, he will fight the monsters off for you. You will be forced in side the Tower, leave the tower and the Saber Fang will be out there, Leave this area all together. Now Fly back to Adlehyde to refill your ARMs, save and rest. Then head back to Ka Dingel. Once inside go up the flight of stairs then go to the left. Keep left, go under the bridge and go to through the door one the north. Then bomb the wall hit the switch in the room, and go all the way down. Then make a right get the two treasures leave this room and go back north. Go into a room then go up the incline.

Go up into the next room hit the switch then go back two rooms. Make a left and go over the bridge, then go up to another area. Take the door on the south east in this room take the 4 treasures inside of here. Go through the door on north east, then go down a decline, snag the two treasures then go down. Push the statue there onto the near by switch and go back to the room with the 4 treasures inside of it. Take trhe door that is in the middle and go up a flight of stairs. Now on this floor get the treasures and then go through the door.

Take the door on the north west side and push the statue into the hole. Then leave this area and go to the lower left door and push the statue there north west part of the room. Now, leave this room and go through the door that is opened. This leads to a VERY HARD puzzle. Look here, I figured out this puzzle and it was like 2 in the morning, so don'tunderatnd what I wrote but this

puzzle just takes a little know how, you'll get it. If you really get stuck here e-mail me and I'll try to figure it out again...When you do figure it out go through the door and up the stairs. Go to the right and up the incline, and then keep right and head up the flight of stairs.

Go into the door in the middle for a treasure then go up a flight of stairs, bomb the purple crystal there then go up another flight of stairs. Then when you enter there go up another flight of stairs. Bomb both of the blue crystals a door will open up and go up another flight of stairs. Now when you get there go up another flight of stairs. Now go up then right and go through the door, there will be some switches here, hit all the switches and then go through the door. SAVE at the Save Star. Heal up and go through the door. Alhazad will be waiting for you!

=====

Boss Fight XXIX
Alhazad
HP's 30,000
EXP 9000, Gella 0
Difficulty: Hard

Alhazad will give it to you, but you shouldn't be that hard in getting rid of him. But at this point you should be very powerful in both HP and dishing out hits so this battle won't be too hard. The main focus here is to watch out for his Alhazad Symphony, which will take off about half the life of everyone. He also casts Slow Down a lot, because Alhazad himself is pretty slow. Other than that you don't have much else to worry about. On offense you should have Jack should use Cosmic Nova or Phaser Zapp, Rudy should use the trusty Phaser Arm, and Cecilia should use Saint, when healing is needed Hi-Heal and when someone dies Hi-Revive if she has the MP for it.

=====

After Alhazad is done, you will receive Jack's Double Attack Force. When you go up you will see a teleporter which will take you to Malduke...

28: Malduke
Party Levels: Jack 40 Cecilia 39 Rudy 39

Once inside head to the south then make a right a force field will be blocking your path Bomb the Force Generator and then go through. Then go down a flight of stairs, and go through the pipe. After you leave the pipe you will get a bullet clip, and the Arch Smash. The Arch Smash is the best Arm, in the game. I would advise you at this point to go back down to the Teleporter, cast Escape in Ka Dingel, and Teleport back to Adlehyde to upgrade that ARM. If you have a lot of dough it's not a bad idea plus you will be able to blast away pretty much everything in your path.

If you do go or not, when you get back in Malduke go to the left bomb the generator and go up the stairs to get into the next area. Once inside, open the chets and use the power punch to punch the purple swing post across the hole. Swing across and then hit the switch and all the force fields will be down. Then go back to the entrance of Malduke. Once in the Entrance, go to the south to find a Save Star. Now make a left in the hallway of the entrance go all the way left until you find a switch hit the switch and go through the door and you will find Jack's 4th Tool Guitar. This tool plays a nice little melody but it attracts enemies.

Ok go back in the hallway and take the door to the south to get to the next area. Once in there make a left then in this room allow Hanpan to run across the exploding tiles. Then go through the pipe and you will come upon a switch. Hit the switch and make your way back through the pipe and into the hallway to

find a doorway. Go through it, now set the exploding tiles off with Hanpan and then go that way. Go into the pipe and make a left at the first fork, then at the next fork make a left, and then get out the pipes on the first exit. There will be a weapon for Rudy equip it to him and go to the right and get the treasure there.

Get back in the pipes, keep right then go south. At the fork keep right get out of the pipes to get a weapon for Cecilia equip that weapon. Get back inside the pipes and keep right then go down, when you get to a fork make a left leave the pipes at the first exit to get a weapon for Jack equip this. Get back in the pipes and follow along the path that is going right. when you come to a fork go up and then go right, get out of the pipes for item, then get back in continue right and then go down. When you come to an exit get out and put Jack in front speak to the statue for a statue test. The statue test is fairly easy and you will get the Fast Draw Trump Card, which is the best Fast Draw in the game.

Now get back in the pipes and follow along the path and you will make it to an exit. When you leave have Hanpan run across the exploding tiles, then go on them. Now go up and then use the grapple to swing across. Then go down a flight of stairs and then make a right. There will be a Save Star here so SAVE your game. Now you will have to go to three sections of Malduke to recover the items Arms, Eyes, and Wings. Now the first section is the residential section. Flip the switch on the left and get into the transporter so you can go to the residential section. There isn't much here locate the graveyard and look behind the big tombstone for the wings and then leave out.

You might as well SAVE your game while your here. Now make both switches go to the left and get on the teleporter. You are now in the Mines, now take the stairs that are on the right side, then go down another set of stairs on the right. Go to the room on the left to get the Eye. Now go leave the room back up the two flights of stairs and return to the main area. SAVE your game while your here. Now, make the level on the left go to the right and get back in the teleporter. Now you're in the statue area. Go south to get into the next room then go south again. Go up then go to the right, when you are in the next area go down then go to the left door.

Jump off the ramp, then jump off the next one. Follow the path and make it back to the main room. Now bomb the rock that is in front of the ladder. Climb up the ladder go to the crystal examine it and it will turn red. Now, head through the way and climb up the ladder that is to the south east corner. Go back to the first ladder go down it and hit the diamond switch. Go back to the other crystal get the three chests and turn it blue again. Go back to the main room and climb up the ladder in the south west part of the room. then go down the ladder on the south east part.

Now hit the diamond switch, and then go back to the crystal and run it red again. Now go through the door that was blocked off by the two statues. Snag the chest it contains the Arms. Now go back to the main area with the Teleporter and save the game. Now go down from the this room and make a left. go to the far left and go down the stairs. Get the two chests and go up and through the door to get to the next area. Once there put the Eye in the middle, and the Wings on the left and the Arms on the right. Now go through the door and get the treasures and go down the stairs.

Keep along the path until you reach a room with a search light in it, go to the far north of this room for a chest with an ambrosia in it, heal up with it and then go to the search light to fight the golem Berial!

=====
Boss Fight XXX
Berial

HP's 40,000
EXP: *9000 Gella 0
Difficulty: Extremely Hard

This fight is way tougher than any of those fights with Boomerang and Luceid and I don't care how weak you were then! For offense in this fight have Rudy using his Arch Smash if you went back to Adlehyde and got it upgraded to a high extint. If you went cheap and didn't upgrade the accuracy save up Arch Smash for when you get Rudy's First Force. Jack should be using Trump Card, and Phaser Zapp. Cecilia will be doing mostly curing and i doubt there will be apoint where Cecilia will be able to get in any offense. When she can get anything in you should have her use Armor Down, and Slow Down. Then if she can get in another turn between curing try to regenrate your Def.

By using Hi-Shield. Since Berial likes to Armor Down, a lot which makes his regular and special attacks more damaging. His Genicide Flare will clearly catch you in a bad way since you will be needing Rudy and Jack to provide offense you will want to Full Revive Cecilia whenever she goes down and make sure to keep her HP's in the high numbers, like over 2800. That basically goes for everyone as well.

*- Means 2 characters died so that's an estimate.

=====
When Burial is defeated the door will open, so go through it!Go down the stairs, on the far right of this room is the Teleporter this will take you back to Ka Dingel if you chose to go there. But at this point i wouldn't advise it. Unless you are a worry wort and think you won't make it through the final fight at any rate you won't be needing to go back if you ahve the Talisman and the Mind Gem. Which by the way you should, if you don't have one or the others by all means go back to Adlehyde to restock your self and get cured and saved.

Whether you left or not when you are in the room with the teleporter. Head throguh the door. You will be in a corridor, this corridor is random battle free. So the basic idea would be for you to equip the Talisman and the Mind Gem to one of your members run back and forth get them fully healed and then equip it to another member. This way after a few miutes you will have full energy and MP, too bad you can't do nothing about the loss of bullets. When you are done head through the door and Zeikried will be waiting!

=====
Boss Fight XXXI
Zeikfried II
HP's 30,000
EXP: 0 Gella 0
Difficulty: Very Hard

This is a pretty tough fight but certainly not tough enough to be the final boss fight. On offense Jack should use the Trump Card and the Phaser Zapp when he starts to get low on mp. Cecilia should be using Armor Down and then slow down, Zeik will use Shield on himself once in a while when he does this have Cecilia Armor Down him again. Also when Cecilia goes on Offense she hsouls just keep using Randomizer Saint doesn't work well here.

Aside from a physical attack Zeikfried's main attack is negative Rainbow this will do some hefty damage if you are not prepared for it. So cure up immediatly after he does this, he also does Zeik Impulse another bad attack but neither will kill you if your level is high enough and you keep your HP up.

=====
After the battle Zeikfried will turn into Motherfried...
=====

Boss Fight XXXII

Motherfried
Hp's 43,000
EXP: 0 Gella 0
Difficulty: Very Hard

This fight is almost like the first fight except Motherfried does way too many attacks. Motherfried does Dark Ray, Als Magna, Fatal Blow, and Phatima's Miracle. Fatal Blow is obviously the most deadly, hopefully you haven't blown all your Goat dolls before this point. If you did then if Cecilia has it cast Soul Guard. For the others Jack and Rudy have Jack use a Magic carrot or two to get back some loss HP same for Cecilia. Cast Phaser Zapp for now and if you used some Secret Signs on Trump Card then cast that as well. If Rudy has a nie stock of bullets have him use it on the ARch Smash and use the Arch Smash as much as possible.

Make sure to use the Arch smash only in conjunction with his first force.

=====
Now the battle is over and you still have control of your party?!? Heal up your characters as much as possible using the Talisman and Mind Gem, then hop into the Teleporter. In the middle of the teleporter trip as usual the hideously mutated remains of the final boss will battle you!

=====
Final Boss Fight

Zeik Tuvai
HP's 45,000 +?*

EXP: 0 Gella 0

Difficulty: Extremely Hard

Zeik Tuvai unlike Motherfried does the same attacks that Zeikfried can do. The only difference is Zeik can not use Hi Heal on himself, which will cure him a lot. Now he stills does Zeik Impulse and some other stuff like physical attacks which you need to look out for. Mainly have Cecilia cure the party. Since you should use used the Mind Gem technique then you shouldn't have too many problems with MP at this point. Have Jack using his trusty Trump Card and have Rudy waiting for his force to use the Arch Smash. Cecilia offensively should cast armor down, on Zeik and Hi-Shield on the party. Also if you get screwed up with statuses use any items you have to cure the major ones like confusion and silence. After a hard fight he will eventually go down if you can get in a good amount of attacks before he does.

*- This donates a HP estimation.

=====
After the fight sit back and enjoy the ending you earned it. So have I for finally completing my Wild Arms walkthrough!!!!!!!!!!

+++++
V: FAQ

Q1: Where is the Festival in Adlehyde?

A1: Go to the far east Part of Town to find it.

Q2: I'm at the festival I don't know what to do next but play those games?

A2: Find a woman near the north east part of the town she has a missing child.

Q3: Where do I get the two Duplicator's needed for the last Elw Pyramid?

A3: One is in Saint Centour after the event, the second is in Port Timney behind the Weapons Merchant

Q4: I run out of Magic Carrots too quick, is there anyway to buy them?

A4: No Magic Carrots are in treasures only. The only way to get a lot of Magic

Carrots is through Item Duplication or, in Adlehyde playing the chicken game.

Q5: After I got use of the Sweet Candy where do I go?

A5: Quite a few place, you can go far east to the Tripilliar to get that out of the way or you can go to Roletta

Q6: What is Luck Good For?

A6: Luck is relative to a lot of different things. A certain Fast Draw, and a Certain Arm (Slash Rave and Twin Orbs respectively) require a high level of luck for mega damage

Q7: What is the password for the Epitaph of Sea Wind?

A7: Metal Bird

Q8: When a character joins your party (Jane McDullen Etc) Can you use them in fighting?

A8: Nope they are just there as part of the quest

Q9: When do I get to use Advanced Black and White Magic?

A9: You will need to find an advanced Magic Guild

Q10: Where are the advanced Magic Guilds?

A10: They are small houses that are not marked on the Magic Map you will need the Protowing to find them, the first one is found when you get access to the outersea.

More Question when I think of them!

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VI: Item List:

This is a list of every item in alphabetical order that you will receive in the game through treasures stealing or buying.

Name	Effect
Agile Apple	Raises Response by 1 point
Ambrosia	Heals Entire Party/and status
Antidote	Cure Posion
Arms	Key to Area 51
Black Pass	For the Black Market
Blue Virtue	Giant's Cradle Key
Bone	Mystic it to do Lucky Shot
Bracelet	Dan's Wife's Bracelet
Bullet Clip	Restores Ammunition for ARM
Crest Graph	Use for Spell Creation
Crystal Bud	Proof of Love for Captain Bart.
Dispellado	Use for Rings of Timespace
Duplicator	Unlocks Magically Locked Doors
Eye	Key to Area 51
Full Revive	Revives one Character to full HP
Gemeni Circuit	Allows Protowing to fly higher
Hardy Apple	Raises Vitality by 1 point
Heal Berry	Gives 200 HP
Heat Salve	Cures Paralyzis
Holy Berry	Kills Zombie
Holy Medal	Use to Enter Guardian Temple
Holy Symbol	Cures Bad Omen
Jewel	Moves Statues in Gemeni Corpse
Key Plate	Key to Cage Tower

Kizim Fire	Starts Elw Pyramid Networks	
Light Shroom	Cures Flash	
Lucky Card	Extra Exp and Gella After Battle	
Magic Carrot	Gives 50 Mp	
Magic Map	Shows Map of Filgaia	
Medicine	Cures Disease	
Mega Berry	Gives 2000 HP	
Metal Bird	Password for Epitath of Sea Wind	
Mystic Apple	Raises Sorcery by 1 point	
Nectar	Full HP for one character	
Ocarina	Calls Earth Golem	
Pin Wheel	Cures Confusion	
Potion Berry	Gives 1000 HP	
Red Malice	Giant's Cradle Key	
Revive Fruit	Brings 1 character Back to life	
Saber Fang	Use for fight against Boomerang	
Secret Sign	Lower Fast Draw MP by 1 point	
Secret Tool	Give to Tom to repair Statue	
Small Flower	Raises Luck by 1 level	
Spirit Key	For chest in Prision Forest	
Toy Hammer	Cures Forgetfulness	
Violet Rose	Cures Silence	
Wind up Key	Use for Epitaph Sea	

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VII: Weapon's Armor and Helmet List

Rudy Roughnight

+XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX+

+Weapon Name	Attack	+
+Long Knife	7	+
+Long Sword	15	+
+Bastard Sword	25	+
+Claymore	40	+
+Bronze Sword	57	+
+Cross Saber	80	+
+Night Fencer	100	+
+Hybrid Sword	125	+
+Energy Saber	150	+
+Sword Radius	175	+
+Silver Blade	200	+
+Divine Blade	270	+

#####+

+Armor Name	Defense	+
+Travel Vest	5	+
+Hard Cloak	9	+
+Armor Vest	16	+
+Guard Jacket	25	+
+Chain Cloak	35	+
+Metal Jacket	46	+
+Cross Cloak	58	+
+Red Jacket	70	+
+Warrior Vest	85	+
+Battle Cloak	100	+
+Assault Cloak	120	+
+Braver Vest	242	+

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+#####+
+Helmet Name           Defense+
+
+Bandana               1      +
+Metal Band           10     +
+Head Gear            20     +
+Brass Band           32     +
+Hyper Gear           45     +
+Dead Hat             60     +
+XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX+

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Jack Van Burace

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+#####+
+Weapon Name          Attack +
+
+Artic Blade          10     +
+Chrome Blade         22     +
+Might Blade          35     +
+Vopal Razor          50     +
+Crystal Edge         67     +
+Spirit Blade         95     +
+Extinction           118    +
+Eradicator           143    +
+Black Feral          180    +
+Violator             230    +
+Doom Bringer         250    +
+Juggernaut           320    +

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```

+#####+
+Armor Name           Defense+
+
+Old Cape             3      +
+War Coat             7      +
+Sun Poncho           13     +
+Journey Coat         20     +
+Survive Cape         28     +
+Dusk Poncho          37     +
+Blue Wind            45     +
+Sioux Poncho         55     +
+Prairie Coat         70     +
+Dawn Poncho          87     +
+Jolla Poncho         104    +
+Jade Wilder          192    +

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```

+#####+
+Helmet Name           Defense+
+
+Cowboy Hat           1      +
+10 Gallon Hat        8      +
+My Grand Hat         16     +
+Lone Wolf            26     +
+Sunbird Hat          38     +
+Texas Number         50     +
+XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX+

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Cecilia Adlehyde

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+#####+

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GEO	EARTH MAGIC	SLOWS DOWN	MAKES ONE ENMY	LOWERS ENEMY
	SINGLE	ENEMY SINGLE	FALL ASLEEP	DEFENSE
	FLASH	FLAME	CONFUSION	BLAST
	2 MP	4 MP	2 MP	8 MP
FRAY	LOWERS ENEMY	FIRE MAGIC	CONFUSES ONE	NON ELEMENT
	PARRY RATE 1	SINGLE	ENEMY	MAGIC ATTACK
	VALKYRIE	SILENCE	VORTEX	SPARK
	10 MP	4 MP	4 MP	8 MP
WING	NO ELEMENT	STOPS ENEMY	WIND MAGIC	THUNDER
	MAGIC SINGLE	FROM SPEL USE	SINGLE	SINGLE
	ANAZLYZE	DISPELL	PRISON	FREEZE
	1 MP	3 MP	6 MP	4 MP
MUSE	SHOWS ENEMY	REMOVES HELP	STOPS ENEMY	WATER MAGIC
	HP/MP	ENEMY SPELLS	FROM MOVING	ATTACK

SECOND WHITE SPELLS:

	GEO	FRAY	WING	MUSE
	HI-SHIELD	HYPER	INVISIBLE	LIFE GUARD
	8 MP	12 MP	8 MP	30 MP
GEO	Raises PARTY	DOUBLES ATT.	REDUCES ENC.	SAVES CHR.
	DEFENSE	POWER	RATE	FROM DYING
	COUNTER UP	BOMB	SOUL GUARD	ANTI MAGIC
	6 MP	6 MP	18 MP	12 MP
FRAY	RAISES	USE BOMB AS	NO INSTANT	ENEMY MAGIC
	COUNTER RATE	COUNTER ATT.	DEATH	DOES NO DAMGE
	HI-REFLECT	DUMMY DOLL	TELEPORT	LOCK STATE
	20 MP	6 MP	12 MP	15 MP
WING	REFLECTS	SHIELDS CHAR.	WARP TO ANY	PREVENT FURTHER
	MAGIC	FROM ATTACK	KNOWN TOWN	STATUS CHANGE
	HI-REVIVE	REMEDY	RESTORE	HI-HEAL
	40 MP	12 MP	4 MP	12 MP
MUSE	REVIVES 1 CHR.	CURES ALL	CURES 1 CHR.	RESTORES
	FULL HP	STATUS	STATUS	ALL HP

SECOND BLACK SPELLS:

	GEO	FRAY	WING	MUSE
	HI-BREAK	ERASER	LIFE DRAIN	SAINT
	15 MP	5 MP	20 MP	15 MP
GEO	EARTH MAGIC	REMOVES ELEM.	DRAINS ENEMY	HOLY MAGIC
	GROUP	FROM ENEMY	HP GROUP	SINGLE
	RAINBOW	HI-FLAME	DARKNESS	HI-BLAST
	15 MP	15 MP	15 MP	22 MP
FRAY	ALL ELEMENT	FIRE MAGIC	EVIL MAGIC	NON ELEMENT
	ATTACK SINGLE	FROUP	GROUP	MAGIC ATTACK
	MP DRAIN	LUCKY SHOT	HI-VORTEX	HI-SPARK
	1 MP	30 MP	15 MP	22 MP

WING	DRAIN MP	BETTER CHANCE	WIND MAGIC	THUNDER MAGIC
		GETTING ITEM	GROUP	GROUP
	BANISH	RANDOMIZER	HI-PRISON	HI-FREEZE
	12 MP	30 MP	18 MP	15 MP
MUSE	LOWERS ENEMY	RANDOM MAGIC	STOPS GROUP	WATER MAGIC
	STATS	SPELL	MOVEMENT	GROUP

FAST DRAW LIST

PYSCHO CRACK

4 MP

Single attack causes Confusion

Start with it

SONIC BUSTER

7 MP

Wind attack Group

Learned while in Mountain Pass

METEOR DIVE

6 MP

Fire attack single

Learned while in Mount. Zenom

TRICKSTER

5 MP

Physical Attack, steal items

Thief inside crate in Timney

HEAL BLADE

6 MP

Heals one character

Learned in Sand River

SOUL BREAKER

8 MP

Instant Death

Man in Adlehyde after the attack
for a Secret sign

DIVIDE SHOT

10 MP

Takes off half enemies HP

Statue in Tripillar

BLAST CHARGE

10 MP

Good dameage to one enemy slight
to the others

The 3 robots in Epitaph Sea

SLASH RAVE

12 MP

Physical attacks based on Luck

Statue in Sacred Shrine

GUILTY BLADE

16 MP
Physical attack Group
Lady Harken Fight

SHADOW BIND
7 MP
Paralyzes Enemy
Statue in Dead Sanctuary

MAGNUM FANG
14 MP
Physical Attack Single
Second Lady Harken fight

PHAZER ZAPP
16 MP
All Element attack
Take all the books in
De La Metalica

COSMIC NOVA
20 MP
Physical Attack All
Chest in Gemeni's Corpse

VOID
20 MP
Instant Death All
Antartica Castle

TRUMP CARD
22 MP
Physical Attack Single
Statue in Maldukes

+++++

X: Thanks

I would like to thank the following:

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-Sony and Media Vision for making an outstanding game!

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