

Wild ARMs FAQ/Walkthrough

by Split Infinity

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SPLIT INFINITY PRESENTS

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If you like this guide, be sure to drop me an e-mail and tell me about it.
The only thing this guide cannot do is play the game for you.
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01.) LEGAL INFORMATION - G0100
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02.) TABLE OF CONTENTS - G0200
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If you need to find something quickly, press and hold CTRL (Control), then press F button. This will bring up 'Find and Replace' box. In it type the word you're looking for and you should be taken to it immediately. This is much faster than scrolling through entire guide.

For your convenience I've inserted special search codes near every section to help you easily hop on to that section by using search code provided. Each search code will appear only twice in whole guide - thus getting stray hits will be impossible.

SECTION NUMBER AND NAME	CODE	WHAT IS IT ABOUT?
01.) Legal information	G0100	Copyright protection and legal info.
02.) Table of Contents	G0200	Sections of this guide.
03.) Latest Updates	G0300	Read what was added in last update.
04.) Introduction	G0400	A bit about myself and this guide.
05.) Abbreviations	G0500	What do abbreviated words stand for...?

06.) Abnormal Statuses	G0600	Bad status! Get lost!
07.) Walkthrough	G0700	Guide from start to finish.
??.) Past Revisions	G??00	History of this guide resides here...
??.) Credits	G??00	All who contributed... Thank you.
??.) Contact Info	G??00	Find out how to reach me.

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03.) LATEST UPDATES - G0300
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- Version Elmina (16th February 2008)
Minor updates.

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04.) INTRODUCTION - G0400
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Hello! I am Damir Kolar and I welcome you to my new project. I've got time to kill before certain games I'm eagerly awaiting arrive, so I decided to look at some earlier titles I have. Seeing how I have made a guide for both WA3 and WA4, let's make the collection complete by making one for the first game in the series: Wild Arms!

Now let me to address some things:

- Spoiler issue - I'm the player of the game, just like you (who is reading this guide) are. First time I've played through the game was completely by

Remove with: Antidote
Prevent with: Moon Stone

KO-ed - Chr is unable to fight, HP is 0.
Remove with: Revive Fruit / Full Revive
Prevent with: nothing

Disease - Chr is unable to recover HP.
Remove with: Medicine
Prevent with: Olive Branch

Paralysis - Chr is unable to execute any commands.
Remove with: Heat Salve
Prevent with: Blue Circlet

Silence - Unable to use Magic (Cec) and Fast Draws (Jack).
Remove with: Violet Rose
Prevent with: Silver Harp

Confusion - Randomly use Attack command.
Remove with: Pin Wheel
Prevent with: Clear Chime

Forgetfulness - Chr doesn't receive any EXP at the end of battle.
Remove with: Toy Hammer
Prevent with: Memoirs Pen

Bad Omen - Random battle encounter rate is increased.
Remove with: Holy Symbol
Prevent with: Angel Quill

Flash - Chr's accuracy is reduced, likeliness of successfully landing physical hits is decreased, likeliness of successfully evading physical hits is decreased.
Remove with: Light Shroom
Prevent with: Sunglasses

Sleep - Chr is unable to execute any commands.
Remove with: Awaken magic
Prevent with: Awaken magic

Notes!

- Poison, disease, paralysis, silence, confusion, forgetfulness and flash statuses carry over into next battle, unless removed.
- KO-ed chrs are revived with 1 HP at end of battle
- Full Libra guards against all status changes, except KO.

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07.) WALKTHROUGH - G0700

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NEED TO DO REMINDERS

- From final Photosphere boss onwards, check attack properties of them bosses.
- Check up on names of enemies in dungeons where I've listed them as ??????
- Get a full lowdown on what Luck does (it has many benefits).

 INTRODUCTION

Welcome to Wild Arms!

I shan't be doing any stuff with controls, battle system and the like. Everything's pretty simple, and you can press Triangle button to get an explanation of the feature, item or anything else that's bothering you.

TIP - I'll be using these terms when finding items:

GET: item from treasure chest

FIND: item from barrel, crate etc. (basically everything you can search, throw, destroy, or you find lying on the ground)

RECEIVE: item from NPC

BAG: item received automatically

BIG TIP - Don't underestimate the power of Force Gauge! As it increases, so do certain statistics of your chrs for current battle! So if FG is:

% of FG filled	ATP	DFP
0% - 24% full	100%	100%
25% - 49% full	110%	110%
50% - 74% full	120%	120%
75% - 99% full	130%	130%
100% full	140%	140%

BIG TIP - SPARE ALL SECRET SIGNS YOU FIND! YOU'LL USE THEM ALL UP AT ONE SPECIFIC POINT.

When New Game is started, choose one of the three possible scenarios. We shall begin with the first scenario...

 SURF VILLAGE

You begin with 4x Heal Berry and 500 gella in your inventory - name your chr. His starting FA is Lock On, allowing him to hit designated target with 100% accuracy.

You receive HEAL BERRY, followed by examining everything in the village - by that I mean check barrels, pick up crates and throw them etc. You will find 17 GELLA, HARDY APPLE, HEAL BERRY, HEAL BERRY, HEAL BERRY, 20 GELLA, 8 GELLA, POWER APPLE, LIGHT SHROOM (throw one of the chickens).

When you find the parrot, talk to it to be able to save your game or switch to other currently incomplete scenarios. Enter the big house (Mayor Pifer's) and talk to woman on lower floor if you wish to take a rest, then go upstairs and talk to Pifer to obtain TOOL: BOMBS. Once you have them, try going downstairs.

Item shop offers (prices in gella)
 Heal Berry - 20

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
13 | 2 | 20 | 6 | 0 | 2

STEAL - - - - - ITEM - - - - - DROP
none | none

----- TACTICS -----
- Rotten Breath for 20 non-e mgd
- physical for 20 phd

I advise to heal when your HP falls below 40 HP. Otherwise this isn't a hard boss. Use Rudy's ARM Lock On FA when available and do not forget to heal every so often.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

----- SURF VILLAGE -----

Grrr, those ungrateful wretches. When in control, go downstairs, then attempt to leave the village. After the scene ends, exit the village. Scenario change - select the second scenario!

----- MEMORY TEMPLE -----

Enemies:
Balloon, Pillbug, ??????

Name your chr, then watch the scene. His starting FA is Accelerator, allowing him to act first in the current turn, regardless of REA of other combatants. His mouse counts as a TOOL HANPAN.

s1: Go S, then W. Most of the chests will be plundered, so don't knock yourself over for it. Get HEAL BERRY near the note, then go W, and N. Two chests are empty, and when you reach NW corner, use Hanpan to get COWBOY HAT. Now work your way to NE corner, where you step on red switch to raise the bars and free up access to s2.

s2: Go S, push the blocks into the abyss, and keep a sharp eye for small holes in the ground - spikes are there. Quickly cross such ground and you will not be harmed. Use Hanpan on S chest to get HEAL BERRY, then take SE exit.

s3: Step on red switch.

s2: Take SW exit.

s3: Take the stairs leading up.

s4: Run E, but make sure you stop before you hit the wall. Get HEAL BERRY, then take NE exit.

s5: Walk N, then push the middle of five blocks down in the abyss. Use Hanpan

to fly over to red switch. Return to s4.

s4: Run all the way W, but don't hit the W wall. Get HEAL BERRY and take NW exit.

s6: Save point.

s7: Take either path leading N. Run thru the corridor to avoid getting spiked, then step on two red switches to make third one appear. Step on it as well to free up N passage.

s8: Follow carefully - N, N, W, S, W, S, get HIDE GLOVE, get HEAL BERRY, go N, N.

s9: Stand on either switch, and then shoot Hanpan over to other switch. Red teleport will appear, so use it.

s10: Get near the console and examine it. Afterwards use the red teleport.

s11: Memorize this location, because you can return here later for some goodies. Hike S.

s12: Hike S.

COME-BACK-LATER-REMINDER: When we have the password for the door, return here for some extra loot.

Scenario change! Select third and final scenario.

CURAN ABBEY

During the scene name your chr. She begins with TOOL TEARDROP, CREST GRAPH, and CREST GRAPH already in her inventory. Her starting FA is Mystic, allowing her to invoke hidden powers of the items.

When you have control of Cec, walk around, talking to people and reading the books. Make sure you read all of them, because many books drop hints about events which happened and may reveal tips about how to access hidden secrets.

Regarding items... you can find HEAL BERRY, MYSTIC APPLE and 20 GELLA when checking stuff around the abbey. In S part of the abbey take the right stairs leading to 2nd floor and here talk to Anje. She'll put a stone on the table, so have Cec stand close and use Teardrop. You'll receive TOOL POCKET WATCH. Return to N part of the abbey and check one of the rooms on NE (talk to the guy moaning about book mess). Then check the book on the floor for a mention of Sealed Library. Afterwards talk to the teacher in NW-most room to receive CREST GRAPH.

Now talk to *everybody* again to gather clues and hints to whereabouts of that library. Now then, go take a look at the two statues in the courtyard. Check their backs for two switches and push them. You can now push both statues out of their original position and place them in the position of the other statue, so that they will now both face each other. Stand between them and use Tear Drop for a scene. Go N and a Tear Drop symbol will appear on the wall. Use Tear Drop again.

Enemies:

Blue Book, Gagison, Nelgaul (BOSS)

s1: Go downstairs and use Tear Drop in front of the door.

s2: Pick up NE crate and step on red switch.

s3: Downstairs and thru the door.

s4: Pick up one crate and throw it at the red crystal. Get MEDICINE, get MAGIC CARROT.

s5: Downstairs and thru the door.

s6: Pick up and smash first two crates, but hold onto the third. Step on red switch, then throw last crate at the red crystal. Get HEAL BERRY, get HEAL BERRY.

s7: Oooh boy. Lotsa books to read (make sure you do so, or you'll be sorry in the long run), get MAGIC CARROT from a chest along W wall, get CAPUCHE from a chest along E wall. Here you must pick up three special books, and then throw them into a fireplace on N end. 1st book is found in SE corner, 2nd book is found inbetween two bookshelves in NW corner, and final book is found in NE corner. Once they're history, path forward appears.

s8: Use a Magic Carrot on Cec to recover her MP, we're about to fight a boss. Examine the book lying on the desk.

BOSS BATTLE!!!

CECILIA

VS

NELGAUL

NELGAUL'S STATS

----- STATS A -----

LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI
3	300	0	100	320	NTH	NTH	NTH	NTH	NTH	NTH	NTH

----- STATS B -----

ATP	SOR	DFP	RES	PRY	MGR
8	4	10	8	0	10

STEAL ----- ITEM ----- DROP

none	none
------	------

----- TACTICS -----
- Brutal Attack will hurt for around 15 phd
- physical for around 10 phd

I advise to heal when your HP falls below 30 HP. Otherwise this isn't a hard boss. Use Cec's Flame magic and Heal Berries to recover HP.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

You will bag WATER RUNE. Then you'll teleport out and Mary will give you some more sermons before you're able to leave the abbey. Do so and thus you have completed all three introductory scenarios. Switch to Rudy for now.

He'll appear outside of Surf Village - go S, then W immediately past a wagon selling some small stuff, S again and keep going SE to stumble upon Adlehyde, the place where our story shall really begin.

ADLEHYDE

Scene occurs as soon as you enter central Adlehyde. As per usual procedure right now, scourge the town for items and find: HEAL BERRY, 50 GELLA, HEAL BERRY, AGILE APPLE, 7 GELLA, HARDY APPLE, POWER APPLE, MAGIC CARROT (bomb a big crate), HEAL BERRY (bomb a big crate), ANTIDOTE (bomb a big crate). You can get HEAT SALVE from a chest in NE corner. You can reload your ammo for the ARM in the inn for 10 gella per bullet.

The item shop offers (prices in gella)

Heal Berry - 20
Antidote - 50
Medicine - 50
Violet Rose - 50
Heat Salve - 50
Pin Wheel - 50
Toy Hammer - 50
Holy Symbol - 50
Light Shroom - 50

Equipment shop offers (prices in gella)

Long Sword - 20
Chrome Blade - 50
Magical Rod - 50
Hard Cloak - 50
War Coat - 50
White Robe - 120

You can check two more parts of Adlehyde: by taking E exit you will get to the plaza where Ruin Festival will be held. Here you can find: 4 GELLA, 45 GELLA, TOY HAMMER. Return to main part of Adlehyde and now hike N to find Adlehyde Castle.

Explore everything and get: 200 GELLA, CREST GRAPH, MOON STONE. Now return to central Adlehyde and find the parrot in front of the inn. Talk to it, choose Change and switch to Jack. He begins back on world map - to get to Adlehyde, have Jack go E, and then SE. When in central Adlehyde, have Jack talk to the parrot as well and Change to Cec. Bring her from Curan Abbey by taking N direction, crossing the bridge and finally going NE to end up in Adlehyde.

Now take whoever chr you wish to control to Emma's - go upstairs and have a chat with her. When the mission is set, return to the parrot and talk to other two chrs to join forces. Update your equipment and items (bind Analyze and

Armor Down onto two fresh Crest Graphs you nabbed), save your game and set foot for Lolithia's Tomb, found N from Adlehyde.

LOLITHIA'S TOMB

Enemies:

?????, ?????, ?????, ?????, ?????, Magtortous (BOSS)

s1: Walk N and you'll see two entrances (one E and one W) close to first guy you bump into. Take W one first.

s2: Get: HEAL BERRY, HEAL BERRY, POTION BERRY.

s1: Now take E entrance.

s5: Make way to N end of the room, push either leftmost or rightmost block all the way N, and then get: MYSTIC APPLE, POWER APPLE.

s1: Now climb the ladder on this screen and walk around to reach NW entrance.

s3: Talk to Emma, then blow up the wall behind her with few bombs.

s4: Get BUCKLER, then drop down, go N, talk to two dudes to get them out of the way, bomb the rubble and onward to deeper ruins!

s6: Go N, bomb away the rubble.

s7: As soon as you enter, take the entrance a bit to NE.

s8: Bomb the rubble in the corner, step on red switch, go W, then use Hanpan to get HEAL BERRY from the chest. Note the gold color of the chest - such chest will explode once opened, so always use Hanpan. Now go upstairs.

s7: Go E, get 50 GELLA, then go W, bomb the rubble, then drop down, step on red switch and take the lower of two N exits.

s9: Walk N, then push S block onto the red switch to make all four blocks disappear and unlock N door.

s10: Get CREST GRAPH with help of Hanpan. Now return to s7 to the point where you dropped off ledge before, but this time take the upper of two N exits.

s11: Walk N.

s12: Start climbing ladders on E side of the room, slowly progressing up and bombing rubble on the way - on your way get REVIVE FRUIT from exploding chest. When you're at the top, locate N exit, which is blocked by the way. Drop off the ledge, then go a bit E, bomb away the rubble, return to spot where you landed, go a bit W, bomb away all the rubble you can reach, again return to spot where you landed, now drop off another ledge, and bomb the rubble underneath which a red switch is found. Unlike other red switches so far, you can step on this one multiple times - it will make certain obstacles in this room sink in the ground, while at the same time making others rise from the ground. Now, there are three sets of sunken obstacles around the switch. Stand below S set and throw Hanpan at the switch. Drop off the ledge and walk a bit W to get 130 gella. Climb back up to top and take now unblocked N exit.

s13: Climb the ladder and save your game.

s14: Go E, then N.

s15: Go N a bit, then E (ignore S exit you come across) and thru SE exit.

s14: Step on red switch.

s15: N, W, past S exit, and thru SW exit.

s14: S, E, N, get 300 GELLA from the chest which was blocked off, return to s15.

s15: Push the blocks in both NW and NE corner, so that you can get: MAGIC CARROT, and HEAL BERRY. Finally stand in front of N door and use Tear Drop.

s16: Read the hint on the plague, then back to s15.

s15: Take S exit.

s14: Climb down the ladder, walk W a bit, use Hanpan to get HARDY APPLE, then walk E and thru NE exit.

s17: Walk N.

s18: There's a gargoyle statue here - stand behind it and examine it, then push the button. This will make four blocks appear. Take a look at floor indentations around the statue - there's four of them. And four blocks... so push one block in one indentation until all are covered. Maybe go back and save your game? Now stand in front of big door and use Tear Drop, then try walking thru the door.

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

MAGTORTOUS

MAGTORTOUS' STATS

----- STATS A -----											
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI
6	2000	0	360	320	NTH	NTH	NTH	NTH	ABS	NTH	NTH

----- STATS B -----					
ATP	SOR	DFP	RES	PRY	MGR
50	5	28	10	0	14

STEAL	ITEM	DROP
none	none	

----- TACTICS -----
- physical for about 150 phd to one
- EM Laser does 200 thunder mgd to all

OK, first of boss dudes with hit-everybody attack. It will mostly bash you up with physicals, and then start shooting you with EM Laser, pretty damaging

attack (counter it with Cec's Mystic). Maybe wait for Rudy's FG to raise and then start using Hand Cannon for big dents into Mag's HP, while Jack strikes swiftly with Psycho Crack. Cec can start by using Armor Down on Mag, seriously crippling its otherwise high DFP. Because Heal Berries are there a plenty, healing is taken care of.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s18: After defeating Mag go N.

s19: Get HEAL BERRY and MAGIC CARROT, then approach the big thing in N part of the room. Now return to where you met Emma and inform her of your success.

COME-BACK-LATER-REMINDER: When we have Grapple tool for Jack, return here for some extra loot.

ADLEHYDE

When you're back on world map, return to Adlehyde. By now you have five Crest Graphs. Aside from Heal, Flame, Analyze and Armor Down, go and get Quick now. I also suggest to do an update on your items, specifically Heal Berries and stuff that removes bad statuses. Always keep on your old equipment, though! Some of those can be very useful for Cec's Mystic FA.

Go to the inn and choose to sleep - Cec temporarily leaves your party. Once the morning arrives, Ruin Festival begins. Take the E exit from central Adlehyde to arrive at the plaza where festival is held. We hunted items before, so now let's endure minigames (if you wish, of course). There's four of them:

RACING MINIGAME: - waste of time, no rewards at all

CHICKEN MINIGAME: - Magic Carrot, Potion Berry, Antidote

- depends on how close to the wall you stopped

THROW-BALL MINIGAME: - hit the white center for Secret Sign

- hit the inner blue circle for Bullet Clip

- hit the outer white circle for Revive Fruit

- hit the outer blue circle for Heal Berry

LUCKY MOLE MINIGAME: - catch 6 moles for Heal Berry

- catch 7 moles for Antidote

- catch 8 moles for Revive Fruit

- catch 9 moles for Magic Carrot

- catch 10 moles for Full Revive

- catch 11 moles for Bullet Clip

- catch 12 moles for Hardy Apple

- catch 13 moles for Agile Apple

- catch 14 moles for Mystic Apple

- catch 15 moles for Power Apple

- catch 16 or more moles for Nectar

There's a woman in the middle of the plaza selling flowers for 2 gella - buy one to receive SMALL FLOWER (it boosts your luck by one level temporarily). Emma can be found at N end of the plaza just below Chicken minigame course - talk to her to receive 500 GELLA.

OK, once you've grown tired of minigames (or ran outta gella), seek out a pair

of people in NE corner of the plaza. The woman will ask you to look for her kid, carrying a red balloon. He's not in the plaza, but in central Adlehyde instead. Once spoken to, things start happening.

Afterwards you'll regain control - this is the only time in the game where you'll see random enemies onscreen, though. You'll see Cec's image in a small window in upper left corner - she's standing below the entrance to the castle. However, before leaping to her rescue, take time to scan around the town and find 10 survivors. You don't have to rescue anybody, but then you also get to miss out on 10 prizes - so GO FOR IT. Once you have all ten survivors, go to Cec's rescue and win an event battle. Cec will give you five minutes time limit to rescue 10 people still hiding in town... too bad we already have them. So unless you want to kill remaining enemies for EXP and cash, head for the castle now.

When in throne room, talk to NW soldier to have him move out of the way. Go upstairs twice and then enter king's quarters. Switch to Cec and talk to king. When in control again - your objective is to get out of the castle and not be captured. If any of the guards touch you, you will be returned to Cec's room and will have to start anew. So from entrance to Cec's room - E, S, W, take second exit S, you'll appear outside, avoid all guards while you circle around on castle's walls (use running), then when you enter the interior again - downstairs, N, careful of speedy guard (you can go N again to rest), W, you'll appear in the kitchen. Talk to leftmost cook and...

SECRET PASSAGE

Enemies:

Balloon, Gomoratoad, Jellyblob

s1: Save the game (take directions literally), smash three crates, at 1stcross go right, use Hanpan to get MAGIC CARROT, smash the crate, at 2ndcross go up, at 3rdcross go down, at 4thcross go left and then use Hanpan to get POWER APPLE, return to 4thcross and go right now, smack six crates, then at 5thcross go right.

Navigate the ways to get MYSTIC APPLE & 3 GELLA, then return to 5thcross and go down. Now you'll find 6thcross - S, W, S, W, N, get AGILE APPLE, turn around, S, E, N, E, N, E, S, S, S, throw Hanpan to SW to get HARDY APPLE, smack three crates to your E, E, N, E, get 120 GELLA, turn around, W, S, W, N, N, E, S, E, S, W, S, get MAGIC CARROT, S, onto next screen.

s2: Save your game, then go upstairs.

ADLEHYDE

Enemies:

Belselk (BOSS)

You're back in town. Get POTION BERRY, then move the blocks so you can get out. There're still onscreen enemies you can fight if you want some more EXP and cash - then seek out Belselk, who's located in center of the town. Heal up before talking to him! You lose Tear Drop...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

BELSELK

BELSELK'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
20 | 2000 | 0 | 600 | 0 | NTH | NTH | NTH | NTH | NTH | NTH | NTH

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
110 | 0 | 40 | 20 | 0 | 30

STEAL ----- ITEM ----- DROP
none | none

----- TACTICS -----
- Spinning Flail deals 100 phd to all
- Disrupting Flail 200 phd to one
- Belselk tends to skip turns by taunting you

Basically this is what you should do: Jack uses Psycho Crack, Rudy Hand Cannon, and Cec Heal (if Disrupting Flail was used) or Mystics a Heal Berry (if Spinning Flail was used), otherwise she attacks if Belselk taunts you (cast Armor Down on it as well). 2000 HP isn't too much to shave off, considering you're not attacked half of a time.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

Prologue is over - and now the story begins for real. Go and fetch Cec from her room, then enter the council room and talk to Johan. When he's done babbling, get a lot of stuff: 500 GELLA, LUCKY CARD, BULLET CLIP, 100 GELLA, REVIVE FRUIT, MYSTIC APPLE, MISSANGA, 1000 GELLA, POWER APPLE, MAGIC CARROT. Get out of the castle and enter the town. There's an Adlehyde Restoration Committee stationed within Mayor's house. You can start donating gella to help rebuild Adlehyde - up to this point in the game you can donate following amounts:
- 500 gella
- 1000 gella
- 2000 gella

Update your warez as well if you're running low on Berries on status removing items, upgrade Rudy's ARM, have Cec with these spells: Heal, Escape, Revive, Blast, Armor Down; then leave Adlehyde and forward we go.

COME-BACK-LATER-REMINDER: When we have some spare Duplos, return to the castle for some extra loot.

From Adlehyde go NW to a sign telling you directions to Mountain Pass (SW from this sign), cross the bridge, and locate Mountain Pass.

MOUNTAIN PASS

Enemies:

Gallowbear, Lizardman, Gomoratoad, Dryad, Harpy

s1: Just go up. Careful not to step on red flowers, or you'll lose HP.

s2: Small circle of light around your onscreen chr - carefully navigate your way around! Go N, and you'll see a lamp - hike W from this position until you find TOOL LIGHTER. Go upstairs, then take a small detour E, bomb away some rocks, go S, bomb some more rocks, get MAGIC CARROT, and now hike N all the way.

s3: Lamp is found a bit N from entrance. Light it with Lighter (it doesn't stay lit forever, so use the timeframe you're given for quick explorings), then take W path to get ANTIDOTE & HEAL BERRY. Return to the lamp, relight it, than go E, bomb some rocks, go N and follow the path. Bomb some more rocks before entering next screen.

s4: Take N exit.

s5: Save your game, then back to s4.

s4: Blow up the rocks and take SW exit.

s6: Hike W (get HEAL BERRY), Jack gets FAST DRAW HINT for SONIC BUSTER (each Fast Draw hint Jack receives will appear as four question marks first - keep using it in following battles until Jack learns it), go W still, get ANTIDOTE & ANTIDOTE. From chest with second Antidote: left, downstairs, left, downstairs, right, follow the path until next cave entrance.

s7: Go N, light the lamp, go W, light next lamp, go S, bombing rocks out of the way and you'll find a long corridor leading S. Light the lamp, then continue S. At the cross go W first - use Hanpan to get OLIVE BRANCH from the chest, then take E path at previous cross. You'll find some rocks - bomb them, then go W to get CREST GRAPH. Light the lamp nearby, then return to the path you were taking S.

s8: Just to the right of the entrance you'll see a strange looking portion of the wall. Bomb it.

s9: Get MAGIC MAP.

s8: Hike S.

We're back on world map. Follow the coast until the sign telling you that Milama is found to the S. Follow the advice and you'll find it.

MILAMA VILLAGE

Items you can find: HARDY APPLE, 10GAL HAT, CUTE RIBBON, MYSTIC APPLE, CREST GRAPH, HEAL BERRY, VIOLET ROSE, METAL BAND, 123 GELLA, 690 GELLA, AGILE APPLE, POWER APPLE, POTION BERRY.

Shops are as follows...

Item shop offers (prices in gella)

- Heal Berry - 20
- Antidote - 50
- Medicine - 50
- Violet Rose - 50
- Heat Salve - 50
- Pin Wheel - 50
- Toy Hammer - 50
- Holy Symbol - 50
- Light Shroom - 50

Weapon shop offers (prices in gella)

- Mother Sword - 500
- Might Blade - 530
- Dream Wand - 480

Armor shop offers (prices in gella)

- Armor Vest - 480
- Sun Poncho - 515
- Mist Blazer - 440

You have a total of 7 Crest Graphs now - go to magic guild and get spells Flame and Freeze.

Now head for the pub and talk to the owner, then ask about the Guardians. Write down the password: "Light the fire at 2, then at 10. When you light the fire at 6, the doors will open at 12. Go through the temple with the light." You'll also bag HOLY MEDAL.

COME-BACK-LATER-REMINDER: When we have Wand tool for Cec, return here for some extra loot.

Return to world map, go NW from Milama, cross the bridge and enter...

GUARDIAN SHRINE

Enemies:
Scarecrow, Sphinx, Critter, Lizardman, Cockatrice

s1: Take either steps up.

s2: You have 12 torches, forming a circle, which resembles a clock. Couple this with the password you got from pub owner, equip Lighter and begin by lighting the torch representing hour 2, then light torch representing hour 10, then light torch representing hour 6, and finally light torch representing hour 12. Go back down.

s1: Stand before middle door and use Holy Medal.

s3: Go S.

s4: Get MYSTIC APPLE, MYSTIC APPLE, & MYSTIC APPLE.

s3: Get MAGIC CARROR & MAGIC CARROT from two chests, then take NW exit.

s5: Go W, then take NW exit.

s6: Get CREST GRAPH.

s5: Go E, take NE exit.

s7: Take SE exit.

s8: Go E, take NE exit.

s9: Get CREST GRAPH.

s8: Go W, take NW exit.

s7: Take N exit.

s10: Save your game, go N.

s11: Go N.

s12: Seven torches are in this room. You need to light them in correct order to get to the door - if you mess up, use Pocket Watch to return the room to original state. Start with NE torch, then E, NW, SW, W, SE, central torch.

s13: A trial run - woot!

s14: Jack only. Go N, step on red switch, go N, throw Hanpan E on the switch, go N, throw Hanpan W on the switch, go N, throw Hanpan diagonally towards NE on the switch, go N, throw Hanpan diagonally towards NW on the switch, go N.

s15: Throw Hanpan on two switches toward NE and NW, go N. Specific directions follow: E, N, throw Hanpan E on the switch, W, S, W, N, throw Hanpan W on the switch, N, throw Hanpan E on the switch, turn around, S, E, E, N, W, N.

s16: Pick up the sword...

s23: Switch to Rudy.

s17: Rudy only. Go N, bombing blocks out of the way.

s18: Make way N, bombing blocks out of the way. Sometimes your path will be blocked by a hole which was below a block, but simply try another one.

s19: Bla bla bla.

s23: Switch to Cec.

s20: Cec only. Go N - with her you'll be pushing a lot of blocks N to get further access. Left block, left block, right block.

s21: Push right block N, then left block W.

s22: Go N.

s23: All chrs learn LV2 FA: SUMMON GUARDIAN!

You'll bag EARTH RUNE, FIRE RUNE, & WIND RUNE as an added bonus as well. When you appear on world map, go NW to find...

Items you can find: 98 GELLA, HEAL BERRY, MAGIC CARROT, AGILE APPLE, POWER
APPLE, CREST GRAPH, 800 GELLA, HEAL BERRY.

Shops are as follows...

Weapon / armor / item shop offers (prices in gella)

Claymore - 1100
Vopal Razor - 1250
Prism Stick - 950
Guard Jacket - 1010
Journey Coat - 1125
Magus Robe - 925
Heat Salve - 50
Pin Wheel - 50
Toy Hammer - 50

Item shop offers (prices in gella)

Heal Berry - 20
Medicine - 50
Antidote - 50
Violet Rose - 50
Light Shroom - 50

Once you've scoured the village, head for the inn and talk to Baskar Chief.
Head for N exit of the village to find Zephyr's altar. Go to top of the pyramid
for a scene. Now give Earth Rune to Cec, Fire Rune to Jack, Wind Rune to Rudy.
Then go to the world map and head NW from Baskar Village to find...

MOUNT ZENOM

Enemies:

Tiny Edge, Shrieker, Hobgoblin, Harpy, Devonova, Orga Widow (BOSS)

s1: Talk to the guard, then enter.

s2: Observe the lineup of statues. Push SE statue up and door opens.

s3: Follow the path.

s1: Go W, get HEAL BERRY, immediately N from this chest you can get LUCKY CARD,
continue W, get BLUE CIRCLET, enter the cave.

s4: Follow the path, use Jack's Lighter to burn fields of grass.

s5: Burn the grass with Jack's Lighter.

s1: Go E, take first stairs you see, get SECRET SIGN, back downstairs, into the
cave.

s6: At the 1stcross go S, push W-most statue to the right a bit, return to
1stcross and go N.

s7: Just follow the path, burning grass when required.

s1: Go downstairs and use Hanpan to get HEAL BERRY, HEAL BERRY, HEAL BERRY, HEAL BERRY, & HEAL BERRY. Try to go back up - Jack receives a FAST DRAW HINT for METEOR DIVE (which you will be using quite often). Try to master it ASAP. Go back upstairs, then W, pass the cave, get POTION BERRY, enter the cave.

s8: Follow the path and burn the grass away. Step on red switch hiding beneath one of grass fields.

s9: Burn the grass and go S.

s1: Swerve a bit E into another cave.

s10: A series of 8 statues. From W to E, push 2nd and 8th statues a bit up.

s11: Get MYSTIC WORD, then return two screens S to s1.

s1: Back here, notice the broken 'bridge'? Jump off it to find a chest - get CREST GRAPH. Jump off another broken 'bridge', and then return via s8 and s9 to where you made first leap of faith. Once you're back up, go W into another cave.

s12: Go upstairs.

s13: Save your game.

s1: Go E, then enter the cave.

s14: From bottom to top, push 3rd and 4th statue a bit right, 6th statue a bit left, 7th statue a bit right, and 8th statue a bit down. Heal up, then proceed N.

s15: Examine the statue...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

ORGA WIDOW

ORGA WIDOW'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
12 | 5000 | 0 | 900 | 990 | NTH | WKN | NTH | NTH | NTH | NTH | NTH

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
150 | 6 | 120 | 30 | 0 | 100

STEAL ----- ITEM ----- DROP
none | none

----- TACTICS -----

- physical does 250 phd to one
- Poison induces poison on one
- Capture Web induces paralysis on whole team

Give Cec Moon Stone, so that she's safe from Orga's poison attacks, and Blue Circlet on Jack to prevent paralysis. This is an excellent choice in testing Meteor Dive against the boss, so have Jack use only that, Rudy should be using his upgraded Hand Cannon, while Cec pelts Orga with Freeze. To shave away your status worries, have Cec use Mystic on White Robe, which will cast Lock State on whole party for three turns. Summoning Stoldark with Cec also robs Orga of big chunk of HP.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

Bag SUMMIT RUNE and give it to Cec. When in control, cast Escape and return to Baskar. If you don't have this magic, you'll have to trek all the way down the mountain.

BASKAR VILLAGE

Go have a talk with Baskar Chief - receive KIZIM FIRE. To find Elw Pyramid, go NE from the village and you'll find the Pyramid in the forest.

ELW PYRAMID NEAR BASKAR VILLAGE

Beneath the waterfall in W part of the screen are stairs leading down. At the end of path use the Kizim Fire on the control mechanism (OK, so the furnace is a control mechanism?). Back upstairs go N and step in green pad to be teleported to another part of Filgaia.

ELW PYRAMID N FROM SAINT CENTOUR

Go S, but before you exit the pyramid, you can get HARD GUARD from SE corner. Back on world map go S until you see next town.

SAINT CENTOUR

Items you can find: 1000 GELLA, AGILE APPLE, 100 GELLA, CREST GRAPH, 250 GELLA, HARDY APPLE, MAGIC CARROT, POWER APPLE. The stuff you can't reach now will have to wait.

Shops are as follows...

Weapon / armor shop offers (prices in gella)

Bronze Sword - 2050

Crystal Edge - 2400

Rune Staff - 1800

Chain Cloak - 2000

Survive Cape - 2200

Protect Cape - 1400

Item shop offers (prices in gella)

Heal Berry - 20

Antidote - 50

Medicine - 50

Violet Rose - 50

Heat Salve - 50

Pin Wheel - 50

Toy Hammer - 50

Holy Symbol - 50

Light Shroom - 50

Once the town has been cleared of stuff you can reach, go have a talk with a guy inside the house just to the left of entrance into Saint Centour. Agree to have a look inside Cage Tower and you receive KEY PLATE. Visit the magic guild and bind following spells: Shield, Protect, Break, Vortex, Spark. Back to world map trek E from Centour until you find a sign. From the sign go NE and enter...

CAGING TOWER

Enemies:

Critter, Tailmooze, Hell Hound, Dekarabia, Larva, Night Gaunt (BOSS)

s1: Use Key Plate and sayonara to the door.

s2: Take left stairs up.

s3: Step on the red switch, then back downstairs.

s2: Take right stairs up.

s3: Go down, then left, ignore the stairs leading down, get CREST GRAPH from dead end in NE corner of the floor, then return to stairs you ignored.

s2: Up, step on the red switch, take the stairs back up.

s3: S, E, N, ignore the stairs, SE, take stairs down.

s2: N, take the stairs up.

s3: Take the stairs up.

s4: Walk around the room and take the stairs up. You don't need to run, as plates "wait" long enough for you to pass.

s5: Walk around the room - halfway thru get ROUND SHIELD, BULLET CLIP, & PRISM LASER ARM (Rudy must be onscreen chr in order to open this chest). Carry on to the next floor.

s6: Go S, then W as soon as you can. On this portion of the floor step on red switch, then go N, E, S to next portion of the floor. Step on another red switch and waltz over remaining plates to the exit to next floor.

s7: Walk around the room...

s8: Walk around the room...

s9: Around the room you go... but save your game, you hear?

s10: Read the plate to the right for a hint. Go to lower half of the floor - you have three sets of stairs leading up. According to the hint, take E set of stairs first.

s11: Now take W stairs leading down.

s10: And finally, take E set of stairs leading up.

s11: Now you can take N set of stairs leading up.

s12: Go a bit S, get GOAT DOLL, GOAT DOLL, & GOAT DOLL, take the stairs up.

s13: A bit N, and take the stairs up.

s14: A bit S, and take the stairs up.

s15: A bit N, and take the stairs up.

s16: Go S, and outside.

s17: Climb two ladders, and then step on grey circle on the floor...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

NIGHT GAUNT

NIGHT GAUNT'S STATS

----- STATS A -----											
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI
13	7000	0	2490	3500	WKN	NTH	NTH	NTH	NTH	NTH	NTH

----- STATS B -----					
ATP	SOR	DFP	RES	PRY	MGR
120	7	160	50	80	120

STEAL	ITEM	DROP
none	none	

- TACTICS -----
- physical does about 150 phd to one
 - Death Wing deals about 50 dmg to everyone and has a chance for insta-KO
 - Mysterious Ray deals about 100 dmg to everyone

When it comes to bad status, Gaunt packs most silly one - instant death. And I bet that your Revive Fruit supply isn't shining - mine wasn't, as I had only two. If you have absolutely no Revive Fruits and Cec gets KO-ed, you may be screwed, so equipping those Goat Dolls you picked up sometime back is a nice idea. Onto the boss bozo then...

Cec casts Armor Down on it, Shield on self, then pelts it with Break (weakness to earth); Jack uses Meteor Dive; Rudy uses upgraded Hand Cannon (at max ATP

upgrade it can deal 1000+ dmg). Once HP falls below 200, assume the worst to happen and have Cec use Mystic with Heal or Potion Berry. When Death Wing is used, hope for your lucky star to save you from KO. Physical attacks aren't recommended for usage cos of Gaunt's enormous PRY (evasion).

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

After battle is over, you have no choice but to lose 2000 gella to the little girl. When control is yours again, cast Escape and return to Saint Centour.

SAINT CENTOUR

Enemies:

Hell Hound, Dekarabia

Jeez, what happened here? Careful, random battle can be initiated inside the town. If you need rest, you can sleep in the inn for free now. That aside, know that you can now access the bunch of chests you weren't able to from before. So get hunting for following items: SECRET SIGN, POTION BERRY, POTION BERRY, LUCKY CARD, BONE. There's AMBROSIA you can get from a partially hidden chest found to the left of the inn.

A couple of items requires special attention - go to the house in NW corner (you couldn't enter it before cos of some guy guarding the entrance). Once downstairs, push SE block up, then left as far as it goes. Now push the other block down little by little, until you have enough space to get around it. Get DUPLICATOR! Now enter the house below the one you were in and go downstairs.

You have five blocks - let's refer to them as W, NW, N, NE and E blocks. Push W block left, E block right, NW block up, NE block up, and N block either left or right. Get BULLET CLIP!

Finally, get near the statue to the left of the inn and examine it. Bag SAINT RUNE, and equip it on Jack; give Fire Rune to Rudy. The guy who gave you Key Plate has a diary in his house, which you can read. A sole survivor of the town can be found in SW house. Now return to world map, and head E from the town. Beneath Cage Tower you'll find a wagon selling items.

Item shop offers (prices in gella)

Heal Berry - 20
Antidote - 50
Medicine - 50
Violet Rose - 50
Heat Salve - 50
Pin Wheel - 50
Toy Hammer - 50
Holy Symbol - 50
Light Shroom - 50

Then enter the Elw Pyramid below the wagon.

ELW PYRAMID E FROM SAINT CENTOUR

Go up - there's nothing you can do with grey poles yet, so return later - and
step in green teleport pad.

COME-BACK-LATER-REMINDER: When we have Grappling Hook tool for Jack, return
here for some extra loot.

ELW PYRAMID E FROM PORT TIMNEY

When you land, get going S. Like in previous pyramid, ignore grey posts for
now, and exit for the world map.

COME-BACK-LATER-REMINDER: When we have Grappling Hook tool for Jack, return
here for some extra loot.

When you appear on the world map, go S, then W, then N and you have found...

PORT TIMNEY

Items you can find: HARDY APPLE, 480 GELLA, 30 GELLA, CREST GRAPH, 2000 GELLA,
REVIVE FRUIT, POTION BERRY. Now for more delicate stuff - behind NE corner of
the inn you'll see a big crate. Use Rudy's bombs to clear it away, then walk
behind the inn - you'll get to the place behind the guy selling weapons /
armor. Get DUPLICATOR and talk to the shop keeper for a clue on a guardian in
next dungeon. Now bomb another two big crates in N part of town - inside one of
them a guy is hiding. Talk to him and receive FAST DRAW HINT for TRICKSTER
(allows you to steal items from enemies).

Shops are as follows...

Weapon / armor shop offers (prices in gella)

Bronze Sword - 2050
Crystal Edge - 2400
Rune Staff - 1800
Chain Cloak - 2000
Survive Cape - 2200
Protect Cape - 1400

Item shop offers (prices in gella)

Heal Berry - 20
Antidote - 50
Medicine - 50
Violet Rose - 50
Heat Salve - 50
Pin Wheel - 50
Toy Hammer - 50
Holy Symbol - 50
Light Shroom - 50

Upgrade Rudy's second ARM you received, it'll come in handy soon (Sand Beasts
fought in the nearby desert drop decent cash). Up until now you have 14 Crest
Graphs, 12 of which we have already bound spells onto. For two new ones add
Slow Down and Awaken. Dissolve Spark and bind Light Blow onto returned Crest

Graph.

Go back to world map and head W from Timney to find a desert... now you gotta walk around until you see the screen zooming in to what apparently is nothing. But you're mistaken - carefully walk around a bit until words "Maze of Death" appear. Press X and enter...

MAZE OF DEATH

Enemies:

Racheal, Gem Stone, Minion (steal Heat Salve), Screamer (steal Bandanna),
?????, Chaos (BOSS)

Now, a couple of warnings is in order.

- this is one time only dungeon
- stay clear of green goo on the floor
- any items you miss, they're gone permanently
- this dungeon hides an optional boss, highly recommended to be taken on
- when you have Crystal Bud, you have three minutes to get out of here
(however, only during your escape can you take on the boss)

s1: Go N.

s2: Push the middle block up, go E, push E block right, take SE exit.

s3: Go E, then thru NE door.

s4: Go N.

s5: Get POWER APPLE, HARDY APPLE, MYSTIC APPLE, AGILE APPLE. Back to s4.

s4: Go S.

s3: Go W, then thru NW door.

s2: Push E block up, go W, push middle block left, take N exit.

s6: Use the save point. Remember the wall behind you! It is here you will need to return to to take onto the boss. Take S exit.

s2: Push middle block down, go W, push W block left, take NW exit.

s7: Go N.

s8: Go N.

s9: Push the statue to the right. Go S.

s8: Go S.

s7: Go S.

s2: Push W block down, go E, push middle block right, take N exit.

s6: Exit S again to reset the blocks in previous room.

s2: Push middle block down, go W, push W block left, take SW exit.

s10: Go W, take NW exit.

s11: Go N.

s12: Go N.

s13: Go E, take SE exit.

s14: Get CREST GRAPH, take S exit.

s15: Push the statue to the right. Take N exit.

s14: Go N.

s13: Go N, step on circle switch close to NE exit, take the stairs behind you and go thru NW exit.

s16: Push the statue to the left. Take S exit.

s13: Back up the stairs you created, take NE exit.

s17: Get HEAL BERRY, & MAGIC CARROT. At E end of the room you can jump off to lower level. Take SE exit.

s18: Go E, take NE exit.

s19: Push the statue to the left, take S exit.

s18: Go S, take SE exit.

s20: In SE corner of the room is circle switch to be stepped on, then take SE exit.

s5: Go S and take SE exit.

s21: Take SW exit.

s22: Get CLEAR CHIME, then take S exit.

s23: Push the statue to the right. Now the path to Crystal Bud has been cleared. I advise you to save your game now - use Escape to appear at s1, then head for s6 where save point is waiting.

s6: Go S to s2.

s2: Push middle block down, go E, push E block right, take NE exit.

s24: Go N.

s8: Go N.

s18: Go E, then S, take SE exit.

s20: Take SE exit.

s5: Go S and take SE exit.

s21: Go E, then N, take NE exit.

s25: Go N past five statues we've been pushing about.

s26: Go N, and find CRYSTAL BUD (like it's so hard, hehe).

NOW PAY ATTENTION!

s26: First use Escape magic to appear at s1.

s1: Go N.

s2: Push the middle block up, go E, push E block right, take SE exit.

s3: Turn around immediately and back to s2.

s2: Push E block up, go W, push middle block left, take N exit.

s6: Save point has disappeared, but the wall in the back is now crumbled. Use Rudy's bombs to smack it away.

s27: Downstairs, then take N exit.

s8: Get CREST GRAPH, & CREST GRAPH from two chests at the end of E and W paths, then take N exit.

s28: Go N. *Before* you step on red portion of the floor, heal up!

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

CHAOS

CHAOS' STATS

----- STATS A -----												
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI	
15	8000	56	3900	1500	NTH	NTH	NTH	NTH	NTH	NTH	WKN	RST

----- STATS B -----						
ATP	SOR	DFP	RES	PRY	MGR	
68	18	120	56	0	200	

STEAL	ITEM	DROP
none	none	

- TACTICS -----
- Gamma Ray does 500 mgd to one
 - Silence induces silence status on party
 - Sleep induces sleep status on party
 - Purple Electric does 250 thunder mgd to one

Give Cec Wind Rune to increase her RES in order to act first in battle, then have her cast Awaken on party. This is because of Chaos' Sleep move - if your party is put to sleep, consider yourself screwed. Or have Cec use Mystic with White Robe to cast Lock State on party (you will now ward off both sleep and silence), but make sure to repeat that every three turns.

On turns you can spare not screwing around with Awaken or Lock State, have Cec cast Armor Down on Chaos, then Light Blow on Jack and Rudy (boss has holy weakness). If you get Gamma Ray-ed, use Cec's Heal. Note that element properties are void if Jack uses Fast Draw techs, or Rudy uses ARMs, so you'll need to use regular attacks. If damage done with regular attacks is smaller than that with Fast Draws or ARMs, then use whatever is stronger.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

Bag DEATH RUNE, and give it to Cec. Now cast Escape and get out of here! Return to Port Timney.

PORT TIMNEY

Get to magic guild and bind spells: Spark, Flash, Rage. Go to the pub and speak to Bart - fork over Crystal Bud for 5000 GELLA.

SWEET CANDY

Enemies:

Zed (BOSS)

You'll appear on the ship. No items can be found in barrels and such, so forget about hunting for it. Walk around the ship and talk to crew for hints and tips on what will Cec's answers be at the coming ceremony. When done, return to save parrot and talk with the guy nearby and agree to go to sleep.

At the ceremony, answer:

- Bride walks forward
- Olivia Clare
- Bartholomew
- Sweet Candy
- Old Moon
- Right hand
- Crystal Bud
- 8th
- Lucadia
- Go for it

Ta-daaaah!

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

ZED

ZED'S STATS

```
----- STATS A -----
LV | HP      | MP  | EXP   | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
20 | 7500   | 0   | 4200 | 0      | NTH | NTH | NTH | NTH | NTH | NTH | NTH
```

```
----- STATS B -----
ATP      | SOR      | DFP      | RES      | PRY      | MGR
130      | 0         | 100      | 100      | 0         | 200
```

```
STEAL ----- ITEM ----- DROP
none                | none
```

```
----- TACTICS -----
- Doom Bringer does 200 phd to one
- Garyu Ichimongiri does 450 phd to one
```

Begin by casting Slow Down and Armor Down on Zed. Zed only attacks one chr at a time, giving you ample chances to heal without effort with Heal magic. Once you reduce Zed's RES and DFP, damage to him will begin rolling in. Follow up by casting Rage on Jack and Rudy, increasing their damage even more. Jack uses Meteor Dive, and Rudy uses Prism Ray or Hand Cannon (whatever is stronger).

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

Bag THUNDER RUNE, but don't equip it - I don't find it particularly useful. Go to Barts' cabin and talk to him. Depending on how well you did in the ceremony, you will receive:

- 1 correct - 100 gella, Heal Berry, Wand
- 2 correct - 200 gella, Heal Berry, Wand
- 3 correct - 300 gella, Heal Berry, Wand
- 4 correct - 400 gella, Potion Berry, Revive Fruit, Wand
- 5 correct - 500 gella, Potion Berry, Revive Fruit, Wand
- 6 correct - 1000 gella, Potion Berry, Revive Fruit, Wand
- 7 correct - 2000 gella, Mega Berry, Revive Fruit, Wand
- 8 correct - 3000 gella, Mega Berry, Revive Fruit, Wand
- 9 correct - 4000 gella, Mega Berry, Revive Fruit, Wand
- 10 correct - 5000 gella, Mega Berry, Lucky Card, Full Revive, Wand

The last reward is most interesting one. WAND TOOL for Cec allows you to communicate with animals. Agree to be taken back to Timney, then attempt to leave the town for a scene. Leave the town at last. On world map head S from Timney to find another of Elw Pyramids.

ELW PYRAMID S FROM PORT TIMNEY

Simply go N, use a Duplo (one left) to remove the magical door, and step into green teleport pad.

ELW PYRAMID NW FROM MILAMA VILLAGE

When you arrive, head S. You'll need to use your 2nd Duplo (none left) to remove another magical door, then go out to world map. Go S to cross the bridge, then keep waltzing SE to enter Milama.

MILAMA VILLAGE

Go to SE portion of the town and use Wand on the dog. It'll move away, allowing you to grab RADAR TOOL for Rudy. Radar allows you to scan the screen you're currently on for any items, gella, or chests you haven't yet found or opened. Leave Milama and head for Sand River, which is found immediately E from Milama.

SAND RIVER

Enemies:

Toadstool, Tortoise, Cavetaurus, Stanga

s1: Use Wand on the monkey, then follow it by going right, and then up. Take the stairs down.

s2: Go downstairs, and get HARDY APPLE to the left. Go down one more set of stairs, and now turn right. Follow the path, go down one more set of stairs, ignore the cave entrance, get POWER APPLE further ahead. Now use that cave entrance.

s3: Go N, and bomb the portion of N wall.

s4: Get ORB OF POWER. Back to s3.

s3: In W part of the screen you can get POWER APPLE, & HARDY APPLE. Then, there's a broken part of the bridge at N end. Stand at the *right* part of the bridge and drop down. Sand river will take care of you...

s2: Go N.

s5: Go E, get LUCKY CARD, then hike W, then N, and step into sand river. Get HARDY APPLE to the W, then take SE exit.

s6: Use the save point.

s7: Go S, but make sure you step down into sand river.

s4: When you stop, use Lighter to set both pillars on fire for FAST DRAW HINT for HEAL BLADE. Go W to step into sand river again, and it'll bring you to s2.

s2: Go up one stairs, E, down one stairs, W, into the cave. Basically, we're repeating the path from before.

s3: Drop off the right side of the broken bridge.

s2: Go N.

s5: Step into the sand river, take SE exit.

s6: Go S.

s7: Go S all the way and enter S cave entrance.

s8: Go E.

s9: Go E, get POWER APPLE from NE corner, then take N exit.

s10: Go S and you're out.

On world map, go E from your position. You'll find a wagon selling items.

Item shop offers (prices in gella)

- Heal Berry - 20
- Antidote - 50
- Medicine - 50
- Violet Rose - 50
- Heat Salve - 50
- Pin Wheel - 50
- Toy Hammer - 50
- Holy Symbol - 50
- Light Shroom - 50

Then go E from the wagon, followed by going NE.

SHIP GRAVEYARD

Items you can find: SERENADE, AGILE APPLE, POWER APPLE, HEAL BERRY, HEAL BERRY, HARDY APPLE, HEAL BERRY, HEAL BERRY, POTION BERRY. Then take N exit to the beach and retrieve: REVIVE FRUIT, TOY HAMMER.

Shops are as follows...

Weapon / armor shop offers (prices in gella)

- Cross Saber - 4200
- Spirit Blade - 4700
- Sorcery Wand - 3900
- Metal Jacket - 4300
- Dusk Poncho - 4350
- Chic Bolero - 3410

Item shop offers (prices in gella)

- Heal Berry - 20
- Antidote - 50
- Medicine - 50
- Violet Rose - 50
- Heat Salve - 50
- Pin Wheel - 50
- Toy Hammer - 50
- Holy Symbol - 50
- Light Shroom - 50

When done, go in the house in SE corner. Talk to guy named Dan inside to find out your next objective. Then get out to world map and enter the desert to SW. Like with Maze of Death dungeon, you'll need to waltz around the desert until you see screen zooming in. When words "Pleasing Garden" appear, press X!

Enemies:

Antlion, Sandscisor, Basilisk, Frauloss, Gigmantis (BOSS)

s1: Go N, and step into red teleport.

s2: You can get back to world map by jumping off the platform to the S. No? Then carry on N, and take *NE* exit.

s3: Loop around the room and take SW exit.

s4: Into the teleport.

s5: Go N, then trek E. Pay attention to the windows on N wall. When you see that one of them doesn't have the lower portion of the 'wall', that is the exit (counting from right to left, it's the 4th window). Do *not* step in the teleport at the end of corridor.

s6: Go N, use the save point, go N.

s7: Go N, W, W, then S.

s8: Go S.

s9: Get HEAL BERRY (you *need* to get it, so if you have 99 Heal Berries, use one), go N.

s10: The screen has changed, yep. There's red switch in W end of the screen - once stepped on, take N exit.

s7: Go N, E, S.

s11: Into the teleport.

s11: Yes, we're still on the same screen. Take nearby exit.

s12: Get DUPLICATOR, back to s11.

s11: Into the teleport.

s11: Go S.

s13: The funny sounds... it's the X-Files! Look for the source of the sounds in the sand. Plant few bombs in its path - once a bomb blows up with the thing passing by, something will pop out. Touch it and fight commences!

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

GIGMANTIS

GIGMANTIS' STATS

```

----- STATS A -----
LV | HP      | MP | EXP      | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
22 | 6800   | 0  | 4500     | 2580  | NTH | WKN | NTH | NTH | NTH | NTH | NTH

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----- STATS B -----
ATP      | SOR      | DFP      | RES      | PRY      | MGR
150      | 6         | 240      | 100      | 0         | 0

```

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STEAL ----- ITEM ----- DROP
none                | none

```

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----- TACTICS -----
- Zero Armor Attack does 450 phd to one (ignores DFP)
- Mantis Fist does 200 phd to one
- Thunderbolt does 300 thunder mgd to all

```

Begin by casting Slow Down and Armor Down on Gig. It attacks mainly one chr at a time, but be vary of Thunderbolt - counter the damage with Cec using Mystic on Heal Berry. If you bothered to have Heal Blade from Sand River, now's the good time to put it to a test drive. Once preps are done, Jack uses Meteor Dive, Rudy uses whichever of his two ARMs is stronger, and when Cec has 50 FP, switch Water Rune to her and summon Stoldark for some mega-ass damage (otherwise attack with Freeze). Heal each time you receive Zero Armor Attack and you'll be fine. Use a Lucky Card for good measure.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s13: Grab the head it dropped and throw it at red crystal near N exit, then take S exit.

s14: Collect GRAPPLE TOOL for Jack. Take N exit.

s13: Take N exit.

s12: Into the teleport.

s12: Take the nearby exit.

s15: Into the teleport.

s5: Go N, then W all the way, then S.

s16: Get CREST GRAPH, & CREST GRAPH, take N exit.

s5: Go E, and take 4th window exit, counting from the right to left.

s6: Go N (save maybe?).

s7: Go N, E, N.

s17: Go N, use Grapple on the grey hookpost to get across, go N.

s18: Take W teleport.

s19: Take N teleport.

s20: Go N.

s21: Get close to yellow light and press X to bag FLASH RUNE - give it to Rudy.
Go S.

s20: Into the teleport.

s22: Go N.

s23: Collect BRACELET, then go S.

s22: Into the teleport.

s2: Go S.

s1: Go whichever way you desire to arrive at world map, then return to Ship
Graveyard.

SHIP GRAVEYARD

Go talk to Dan - Jack receives LV3 FORCE SONIC VISION. After the scene take NE
exit - walk to end of pier and talk to Bart. When you think you have enough
supplies, talk to Bart again and choose "Yes".

GHOST SHIP

Enemies:

Christine, Vampire, Cybergeist, ?????, Geist (BOSS)

Now, a couple of warnings is in order.

- this is one time only dungeon

- any items you miss, they're gone permanently

s1: Enter nearby door.

s2: Go downstairs.

s3: Darkness... get POTION BERRY, then back upstairs.

s2: Take SE exit.

s1: Go E, then take E-most door.

s4: Go downstairs.

s5: Use Lighter on the lamp, then go W. Use Hanpan to get POTION BERRY, and
then Grapple yourself over to SW exit.

s3: Darkness. Go W a bit, then N as soon as you can. Use Lighter on the lamp,
then enter nearby door.

s6: There's pushable blocks to the left and right of the chest in N end of the
screen. Push one block towards the chest and get SECRET SIGN. Back to s3.

s3: Use Lighter on the lamp, and you'll notice two grap-posts further W. Hook

yourself over and go downstairs.

s7: Go S, use Lighter on the lamp, then go W, enter W-most door.

s8: Read the book on the table, back to s7.

s7: Enter next room on the right.

s9: You can fight the skeleton here, then back to s7.

s7: Enter next room on the right.

s10: Nothing of interest, so back to s7.

s7: Enter E-most room now.

s11: Fight the skeleton near the bed, then walk up the right side of the bed so you're standing in NE corner of the room. Face the wall and then examine the spot to find a switch, which you will press. A bit left of your position stairs leading down have appeared.

s12: Use Lighter on the lamp, then walk W, hooking yourself once. Finally take W stairs up.

s13: Use Lighter on the lamp, then walk W, take W stairs up. Three blue chests you see - can't get them, sorry. Wait until later.

s14: Use Lighter on the lamp, hook yourself E, take NE stairs up.

s2: Get POTION BERRY, & MAGIC CARROT (use Hanpan for latter). Take SW exit.

s1: Get LUCKY CARD, then return inside.

s2: Take NW stairs down.

s14: Hook yourself W twice, take NW stairs up.

s15: Save your game, go S.

s1: Get POTION BERRY, then keep on going W.

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

CAPTAIN GEIST

CAPTAIN GEIST'S STATS

----- STATS A -----												
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI	
23	8000	0	5100	7800	NTH	NTH	NTH	NTH	NTH	NTH	WKN	RST

----- STATS B -----					
ATP	SOR	DFP	RES	PRY	MGR
240	184	280	0	0	90

STEAL - - - - - ITEM - - - - - DROP
none | none

- - - - - TACTICS - - - - -
- physical does 300 phd to one
- Banishing Buster Anchor does 200 phd to one
- Stun Cloud induces paralysis on whole team

Begin by casting Armor Down on Geist (don't bother with Slow Down, Geist will always go last). Geist only attacks one chr at a time, but danger lies in Stun Cloud, which can potentially paralyze whole team (have Cec wear Blue Circlet, or use Mystic with White Robe for Lock State and reapply every three turns). Anyway, any of your chrs can take three hits before it becomes mandatory that you heal them. Use a Lucky Card as well, for Geist carries a lot of cash. Jack uses Meteor Dive and Sonic Vision when available, Rudy his strongest ARM, Cec summons with Saint Rune equipped when her FP is at least 50. You can also use Light Blow to exploit Geist's holy weakness.

CONGRATULATIONS!!!
YOU ARE VICTORIOUS!!!

sl: When it's gone, look for rope ladder S from your position and agree to leave the ghost ship.

You'll regain control of chrs back in Ship Graveyard. Now head for the beach V N exit. Get WIND VANE, GOAT DOLL, & CREST GRAPH. Go and bind these spells on three new Crest Graphs you have: Dark Blow, Sleep, Silence. Head for world map and hike N a bit. You have gained a ship! With so much stuff in tow now, we can go gather stuff we couldn't grab before. Ship cannot sail over light blue water portions, but you can navigate blue and dark blue portions no problem.

From the beach go N until you spot a floating bottle in the water - collect DUPLICATOR (1/12 bottles). To NW of this bottle is a beach near Adlehyde, and to NE of this bottle you'll find another one with LUCKY CARD (2/12 bottles) inside. Now enter Adlehyde.

ADLEHYDE

If you haven't yet used all of your Secret Signs, there's a man standing to the left of magic guild. Talk to him and Jack receives FAST DRAW HINT for SOUL BREAKER.

You can donate more cash - up to this point in the game you can donate following amounts:
- 3000 gella
- 5000 gella
- 10000 gella

Remember Duplo door in the castle? We have two Duplicators as of now, so let's check out the contents! From king's throne room take W door to reach Duplo door - mow it away with a Duplo (one left), then get CREST GRAPH, SECRET SIGN, CREST GRAPH, CREST GRAPH, & CREST GRAPH. Then depart for Lolithia's Tomb.

s1: Climb the ladder, take NW exit.

s3: Go N.

s4: Grapple yourself E, get CREST GRAPH, then return to world map.

Get back on the ship and sail NE to the beach near Saint Centour. Head for Elw Pyramid S from Cage Tower.

ELW PYRAMID E FROM SAINT CENTOUR

Hook yourself over to NW stairs and get CREST GRAPH, & CREST GRAPH. Then make way onto green teleport pad.

ELW PYRAMID E FROM PORT TIMNEY

Hook yourself over to NW stairs to get MEMOIRS PEN, SUNGLASSES, & ANGEL QUILL. Hook yourself over to NE stairs to get BULLET CLIP, SECRET SIGN, & CREST GRAPH. Now teleport back to previous Elw Pyramid.

ELW PYRAMID E FROM SAINT CENTOUR

Get back onto world map. Return to your ship - sail S until you bump into the beach of Ship Graveyard again. Don't get off, instead sail E from here, but keep going along the shore. Pretty soon you'll find another beach where you can get off. By total exploration of Inner Sea you'll also find:

- a whirlpool which you cannot pass yet (SE from Ship Graveyard, NW from Port Timney)
- a beach near Port Timney
- a small island with a dungeon called Volcannon Trap (NW from Ship Graveyard)
- a beach leading to "Name Wagon" (change chr's name for 1000 gella)
- a bottle with a naughty message about 18yrs+ old girls... (3/12 bottles)
- Tripillar dungeon (SE in Inner Sea)
- a bottle N from Tripillar with CREST GRAPH (4/12 bottles)

When you're done exploring (gained a few levels along the way *thumbs up*?), return to the first beach you ran into while sailing E from Ship Graveyard. When on land, go W, then SW to find...

ROSETTA TOWN

Items you can find: 498 GELLA, CREST GRAPH, 1 GELLA COIN, MY GRAND HAT, HEAD GEAR, POWER APPLE, HARDY APPLE, MAGIC CARROT.

Shops are as follows...

Weapon / armor shop offers (prices in gella)

- Night Fencer - 6300
- Extinction - 7000
- Rainbow Wand - 6000
- Cross Cloak - 6200
- Blue Wind - 7500
- Ruby Bische - 6050

Item shop offers (prices in gella)

- Heal Berry - 20
- Antidote - 50
- Medicine - 50
- Violet Rose - 50
- Heat Salve - 50
- Pin Wheel - 50
- Toy Hammer - 50
- Holy Symbol - 50
- Light Shroom - 50

In magic guild bind these spells (you have 10 new Crest Graphs): Suction, Hide, Reflect, Quick, Air Screen, Field, Valkyrie, Analyze, Confusion, Prison.

Done? Head for E part of the town and examine the flower in the field for few scenes. Next day get out of the city and head S, when on world map.

FOREST MOUND - FILGAIA

Just walk N a bit and collect HERB ARNICA. Back to world map and back to Rosetta Town.

ROSETTA TOWN

Go N inside the Mayor's house, go upstairs and talk with Hernandez. When done, go talk to Mariel (the Elw girl) for free SMALL FLOWER. You can keep reentering the town for infinite Small Flowers. Try to get out of town - hm, a familiar couple of faces. Talk to the blondie and agree to listen, then answer "Yes" again. Back on world map return to your ship and sail NW from Ship Graveyard to find an island with dungeon...

VOLCANNON TRAP

Enemies:

Fiend, Basilisk, Zonemaker, Bostbaboon, Stanga, Zed (BOSS), Belselk (BOSS)

s1: Examine the door - BLAMMO! Go N. BTW, stay clear of any lava pools you see, they hurt a lot if stepped into.

s2: Go N.

s3: Go N.

s4: Go N.

s5: Now pay attention. Before you take next door at S end of the room, you can get a lot of stuff in this room: POTION BERRY, 971 GELLA, MAGIC CARROT, SILVER HARP, SECRET SIGN, BULLET CLIP, 1800 GELLA. When you're done, take S door I mentioned before.

s6: Hook yourself over diagonally, go N.

s7: A rather lengthy room... go SE, push purple grap-post down a bit, hook yourself E, put Rudy in the lead, get ROCKET LAUNCHER ARM, hook yourself W, go S, hook yourself W, go W, N, W again, push purple grap-post right a bit, hook yourself S, get LUCKY CARD, hook yourself N, go E, then N, then W. Now fun awaits shooting yourself over the lava pit. Here you can get CREST GRAPH (SE corner), POTION BERRY (SW corner), & REVIVE FRUIT (near N wall). Your destination is NW corner of the room, where path forward awaits you. When you come across two stairsets leading down, take right set first.

s8: Go S.

s9: Go E, then N.

s10: Blondie leaves the party. Gimme my treasure! Go S.

s9: Go W, then N.

s8: Go N.

s7: Take the set of stairs immediately to your W.

s11: Go S.

s12: Take NW stairs.

s13: Take NE stairs.

s14: Take NW stairs.

s15: Take NE exit.

s16: Go N, examine the wall.

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

ZED

ZED'S STATS

----- STATS A -----												
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI	
24	10000	0	5400	0	NTH	NTH	NTH	NTH	NTH	NTH	NTH	NTH
----- STATS B -----												
ATP	SOR	DFP	RES	PRY	MGR							

170 | 4 | 220 | 100 | 0 | 100

STEAL - - - - - ITEM - - - - - DROP
none | none

- - - - - TACTICS - - - - -

- Ougi Kyoujin-Ranbu does 500 phd to one
- physical does 350 phd to one
- Garyu Ichimongiri does 400 phd to one

Not much has changed since first battle against this guy. Begin by casting Slow Down and Armor Down on Zed. Zed only attacks one chr at a time, giving you ample chances to heal without effort with Heal magic. Once you reduce Zed's RES and DFP, damage to him will begin rolling in. Follow up by casting Rage on Jack and Rudy, increasing their damage even more. Jack uses Meteor Dive, and Rudy uses Prism Ray or Hand Cannon (whatever is stronger). Use a Lucky Card as well.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s16: After Zed leaves, go N.

s17: Save your game, go N.

s18: *Heal up*, then go N.

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

BELSELK

BELSELK'S STATS

----- STATS A -----

LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI
25	10000	0	5700	5000	NTH	NTH	NTH	NTH	NTH	NTH	NTH

----- STATS B -----

ATP	SOR	DFP	RES	PRY	MGR
210	0	300	50	0	40

STEAL - - - - - ITEM - - - - - DROP
none | none

- - - - - TACTICS - - - - -

- Blaster Howling induces paralysis on whole team
- Disrupting Flail 400 phd to one
- Belselk Breaker 1000 phd to one

Bel's RES is fairly low, thus ensuring whole team moves before him - if you'd still like to be sure, cast Slow Down on it. Equip Cec with Blue Circlet to prevent paralysis, then make sure you Mystic White Robe for Lock State. Begin as usual by Armor Down on Bel, followed by bombing it with Meteor Dive and Hand Cannon; Valkyrie can also do big damage. Use Potion Berry to heal after Belselk

Breaker. And use a Lucky Card.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s18: Go N.

s19: Get RED MALICE, go S.

s18: Go S.

s17: Go S.

s16: Go S.

s15: Take NW stairs up...

s3: Go S.

s2: Go S.

s1: Go S and back to world map.

ROSETTA TOWN

Sleep in the inn, refresh your warez, upgrade ARMs (esp Rocket Launcher!), bind Dispell onto latest Crest Graph, whatever... Get back to world map, go NE from Rosetta, board the ship and sail E/SE, until you find a metallic tower in the water...

TRIPILLAR

Enemies:

Frauloss, Critter, Geldam, Raidbuster, Gremlin, Fiend, Mage Fox (BOSS)

s1: Read the slab - each of your party members will have to climb a part of the tower. Jack must take the path via W teleport.

s2: Go around the room, get POTION BERRY, take N exit.

s3: Go around the room, and examine the statue on the way - accept its challenge and smash all enemies in three battles to receive FAST DRAW HINT for DIVIDE SHOT, take NE exit.

s4: Go around the room, take NW exit.

s5: Go S, take SW exit.

s6: Immediately take the door to your E.

s5: Go N, hook yourself W, get SECRET SIGN, take NE exit.

s7: Go around the room, get POTION BERRY, and step on red switch, take NW exit.

s8: Step on red switch, take NE exit.

s9: Use Hanpan to reach red switch, take NW exit.

s10: Stand in front of the statue to light up the blue ball, then switch over to Cec.

s1: Cec takes N teleport.

s11: Go around the room, get POTION BERRY, take N exit.

s12: Go around the room, take NE exit.

s13: Go around the room, take NW exit.

s14: Go S, take SW exit.

s6: Immediately take the door to your E.

s14: Go N, get MAGIC CARROT, take NE exit.

S15: Read the slabs, save your game, step on red switch, take NW exit, etc.

s16: Step on red switch, get POTION BERRY, take NE exit.

s17: Step on red switch, take NW exit.

s18: Stand in front of the statue to light up the blue ball, then switch over to Rudy.

s1: Take E teleport.

s19: Go around the room, get POTION BERRY, take N exit.

s20: Go around the room, take NE exit.

s21: Go around the room, take NW exit.

s22: Go S, take SW exit.

s6: Immediately take the door to your E.

s22: Go N, get BULLET CLIP, take NE exit.

s23: Go around the room, get POTION BERRY, step on red switch, take NW exit.

s24: Step on red switch, take NE exit.

s25: Step on red switch, take NW exit.

s26: Stand in front of the statue to light up the blue ball.

s1: We're back at beginning. Since upcoming boss is a bit on the tough side, you may want to consider leaving Tripillar and go save your progress in one of the towns (Timney is closest). Door will remain unlocked, so don't be afraid of having to climb the tower again. Once you're back, take the door which was locked.

s27: Approach the chest...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

MAGE FOX

MAGE FOX' STATS

----- STATS A -----												
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI	
28	10000	64	4800	5000	RST	RST	RST	RST	NTH	NTH	NTH	

----- STATS B -----						
ATP	SOR	DFP	RES	PRY	MGR	
105	205	200	120	0	300	

STEAL	ITEM	DROP
none	none	

----- TACTICS -----

- Blast does 300 non-e mgd to all
- Confusion induces confusion status on one
- Valkyrie does 8 hits of non-e mgd, randomly distributed between the party
- Heal recovers a fraction of HP for the boss
- physical does about 100 phd to one

Mage Fox will either be a pest or a really easy boss, depends on how you tackle it. Here's a few things you can do to make your fight easier.

- Cec casts Suction on a member - that way you won't get damaged, but will instead recover MP
- Cec casts Reflect on a member - right back at ya!
- Slow Down is a must, Mage Fox is fast
- once Mage Fox runs out of MP, it's as good as dead
- Mage Fox is immune to earth, water, fire and wind elements

Aside from that, after you've been shot with two Blasts or Valkyries, Mystic a Potion Berry with Cec. Rudy uses his lately powered up Rocket Launcher, Jack Meteor Dive (duh!), and Cec casts whatever's necessary. And use a Lucky Card.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s27: BLUE VIRTUE is yours! Go S.

s1: Go S and back to world map.

Wonder where you need to go? Before you do anything rash, return to Adlehyde to regroup, recover, restock... by now you're rolling in gella, so buy Heal Berries to the max, as well as all status recovery items. Once you're done, board the ship and NE from Adlehyde's beach to reach Saint Centour's beach, then sail further E from here to reach another beach. Disembark, trek a bit N and enter...

GIANT'S CRADLE

Enemies:

Imp, Vampire, Alraune, Faller, ?????

s1: Insert Blue Virtue in left half, and Red Malice in read half of huge door.
Go N.

s2: Go NW, take NW exit.

s3: Get CREST GRAPH, & CREST GRAPH, save your game, read the inscription on the wall, go S.

s2: Go around the room, take NE exit.

s4: Go W, N, E, hook yourself *SE* (not E, you'll be impaled), take NE exit.

s5: Stand close to the pit, then run W, and let go of X just before bumping in the wall. Take SW exit.

s6: Go around the room, take NW exit.

s7: Go W, push the lone block down, then right, then up until it's in the same line as purple switch, and finally push it right until it clicks with the purple switch. Take N exit.

s8: Push the lone block to the left onto purple switch, but steer clear of spiked floor. Take S exit.

s9: Go around the room, take NE exit.

s10: *Run* N thru the middle of the corridor, get POTION BERRY, take N exit.

s11: Like in previous room, but take care to stop about 80% thru, or else you'll fall in the pit. Then again, you could just walk S and take damage from each stab... walk around the pit, but run past the final spear in the wall (or get spiked, you can heal fairly cheaply).

s12: Go around the room, take NW exit.

s13: Pick up the crate and throw it into red crystal - careful of spiked floor, take N exit.

s14: Pick up the crate, and walk W (don't stop), at the end quickly steering off the spike-track, then throw the crate into red crystal, take S exit.

s15: Go around the room, get MAGIC CARROT, & MAGIC CARROT, take NE exit.

s16: Another toughie - run past left pit, but make sure you stop in time, or you'll fall into the pit on the right. Repeat the exercise by running past the right pit, only this time it's pedal to the metal until N exit. Or get spiked all the way N and then recover HP with cheap Heal Berries we bought.

s17: Pick up either crate, walk S, stand a bit below the chest, and throw the crate into red crystal, get POTION BERRY, run S.

s18: There's an inscription in NW corner you can read. When done, approach the

big thing for some scenes. When blah-blah is done, use Escape to return to s1.

s1: Go S to world map.

Sail to Adlehyde.

ADLEHYDE

Bind Curse to one of two fresh Crest Graphs... hmmm, we have all 32 spells and one leftover Crest Graph? Just be a bit more patient... Head for Emma's and talk to her. Then back to world map and sail back to Giant's Cradle.

GIANT'S CRADLE

All ya have to do is enter the dungeon. After pretty long scene you gain another ally! The golem can walk in shallow water (light blue), but it cannot wander thru forests. Also, while you're aboard, no random battles!

When in control, board the golem and walk E into shallow water, then take path branching SW to reach a portion of land with a wagon selling status preventing stuff.

Item / accessory shop offers (prices in gella)

- Heal Berry - 50
- Moon Stone - 1500
- Olive Branch - 1500
- Silver Harp - 2000
- Blue Circlet - 2000
- Clear Chime - 4000
- Memoirs Pen - 4000
- Angel Quill - 6000
- Sunglasses - 6000

When you buy whatever you wanted (I suggest you have at least two copies of each of these thingies), board the golem and return to shallow water. Where you turned SW, continue E to reach next portion of land - welcome to kingdom of Arctica. Keep going E until you notice a mountained-off orange thing - this is Photosphere, currently impossible to enter. Go S from here into shallow water, and onto next continent - hidden in the woods further S you'll find...

COURT SEIM

Items you can find: MYSTIC APPLE, HARDY APPLE, AGILE APPLE, POWER APPLE, CREST GRAPH.

Shops are as follows...

Accessory shop offers (prices in gella)

- Geo Ring - 4000
- Aqua Ring - 4000
- Flame Ring - 4000

Wind Ring - 4000
Thunder Ring - 4000
Holy Ring - 4000
Demon Ring - 4000

Item shop offers (prices in gella)

Heal Berry - 20
Antidote - 50
Medicine - 50
Violet Rose - 50
Heat Salve - 50
Pin Wheel - 50
Toy Hammer - 50
Holy Symbol - 50
Light Shroom - 50

I advise you buy at least two (or three) copies of each element ring. When equipped with say Flame Ring, it bestows your physical attack with fire element, thus increasing damage you do with physicals. Not too shabby. When you're done scouring the town (don't talk to anyone yet), get back to world map, board the golem and go a bit SE from Seim to a small clearing in the forest...

SACRED SHRINE

Enemies:
Ceracanian

s1: Go N.

s2: Take W exit.

s3: Take first N door.

s4: Nothing of interest here yet. Back to s3.

s3: Take far N door by using a Duplo (none left).

s5: Inside get SECRET SIGN, REVIVE FRUIT, CREST GRAPH, POTION BERRY, MAGIC CARROT, and check the barrels for DUPLICATOR (one left). Go S.

s3: Go E, take SE exit.

s2: Take N stairs down.

s6: Go E, then N.

s7: Go N, and use a Duplo (none left) on the magic door.

s8: Find 320 GELLA from a barrel, then examine the statue and take it on. Defeat set of enemies (Geo Ring helps) to obtain FAST DRAW HINT for SLASH RAVE. Go S.

s7: Go E, then N.

s9: Go N.

s10: Go N - wee, a chest... but you can't open it. Return S.

s9: Go S.

s7: Go S, then E, and take first N door you come across.

s11: Find POTION BERRY in the barrel, go S.

s7: Go E, then N.

s12: Go S.

s13: Find 4800 GELLA, & 2130 GELLA, then go S.

s14: Go S all the way.

s15: Get SECRET BOOK, and find POTION BERRY, then go N.

s14: Go N, then W, take first N door you bump into.

s16: Nothing here... go S.

s14: Go W, then S.

s2: You've cleared everything there was to clear, 'cept one chest. Take S exit.

s1: Go S and back to world map.

Return to Court Seim.

COURT SEIM

Now go to NW house and go down into the basement. Talk to Nicholi Maxwell for things to start moving... receive WIND-UP KEY. Go back upstairs and have a word with Jane just outside the house. Leave the village for world map, board the golem and go E into shallow water to reach an island with...

EPITAPH SEA

Enemies:

Haborim, Stormdrake, Geldam, Melcluis, Zonemaker, Boomerang (BOSS), Luceid (BOSS)

s1: Go E, use Wind-up Key on the machine - BLAMMO! Loop around the room and take the stairs up.

s2: Step on con-belt, then on next one. Get POTION BERRY, from your position go W, then S, bomb the cracked wall, go S, E, N, upstairs.

s3: Walk between two con-belts to reach a chest - get LUCKY CARD. From here then step on con-belt to your E - get MAGIC CARROT. From here step on con-belt to your W - step on red switch. Now be careful not to step on con-belt - walk inbetween them back to the chest with Magic Carrot. Take con-belt E from that chest to arrive back to where you started this floor. Walk along E wall, then

along S wall until you get to stairs leading further up.

s4: Use Cec's Wand on the animal, and then follow its route *exactly*. When it stops, use Wand again - take the stairs up.

s5: Save your game. Check SW room and get MYSTIC APPLE, & AGILE APPLE. A bit left of the entrance to SE room you'll see a hole in the wall - shoot Hanpan thru the hole to step on red switch and thus allow you to enter the room. Use Hanpan again to get METAL BIRD from boom-boom chest, then step on red switch below where the chest was. Now you can access NW room. Examine the panel in the back and input these words as the password: Metal Bird. Get over to NE room and take the stairs up.

s6: Go W, S (ignore magic door for now, Duplo we need is soon in sight) and step on con-belt, walk a bit E, take N door.

s7: Collect SKATES TOOL for Rudy. They allow your team to traverse danger floors without any damage being done to you; for the duration of the travel random battles don't occur as well. Go S.

s6: Back to con-belt, and use the Skates to shoot yourself N. Back down to s5 via NE exit.

s5: Maybe consider saving your game? Go to S room and use Skates to cross con-belt. Get FULL REVIVE, then climb the ladder.

s6: Keep on keeping on.

s8: Get REFLEX, go N.

s9: Stop by in E room and use Wind-up Key on all three machines. Try to leave and Jack gets FAST DRAW HINT for BLAST CHARGE. Now take NW exit.

s8: Make sure you're in top condition! Loop around towards the top...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

BOOMERANG & LUCEID

BOOMERANG'S STATS

----- STATS A -----												
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI	
28	15000	0	4500	0	NTH	NTH	NTH	NTH	NTH	NTH	NTH	NTH

----- STATS B -----						
ATP	SOR	DFP	RES	PRY	MGR	
250	0	300	100	0	150	

STEAL	ITEM	DROP
none	none	

LUCEID'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
25 | 8000 | 0 | 3900 | 0 | NTH | NTH | NTH | NTH | NTH | NTH | NTH

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
250 | 15 | 180 | 90 | 0 | 140

STEAL ----- ITEM ----- DROP
none | none

----- TACTICS -----
Boomerang
- Boomerang Dynamic does 800 phd to one
- Crescent Fang does 400 phd to one

Luceid
- Black Fang does 600 phd to one

Focus all your efforts on felling Luceid first. Armor Down on it, followed by Meteor Dive from Jack and locked on Rocket Launchers from Rudy (if you upgraded ATP, you're looking at around 1500-2000 dmg per shot). Once that is done, assign Cec to healing and healing only. Don't be afraid to keep using Potion Berries via Mystic, you'll soon be able to buy them. When Jack gathers enough FG for Sonic Vision, use it! If it takes you two chrs to fully heal your team, don't be afraid to do so. Once Luceid is out of the picture, Boom can attack only one chr at a time.

Cast Armor Down and Slow Down on him as well, then proceed in kicking his ass. Don't forget about using a Lucky Card.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s8: Get RUNE DRIVE. Use Escape magic.

s1: Don't exit yet! From your position, go thru NW door to reach set of stairs going down.

s10: Use Skates to cross con-belt, get TALISMAN, & DUPLICATOR (one left). Go N.

s1: Loop around the room to stairs leading up to s2.

s2: Make way to NE exit.

s3: Take S exit.

s4: Take N exit.

s5: Go in NE room and take stairs up.

s6: Use a Duplo (none left) on magic door. Get BULLET CLIP, SECRET SIGN, & CREST GRAPH. Use Escape and this time leave the dungeon for real. Return to Court Seim.

Before you move on, buy three Thunder Rings and three Holy Rings, and restock your ARM ammo. Now go talk to Nicholi, then go to top floor of the house and talk to Mcdullen; agree to his proposition - Rudy obtains LV3 FORCE PROTECTOR! When control is regained, save your game and leave for the world map. Board the golem and head for Sacred Shrine we've already been to...

SACRED SHRINE

Enemies:

Gremlin, Ceracanian, Melcluis, Orc Lord, Agaless (BOSS), Alhazad (BOSS)

If it's the first time you're here, refer to Sacred Shrine walkthru few sections up. If you run into Orc Lords, unload onto them ASAP! Sleep spell they carry is deadly.

s1: Go N.

s2: Take N exit.

s6: Go E, then N.

s7: Go N, E, E, N thru the door.

s11: It's the dog from the village... Make sure you're healed up! Now examine the animal...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

AGALESS

AGALESS' STATS

STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
33 | 20000 | 35 | 6000 | 3680 | HLV | HLV | HLV | HLV | WKN | NTH | NTH

STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
620 | 0 | 500 | 20 | 0 | 0

STEAL ----- ITEM ----- DROP
none | none

TACTICS -----
- Armor Down lowers DFP by 50%; affects whole team
- Rotten Breath does special dgm to one
- Super Sonic Bullet does 400 phd to all
- physical does around 1200 phd to one

Aga will usually begin by casting Armor Down on your team - don't bother

negating the effects, it takes too long. Instead counter with same measures - Armor Down on Aga twice to completely wipe out that 500 DFP it has, then proceed wailing on it with physical attacks (you have Thunder Rings equipped, right?). Cec is then assigned to healing or occasional Mystic of Potion Berry. Summoning with Thunder Rune is also super useful!

If you don't have Thunder Rings, Rudy uses his lately powered up Rocket Launcher, Jack Meteor Dive (both as always) or Slash Rave (higher Jack's Luck is, more hits can it do). Cec Armor Down twice, then healing duty. And use a Lucky Card.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s11: Hmm, there appears to be more stuff to kill. Cast Escape. You need to talk to every single person in this dungeon (this isn't really necessary, because in one playthru I made I haven't talked to five people, but better safe than sorry). Not counting the nun and three kids in one room, there's 12 other people found inside Sacred Shrine. Once you've spoken with them all, use Escape again.

s1: Go N.

s2: Take W exit.

s3: Take first N door.

s4: Talk with the kid to the right of the nun, then use Hanpan on the kid, then talk to the Nun. Choose following answers:

- The town of Saint Centour.
- Huddling against your body.
- Go through with a human.
- Got in with humans.
- Villager became a monster.

A lengthy blah-blah shall occur. Cast Escape afterwards.

s1: Go N.

s2: Go N.

s6: Go E, then N.

s7: Go N, E, then N.

s9: Go N, talk with the human...? Ooops, an event battle. When you kill them all, go N.

s10: Heal yourself up, then proceed N...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

ALHAZAD

ALHAZAD'S STATS

```

- - - - - STATS A - - - - -
LV | HP      | MP  | EXP   | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
35 | 10000  | 0   | 9000  | 0     | HLV | HLV | HLV | HLV | HLV | WKN | HLV

```

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- - - - - STATS B - - - - -
ATP      | SOR      | DFP      | RES      | PRY      | MGR
300      | 246      | 300      | 100      | 0        | 140

```

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STEAL - - - - - ITEM - - - - - DROP
none          | none

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- - - - - TACTICS - - - - -
- its physical attacks have evil affinity
- physical does 400 phd to one
- Esperanza does 400 phd to one
- Electrigger does 400 thunder phd to one

```

Alhazad is quite the refreshment after Agaless. Unfortunately for Alhazad, it can only attack one chr at a time. Count the fact in that none of its attacks are that threatening and you have an easy battle.

Armor Down and Slow Down on Alhazad, then it's the usual pulverizing the boss into a bloody pulp. Jack Meteor Dive or Slash Rave (latter if Luck is high), Rudy strongest ARM, and Cec heals. Or equip your team with Holy Rings and watch Alhazad's HP decrease really quickly. Using a summon with Saint Rune - good! And use a Lucky Card.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s10: With Alhazad gone, go N and talk to Nicholi, then get RUNE DRIVE.

COURT SEIM

Replenish your supplies, upgrade ARMs, fill up your magic list etc. Again I recommend buying them Ring accessories! When you're done, go have a talk with Nicholi again.

Return to world map, board the golem (you'll find it at the same place you left it when you entered Sacred Shrine) and hike N back on Arctica. Keep going N to mountained-off area and approach the orange sphere...

PHOTOSPHERE

Enemies:

Vampire, Cybergeist, Wizard, Stormdrake, Jacklanton, Mechsquito, Nightmare, Lolithia (BOSS), Mother (BOSS)

Now, a couple of warnings is in order.
- this is one time only dungeon

- stay clear of floor tiles flashing red
- any items you miss, they're gone permanently

s1: Give your team Holy Rings - every random enemy but Stormdrake and Jacklanton is weak to holy. Climb two stairs at the side and bomb two generators to clear the way further N.

s2: Get POTION BERRY from NW corner, then climb NW set of stairs to be able to reach two generators and thus bomb them out of existence. Finally, climb down SE ladder and take NE exit.

s3: Go N.

s4: Get POTION BERRY, POTION BERRY, & FULL REVIVE, go S.

s3: Climb up on E side, then drop down once, take upper N exit.

s5: Bomb the generator, then cast Escape.

s1: Go N.

s2: Go N.

s6: Get HARDY APPLE, go N.

s5: Get HARDY APPLE, go N, E, ignore the door, E, then S, get AGILE APPLE, finally take NE exit.

s7: There's no way you can get past here... go S.

s5: Trek W for a scene - N door opens!

s8: Get POTION BERRY, & POTION BERRY, go N.

s9: Follow the path E for another scene - N door opens! Don't follow just yet, continue E and take E exit.

s10: Put Rudy in the lead and get TWIN ORBS ARM! Go S.

s9: Take N exit now.

s11: Go N... yawn... get MAGIC CARROT... go N and take N exit.

s12: Go N.

s13: Go W and reclaim TEAR DROP TOOL. Cast Escape.

s1: Go N.

s2: Go N.

s6: Go N.

s5: Take NE exit.

s7: Generators are now offline. Go N.

s14: Save your game, go S.

s15: Don't get caught by searchlights - if you do, event battle will issue and

you will be returned to starting point of this room. Here you can also get REVIVE FRUIT, REVIVE FRUIT, & REVIVE FRUIT. There's an exit on S and NE sides - take S one first.

s16: Get MEGA BERRY, & GAUNTLET, go N.

s15: Now shoot for NE exit.

s17: Looks can deceive...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

LOLITHIA

LOLITHIA'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
20 | 15000 | 0 | 6300 | 5500 | NTH | ABS | WKN | NTH | NTH | NTH | NTH

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
300 | 18 | 350 | 90 | 0 | 100

STEAL ----- ITEM ----- DROP
Mega Berry | none

- TACTICS -----
- its physical attacks have water affinity
 - physical does 400 dmg to one
 - Absolute Zero does 500 water mgd to all, ignores MGR
 - Cold Sleep does 200 water mgd to all, induces sleep
 - Freezing Zone does 200 water mgd to all, halves effects of fire element

Quite a tough cookie. Whip on Flame Rings, Armor Down and Slow Down on Lol, then Cec alternates between Mystic-Potion-Berry (you can take two hits before healing is necessary, but do make sure to slow down Lol, as she's quite speedy) and casting Awaken (Cold Sleep has a chance of inducing sleep). Have Jack and Rudy attack with normal attacks until Freezing Zone is used, then switch to Rocket Launcher and Meteor Dive or Slash Rave. Summon with Fire Rune when you can and sayonara Lol! And use a Lucky Card.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s17: There's one more boss coming up, so I suggest you return to s14 to save your game, then come back here and hike N.

s18: Take lower N exit.

s19: Go W, then N.

s20: Go N, confirm that you're ready...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

MOTHER

MOTHER'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
40 | 15000 | 0 | 7500 | 0 | NTH | NTH | NTH | NTH | NTH | NTH | NTH

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
300 | 160 | 400 | 90 | 0 | 180

STEAL ----- ITEM ----- DROP
none | none

- TACTICS -----
- its physical attacks have evil affinity
 - physical does 400 evil phd to one
 - Als Magna does 10 to all, can induce a variety of bad statuses
 - Neregate Harlow does around 700 to all
 - Hermes Toris Megistos does around 400 to one, induces paralysis

Armor Down and Slow Down for starters, then begin attacking with: Rudy with strongest ARM, Jack Meteor Dive or Slash Rave, Cec heals every other turn with Mystic-Potion-Berry, equip Cec with Blue Circlet so she doesn't get paralyzed and proceed hacking away.

Mother is not very hard, but she likes to toy around with putting bad status on you. Take care to remove it promptly and you'll have no problems winning this battle. And use a Lucky Card.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

Is it over?

ADLEHYDE

Metal Book disappears from your inventory. From the conference room, return to the town part of Adlehyde. Restock, save, etc... you know, the usual procedure. You can donate more cash - up to this point in the game you can donate following amounts:
- 20000 gella

If you have any spare cash left, use it for upgrading Rudy's ARMs (Rocket Launcher is your main point of interest). When you're done, board the ship and sail to Rosetta Town.

ROSETTA TOWN

Go talk to Hernandez to get some clues as to what and where to go next. Return to your ship and sail to the vortex just E from Rosetta Town. A scene will take over and you'll be transported into next dungeon (if teleport doesn't occur, that's because you haven't spoken to Hernandez yet).

DRAGON SHRINE

Enemies:

Naga, Deepones, Aqualeaper, Lady Harken (BOSS)

Now, a couple of warnings is in order.

- this is one time only dungeon
- any items you miss, they're gone permanently

s1: Come packing with Thunder Rings. From start position, take SW stairs up.

s2: Take NE stairs down.

s1: Take NW stairs up.

s2: Get MAGIC CARROT, & LUCKY CARD, take NW stairs down.

s1: Take middle set of stairs down.

s3: Push away the blocks, so that you can take SW stairs down. In rough explanation: there's four W blocks and four E blocks. Push top W block left, then go down, push 2nd topmost W block left, go down, and push yet another W block all the way to the right. You can now get to the stairs.

s4: Take middle path to reach save point, then take SE stairs down.

s5: Go S, W, N, W, N, into the 'bunker'.

s6: Push the block up, get CREST GRAPH (haven't seen you in a while), go S.

s5: S, E, N, E, N, into the 'bunker'.

s7: Push top block either left or right, and push bottom block left / right, then up, and finally left / right again. Get CREST GRAPH, go S.

s5: S, W, N, W, N, into the 'bunker'.

s8: Push top block right *a bit*. Push bottom block left, then down. Finish by pushing top block all the way right, then up. Get CREST GRAPH, go S.

s5: S, E, N, E, N, into the 'bunker'.

s9: Push middle block up, but not all the way! You need to get past this block from above so that you can push left block down. Push right block down and finish by pushing middle block up. Get SHINING CAPE, go S.

s5: S, W, N, W, N, into the 'bunker'.

s10: Push both middle block up ever so slightly, so that you approach left and right blocks from above. Push left block down (but not all the way!), then left; push right block down (but not all the way!), then right. Finish by pushing remaining blocks onto respective tiles. Get VASE TOOL for Cec - it allows her to put out pesky fires. Go S.

s5: Take SE stairs up.

s4: Take middle path up (save your game).

s11: Go N, use Vase on the fire, step on red switch, take W exit.

s12: Stand near leftmost block in lower line, and push it right two spaces, just enough for you to wiggle by. Repeat the exercise to reach a chest - get DUPLICATOR (one left). Back to s11.

s11: Take E exit.

s12: Stand near rightmost block in upper line, and push it left two spaces, just enough for you to wiggle by. Repeat the exercise to reach N exit.

s13: Heal yourself up and go N.

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

LADY HARKEN

LADY HARKEN'S STATS

----- STATS A -----												
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI	
35	12500	0	6600	0	NTH	NTH	NTH	NTH	NTH	NTH	NTH	NTH

----- STATS B -----					
ATP	SOR	DFP	RES	PRY	MGR
250	0	420	100	0	180

STEAL	ITEM	DROP
Secret Sign	none	

- TACTICS -----
- Laser Silhouette does 500 to one
 - Guilty Blade does 350 to all

The routine is already old'D and washed up'D... Armor Down and Slow Down for starters, then begin attacking with: Rudy with strongest ARM, Jack Meteor Dive or Slash Rave (if Luck is high), Cec is then assigned healing duty.

Harken is not very hard, provided you keep up the healing and you slow her down. Heal magic after Laser, and Mystic-Heal-Berry after Guilty Blade. You can also steal Secret Sign from Harken. And use a Lucky Card before you subdue her.

CONGRATULATIONS!!!

s13: Bag TRITON RUNE (I didn't give it to anybody), and Jack gets FAST DRAW HINT for GUILTY BLADE. Use Escape magic.

s1: Step into red teleport.

You're back on world map... hmmm, vortex has disappeared. Let's go explore!

Immediately S of the place where vortex was you'll find a bottle with message inside (5/12 bottles). Further S from this bottle you'll find another bottle (6/12 bottles) with CREST GRAPH inside. Now sail S from Forest Mound to find an isle ring - this is an important place for later in the game, so memorize it.

Further S is another big island, where Ancient Arena is found (steer clear from the area for now, though, it's more wise walking around in the golem).

In the sea E from Baskar Village island is a bottle (7/12 bottles) with DUPLICATOR (two left). And there's a bottle (8/12 bottles) with DUPLICATOR (three left), located SE from Rosetta Town. While you're here, land at the beach SW from Rosetta, and trek a bit SW on foot to find...

ISOLATED GUILD

Talk to dude walking around to restore your HP and MP, then talk to the dude behind the table to gain the ability to bind higher level magic. Cool!

Dissolve: Freeze, Flame, Spark, Vortex, Break, Protect, Shield, Blast, Prison.
Bind: Hi-Break, Hi-Freeze, Hi-Spark, Hi-Vortex, Hi-Flame, Hi-Prison, Saint, Darkness, Lucky Shot, Banish, Eraser, Hi-Shield, Hi-Protect, Invisible, Teleport, Remedy, Hi-Heal, Hyper. There's more of these guilds scattered across Filgaia, you just have to find them.

Also, make sure you revisit each and every town and talk to people. Many hold useful information about locations of stuff (dungeons, etc.) to be found.

Return to the ship and sail to the seas S from Court Seim - you'll find a bottle (9/12 bottles) with CREST GRAPH. Sail further W until you land on a beach. Get off, walk S, cross the bridge, continue E until screen starts zooming in...

FORGOTTEN RUINS

Go in the house, find BULLET CLIP in the barrels, then snatch OCARINA (it allows you to call your golem to your present location; of course, terrain must be suitable for golem to walk on). You can read the bookcases in the house for some story...

Return to the world map and return to the ship. See a portion of shallow water to your N? Call the golem with Ocarina and cross it to find a wagon selling some cool stuff.

Item / weapon / helmet shop offers (prices in gella)
Heal Berry - 20
Potion Berry - 500
Hybrid Sword - 9500
Eradicator - 10500
Crest Wand - 9250
Brass Band - 3500
Lone Wolf - 4010
Silver Band - 3050

Now back to the ship. Sail to seas N from Epitaph Sea to find an island. Get off the ship and look around a bit for...

DESERTED ISLAND

Catchy name, no? Go N, and bag HEAVENS RUNE! Back to world map. Sail W from your position and get off the beach on Arctica continent - go to where Photosphere was...

PHOTOSPHERE

Go N and bag STAR RUNE! Back to world map and return to the ship. Sail to an island directly N from Photosphere, disembark and poke around for...

SNOW RAVINE

Go N and bag ICE RUNE! Now give Star Rune to Cec, Heavens Rune to Jack, Ice Rune to Rudy. Back to your ship and sail E - you'll find a bottle (10/12 bottles) with CREST GRAPH. Teleport to Court Seim and get on the ship. If you sail S, then to the right along fairly long shallow water portion, you'll find another bottle (11/12 bottles) with a letter in, telling you of a place called Demon's Lab. Get off the ship anywhere and teleport to Baskar Village. Sail to Ancient Arena island E from Baskar. When you get off the ship, look for Isolated Guild in the forest.

ISOLATED GUILD

The main difference in this one from others is that there's an extra dude here. Talk to him and he'll teleport to Adlehyde's magic guild - thus you will have all spells in one place. Back on world map waltz all the way W to...

ANCIENT ARENA

Check stuff for DUPLICATOR (four left), FULL REVIVE & POWER APPLE. There's a magic door on top floor of the Arena - use a Duplo (three remain) to access a

room. Get CREST GRAPH, CREST GRAPH, & CREST GRAPH. If you'd like to test your mettle against the enemies here, be my guest *whistles*. Done? Get back to world map and teleport to Milama.

MILAMA VILLAGE

Go talk with the pub owner to find out about Guardian Lords. Hmm, we could use them for our cause... Back to world map. Teleport to Curan Abbey, and board the ship on nearby shore. Sail a bit W to find last bottle (12/12 bottles) with DUPLICATOR (four remain). Now teleport to Adlehyde.

ADLEHYDE

Go to magic guild and bind these spells onto five new Crest Graphs: Hi-Revive, Lock State, Life Guard, Soul Guard, Hi-Reflect. Dissolve Reflect, and bind Anti Magic. You're done with preparations! Go out to world map and teleport to Court Seim. Sail S from Sacred Shrine and get off at the first beach you pop on. Head into the cave...

WANDERING ISLE

Enemies:

Wyvern, Diefighter, Miann, Miconid

s1: Go N.

s2: On this screen you can fight Wyvern, which drops 12000 EXP total. Quite a nice chunk of EXP - kill it with skills, not physicals, because it has big PRY. Go N, then hook yourself far far W.

s3: Go N.

s4: Hooking and more hooking... Four chests can be found here, one in SW corner, and three around the middle edges of the screen. Get SIOUX PONCHO, RED JACKET, MAGIC CARROT, CREST GRAPH (use Hanpan to reach all chests). Finally enter the cave in NW corner.

s5: Walk E and drop off the bridge. Save your game, then take NW exit.

When you're on world map, hike S, then W.

ISOLATED GUILD

Free healing, and bind Restore to fresh Crest Graph.

Back onto world map, return to the exit from Wandering Isle and summon the golem with Ocarina. Cross shallow water to the W and enter...

DEAD SANCTUARY

Enemies:

Miann, Kelbim, Niebass, Zoa Zein, ?????, ?????, Boomerang (BOSS), Luceid (BOSS)

s1: Go N, put out the flames with Vase, go N.

s2: On the right side push silver statue up to get access further N.

s3: Push E statue left onto the floor tile. Push N statue left / right, and bomb the wall behind it, go N.

s4: Put out two flames with Vase, push silver statue up onto the floor tile, go S.

s3: Push W statue a bit left, take SW exit.

s2: Get WISE SLATE, then return to s3.

s3: Move E statue off the floor tile by pushing it right, and push W statue onto the floor tile now. Take NE exit.

s4: Get MYSTIC APPLE, then loop around the room to get MYSTIC APPLE, take N exit.

s5: The exit is in NW corner, and you can get ELDER SCROLL, & CREST GRAPH. In SW corner of the room there's a slate on the wall with a hint for upcoming puzzle.

s6: Read three slates below for important hints, especially this sentence: "The three powers will never crumble. The shattered will is the weakness of the humans." Now take E exit.

s7: One more hint slate here - take N exit.

s8: Loop around the room, and take small detour in SE corner to get MYSTIC APPLE, & MYSTIC APPLE.

s9: Remove the flames with Vase, take middle N exit.

s10: Take middle N exit.

s11: Take left N exit.

s12: Go N.

s13: Now remember all those hints from before? Piece of cake! Push red statue on left floor tile, yellow statue on middle floor tile, and blue statue on right floor tile... ! ... !! ... !!! ... C'mon, work! Remember the quote I specifically wrote down? Bomb the green statue! I was stumped here as well, so I had to get help. Heh! Go N.

s14: Go N.

s15: Loop around the room past the save point and get LUNAR ROD. Now save your game and take exit (use Tear Drop to remove the seal).

s16: Go N... and hello to you too!

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

BOOMERANG & LUCEID

BOOMERANG'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
40 | 10800 | 0 | 9000 | 0 | HLV | HLV | HLV | HLV | HLV | HLV | HLV

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
280 | 0 | 450 | 110 | 0 | 360

STEAL ----- ITEM ----- DROP
none | none

LUCEID'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
38 | 10000 | 0 | 7500 | 0 | HLV | HLV | HLV | HLV | HLV | HLV | HLV

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
270 | 70 | 380 | 100 | 0 | 340

STEAL ----- ITEM ----- DROP
none | none

----- TACTICS -----

Boomerang

- Double Boomerang Dynamic does 2000 to one
- Crescent Fang does 400 to one

Luceid

- Large Moon does 2000 dmg to one
- Black Fang does 600 dmg to one
- Purple Electric does about 300 thunder mgd to all

Inspite of all your beefed up magic spells this duo still proves to be incredibly tough. Begin by casting Hi-Shield twice to double your DFP. Meanwhile have Jack and Rudy put a dent into Luceid's HP with Rocket Launcher and Meteor Dive / Slash Rave, though do not neglect healing! Once two Hi-Shield casts are in place, battle becomes easier. Heal magic has become obsolete, for Remedy does much more excellent job.

Continue with Slow Down and Armor Down on Luceid, then assigning Cec to healing duty, while other two proceed shooting their usual stuffs. Once Luceid is out of the picture, repeat the same procedure on Boomerang (he can attack only one chr at a time) and defeat him. Don't forget to use a Lucky Card, though.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s16: When they're gone, check the statues and receive: DRAGON IDOL, LION IDOL, & GODDESS IDOL. Cec also receives LV3 FORCE HIGH GUARDIAN! *Still* carry on N.

s17: Check the statue for event battle. Jack gets FAST DRAW HINT for SHADOW BIND. Now cast Escape and go to world map.

Teleport to Baskar, where you go to sleep, restock, upgrade, have... ummm, sorry about that... Back on world map board your ship and sail N from Milama to find an island with a structure on it. This is...

DEMON'S LAB

It'll be a while before you return to the world map, so make sure you're really prepared in terms of upgraded ARMs, mastered Fast Draws, magic spells with you and so on!

Enemies:

Witch Doctor, Prisoner, Galgancher, Garum, ?????, ?????, Lady Harken (BOSS)

s1: Go N, bomb two generators, take N exit.

s2: Go N.

s3: Go S.

s4: Down we go.

s5: Go N.

s6: Climb down the ladder and take N exit.

s7: Go N.

s8: Get BAZOOKA ARM! Go S.

s7: Go S.

s6: Climb up the ladder and head for SW exit (get REVIVE FRUIT on the way).

s9: Down we go.

s10: Three doors - take NW first.

s11: Get POTION BERRY, & ENERGY SABER. Go S.

s10: Take NE door now.

s12: Get POTION BERRY, POTION BERRY, & MEGA BERRY, go S.

s10: Take N door.

s13: Go N.

s14: Save your game, go S.

s15: Down we go.

s16: Go N.

s17: Five doors... drat. We'll take leftmost first.

s18: Check with the guy below the monitor and kick its ass, then examine the terminal. Go S.

s17: Take 2nd door from the left now.

s19: Kill the guy at the monitor, and check the terminal. Hmm, it appears golem Leviathan has been revived. Go S.

s17: Take 4th door from the left now.

s20: Kill the guy at the monitor, and check the terminal. Go S.

s17: Take 5th door from the left now.

s21: Kill the guy at the monitor, and check the terminal. Fiddle around with the settings to find out where golem Barbados "went" and to find the ID code for the door (it's "Demon Gate", if you're wondering). Go S.

s17: Examine N door and input ID Code "Demon Gate". Go N.

s22: Go N.

s23: Go N. Hello, sexy... Hey!

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

LADY HARKEN

LADY HARKEN'S STATS

----- STATS A -----												
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI	
38	14000	0	10200	0	HLV	HLV	HLV	HLV	HLV	HLV	HLV	HLV

----- STATS B -----						
ATP	SOR	DFP	RES	PRY	MGR	
250	0	550	140	0	280	

STEAL	----- ITEM -----										DROP
Secret Sign	none										

----- TACTICS -----

- Magnum Fang does 700 to one
- Harken Tempest does 400 to all
- Asrael does 300 to one

A slight change of plans in attack formation. Begin with Hi-Shield twice, then Armor Down and Slow Down on Harken. Meanwhile Jack uses Meteor Dive or Slash Rave and Rudy his strongest ARM. Harken halves all element damage, so don't chuck too much magic her way. Because of all the advance magic you already possess, healing is no problem. And even if it is, you pack a bunch of Potion Berries already. You can also steal Secret Sign from Harken. And use a Lucky Card before you defeat her.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s23: FAST DRAW HINT for MAGNUM FANG obtained! Get BULLET CLIP from NW corner, and BULLET CLIP from NE corner. Check the monitor for some more info. Return all the way S and keep on keeping S until you hit the 3rd elevator we took from start of dungeon. Save your game in s14, then use Escape. Leave Demon's Lab...

GATE GENERATOR

Enemies:

Amplifier, Kelbim, Dan Tarian, Leprechaun, Fankelvine, ?????, ?????, ?????, ?????, ?????, Diablo (BOSS), Zeikfried (BOSS)

Now, a couple of warnings is in order.

- this is one time only dungeon
- any items you miss, they're gone permanently

Kill all Amplifiers in event battle (they throw many status crap at you, so Lock State). Most of the enemies here drops fabulous EXP, so leveling up is not a bad option to be considered.

s1: Go W, get BULLET CLIP, MAGIC CARROT, & MAGIC CARROT. Save your game in NW corner, take N exit.

s2: Go W, take NW exit.

s3: Go N, take NW stairs down.

s4: Go S.

s5: Go S.

s6: Get HEAL BERRY, go N.

s5: Go... hmmm, try using Grapple on the guy across the chasm.

s4: Go N.

s3: Take NE exit.

s7: Go N.

s8: Go S until a scene. Do NOT consider being a hero on elec-floor - each hit is worth 500 HP. Use Skates to drive S.

s9: Here walk to the cross, and take N exit first.

s8: Shut off elec-floor, then return to s9.

s9: Go S all the way.

s10: Go to SE corner and flip the lever for hook-post to appear. Then walk to the other lever and flip it - now hook yourself to the W, and step into small room in SW corner. Get CREST GRAPH, SECRET SIGN, & BULLET CLIP. Back to s9.

s9: Take NE exit.

s11: Go N.

s12: Take N door.

s13: Get FORCE UNIT, POTION BERRY, & POTION BERRY, go S.

s12: Loop around the room, take S exit.

s14: That guy will be spewing some crap. Go S to get NECTAR, then loop around the room (pay attention!). When you're at *the* spot, search the wall for a lever. Take the exit that appears.

s15: Go N.

s16: Go W, take NW exit.

s17: Four levers. Flip them like this: 1st, 2nd, 3rd, 2nd, 4th. IN YOUR FACE! Take NE exit.

s18: Use the save point and make sure you're healed up, then go N.

s19: *flexes muscles*...?

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

DIABLO

DIABLO'S STATS

----- STATS A -----												
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI	
36	25000	0	12000	7000	HLV	WKN	ABS	HLV	HLV	HLV	HLV	

----- STATS B -----						
ATP	SOR	DFP	RES	PRY	MGR	
420	20	480	120	0	600	

STEAL	ITEM	DROP
none	none	

- TACTICS -----
- physical does 500 phd to one
 - Rolling Attack does 1500 to one
 - Crimson Storm does 800 to all

- Flame Shooter does 600 to all

Begin with Hi-Shield twice, then Armor Down and Slow Down on Diablo. Meanwhile Jack uses Meteor Dive or Slash Rave and Rudy his strongest ARM. Diablo halves most element damage and absorbs fire, but is weak to water. Whip on some Aqua Rings or perform High Guardian with Water Rune. Damage! Because of all the advance magic you already possess, healing is no problem. And even if it is, you pack a bunch of Potion Berries already. Use a Lucky Card, as usual.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s19: *flexing muscles successful* Back to s18 to save your game, then return here and carry on N.

s20: As the password enter "ZedIsIdiot". Go N.

s21: Go N - are you ready?

s22: *flexes muscles* Lv2 achieved!

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

ZEIKFRIED

ZEIKFRIED'S STATS

----- STATS A -----												
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI	
40	21000	0	15000	0	HLV	HLV	HLV	HLV	HLV	HLV	HLV	HLV

----- STATS B -----						
ATP	SOR	DFP	RES	PRY	MGR	
560	20	500	105	0	660	

STEAL	ITEM	DROP
none	none	

----- TACTICS -----

- physical does 500 phd to one
- Zeik Impulse does 900 to one
- Glumzamber does 1200 to one
- Negative Rainbow does 1200 to all

Fried Zeik? I haven't yet tasted the dish. Hey, it fights back! What the...? Begin with Hi-Shield twice, then Armor Down and Slow Down on Zeik. Meanwhile Jack uses Meteor Dive or Slash Rave and Rudy his strongest ARM. Zeik halves all element damage, so don't use element magic (his MGR is thru the roof anyway). Because of all the advance magic you already possess, healing is no problem (heal immediately after you're hit with Negative Rainbow!). And even if it is, you pack a bunch of Potion Berries already. When you don't need to heal, chuck a Hyper on Jack and Rudy to effectively double their damage output. Use a Lucky Card, as usual.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s22: You know what they say about fried food... **** happens, man! Bwahaha!

ADLEHYDE

Bla bla bla... head to Rosetta Town... bla bla bla... Teleporting there is fastest option, though.

ROSETTA TOWN

Go talk to the flower girl Mariel, then leave town for Forest Mound to the S.

FOREST MOUND - FILGAIA

Keep going N for a scene to occur... You'll be teleported to Elw Dimension.

Now trek S to next screen - before you leave the screen via S exit, you can get CREST GRAPH, & CREST GRAPH (both NW corner), as well as FULL LIBRA (SE corner). Look for hidden paths in the greenery! Now take S exit.

TARJON VILLAGE

Remember the name of the guy you're talking to! When the chatroom finishes, go hunting for items: MAGIC CARROT, AGILE APPLE, MEGA BERRY, MYSTIC APPLE, SUNBIRD HAT, BLUE RIBBON.

Go talk to four old geezers in NE house to receive SPIRIT KEY (hint hint hint about impacting Elw Pyramids back on Filgaia). Now leave the village via S exit.

Going NW from Tarjon will lead you to Forest Mound in Elw Dimension, just in case you need to return to Filgaia. Your goal, however, is located SW from Tarjon...

FOREST PRISON

Enemies:
Snatcher, Trifed, Alfase, ??????

s1: Go W.

s2: Go SW.

s3: Go S.

s4: Take W exit.

s5: Take S exit.

s6: Get CREST GRAPH, go N.

s5: Go W at the cross.

s18: Go W at the cross.

s17: Go N at the cross.

s14: Get CREST GRAPH, then go E.

s15: Go E at the cross.

s10: Get WARRIOR VEST, then go N.

s8: Go W at the cross.

s12: Go get PRAIRIE COAT a bit W, then return E.

s8: Go E at the cross.

s9: Get CREST GRAPH, then return W.

s8: Go N at the cross.

s6: Get MIRAGE COAT, then go E.

s7: Go E.

s20: Go E at the cross.

s21: Go S at the cross.

s12: Get CREST GRAPH, then return N.

s21: Go W at the cross.

s20: Go S at the cross.

s11: Go W at the cross.

s9: Ignore the big chest for now, instead go N.

s7: Save your game, get CREST GRAPH, return S.

s9: Use Spirit Key on the chest...

s11: A new path is revealed! Go E at the cross.

s22: Approach the small water lake - bag LIFE RUNE! I gave it to Jack. Now return S.

s11: Go S at the cross.

s14: Take W exit.

s13: Go SW.

s16: Go S.

s19: Go S and you're thru!

From this other entrance go SE, cross the bridge and find the lab...

VASSIM'S LAB

Poke around for: MEGA BERRY, DUPLICATOR (five remain), HYPER GEAR, MAGIC CARROT. When you're done, talk to Vassim - Mariel can heal your wounds. Your objectives are clear. We already have Odoryuk, but we need to find the other guy. Mariel dropped *the* hint... go back to world map and teleport to Forest Mount, and return to Filgaia.

Back on Filgaia's map, teleport to Adlehyde.

ADLEHYDE

Bind these spells to 9 Crest Graphs you have: Counter Up, Bomb, Dummy Doll, Life Drain, Rainbow, Hi-Blast, MP Drain, Randomizer, Blast. Restock and save your game, we're about to enter one-time only dungeon again. Now teleport to Curan Abbey.

CURAN ABBEY

Go to N part of the abbey, stand below triangle crest on the wall and use Tear Drop to be teleported to...

SEALED LIBRARY

Enemies:
Blue Book, Gagison

Go to the place where you fought that idiot Nelgaul from waaay back when - s8. There's a book in NW corner you can now read - it's labeled "De Le Metalica". Agree to read it...

DE LE METALICA

Enemies:

Pumpknhead, Necronomic, Talgium, Mysticspot

Now, a couple of warnings is in order.

- this is one time only dungeon

- any items you miss, they're gone permanently

- Necronomic enemy has the best magic book for Cec; to acquire it easily, make sure Cec knows both Prison (Hi-Prison) and Lucky Shot; when battle against Necronomic begins, keep casting Prison magic until you trap one of them, then use Lucky Shot against trapped enemy on next turn; kill remaining enemies and voila, Necronomic item is yours

s1: Follow the path.

s2: Follow the path.

s3: Now climb the stairs by looping via right side and check N door. It'll say "Only an hour ago, people were coming and going through the door...". Loop around the room in anti-clockwise direction once more, then take N door.

s4: Go E and pick up Earth Book. Take SE exit.

s5: Go S, then SW downstairs, pick up Water Book, go NW upstairs, go NW upstairs, pick up Fire Book, go SW downstairs, S, take SW exit.

s6: Hike E, until you find a door with a slab near it. Read it, then take NW stairs up.

s7: Go up and read the books. They all mostly talk about stuff being opened and closed... what's up with that, anyway? Return to s6.

s6: Return to closed door, and this time take SE stairs down.

s8: Look, five chests. Closed chests VS Open chests! Who will win? From left to right, open 3rd and 4th chests. Back to s6.

s6: Return to closed door and examine them - you're thru.

s9: Take SW stairs down, pick up Wind Book, take S door.

s10: Go E, pick up Lightning Book, take E door.

s11: Go N, pick up Nothingness Book, Sacred Book, & Illusion Book. Jack obtains FAST DRAW HINT for Phazer Zapp. Take N door.

s12: Loop around the room, and take NE exit.

s13: Go N, read the slab, take left N door. Reading the slabs is mandatory!

s14: Read the slab, take right N door.

s15: Read the slab, take right N door.

s16: Read the slab, take left N door.

s17: Read the slab, take right N door.

s18: You're almost there. All that's left is following the straight path... You bag HADES RUNE!

SEALED LIBRARY

Enemies:
Blue Book, Gagison

s8: Either walk back or use Escape.

s1: Stand below the triangle crest and use Tear Drop.

CURAN ABBEY

Go out to world map and teleport to Adlehyde.

ADLEHYDE

Go to the inn for a rest. Back to world map and teleport to Forest Mound.

FOREST MOUND - FILGAIA

Go N and teleport to Elw Dimension. When you arrive, waltz S all the way, then teleport to Vassim's Lab.

VASSIM'S LAB

Enemies:
Elizabeth (BOSS)

SAVE YOUR GAME!!! Go down in the basement and talk to Vassim. Max out Cec's HP and MP, then go upstairs and talk to Rudy...

BOSS BATTLE!!!

CECILIA

VS

ELIZABETH

ELIZABETH'S STATS

STATS A -----

LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI
40	12000	180	6000	0	HLV	HLV	HLV	HLV	HLV	NTH	ABS

```
----- STATS B -----
ATP      | SOR      | DFP      | RES      | PRY      | MGR
258      | 50       | 0        | 20       | 0        | 960
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```
STEAL - - - - - ITEM - - - - - DROP
none           | none
```

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----- TACTICS -----
- Silence induces silence on one
- Darkness does 300 evil mgd to one
- Zero Armor Attack does 800 phd to one, ignores DFP
- Flash Bomb does 650 to one, induces flash
```

Yaaay! A cat fight! Where's the mud? Equip Silver Harp to avoid being silenced, or if you haven't equipped Full Libra yet, now's the time to do it. You'll also negate flash status with this slick trick. Liz' MGR is laughably high, and she halves most elements but holy, while she absorbs evil element.

Liz luckily has no means of healing herself, so here's what you do: take hits (healing inbetween of course) until you have enough FG for High Guardian and you're sure you can take one extra hit. Max out Cec's SOR, equip Saint Rune and summon! Damage! Repeat once or twice and she's history.

CONGRATULATIONS!!!
YOU ARE VICTORIOUS!!!

As an added bonus you bag LOVE RUNE! Woah! When happy reunion is together, make Rudy the lead chr and talk to Vassim - Rudy learns LV4 FORCE FURY SHOT (ARM used with this FA will have tripled ATP, along with lock on bonus!).

There's a big crate NW from Vassim's - bomb it and collect SECRET TOOL. Back to world map and teleport to Forest Mound.

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FOREST MOUND - ELW DIMENSION
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Go N and teleport to Filgaia. When you arrive, waltz S all the way...

Airplane obtained! Because of certain limitations your airplane cannot fly over the mountains yet. Return to Memory Temple.

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MEMORY TEMPLE
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Enemies:
Balloon, Pillbug, ??????

s12: Hike N.

s11: Hike N, put Jack in the lead and examine the console. As the password put "Emiko", go N.

s13: Ignore the teleport (only leads to a place you've already been to), go E and use Tear Drop to remove the door.

s14: Get CREST GRAPH, & CREST GRAPH, then use Hanpan to get HOLY PARASOL from the chest further N. Cast Escape and return to world map.

Board the plane and fly to the ruins, found inbetween the mountains N from Curan Abbey. Enter...

HEAVEN CORRIDOR

Enemies:

Gnome, Orc Lord, Garum, Jacklanton, Kaim, ?????

s1: Use a Duplo (four left) on the magic door.

s2: Go N, then use Tear Drop below triangle crest.

s3: Go N.

s4: Go up via the right side and climb NE ladder.

s5: Read the bookcase, then search the pots. One hides a button you need to push. Do so, then go S.

s4: Go S, then follow the path to door in the middle - use a Duplo (three left) to remove the magic door.

s6: Get CREST GRAPH, & CREST GRAPH, go S.

s4: Loop around the room and take NW ladder (get MAGIC CARROT from partially hidden chest just E of the ladder).

s7: Go N.

s8: From now on, there are hidden invisible traps in the floor. If you step in one, you'll be sent back to the beginning of the dungeon. Walk along left side of the room and take N exit.

s7: Go W, and get NECTAR, then take N ladder.

s9: Use a Duplo (two left), go N.

s10: Walk along left side of the room.

s9: Go E, but always waltz by hugging N end of the platform. As you go E, use Hanpan to get CREST GRAPH, then go N.

s11: Whew, a save point. Return S.

s9: Keep going E, hugging N end of the platform. Use Hanpan to get another CREST GRAPH, and walk a bit more E, but careful now! When you see a broken pillar show up onscreen, go down a bit so that you are now hugging S end of the platform. Make your way to NE ladder.

s12: Go N.

s13: The gem that appears mirrors your actions. Your objective is to walk / run / skate in such fashion you bump into it. When you have done so, go N.

s12: Up the stairs you go...

s14: Catch the gem, then go N.

s12: Up the stairs you go.

s15: Catch the gem, then go N.

s12: Go up the stairs, and when you see two trees, stand between them - switch to Cec and use Tear Drop. She obtains LV4 FORCE DUAL CAST! Cast Escape and return to world map.

Teleport to Court Seim, get in the plane and fly to section of land surrounded by mountains W from Court Seim. Disengage and enter...

GEMINI'S CORPSE

Enemies:

Urchinbug, Valkyrie, Ironmaiden, Duelgull, ?????, Mech Drake (BOSS)

s1: Go up either stairs and bomb the crack at N wall.

s2: Check the chest - Jack obtains FAST DRAW HINT for COSMIC NOVA. Personally I think this is Jack's best Fast Draw tech, so use all Secret Signs you found so far on Cosmic Nova. Back S.

s1: Take the stairs down.

s3: Directly below where you entered is a bombable wall. Enter the hole.

s4: Use Vase on the flames, then get JEWEL from the statue. Back to s3.

s3: Walk E and take E exit.

s5: Directly N is another bombable wall. Enter the hole.

s6: Take N stairs down.

s7: Get another JEWEL from the statue. Back to s6.

s6: Go S.

s5: Go E and enter far E door.

s9: Get BLACK PASS, & CREST GRAPH. Return S.

s5: Go W, and take first stairs down you see.

s7: Go W, use Hanpan to get MAGIC CARROT from boom chest, go SE, bomb the wall across from SE exit, then enter the hole.

s8: Go N, insert the jewel into the statue, take N stairs up.

s9: Get PHASER ARM! Return to s8.

s8: Reclaim the Jewel you inserted, go S.

s7: Take SE exit.

s10: Go W, use Vase to remove the fire, use Hanpan to get LUCKY CARD from boom chest, go W, insert one Jewel in the statue, take W stairs down.

s11: There's two long hallways here, which are linked by 7 doors. Go E and thru 1st door.

s12: Use Hanpan to get POUCH from boom chest to the W, then walk E and take 2nd door.

s11: Get MEGA BERRY, then bomb the wall N from the chest.

s13: Insert a Jewel in the statue, take N stairs down.

s14: Use Vase on the flames, then claim JEWEL, & JEWEL from two statues. Go N.

s13: Remove the Jewel from the statue, go S.

s11: Take 2nd door.

s12: Go E and take 3rd door.

s11: Go E and take 4th door.

s12: Go E, use Vase on some flames and insert the Jewel at the end into the statue. Back to 4th door.

s11: Go E and take 5th door.

s12: Go E, use Vase on some flames and take 6th door.

s11: Go E and take 7th door.

s12: Save your game, take 7th door.

s11: Go E, take E stairs down.

s15: Input two Jewels you have into two statues, take the stairs down.

s16: Gasp!

s17: Get POWER GLOVE TOOL for Rudy; it allows him to strike objects during travel, and to remove or push obstacles out of the way. Go N.

s18: Stand close to both statues and Glove them for two chests to drop. Use Hanpan to get DUPLICATOR (three left), & AMBROSIA. Bomb the walls behind each statue. Take NW exit.

s19: Get SECRET SIGN, go S.

s18: Take NE exit.

s19: Get SECRET SIGN, go S.

s18: Take N exit.

s19: Punch the purple post across the pit, then grapple yourself due N. Take N exit.

s20: Heal yourself up, then try to go claim what's rightfully yours...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

MECH DRAKE

MECH DRAKE'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
43 | 37000 | 12 | 18000 | 7000 | NTH | NTH | NTH | NTH | WKN | NTH | NTH

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
650 | 25 | 380 | 110 | 0 | 650

STEAL ----- ITEM ----- DROP
none | none

----- TACTICS -----
- Resonance Wave does 1000 to all
- Laser Breath does 500 to one
- Silence induces silence on all

Begin with Hi-Shield twice, then Armor Down and Slow Down on Drake, with occasional Remedy here and there. Pop Thunder Ring on both Jack and Rudy and start hacking. If you don't have Thunder Rings, Jack uses Slash Rave or Cosmic Nova, and Rudy strongest ARM - also have Jack use Sonic Vision and Rudy Fury Shot when available. You may also want to equip Silver Harp or Full Libra on Cec to prevent her from being silenced.

None of Drake's attacks are fairly dangerous, except Maybe Resonance Wave, but this can be easily countered with Remedy or Mystic-Potion-Berry. When you don't need to heal, chuck a Hyper on Jack and Rudy to effectively double their damage output. High Guardian with Thunder Rune - DAMAGE! Use a Lucky Card, as usual.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s20: GEMINI CIRCUIT is yours! Step in teleport, then cast Escape and return to world map.

Teleport to Adlehyde.

ADLEHYDE

Go to magic guild and bind these spells onto seven new Crest Graphs: Shield, Reflect, Protect, Break, Flame, Freeze, Vortex. Only two more to go and your collection is complete.

Now visit the item / armor shop and check the bookcase in the back. Don't agree to read the book and you'll be notified of a slot in which something could be inserted... use Black Pass and go downstairs.

Weapon / armor / item / accessory shop offers (prices in gella)

- Sword Radius - 18000
- Lunatic Wand - 17800
- Battle Cloak - 17300
- Dawn Poncho - 23400
- Garnet Coat - 13900
- Potion Berry - 500
- Goat Doll - 1500
- Missanga - 3000

Also go and upgrade Rudy's ARMs - by now your Rocket Launcher should already be at maximum efficiency, no?

Depart for Adlehyde castle and scenes roll in... Return to world map and teleport to Ship Graveyard.

SHIP GRAVEYARD

Whatever sinks at sea, will eventually be brought to the shores of... take N exit from the village to get to the shore... what's that in the sand? Why of course it is: GEMINI CIRCUIT is yours! Back to world map and teleport to Adlehyde.

ADLEHYDE

Emma can be found in her house - talk to her to get moving. Your plane can now fly even over mountains!

Board the plane and fly E from Saint Centour to find a piece of land completely surrounded by mountains. Disengage and poke around for...

ANCIENT ALTAR

Go N, and bag SWORD RUNE. I didn't give it to anyone, by the way. Back to world map and teleport to Court Seim. From here fly S until you find an island completely surrounded by mountains. Land here and enter...

PANDEMONIUM

Enemies:

- Stux, Karon, Flurity, Hecarde, Aspick, Zoa Zein, ?????, ?????, ?????, Turask (BOSS), Demon Prophet (BOSS), Shazam (BOSS)

s1: Go N.

s2: Go N.

s3: Take NW exit.

s4: Get MIND GEM, return to s3.

s3: Check the switch on the wall and turn it red, then take NE exit.

s4: Take NW exit.

s5: Get MEGA BERRY, then save your game and go N.

s6: Go E, take E exit.

s7: Go N...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

TURASK

TURASK'S STATS

----- STATS A -----												
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI	
40	21000	4	18000	28400	NTH	NTH	NTH	NTH	WKN	NTH	NTH	

----- STATS B -----						
ATP	SOR	DFP	RES	PRY	MGR	
600	15	750	115	0	999	

STEAL	ITEM	DROP
none	none	

- TACTICS -----
- Shield to raise own DFP by 50%
 - Poison Breath induces poison to all
 - Horn Spike does 1600 to one
 - Cut Down does 1200 to all
 - physical does 600 phd to one

Begin with Hi-Shield twice, then Armor Down and Slow Down on Turask, with occasional Remedy here and there. Pop Thunder Ring on both Jack and Rudy and start hacking. If you don't have Thunder Rings, Jack uses Slash Rave or Cosmic Nova, and Rudy strongest ARM - also have Jack use Sonic Vision and Rudy Fury Shot when available. You may also want to equip Moon Stone or Full Libra on Cec to prevent her from being silenced.

Turask can cast Shield twice to enormously increase own DFP... but then it'll run out of MP. Counter by few more Armor Downs so that your physical attacks can start doing damage. Take care of Horn Spike and heal immediately with Hi-Heal, and Remedy if Cut Down was used! When you don't need to heal, chuck a Hyper on Jack and Rudy to effectively double their damage output. High Guardian with Thunder Rune - DAMAGE! Use a Lucky Card, as usual.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s14: *shakes fist* I'll get you! Check the hole, then talk to Hanpan and control temporarily switches to the mouse. Enter tunnel1.

tunnel1: Keep going and take first exit you come across.

s15: Go and take another hole, which can be found before reaching NE exit.

tunnel2: Keep going, ignore first exit, and take the other exit.

s30: You'll emerge in the room with three switches. Take NE stairs up.

s31: Loop around the room, and take NE exit.

s32: Check the lever at N wall...

s14: With Jack in tow, break thru jail door, take NE exit.

s15: Check all jails and get MAGIC CARROT, LUCKY CARD, SECRET SIGN (waste on Cosmic Nova), MAGIC CARROT, then take NE exit.

s16: Red door prevents you from advancing. Switch to Rudy.

s20: Save your game in the jail to the right, collect BULLET CLIP from the vase, take S stairs up.

s19: Take SW exit.

s17: Walk E until your way is blocked. Switch to Cec.

s22: Break thru jail door, and take W stairs up.

s23: Enter middle room and turn the red switch into blue. Switch to Jack.

s16: Red door is out of the way, go N.

s17: Go E and step on red switch (Rudy can now progress), then take SW exit.

s18: Go S until your path is blocked by blue door. Switch to Rudy.

s17: Take SE exit.

s18: Go S until your path is blocked by blue door. Switch to Cec.

s23: Turn the blue switch into red. Switch to Rudy.

s18: Blue door is out of the way, go S and take SE exit.

s21: Loop around the room and take E exit.

s26: Take NE exit.

s25: Walk E until your path is blocked. Switch to Jack.

s18: Blue door is out of the way, go E and wait in front of the red switch on

the wall. Switch to Cec.

s23: Walk out of that middle room, then go W and wait in front of red door.
Switch to Jack.

s18: Turn the red switch into blue, then go S.

s27: Take the stairs up.

s28: Take N exit.

s30: Stand on blue switch on the floor to light it up and wait here. Switch to Cec.

s23: Red door is out of the way, go N and take NW exit.

s24: Go N.

s25: On your way step on red switch to allow Rudy further progress, then take far W exit.

s26: Go W and take the stairs up.

s30: Stand on blue switch on the floor to light it up and wait here. Switch to Rudy.

s25: Walk E, then S thru the door.

s24: Take the stairs up.

s29: Loop around the room (don't enter middle portion yet; if you do it anyway, answer "Yes"), take NW exit.

s30: Go W, then N, and stand on blue switch on the floor to light it up. Party is complete! From this position, go W first and take SW exit (we're retracing Jack's path a bit).

s28: Take the stairs down.

s27: Take N exit.

s18: To the left of blue switch is a bombable wall. Get CREST GRAPH, CREST GRAPH, & AMBROSIA. You've just collected all Crest Graphs in the game. Congratulations! Back to s27.

s27: Take the stairs up.

s28: Take N exit.

s30: Go N, E, S and take S exit (now we're retracing Rudy's path).

s29: Heal yourself up, and enter middle portion of the room. Answer "No"...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

DEMON PROPHET

DEMON PROPHET'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
46 | 24000 | 20 | 21000 | 36100 | HLV | HLV | HLV | HLV | HLV | NTH | HLV

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
300 | 50 | 260 | 120 | 0 | 999

STEAL ----- ITEM ----- DROP
none | none

----- TACTICS -----
- "Chr will be stuck in ice!" does 1400 water mgd to one
- "Chr will be whipped!" does 1400 wind mgd to one
- "Chr will be hit by rocks!" does 1400 earth mgd to one
- "Chr will be flamed!" does 1400 fire mgd to one
- Hellsiz Masquerade does 800 to all

Assign all chrs to healing until Cec successfully casts Slow Down on Prophet at least once. Then continue with usual setup: begin with Hi-Shield twice, then Armor Down on Prophet, with occassional Remedy here and there. Prophet halves all elements but holy, so careful what oyu chuck at it. Jack uses Slash Rave or Cosmic Nova, and Rudy strongest ARM - also have Jack use Sonic Vision and Rudy Fury Shot when available.

Prophet attacks mostly one chr at a time, with occassional Hellsiz Masquerade thrown into the mix. Cure the former with Hi-Heal and the latter with Remedy. You could also use Summon Guardian with Life Rune. When you don't need to heal, chuck a Hyper on Jack and Rudy to effectively double their damage output. Use a Lucky Card, as usual.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s29: Take the stairs up.

s32: Stand on one blue switch and throw Hanpan at the other. Walk S.

s5: Save your game. Note that maybe it would be a good idea to leave in order to restock, upgrade etc... Then return here and go N.

s6: Go E and take E door.

s7: Go N.

s8: Go N.

s9: Go N.

s10: Go N.

s11: Heal yourself up, and try to go N...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

SHAZAM

SHAZAM'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
50 | 30000 | 100 | 27000 | 39800 | NTH | NTH | NTH | NTH | NHT | NTH | ABS

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
370 | 60 | 600 | 110 | 0 | 500

STEAL ----- ITEM ----- DROP
none | none

- TACTICS -----
- its physical attacks have evil affinity
 - physical does 500 phd to one
 - Dispell nullifies all magic supports on one
 - Shriek does 10 dmg to all, and can induce all status changes
 - Dark Ray does 1400 dmg to all
 - Fatal Blow can insta-KO one

Lock State first and reapply every third turn. Then continue with usual setup: begin with Hi-Shield once or twice (Shazam can dispell it, by the way), then Armor Down on Shazam, with occassional Remedy here and there. Shazam absorbs evil element, but it's not like we'll be using it a lot. Jack uses Slash Rave or Cosmic Nova, and Rudy strongest ARM - also have Jack use Sonic Vision and Rudy Fury Shot when available.

Many of Shazam's turns will go to waste for Dispell and Shriek (Full Libra on somebody, preferably Cec). Prevent insta-KOs with Soul Guard. You could also use Summon Guardian with Life Rune or Love Rune. Or equip Goat Dolls you've bought at Black Market. When you don't need to heal, chuck a Hyper on Jack and Rudy to effectively double their damage output. Use a Lucky Card, as usual.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s11: Goodbye! Go N.

s12: Go N, and confirm your selection by "Yes".

s13: A lengthy sequence...

ADLEHYDE

From the castle get back to town part. Continue donating gella to help rebuild Adlehyde - up to this point in the game you can donate following amounts:

- 30000 gella (Drake appears in one of the houses)
- 50000 gella

Go to magic guild and bind final two spells: Spark and Prison.

Enter the house W from magic guild's and give Secret Tool to Tom. Then go check the statue in NW part of the town and bag CASTLE RUNE! Consider giving it to Cec.

Enter the house in NE part of the town and talk to Drake - he'll repair the ship for free! Woohoo!

Restocking done? Upgrades done? Saved your game? Depart for world map then. Board the plane and fly to an area of land W from Photosphere - you'll find a castle surrounded by mountains. Disengage and enter...

ARCTICA CASTLE

Enemies:

Nemesis, Flurity, Roar, Ghoul, Hopedia, Wiseman, ?????, Lady Harken (BOSS)

s1: Equip Holy Rings - much of the stuff hates holy. Go N.

s2: Go N.

s3: Get FULL REVIVE, & FULL REVIVE, then take NE stairs up.

s4: Take S exit.

s2: Get MEGA BERRY, NECTAR, & MEGA BERRY. Take W exit.

s5: Ignore the stairs leading down, go N and use a Duplo (two left) to remove magic door.

s6: Get SECRET SIGN, & SECRET SIGN, return to s5.

s5: Go N and take N exit.

s7: Put Rudy in the lead, monkey yourself over to middle 'island' and get WILD BUNCH ARM! Now take NE exit.

s4: Walk S, use a Duplo (one left) to remove magic door, enter.

s8: Get SECRET SIGN, & SECRET SIGN, return to s4.

s4: Go N and take N exit.

s7: Take N exit.

s9: Go N (get LUCKY CARD), and take N exit.

s10: Climbing N we shall go...

s11: Put Jack in the lead and examine the big chair. Bag BLACK FERAL, and FAST DRAW HINT for VOID. Return S.

s10: Climbing down S we shall go...

s9: Take NW exit.

s12: Take the stairs down.

s13: Take the stairs down.

s14: Save your game, take the stairs down.

s15: Go S.

s16: Go E and take E door.

s17: Up the elevator.

s18: Go W and take W door.

s19: Don't talk with the woman yet! Take W door.

s20: Get BOOM GETTER, then back S.

s19: Talk to the woman and engage!

BOSS BATTLE!!!

JACK

VS

LADY HARKEN

LADY HARKEN'S STATS

STATS A -----

LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI
47	18000	0	10000	20000	NTH	NTH	NTH	NTH	NTH	NTH	NTH

STATS B -----

ATP	SOR	DFP	RES	PRY	MGR
250	0	400	180	0	280

STEAL ----- ITEM ----- DROP

Secret Sign | Secret Sign

TACTICS -----

- Magnum Fang does 500 to one
- Harken Tempest does 500 to one
- Asrael does 300 to one

Equip Talisman if you have it, and most of the healing is taken care of. Since Harken's RES is high, she's likely to go first, so take that into account! You must sustain one more hit before you heal yourself. Just keep using Meteor Dive or Slash Rave or Cosmic Nova (provided you melted all Secret Signs into it), healing each 2nd or 3rd turn.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s19: COURAGE RUNE bagged! I gave it to Rudy. Take E exit.

s21: Take the stairs up.

s22: Take the stairs up.

s23: Take NE exit.

s24: Go N.

Back on world map teleport to Adlehyde.

ADLEHYDE

Donate final 100000 gella for full Adlehyde restoration! Exit and reenter the town, then check out the pub - there's a guy behind the counter. Talk to him and receive DISPELLADO!

Back to world map and teleport to Baskar Village - go NW from it to find a stone circle in a shape of a clock. Use Dispellado item while standing near the rocks in this order: NW, SW, SE, NE, W, S, E, N (as per clue from one book in Sealed Library). Illusion temple appears in the middle, so enter it.

ILLUSION TEMPLE

Go N, examine the light and bag CHRONO RUNE!

Back to world map schlepp over to Baskar.

BASKAR VILLAGE

Because we already have both Courage Rune and Love Rune, we can do something about that stupid altar N in the village. Just climb to top of the pyramid and let scenes roll... bag HOPE RUNE! You've just obtained all runes in the game! Congratulations! Give Love Rune to Cec, Courage Rune to Rudy, and Hope Rune to Jack.

Final dungeon awaits you. Before you tackle it, you may want to go collect remaining Crest Graphs, update your equipment and items (esp Potion Berries and Goat Dolls!), upgrade ARMs, and save your game of course.

When you're ready, board your plane and fly S from Forest Mound to locate Ka Dingel inside an island ring. Land on the island and face the shallow water. Use Ocarina to call the golem, get on it and enter...

KA DINGEL

Enemies:

Fafneil, Hazenberg, Willo Wisp, Amon, Sworkassi, Bloodhorn, ?????, ?????, ?????, Boomerang (BOSS), Luceid (BOSS), Alhazad (BOSS)

sl: We haven't even begun!

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

BOOMERANG & LUCEID

BOOMERANG'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
50 | 26000 | 0 | 18000 | 36000 | HLV | HLV | HLV | HLV | HLV | HLV | HLV

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
330 | 50 | 680 | 120 | 0 | 720

STEAL ----- ITEM ----- DROP
none | none

LUCEID'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
48 | 24500 | 0 | 15900 | 6000 | HLV | HLV | HLV | HLV | HLV | HLV | HLV

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
500 | 50 | 640 | 100 | 0 | 250

STEAL ----- ITEM ----- DROP
none | none

----- TACTICS -----

Boomerang

- Double Boomerang Dynamic does 2000 to one
- Crescent Fang does 600 to one
- Zero Armor Attack does 1100 to one

Luceid

- Large Moon does 1600 to one
- Black Fang does 400 to one
- Purple Electric Revised does 1000 thunder mgd to all

Begin by casting Hi-Shield twice to double your DFP. Meanwhile have Jack and Rudy put a dent into Luceid's HP with Rocket Launcher and Meteor Dive / Slash Rave, though do not neglect healing! Once two Hi-Shield casts are in place, battle becomes easier. Heal magic has become obsolete, for Remedy does much more excellent job.

Continue with Slow Down and Armor Down on Luceid, then assigning Cec to healing duty, while other two proceed shooting their usual stuffs. Once Luceid is out of the picture, repeat the same procedure on Boomerang (he can attack only one chr at a time) and defeat him. Don't forget to use a Lucky Card, though.

If you somehow manage to fell Boom first, battle is won. You only receive EXP and gella for defeating Boom only, though.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s2: Go S.

s1: Collect SABER FANG, then go N.

s2: Take either W or E door, doesn't matter.

s3: Get MEGA BERRY, & MEGA BERRY, return S.

s2: Take the stairs up.

s4: Take SE exit.

s5: Climb the stairs and take NE exit.

s6: Loop around the room, step on red switch for statue to appear below, return to s5.

s5: Go down the stairs and take SW exit.

s7: Get LUCKY CARD, & NECTAR, go S.

s8: Walk W and take the other door.

s9: Walk into nearby door leading N.

s10: Walk to a dead end...? Here's a bombable wall, then walk thru the opening.

s11: Go N and step on red switch to remove the door on upper level. Return S.

s10: Go E, then S.

s9: Walk NE and take NE exit.

s4: Take SE exit.

s5: Climb the stairs and take SE exit.

s8: Walk W and take the other door.

s9: Walk NW and take NW door.

s11: Go N.

s12: Walk E and take the other S door.

s4: Get FULL REVIVE, MAGIC CARROT, MAGIC CARROT, & FULL REVIVE, take NE exit.

s12: Follow the path, get MEGA BERRY, & MAGIC CARROT, take SE exit.

s6: Push the statue onto blue floor tile, return to s12.

s12: Take the stairs and follow the path back so s4.

s4: Take middle N exit.

s12: Go N.

s13: Get MAGIC CARROT, & MAGIC CARROT, go S.

s14: Take NW exit.

s15: Get MEGA BERRY, & FULL REVIVE, push the statue into the hole, return S.

s14: Take NE exit.

s16: Get MEGA BERRY, & FULL REVIVE, return S.

s14: Take SE exit.

s17: This screen currently leads nowhere (but you will take, in case you mess up next puzzle), so return S.

s14: Take SW exit.

s18: Push the statue you dropped down from above into place to the left of the red door, then go N.

s19: Loop around the room and then step right and middle red switches. Use the nearby drop off point to jump to lower level, then proceed to red door with two levers. Flip the right lever to unlock passage deeper...

s20: Go N.

s21: Take SE door.

s22: Get AMBROSIA, return N.

s21: Loop around the room, get NECTAR, take SW exit.

s23: Go S.

s24: Loop around the room, take E stairs up.

s25: Take N exit in the middle of the room.

s26: Get METAL SHIELD, return S.

s25: Take NW exit.

s27: Get AMBROSIA, bomb purple ball, take NE exit.

s28: Take NW stairs up.

s29: Go E, then take the stairs up.

s30: Bomb the right purple orb to lower some pillars, then plant a bomb near left purple orb and *run away* before it triggers, else you'll be trapped. If

that happens, use Pocket Watch to reset the puzzle. Take NW exit.

s31: Go W, then take the stairs up.

s32: Take NE exit.

s33: You have eight levers - all of them must point towards right, should you choose to continue. Start with NW lever, then N, NE, E, SE, S, SW, W. Voila!

s34: Go N, save your game. Take either E or W door, it matters not.

s35: Take the stairs up...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

ALHAZAD

ALHAZAD'S STATS

----- STATS A -----												
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI	
52	30000	30	30000	10000	HLV	HLV	HLV	HLV	HLV	HLV	WKN	HLV

----- STATS B -----						
ATP	SOR	DFP	RES	PRY	MGR	
700	36	670	90	0	999	

STEAL	ITEM	DROP
none	none	

- TACTICS -----
- Slow Down reduces RES of whole team by 50%
 - Alhazad Symphony does 1500 to all
 - Super Transmitted Mega Crash does 2000 to one
 - physical does 500 phd to one
 - Sleep induces sleep to all

Begin with Hi-Shield twice, then Armor Down and Slow Down on Alhazad, with occassional Remedy here and there. Pop Holy Ring on both Jack and Rudy and start hacking. If you don't have them, Jack uses Magnum Fang or Cosmic Nova, and Rudy strongest ARM (Rocket Launcher by far for me) - also have Jack use Sonic Vision and Rudy Fury Shot when available. You may also want to equip Moon Stone or Full Libra on Cec to prevent her from being silenced.

Alhazad will sometimes lower your RES by Slow Down - this can be easily removed by using Love Rune every so often. In your face, Alhazad! But not in your face if it succeeds in putting you to sleep, so prevent that by casting Awaken. That or it'll run out of MP. Take care of Mega Crash and heal immediately with Hi-Heal, and Remedy if Symphony was used! When you don't need to heal, chuck a Hyper on Jack and Rudy to effectively double their damage output. High Guardian with Saint Rune - DAMAGE! Use a Lucky Card, as usual.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s35: Jack attains LV4 FORCE DOUBLE ATTACK (it allows him to attack twice per turn). Return to s34 to save your game, then return here and resume N.

s36: Step into the elevator and onwards to Malduke!

MALDUKE

Enemies:

Tzar Zein, Fesel Zein, Doomsday, Cyclops

s1: Go S.

s2: Go towards SW corner and bomb the generator by standing next to it at a corner. You'll get the idea soon enough. Take the stairs up.

s3: Get NECTAR, then use Glove on purple grap-post by punching it E, and grapple yourself E, then take NE exit.

s4: Bomb the generator, go N.

s5: Flip the lever. My, some defensive systems... return S.

s4: Go S.

s3: Grapple yourself W, push purple grap-post away, take the stairs down.

s2: Take S exit.

s6: Save your game, return N.

s2: Get to SE corner, bomb the generator away, take the stairs down.

s7: Enter the pipe to the E and follow it.

s8: Get BULLET CLIP, & ARCH SMASH ARM! Return N.

s7: Get out of the pipe and make a choice (I really suggest it, though!) - return to the elevator, and use it to beam down back to Ka Dingel, then use Escape and go upgrade this ARM you just found (especially ATP and bullet count). Damage it can do is unmatched! OK, return to s7 after you did all that, or if you haven't carry on... Take NW exit.

s9: Go W, and take NW exit.

s10: Flip the lever and enter the door you opened.

s11: Get GUITAR TOOL for Jack! Cool, I always liked country music! *starts playing* Hey, what's happening? *random battle issues* Aaaaargh! *is KO-ed* Guitar, when used, will force a random battle. Obtaining the tool is important for being able to fight three optional bosses. Return S.

s10: Go S.

s9: Take S exit.

s12: Go W, bomb-de-gen (get it?), and take NW exit.

s13: Use Hanpan on red X-panels, bomb-de-gen and enter the pipe, then follow it.

s10: Keep following the pipeline.

s14: Get out of the pipe, flip the lever, jump off, and enter the door you have just opened.

s15: Use Hanpan on X-panels, go N.

s16: Pipemania!!! Mario! *shoots Luigi* I don't need any stinkin' plumbers... OK, on this screen poke around and get: SILVER BLADE, NECTAR, PRINCESS ROD, VIOLATOR, NECTAR. Also get your behind to the SE corner, where you can again access s15.

s15: Heal Jack up, and check the statue, then confirm. Win a tough battle and Jack obtains FAST DRAW HINT for TRUMP CARD. Back to s16.

s16: Pipe your way over to N exit.

s17: Use Hanpan on X-panels, and equip Grapple before you go forward. As you go N, panels behind will collapse. Just before you fall into the void, shoot Grapple onto grap-post across the chasm. Go N.

s18: Go E and take E door.

s19: Save your game, then flip left lever to light up green circle. Go N.

s20: Step into weird symbol to be teleported to Residential area. If no circles have been lit back in s19, you have a choice of returning to Ka Dingel.

MALDUKE - RESIDENTIAL AREA

Enemies:
Humpty, Dumpty, Nosferatu, Ripper

s1: Read the slab, go S.

s2: Take the stairs up.

s3: As soon as you're out, go N behind the house to find the graveyard. Check behind the biggest grave and get WINGS. Return to the stairs now, nothing else can be found here.

s2: Take the other exit.

s1: Step into teleport.

MALDUKE

s20: Go S.

s19: Flip left lever, and flip right lever, so that blue circle is shining.
Save if you want, then go N.

s20: Step into teleport.

MALDUKE - STATUE AREA

Enemies:

Colonzon, Ose, Delowbunny, Lucifer (HIDDEN BOSS)

s1: BTW, I'll tell you how to reach Lucifer's resting place only. We'll take it on later. Read the slab, go S.

s2: Take SW exit.

s3: Make your way to NE exit.

s4: Go to N exit.

s5: Read the slab, then walk S into the wall where hidden passage is. Hike E, then N towards N exit.

s6: This is where Lucifer rests. If you'd like to fight it anyway, use Vase on the flame, then play Guitar and tadaaah! Game over? Hopefully not... return S.

s5: Return to SW exit.

s4: Take SE exit.

s7: Drop off, turn the blue switch into red, drop off again, go S.

s8: Go W and take W door.

s3: Bomb the stone at the base of E ladder, then take NE exit.

s4: You can now reach three chests. Get JOLLA PONCHO, ASSAULT COAT, & FILGAIA ROBE. Take SE exit.

s7: Drop off, turn the red switch into blue, drop off again, go S.

s8: Go W and take W door.

s3: Bomb the stone at the base of W ladder, ascend it, descend down E ladder and step on right of two red switches. Take NE exit.

s4: Take SE exit.

s7: Drop off, turn the blue switch into red, drop off again, go S.

s8: Go W and take W door.

s3: Ascend E ladder, descend W ladder, and step on left of two red switches. Now you can reach N exit.

s2: Go N.

s9: Go N, get ARMS (item, not a weapon), return S.

s2: Go S.

s3: Take NW exit.

s2: Go N.

s1: Step into teleporter.

MALDUKE

s20: Go S.

s19: Flip left lever, so that blue circle is shining. Save if you want, then go N.

s20: Step into teleport.

MALDUKE - MINE AREA

Enemies:

Python, Eldersink, Gasnoid, Sado (HIDDEN BOSS)

s1: Read the slab, then go S.

s2: Take E stairs down.

s4: Take E stairs down.

s7: Take E stairs down.

s8: Go S, and take the left of two accessible S exits.

s13: Get EYE (this is the correct one), return N.

s8: Take the stairs up.

s7: Take N stairs up.

s4: Take W stairs down.

s6: Bomb the pile of rocks, and the eye on the wall will shine blue three times. Take S stairs down.

s8: This is where Sado rests. Like with Lucifer, use Vase to vanquish the flames, and then use Guitar, if you'd like to take it on. Regardless, go back N.

s6: Take NE stairs up.

s4: Take N stairs up.

s2: Go N.

s1: Step into teleporter.

MALDUKE

Enemies:

Tzar Zein, Fesel Zein, Doomsday, Cyclops, Berial (BOSS), Zeikfried (BOSS), Motherfried (BOSS), Zeik Tuvai (BOSS)

s20: Go S.

s19: Save if you want, then go S.

s18: Go W and take W stairs down.

s21: Get NECTAR, & NECTAR, then place Wings on left pedestal, Eye on middle, and Arms on right pedestal.

s22: Get MAGIC CARROT, & MAGIC CARROT, take N stairs down.

s23: Take N exit.

s24: Go E and take E exit.

s25: Go S.

s26: Go W, heal yourself up, and take W exit.

s27: Wait for a searchlight to come to you and...

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

BERIAL

BERIAL'S STATS

STATS A											
LV	HP	MP	EXP	GELLA	EAR	WAT	FIR	WIN	THU	HOL	EVI
30	37500	30	21900	8500	HLV	HLV	HLV	HLV	HLV	NTH	ABS

STATS B					
ATP	SOR	DFP	RES	PRY	MGR
550	35	650	200	0	600

STEAL	ITEM	DROP
none	none	

TACTICS

- Blade Lance does 800 to one
- Armor Down reduces DFP of whole team by 50%
- Pile Bunker does 3000 to one
- Genocide Flare does 1300 to all

Begin with Slow Down twice, so that Berial will go after you, not before and thus mess you up. Then continue with Armor Down, and occasional Remedy here and there. Jack uses Magnum Fang or Cosmic Nova, and Rudy strongest ARM (Rocket Launcher by far for me) - also have Jack use Sonic Vision and Rudy Fury Shot when available.

Berial will frequently lower your DFP with Armor Down, and then finish you off by very strong Pile Bunker. Reapply Hi-Shield if that happens! Take care of Pile Bunker and heal immediately with Hi-Heal! When you don't need to heal, chuck a Hyper on Jack and Rudy to effectively double their damage output. High Guardian with Love Rune - PROFIT & DAMAGE! Use a Lucky Card, as usual.

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s27: Get AMBROSIA from N end of the room, AND THEN RETURN TO THE SAVE POINT near the levers we were flipping to obtain Wings, Arms and Eye (s19)! There's no more save points up ahead, and only final bosses remain. When your progress is saved, return here and take the door you've opened.

s28: Go S.

s29: Far E door will lead you to a dimensional elevator - using it is your own choice, but do know that once you face upcoming boss, there's no turning back. Take N exit.

s30: Go N, check the door and confirm with "Yes".

s31: Go N... Booyaka!

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

ZEIKFRIED

ZEIKFRIED'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
45 | 30000 | ?? | 50000 | 0 | HLV | HLV | HLV | HLV | HLV | HLV | HLV

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
850 | 25 | 600 | 250 | 0 | 849

STEAL ----- ITEM ----- DROP
none | none

----- TACTICS -----

- Hi-Shield raises own DFP by 50%
- Zeik Impulse does 600 to one
- Negative Rainbow does 1200 to all
- Glumzamber does 1300 to one

Because Zeik is fairly speedy, Slow Down on him twice is mandatory (Jack and Rudy are assigned healing duties until Slow Down connects twice!). Then carry on with Hi-Shield twice, then Armor Down on Zeik, with occasional Remedy here and there. Zeik halves all element damage, so don't go there. Jack uses Magnum Fang or Cosmic Nova, and Rudy strongest ARM (Rocket Launcher by far for me) - also have Jack use Sonic Vision and Rudy Fury Shot when available.

Many turns shall go to Zeik using Hi-Shield, thus rendering your physical attacks almost useless - either counter with Armor Down or cast Eraser. Take care of Glumzamber and Impulse and heal immediately with Berries, and Remedy if Rainbow was used! When you don't need to heal, chuck a Hyper on Jack and Rudy to effectively double their damage output. High Guardian with Love Rune - PROFIT & DAMAGE!

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s31: Captain, the fries! They're fighting back!!!

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

MOTHERFRIED

MOTHERFRIED'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
?? | 42500 | ?? | 60000 | 0 | HLV | HLV | HLV | HLV | HLV | HLV | HLV

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
??? | ??? | ??? | ??? | 0 | ???

STEAL ----- ITEM ----- DROP
none | none

----- TACTICS -----
- Rainbow does 500 to one
- Als Magna does 10 to all, can induce various negative statuses
- Sayfert's Galaxy does 1300 to all
- Phatima's Miracle does 600 to all, and dispels positive effects
- Dark Ray does 1800 to all
- Inferno does 1600 to all

Because Mother is fairly speedy, Slow Down on her twice is mandatory (Jack and Rudy are assigned healing duties until Slow Down connects twice!). Then carry on with Armor Down on Mother, and with occasional Remedy here and there. Mother halves all element damage, so don't go there. Jack uses Magnum Fang or Cosmic Nova, and Rudy strongest ARM (Rocket Launcher by far for me) - also have Jack use Sonic Vision and Rudy Fury Shot when available.

Mom has a lot of hit-all attacks, so you'll be spending some turns healing, but once she's slowed down, things get easier. Don't bother with too many buffs on

your end, as they simply get dispeled with Fat Miracle (I'm sorry, Phatima!). You may want to slap Full Libra onto Cec, so she's always the one that can act. Once Mom goes last in current turn, pull out your strongest attacks and beat her into a bloody pulp! When you don't need to heal, chuck a Hyper on Jack and Rudy to effectively double their damage output. High Guardian with Love Rune - PROFIT & DAMAGE!

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

s31: Victory! Go S.

s30: Go S.

s29: Go E and take E exit.

s32: Step into the teleport and activate it - let's go home now... Captain! The fries! They're still fighting!

BOSS BATTLE!!!

RUDY, JACK & CECILIA

VS

ZEIK TUVAI

ZEIK TUVAI'S STATS

----- STATS A -----
LV | HP | MP | EXP | GELLA | EAR | WAT | FIR | WIN | THU | HOL | EVI
?? | 50000 | ?? | 0 | 0 | HLV | HLV | HLV | HLV | HLV | HLV | HLV

----- STATS B -----
ATP | SOR | DFP | RES | PRY | MGR
??? | ??? | ??? | ??? | 0 | ???

STEAL ----- ITEM ----- DROP
none | none

----- TACTICS -----
- Hi-Heal recovers 9999 HP
- Proton Beam does 3000 to one
- Sleep induces sleep to all
- Silence induces silence to all
- Confusion induces confuse to one
- Fatal Blow does 300 to one, and can induce insta-KO
- physical does 500 phd to one

Zeik may be slower than you, but shoot him with Slow Down twice anyway. Better safe than sorry! Don't bother with status buffs on yourself, as Proton Beam does massive damage and is likely to send you packing 69 feet under. Follow up with Armor Down on Zeik, with occassional Remedy here and there. Zeik halves all element damage, so don't go there. Jack uses Magnum Fang or Cosmic Nova, and Rudy strongest ARM (Rocket Launcher by far for me) - also have Jack use Sonic Vision and Rudy Fury Shot when available.

Aside from Proton Beam Zeik is equipped with three stupid statuses: sleep, silence and insta-KO (latter not likely to connect, though). Give Full Libra to Cec, so she stays active (also cast Soul Guard on her to prevent her from being KO-ed and Life Guard to avoid fatal damage once). The other two can resume attacking and knock themselves out. When low on HP, expect to run into a nasty surprise of Hi-Heal from Zeik - it'll recover 9999 HP! Hey! It was used twice in all times I've been fighting him (though it's quite possible he can use it more times). When you don't need to heal, chuck a Hyper on Jack and Rudy to effectively double their damage output. High Guardian with Love Rune - PROFIT & DAMAGE!

CONGRATULATIONS!!!

YOU ARE VICTORIOUS!!!

Captain! The fries lost at last! Yippee!

----- CONGRATULATIONS!!! -----

----- YOU HAVE COMPLETED THE GAME SUCCESSFULLY!!! -----

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??.) PAST REVISIONS - G??00
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- Version 1.0 (14th June 2005)
Initial release. Contains full walkthrough from start to finish of the game.

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??.) CREDITS - G??00
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1. Companies

- Media Vision: they made this game possible
- Sony: for making PS
- Wild Arms Official Guide Book: for detailed statistics of regular and boss enemies

2. Internet sites

- www.gamefaqs.com: for hosting my guide
- www.neoseeker.com: for hosting my guide
- www.ign.com: for hosting my guide

3. People

- Michael C.: telling me that missing enemy on Zenom is Devonova
- Daniel J.: tip on needing to open Heal Berry chest in P.Garden to progress

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??.)

CONTACT INFO - G??00
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Send your comments, ideas for improvements, additional info, correction of mistakes I may have made, and anything else via e-mail at:

lifearmor (at) gmail (dot) com

I need to put down a few guidelines.

- as a subject of e-mail please include Wild Arms, or WA1
- please make your e-mail be readable, ie do not send me e-mails that are written badly or in some strange gibberish
- don't ask me to send you updated versions of my guide, because I won't
- *make sure* to check if your question is already answered within these pages; I may reply to one of your questions, but if you'll persevere in asking more questions which are answered in my guide, I'll simply direct you to my guide
- I accept e-mails in English, German, Croatian and Slovenian language
- I will answer the e-mails in English, Croatian or Slovenian language; I can read and understand German well, but my writing skills of German have rusted, therefore I will answer such e-mails in English
- when crediting contributors, I won't disclose their e-mails
- finally, treat me as you'd like me to treat you

2. Damir Kolar's Contributor page

<http://www.gamefaqs.com/features/recognition/6434.html>

3. Damir Kolar's homepage/s

<http://kolardamir.com>

<http://splitinfinity.50megs.com>

Yours truly,
Damir Kolar

End of Document