

Wild ARMs 2 Optional Boss FAQ

by Otabo

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TABLE OF CONTENTS
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Please use the CTRL + F function and use the codes provided in the brackets to skip to a section of the guide quickly. Do not forget to include the brackets with the code!

- 1) Introduction [intr]
- 2) Disclaimer/Legal Stuff [disc]
- 3) Preparing For The Optional Bosses [prep]
 - a) Personal Skills
 - b) Items/Gear Checklist
 - c) Guardian Mediums
 - d) Spells/Abilities You Need
 - e) Getting Necronomicons To Drop
- 4) Optional Bosses Strategies [opto]
 - a) Gatlorg
 - b) Ghost
 - c) Titanius
 - d) Zavorg
 - e) Zolinge
 - f) Zyclus & Zetrim
 - g) Xenon
 - h) Kobold King
 - i) Bulkogidon
 - j) Ragu O' Ragula
 - k) Angolmois
- 5) Preparing to Solo The Optional Bosses [prso]
 - a) Rules for Soloing
 - b) Individual Character Analysis: Who's good for soloing and who isn't?
 - c) Personal Skills
 - d) Individual Character Preparations
 - e) Mega Berry Hunting
- 6) Optional Boss Strategies for Soloing [opso]
 - a) Ghost
 - b) Titanius
 - c) Zavorg
 - d) Zolinge
 - e) Zyclus & Zetrim
 - f) Xenon
 - g) Kobold King
 - h) Bulkogidon
 - i) Ragu O' Ragula
 - j) Angolmois
- 7) Credits [cred]

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UPDATES

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12/17/2009 (v1.00) - Guide added to GameFAQs!
3/16/2013 (v1.10) - Touched up some areas of the solo section.
5/18/2019 (v.1.15) - Touched up the guide in general and added more info in the main section. Added a section on how to get Necronomicons to drop.

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1) Introduction [intr]

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Welcome to my Wild ARMs 2 Optional Boss FAQ! The purpose of this guide is to help you defeat all of the optional bosses of this great game. My goal is to provide the info and strategies that will be the most useful and the most effective for each of the bosses. I have extensive knowledge on these special bosses, and I have even soloed all of them with everyone. So hopefully, you will find the information you see in here helpful; if so, then my goal is achieved. Those who are looking for a REAL challenge and want to try and solo them, then this guide is for you too!

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2) Disclaimer/Legal Stuff [disc]

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This guide is only to be used for personal uses ONLY, and is not to be reproduced anywhere or changed in any way whatsoever without my consent. This FAQ was 100% written by me and if you would like to use this guide on your website or something, PLEASE CONTACT ME BY E-MAIL AND ASK ME FIRST. If you see this guide anywhere else other than GameFAQs, please let me know immediately.

*Since this guide is meant for use by people who are just looking to beat the optional bosses normally AND by people who are looking for a greater challenge by soloing them with their chosen character, I have separated this guide into two major parts:

- Those who are looking to defeat the optionals normally, all of the info you will need is in Sections 3 and 4.
- Those who are looking to solo the optionals with a chosen character should start down at section 5 instead; all the info you will need is in Sections 5 and 6.

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3) Preparing For The Optional Bosses [prep]

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This section contains everything that will best prepare your characters for the encounters with the optional bosses and will contain all of the items, mediums, PS skills, etc, you will definitely want to have. This section is important to look over, so you may want to refer to this section as a sort of a "checklist" to see if you're truly prepared.

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a) Personal Skills
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Some of these are very important to have. Others, not so much. Below, I will list all of the PS Skills available to each character, as well as comments on how important they are for the optional bosses:

- Cut FP use: 6 points to master (2 per level)

Effect: Reduces FP consumption in battle by 1 per level for a total of 3.

Comments: Useless; don't even bother with this one. Ultimately, it will only cut the cost of all of your FP consuming abilities by 3, so it's not worth it.

- Up HP: 9 points to master (3 per level)

Effect: Increases max HP when a level is gained.

Comments: VERY important PS Skill; make sure you max this one out on all your characters as SOON as possible. This should be the first PS skill you max out and can definitely make or break you in battles with the optional bosses. In fact, if you really want, you can do a "Low Level Ashley" game where, if you do it correctly, you can have Tim, Marivel and Kanon start at a much lower level than normal, and in turn, get more max HP. But it's definitely not a must if you're just planning to tackle the bosses normally.

- Restore HP: 12 points to master (4 per level)

Effect: Restores a percentage of a character's maximum HP for every force level gained.

Comments: This PS skill is one of the best the game has to offer your party. Basically, every time you gain a force level (25, 50, 75, and 100 FP), your HP is restored by 15% of his/her maximum. Which can help you survive incoming attacks on the following turn without having a need to heal up. A very good investment; in my opinion, it is well worth getting this PS skill.

- Up Parameter: 12 points to master (4 per level)

Effect: Increases all statistics for every force level gained.

Comments: Another great PS skill to have; this one gives you bonus stats every time you gain a force level. In short, your characters will end up dealing more damage and taking less damage, and their response will increase as well. Try to max this one out if you can; it can really help you in a long fight.

- Critical: 6 points to master (2 per level)

Effect: Increases critical hit rate of a normal attack.

Comments: Critical is nice to have on characters such as Brad or Kanon, or even Ashley. However, Brad will most likely make the most use of this due to the elemental rings; more often than not, he will be able to deal much more damage with just his basic attack rather than using ARMs. Great for bosses that have elemental weaknesses.

- Advanced Guard: 6 points to master (2 per level)

Effect: You're granted a chance to completely block incoming physical attacks. The character also gains 12 FP if the skill activates.

Comments: Basic physical attacks should rarely be a threat, so there really is no need to put points here. I'd leave this one alone.

- Counter: 6 points to master (2 per level)

Effect: Increases counterattack chance of a character.

Comments: While countering attacks may seem like a good thing, it isn't useful enough to put points into it. Though, characters like Brad or Ashley MAY get some use out of it, Counter seems to be more of a hindrance when you're trying to learn Red Powers for Marivel, trying to spark Kanon's later

Bionic Arm attacks or trying to rack up kills for Tim to learn his spells. Of course, if you've done all of that already, THEN put points into Counter, then it's not too bad. I wouldn't bother with it personally, but do what you will.

- Restore HP 2: 2 points to master (1 per level)

Effect: Restores HP when levelling up.

Comments: Pointless. Skip it and don't look back.

- Convert HP: 9 points to master (3 per level)

Effect: Converts remaining FP into HP after a battle.

Comments: Useless. Don't bother with this one.

- RES Up: 6 points to master (2 per level)

Effect: Speed is increased when the character hits critical condition.

Comments: This seems like a good skill on paper, however, Up Parameter is much better since it raises speed too, and more often (every force level versus being in critical). Skip it, because chances are, if an attack is going to kill you, it will kill you and not leave you in critical condition.

- FP Up: 4 points to master (2 per level)

Effect: FP is increased when the character hits critical condition.

Comments: This isn't the best skill, but it's not the worst, either. Characters such as Lilka, Tim, Kanon or even Brad could find this useful in certain situations, though. It's not a must-have skill, and you can definitely live without it, but maxing this one won't hurt you, either. It's also rather cheap, so do what you will.

- Auto Guard: 2 points to master (1 per level)

Effect: Automatically defend when the character hits critical condition.

Comments: This skill is pretty much in the same boat as RES Up; if an attack is going to kill you, it will most likely kill you, so don't bother with it.

- Down Guard: 4 points to master (2 per level)

Effects: Increases resistance to instant death attacks.

Comments: A maxed out Down Guard doesn't even give you complete protection from ID attacks, so don't bother getting this. Only Ghost, Gatlorg and Zolinge have instant death attacks, and besides, if you want complete ID protection, you can always use Tim's Thanatos X spell or use Lilka's Mystic ability with the Holy Grail for the same effect, or barring that, equipping the Holy Grail on a character.

- Up P Attack: 12 points to master (4 per level)

Effects: Increases damage caused by physical attacks.

Comments: You should only consider giving this to Brad and Kanon. Giving this to Ashley isn't a terrible idea, but most of the time, you'll want him to be in Knightblazer form using Mad Lucied/Gun Blaze/Last Burst, which this skill doesn't affect, so he can live without it. As for the spellcasters, pretend this doesn't exist as they shouldn't be normal attacking to do their damage anyway.

- Up M Attack: 9 points to master (3 per level)

Effects: Increases damage caused by magical attacks.

Comments: Your mages will want this maxed out definitely; this will only boost the damage of their spells and healing. But don't put any points in this for the guys and Kanon, though.

- Up P Defend: 12 points to master (4 per level)

Effects: Decreases damage caused by physical based attacks.

Comments: This is another important skill you will want to master for your

magics. Mastering this one can make the difference between whether a physical based special attack one shots you or lets you barely survive. Go ahead and max this one out. You COULD also give this to your fighters, but they can live without it.

- Up M Defend: 9 points to master (3 per level)

Effects: Decreases damage caused by magical based attacks.

Comments: Max this one out, as well. Like with Up P Defend, this could make a difference whether a magical based special attack one shots you, or lets you barely survive. Take priority on fighters, as they have less magic resistance in general, but your magics could also use this skill, as well.

- Status effects: (Poison, Blocking, etc) 3 points to master (1 per level)

Effects: Increases resistance to the corresponding status effects.

Comments: You will definitely want to max out Confusion and Paralysis; Confusion for guys like Ashley and Brad (maybe Kanon, too); Paralysis for your magics (and perhaps Marivel). The others aren't necessary to put any points into, as you will most likely have Status Lok to prevent status effects anyway.

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b) Items Checklist

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Make sure you have the following items before tackling the optional bosses:

- My Mike: Of course, you're going to need this to even start fighting the optional bosses that are sealed inside of the spinning pyramids. Find this in the Lost Garden; you'll need Marivel and her Windup Key tool to get to it, though.

- Crest S: You can also find this item inside the Lost Garden. You will need a Duplicator to open the chest, though. This item will increase the effectiveness of its inscribed spell by 50%. The best spell in general to inscribe onto the Crest S is Saber, however, if you're going up against one of the optional bosses that have an elemental weakness, you can also choose to inscribe a level 2 spell of the boss's weakness element(s) (i.e. Hi-Flame against Gatlorg, Hi-Break against Zolinge, etc). A Lilka with 500+ SOR casting an elemental spell inscribed with a Crest S hitting a weakness is a very scary Lilka.

- Crest E: You can find this item inside the Pirate's Warren, which requires Lombardia to get to. As you enter, the chest will be on the left side. You will need a Duplicator to open the chest, too. This item will reduce the FP cost of its inscribed spell by 50%. Great choices are Hi-Revive, Hi-Heal, and perhaps, Hype Weapon. Casting Hi-Revive at 30 FP, Hi-Heal at 27 FP or Hype Weapon at 35 FP as opposed to 60, 55, and 70 FP, respectively, is certainly nothing to scoff at.

- Ultimate Armors: These are located in five of the six rooms down in Glaive Le Gable near the final save point. These armors will massively boost your DEF and MGR stats and can help you survive some attacks. You can find Ashley's, Brad's, Lilka's, Tim's and Kanon's down there. Marivel's ultimate armor, on the other hand, can only be found in a chest at Thunder Lion Cage (you can get her ultimate armor as soon as you have Marivel in the party).

- Full Libra: This can also be found down in Glaive Le Gable. This gear will protect the character wearing it from all bad status effects. Lilka can also use Mystic on this item to cast Restore on everyone to clear status effects across the party. Very useful.

- Talisman: Located in the Pirate's Warren. You will need a Duplicator to open the chest, though. Used in the infamous Raftina + Talisman trick, which is another cheap way to win battles. Lilka can also use Mystic on this item to cast Heal on everyone; this can be useful if your Tim doesn't have FP for First Aid (or if you're not using him period). Then again, you could also use that Mystic on a Mega Berry for a full heal, but ehh. It is what it is.

- Life Orb: Located in Lost City Archheim. This fully restores the wearer's HP after a fight, but that's not why you want to get this item. The real reason you want this is for Lilka to use it along with her Mystic ability to cast Hi-Heal on to fully restore the party's HP. You will need Brad's Earthquake and Tim's Mist Cloak to access this very important item; don't miss this.

- Elemental Rings: There is an NPC selling these elemental rings on B1 of the Valeria Chateau. At the very least, get 3 Fire Rings, 3 Dark Rings, 3 Light Rings, 1 Earth Ring, 1 Thor Ring and 3 Water Rings (optional). These rings not only add their respective element to the wearer's basic attack, but will also cut the damage of said element by half! These will be very important for the tougher bosses such as Ragu O Ragula and Xenon.

- Necronomicon: You can only get this from the Necronomicon enemies located around the Spiral Tower area or on the island that Lost Garden is located on. This is the best SOR boosting book in the game for your mages, and ultimately you will want to grab three of them. See part E below for information on how to easily obtain this book.

- Holy Grail: Located in the Slayheim Live Reflector. You can actually live without this item if you have access to Tim's Thanatos X spell, but you might as well go ahead and grab it anyway. You will need a Duplicator to open the chest, though.

- Lucky Cards: All of the optional bosses except for Angolmois and Ragu O Ragula give out lots of EXP and gella, so if you plan on using these during the battles, you will definitely need at least 9 of these. The easiest way to obtain more Lucky Cards is to steal them from the Melchom enemies in the area between the Gate Bridge and Greenhell.

- Viper Fang: The strongest throwing item in the game; this does 25,000 damage instantly. There's only one, and it's along that long path that leads to Spiral Tower. Search for it well and you should find it. You'll want to save this bad boy for either Ragu O Ragula or Angolmois for sure.

- Scapegoats: While all of the optionals can be defeated, both normally and solo without the use of these, might as well go ahead and grab all 7 of them in case you run into a really bad situation. Just remember that these things ARE NOT as powerful as they were in Wild Arms 1; if you do an action and die, then get revived by a Scapegoat, YOU DON'T GET TO DO THE ACTION! The only person who can really make use of Scapegoats is Ashley, but just get all seven of these just in case.

- Power Boost: You can't get to this without beating Gatlorg first (which is why you really should kill him first) and a Duplicator. This nifty item has a 25% chance to double the user's source of damage, whether it be physical OR magical (that's right, magic damage CAN be doubled by this item, whether you believe it or not). It will also, believe it or not, double the effects of Zephyr's Force Charge skill, sometimes giving you 50 FP instead of its normal 25. Definitely get this item, it will be worth it.

- Gimel Coins: In case you get wiped in battle, use these to try again. Or just reload from a previous save and try a different party/strategy.

If you somehow need Gimel Coins, you can either fight Red Barnies in Crimson Castle (dropped; use Chapanga summon for a 100% drop) or by stealing them from Hyulkontons.

- Lastly, make sure you bring Full Revives, Big Berries, Mega Berries, Revive Fruits, War Respites, etc. just in case of emergencies. Also, get 99 Mini Carrots from the item shop in ODD Headquarters.

If you need Duplicators to open some of those special chests to get items such as Talisman or Crest E, the easiest way to get them is to steal them from Babalous, which can be found on the island where Meteorite Crater is.

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c) Guardian Mediums
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Make sure you have the following guardian mediums in your inventory before challenging the optional bosses:

- Dan Dairam: Located in Promised Catacombs (requires a Duplicator).
- Raftina: Talk to Colette in Baskar as Tim. Make sure you have the Stone God in your possession before doing so (requires completing Trapezohedron first).
- Zephyr: Talk to Marina in Valeria Chateau as Ashley. Make sure you have the Stone Drago in your possession before doing so (requires completing Trapezohedron first).
- Justine: Talk to Billy in T'Bok Village as Brad. Make sure you have the Stone Lion in your possession before doing so (requires completing Trapezohedron first).
- Chapapanga: Recieve at the end of the Good Luck Zone.
- All of the grey guardian mediums you get throughout the game (Noua Shax, Fengalon, Aru Sulato, etc, though you should have all of these anyway).

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d) Spells/Abilities You Need
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- Ashley: Make sure you get his Mad Lucied upgrade for his Knightblazer form, as it is considerably more powerful than Hot Fencer. You can get this by completing Werewolf's Den, which is southeast of Crimson Castle, and almost due west from the island that Raypoint Geo is on. Full Clip, while not entirely necessary, is also not a bad idea to grab - get this from Noel in Guild Galad.
- Lilka: Make sure she knows Quick, Hi-Heal, Hi-Revive, Hype Weapon and her level 2 elemental spells as well as Saber. Though, if you've already found most, if not all, of the Crests in the game, you should already have these spells and then some, right? Also, make sure you have both the Crest S and the Crest E; these will increase the inscribed spell's damage by 50% and reduce the FP cost of the inscribed spell by 50%, respectively.
- Tim: If you're planning to use him heavily, make sure he has his First Aid of course, as well as most of his other spells in addition to Bold Lance, Thanatos X, Speed Down, and Arcana 13.
- Kanon: Make sure she knows Eagle Claw. To get it, spam Phalanx in battles and it will eventually spark Eagle Claw. It's a 1% chance with Best luck, so keep at it until you get it. Dividing either a Gagison (Withered Ruins) or a Balam (island near Raypoint Muse) will give her a beefy target in the

Hyulkonton; just be careful of its status attacks; bring Marivel and Status Lok to make the fight easier.

- Marivel: She actually has some pretty good spells available to her, so if you plan to use her, get Status Lok, Sleep, Guillotine, and Power Seal at the very least. If you do plan on using her as an attacker though, she'll also want to learn at least Twister, Absolute 0, Thunderbolt, Tera Break, Armageddon, Cremation, Megaton, and Cancellor.

If you need a list on where to get these Red Powers, here you go. I won't list them all though, just the ones you should have for the optionals:

- Cremation - Efreets in Raypoint Flam (may need to go past the save point)
- Tera Break - Myrmecolios located on the island west of Raypoint Wing.
- Twister - Gargoyles in Wind Tiger's Den
- Absolute 0 - Gigafrosts in Raypoint Muse
- Thunderbolt - Thunderdrakes at Thunder Lion Cage
- Shadowbolt - Twin Tails around the Quartly desert.
- Armageddon - Dumptyts around Fab Lab area.
- Megaton - Nybbas on island where Pirates Warren is located.
- Aport - Bockle in area south of Crimson Castle (this one is optional)
- Status Lok - Skid Lancer in Outer Sea (look in dark brown areas of the water; you can actually find this creature anywhere in the outer sea...)
- Sleep - Man Traps in the forest around Sylvaland Castle.
- Guillotine - Hope Diamonds in the Promised Catacombs.
- Power Seal - Earth Figures in the Holst area.
- Cancellor - Aamans in the area south of Crimson Castle.

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e) Getting The Necronomicon
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The Necronomicon is an accessory that boosts the wearer's SOR and MGR by about 50%. It is the best book in the game to have on your mage characters. With this book equipped, the damage of their spells will be quite high, and it also affects healing abilities like First Aid. They are dropped by the monster of the same name, Necronomicon, which you can find in one of two places in the game:

- Lost Garden's island. You can get here as soon as you have the Hovercraft. Be warned that if you decide to try to get one of these books that early, you will have to deal with monsters that are higher level than you currently are, and some of them may prove to be quite difficult to beat. I don't recommend trying for one at this point, but it is the earliest chance you have to obtain one.

- Path to Spiral Tower. This path also contains the same enemies you can find on the Lost Garden island. You can access this area as soon as you have Lombardia.

*The Necronomicon is a rare drop, and encountering one itself is also quite rare. So, you may be looking for it for quite a while. But, there is an easy way to get one to drop 100% of the time. Here's how. First, make sure you have Tim's Hi-Combo ability. You automatically get this during the story after completing Raypoint Wing. Next, make sure you have the Chapapanga medium. You can get this by talking to Merrill in T-Bok Village as Brad, doing that opens up the Good Luck Zone, which is southeast of T-Bok. Complete the Good Luck Zone dungeon, and you'll find Chapapanga at the end. Third, make sure you have a stock of Mini-Carrots and a few Pinwheels, and lastly, make sure you have

Lilka's Rise & Shine spell. When you're ready, either take the Hovercraft to Lost Garden island, or use Lombardia and travel to the area that leads to the Spiral Tower, and start looking. Once you find the elusive book, prepare.*

Bring both Tim and Lilka to the fight. Your third character can be whoever.

Necronomicon

Found: Lost Garden island OR path that leads to Spiral Tower

HP: 700

EXP: 750

Gella: 2,000

Weakness: None

Spoils: Necronomicon (best book in the game)

Attacks:

- Prohibited Spell?? - Deals damage to all targets.
- Unmodified Spell?? - Deals damage to all targets.
- Great Disaster - Deals damage to all targets (may inflict confuse)
- Pure Literature - Inflicts sleep on all targets.

That last ability is the reason why you should bring Rise & Shine; in fact, both Pure Literature and Great Disaster can put a monkey wrench in your plans, and they'll just get annoying to deal with in general. Here's what you do; you can use anyone, but your best bet is to use a party of Lilka, Tim and Marivel:

- Lilka: Equip Clear Chime on her first thing so she doesn't get confused by Great Disaster. First thing you want to do is cast Rise & Shine on Lilka; this will prevent the sleep effect from Pure Literature. On her next two turns, cast Rise & Shine on both Tim and whoever you brought as your third character. (You can also use Extend to cast Rise & Shine on the whole party at once, but this requires 75 FP, which you'll need to build up first.) Once she's done that, focus on feeding Tim Mini Carrots to build up his FP to 100. If anyone gets confused, cast Restore or use a Pinwheel on the affected character.

- Tim: Equip Holy Tablet (or Necronomicon if you already have one) and Chapapanga. Get him to 100 FP, then wait until all three characters are Status Lok'd. Once they are, use Hi-Combo on the Necronomicon(s); you're looking for Chapapanga's Lucky Shot to deal at least 700 damage - if it doesn't, you will need to increase his SOR some more until it does. Chapapanga's Lucky Shot, in case you haven't figured it out, allows an enemy's item to drop 100% of the time IF it lands the killing blow.

- Third Character (Ashley/Brad/Kanon/Marivel): Have him/her focus on killing any other enemies that show up alongside the Necronomicons with whatever abilities/spells you want. Then help Lilka feed Mini Carrots to Tim to build up his FP for Hi-Combo. If you have Marivel's Status Lok, she has an advantage in which she can use that to prevent confusion for everyone.

If you get into a battle where more than one Necronomicon shows up, just repeat the process with Tim and you should come out of the battle with as many Necronomicons as the amount that showed up in the first place.

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If you have most or all of the above, and are a decently high level (around 40+), you're ready to go! Good luck. DON'T FORGET TO USE YOUR LUCKY CARDS FOR DOUBLE EXPERIENCE!!

Optional Boss #1: Gatlorg

Found: Pirate's Warren (requires Flare Gun)

HP: 75,000

EXP: 50,000

Gella: 75,000

Weakness: Fire, Lightning

Absorbs: Water

Pickpocket: Mini Carrot

Spoils: None (just make sure you have a Duplicator afterwards!)

Attacks:

- Whole Body Attack - Deals heavy damage to one target.
- Bubble Cluster - Deals water damage to all and can inflict disease.
- Poison Bubble - Deals non-elemental damage and can inflict vile poison.
- Deadly Poison - Damages and inflicts vile poison or instant death to all targets.
- Big Strength Thief - Drains HP from one target until he's at full health.

* Inscribing either Hi-Flame or Hi-Spark to your Crest S will make their damage skyrocket here, so consider doing that before engaging this boss.

* Bring some Antidotes, Medicines or War Respites to this battle, just in case.

Best party: Any team that does NOT include Kanon (and Brad). So basically, Ashley and any two between Lilka, Tim or Marivel.

Synopsis: Gatlorg is pretty easy overall; the best thing he has going for him is his Big Strength Thief, and to a lesser degree, Deadly Poison. The latter can potentially wipe your entire party at once, but you can avoid that by using Thanatos X. Big Strength Thief, on the other hand, drains a character of his or her HP; if he's sustained more damage than you have HP, it will kill that character (and he usually starts doing this after losing almost 50% of his HP). So yeah, Big Strength Thief will definitely kill someone if he uses it. Other than that, he can poison and disease your guys, so make sure you bring someone who can heal status effects, too. He is also impossible to hit with physical attacks (unless you use something like Noua Shax's Aiming ability), but he's weak to fire and lightning, so using your spellcasters is the best course of action. In addition to Ashley, bringing both Lilka and Tim will ensure that he dies in just a few turns. Marivel is also a good choice; she can do some pretty nice damage with either Cremation or Thunderbolt and she has Status Lok, which can prevent the poison and disease attacks.

Bring a team including any of Lilka, Tim, Marivel and Ashley and equip them:

Ashley:

- Best weapon
- Holy Tablet (to boost Gun Blaze damage a bit)
- Nine Lives
- Texas No.
- Zephyr

Marivel:

- Hob & Nob
- Necronomicon
- Bloody Cape
- Goggles or Mad Goggles
- Dan Dairam (can also swap with Lilka if you want, depending on who you want more SOR on)

Tim:

- Any weapon
- Necronomicon
- Labyrinthos
- Nisaba Wing
- Raftina

Lilka:

- Any weapon
- Necronomicon
- Bridal Gown
- Tiara
- Ge Ramtos or Chapapanga (can also swap with Marivel if you want, depending on who you want more SOR on)

Individual Character Strategies:

- Ashley: Equip him with Zephyr; have him use Force Charge until his FP is maxed, then Access on the next turn. Once he is accessed, have someone feed him a Mini Carrot, then go crazy with Gun Blaze every turn to take advantage of Gatlorg's weakness to fire; you should see at least 20k+ damage Gun Blazes from him.
- Brad: Ehh, you COULD use him here, but he won't deal nearly as much damage as Ashley or any mage would. Best thing he has going for him is maybe doing Boost + Rail Gun, and that only does around 5-6k or so if the Rail Gun's attack power has been upgraded. Another option he has is to wear either a Fire Ring or a Thor Ring, equip him with Noua Shax, and use the Aiming ability to actually hit him, but even then, he won't do much damage. Using Aiming, while giving you increased accuracy, also decreases the basic attack's damage by a percentage, so even with Lilka's Hype Weapon attached on Brad, he STILL won't be able to deal as much damage as Ashley or any mage. To be honest, I would just leave Brad out of this one; this isn't a particularly good fight where he can be useful overall. He can do damage, but you have much better options.
- Lilka: If Marivel is present and/or Tim isn't present, definitely consider using Mystic + Holy Grail on the first Turn to achieve the same effect as the Thanatos X spell; this will protect your party from the ID effect of Deadly Poison. After that, if you inscribed either Hi-Flame or Hi-Spark onto your Crest S, spam it for HUGE damage. If you need to heal, and Tim isn't in the party, use Mystic + Life Orb for a full heal, then continue spamming Hi Flame/Hi-Spark. If Lilka has Up Parameter mastered, don't be surprised to see a Crest S powered Hi-Flame or Hi-Spark spell deal nearly as much damage as Ashley's Gun Blaze; with decent SOR, they should be pushing 16k damage, if not more.
- Tim: Cast Thanatos X on the first turn to prevent instant death should Gatlorg use Deadly Poison. After that, use First Aid on turns where he needs to heal; use Napalm Hit or Plasma Tap on free turns. You can also Combine with either Moor Gault or Noua Shax, but you'll lose your FP by doing that. So just

stick with Napalm Hit or Plasma Tap.

- Kanon: Don't use her here; all of her Bionic Arm attacks WILL miss; even with Gat level attacks added onto them. She could, theoretically, use a strategy similar to Brad, but again, Aiming gimps her damage, so don't even bother.

- Marivel: She can use Status Lok on the first few turns; this will prevent the poison and disease status. Then, she can proceed to spam either Cremation or Thunderbolt at will; with a good amount of SOR, her spells should be hitting at least 8-9k damage, which is not too shabby.

*In short, just spam fire and/or lightning based attacks until he starts using Big Strength Thief; that's when he'll start killing you. He's pretty slow, so you should be able to have one of your characters revive whoever died. If Ashley is still alive after Big Strength Thief, definitely stay on the offensive with Gun Blaze, and let your second living character take care of the reviving. He shouldn't last long after a few Gun Blazes, but if Ashley is the one that dies, have one spellcaster revive him (preferably Lilka with Hi-Revive, if she has the FP) and have your third character stay on the offense.

- When you defeat him, make sure you have a Duplicator on you so you can take the awesome Power Boost gear; this is very important to have, especially for the rest of the optionals.

Optional Boss #2: Ghost

Found: Fiery Wreckage (requires Earthquake & Mist Cloak)

HP: 50,000

EXP: 12,000

Gella: 12,000

Weakness: Light

Absorbs: Dark

Pickpocket: Tiny Flower

Spoils: Full Carrot (1 of 4 in the entire game)

Attacks:

- Incur My Wrath - ~6,000 damage to all targets; can inflict instant death.
- Gate of Isolde - Heavy damage to all; inflicts status effects.
- Void Effect - Cancels buffs and stat bonuses from Up Parameter.
- Life Returner - Restores some HP to Ghost.

- If you plan to fight this guy without Turn Undead, bring a Light Ring and high levelled characters (at least 50+).

Synopsis: There are a few really cheap ways to handle this guy. The most famous method is to use Turn Undead to kill him instantly. He can also be affected by Marivel's Power Seal spell, which inflicts ability block (a.k.a. "silence").

Other than that though, this guy hits really hard with Incur My Wrath, which also has a small chance to cause instant death, as well as inflict many status effects with Gate of Isolde. So I'll be providing the cheap methods and the non-cheap methods for fighting him.

Cheap Strategies:

- Tim: Turn Undead. Make sure he can act before Ghost because if he can't, then Tim will die before he can even pull the Turn Undead off.
- Raftina summon. Yep, Seraphim Goat works on this poltergeist; IF IT HITS, that is!
- Marivel: Power Seal. Then do whatever.

Level 50+ Basic Strategy:

A couple of must-haves before trying this strategy:

- Brad, Lilka and Tim AT LEAST LEVEL 50 (this is VERY important)
- 1 Light Ring
- Critical mastered for Brad AND BEST luck.
- Dan Dairam, Cancellor and BEST luck for Marivel.
- Up Parameter mastered on both Brad AND Tim.
- Patience, and some luck.

With that said, form a team of Brad, Marivel and Tim and set them up as follows:

Brad:

- Best weapon possible
- Light Ring
- Braver Vest
- Dead Heat
- Justine

Marivel:

- Hob & Nob
- Necronomicon
- Bloody Cape
- Goggles or Mad Goggles
- Chapapanga

Tim:

- Any weapon
- Necronomicon
- Labyrinthos
- Nisaba Wing
- Dan Dairam

Lilka (we'll want to bring her in on turn 2)

- Any weapon
- Necronomicon
- Bridal Gown
- Tiara
- Raftina

Start the fight with Brad, Marivel and Tim. If you're really lucky, you can end this fight in 3 turns with everyone alive to receive the 12,000 EXP:

Turn 1: Have Brad normal attack; this attack MUST critical, if it doesn't, restart the battle. Tim uses Nova Rain here, and Marivel needs to cast Cancellor or use Dan Dairam's Move Cancellor ability here. Regardless on which skill you use with Marivel, it MUST HIT. If not, Ghost will kill both Tim and Marivel with IMW, and if you're really unlucky, instant death will hit Brad and you lose the battle outright. You don't want that. Reset if either skill misses.

Turn 2: Swap out Marivel for Lilka. Equip Full Libra on Tim. Now have Brad normal attack again; this attack MUST critical, if it doesn't, restart the fight. Lilka uses Invincible and Tim DEFENDS this turn. If Ghost uses IMW, you need to hope and pray that it doesn't get either Brad or Tim with instant death, if either of them die, you need to restart. If Ghost uses Gate of Isolde however, Brad should be okay for the most part as he'll hit Condition Green and any status effects will be removed anyway. The only exception is if he's hit with downhearted, then he won't hit Condition Green. The worst case scenario here is if Brad is hit with both downhearted and sleep. Just hope and pray that doesn't happen. Tim and Lilka will both be immune to status effects thanks to Full Libra and Invincible respectively, so you don't need to worry about them.

Turn 3: If Brad landed two criticals, about half of Ghost's HP should be gone already. Now equip Lilka with Stare Roe and Tim with Necronomicon. Brad normal attacks; ideally, you want to see another critical hit, but if he doesn't critical, then things MAY get dicey if the two mages can't pump out enough damage on this turn. Lilka Combines to summon Stare Roe and Tim casts Nova Rain; you're looking for at least high 8k, low 9k damage from Lilka and at least 10k+ from Tim here. If Ghost does not die after this, your entire party will die to IMW should he use it; if he uses Gate of Isolde, you'll probably lose Tim and possibly Brad as well. If you luck out and he uses Void Effect, you will be able to kill him for sure on the next turn with something like Nova Rain or another normal attack from Brad (this is the reason why we want Brad to critical on the first two turns). If both Brad and Tim go down, you can try to finish up with Kanon and have her use a Gat 2 + Wire Fist or Arc Kick or bring in Ashley to use Accelerator + Fantom Fang or something.

Keep in mind that although this strategy is guaranteed to work, it ONLY works if your characters are high enough in level to do the damage necessary for a three turn kill. You may need a few resets if things don't go your way.

(Also, a little interesting thing about Ghost's AI; it seems that if you have all three characters defend anytime after the first turn, Ghost will always use Life Returner to heal. Granted, this won't help you kill him any faster, but I thought I'd just point that out.)

Optional Boss #3: Titanus

Found: Halmetz (spinning pyramid in NE corner of town; requires My Mike)

HP: 75,000

EXP: 50,000

Gella: 75,000

Weakness: Wind

Absorbs: Earth

Pickpocket: Mini Carrot

Spoils: Shootn Star (Ashley's best weapon)

Attacks:

- Begin Regeneration - Fully heals himself; used every 3 turns.
- Mega Crusher - Light to moderate physical damage to one target.
- Barrier - Increases his Defense and Magic Resistance.
- Plasma Leader - Moderate lightning damage to all targets.
- Kirlian Buster - Moderate non-elemental damage to all targets.

Synopsis: Another easy optional boss; he can be hit with instant death as

well as Power Seal. Begin Regeneration is annoying because he can erase all damage you've done to him; his other attacks aren't that big of a deal, though. This is the easiest of the optional bosses, so you should have no trouble with him. Like with Gatlorg, you will do much better with spellcasters here, so leave Brad, Ashley and Kanon out of this fight.

Best Team: Lilka, Tim, Marivel

Cheap Strategies:

- Ashley: Dead or Alive ARM.
- Ashley/Brad/Lilka/Tim: Ge Maximum (Ge Ramtos summon)
- Tim: Arcana 13; Seraphim Goat (Hi-Combo + Raftina)
- Marivel: Power Seal; Guillotine or Demonangle (if she has it).

Basic Strategies:

If your mages' SOR is high enough, Titanius should die in two turns, three at the most. Begin Regeneration is used every three turns, so you must deal 75k damage before he uses Begin Regeneration. Also, having 3 Necronomicons will speed up the fight, but you can get by with just one (equip to Lilka), and have the other two just use Holy Tablet and Secret Sign. Lastly, you will want to inscribe the Hi-Vortex spell on your Crest S.

- Use Lilka, Tim and Marivel. Make sure you have Hi-Vortex, Tempest, and Twister as well as at least 1 Necronomicon; even better if you have 3 of them.

- SETTING UP -

- Lilka: Equip Necronomicon + Raftina. Use Mini Carrots on her until she has 100 FP. You can also use the Power Boost, but you don't really need it to be honest.

- Tim: Equip Necronomicon or Holy Tablet + Ge Ramtos. Both Plasma Leader and Kirlian Buster will hit for over 1,300, so if he needs to heal, use First Aid, otherwise, use Mini Carrots on him to get his FP to 100.

- Marivel: Equip Necronomicon or Secret Sign + Dan Dairam. Make sure she knows Twister. If she has Up Parameter mastered, get her FP to 100 for a bit of a damage boost.

While you're getting prepared, make sure Tim keeps everyone's health up via First Aid. Also, make sure someone uses a Lucky Card before you start attacking him. When you're ready to start attacking, wait until the turn where Titanius will use Begin Regeneration, then begin the assault as follows:

Turn 1 (the turn where he uses Begin Regeneration): Titanius will most likely act first and use Begin Regeneration. Have Lilka cast Hi-Vortex, have Tim cast Tempest and have Marivel cast her Twister Red Power.

Turn 2: Repeat Turn 1, except this time have Lilka DualCast two Hi-Vortex spells. If Hi-Vortex is inscribed on the Crest S and Lilka has 500+ SOR, it should be all over right here. Queue up Tim and Marivel to cast Tempest + Twister in case it isn't though.

Turn 3: If Titanius is somehow still alive, just repeat cast Hi-Vortex/Twister/Tempest and he should definitely be dead at this point.

*While you could theoretically use Ashley and his Gun Blaze for this strategy

as well, Gun Blaze only hits Titanius for around 7k damage, so your best bet is to use your team of mages.*

- If Titanius does not die on Turn 2 or 3 when using this strategy, either your levels are too low, your SOR isn't high enough, or you're doing something really wrong. Using this tactic, Titanius should die in 5 attacks, 7 at the most.

Optional Boss #4: Zavorg

Found: Meteorite Crater (spinning pyramid in first room; requires My Mike)

HP (Zavorg): 75,000, HP (Belly): 50,000

EXP (Zavorg): 50,000, EXP (Belly): 25,000

Gella (Zavorg): 75,000, Gella (Belly): 50,000

Weakness: Dark

Absorbs: Light

Pickpocket: Mini Carrot

Spoils: Ambrosia (Belly), Black Queen (Lilka's best weapon)

Attacks:

- Barrier: Increases defense and magic resistance.
- Whole Body Attack: Massive physical damage to one target.
- Unmodified Spell??: Non-elemental damage to all targets.
- Schwartz Strahl: Heavy dark elemental damage to one target.
- Power Up: Increases attack power (only works once).

Best Team: Ashley, Brad, Lilka

Synopsis: Pretty simple overall; though he does have a few strong attacks, mainly Whole Body Attack. Also, all magic MISSES this guy, so you'll want to use your fighters (and Lilka) for this one. He'll spend the first four turns using Barrier, so this is a great time to use a Lucky Card and start piling on damage. Killing the Belly removes his Unmodified Spell?? and makes him prone to using Whole Body Attack more often; be careful at this point.

Form a team of Ashley, Brad and Lilka and equip them as follows:

Ashley:

- Shootn Star (or Obelisk Gun)
- Dark Ring or Power Boost
- Nine Lives
- Texas No.
- Zephyr

Brad:

- Giant Fist (or Omega Crush)
- Dark Ring
- Braver Vest
- Dead Heat
- Justine

Lilka:

- Any weapon (she won't be attacking)
- Dark Ring
- Bridal Gown
- Tiara
- Raftina

Basic Strategy:

- Ashley: Equip him with either a Dark Ring or the Power Boost accessory. During Barrier spam, have him Force Charge to 100 FP, then Access and start assaulting the belly with Gun Blaze. If Zavorg starts dropping people with Whole Body Attack, use his speed to revive the fallen character, then continue with Gun Blaze.

- Brad: Have him use a Mini Carrot on Lilka on his first turn. Equipping a Dark Ring does two things for him. One, it hits Zavorg's weakness, and two, it halves Schwartz Strahl. Keep the Dark Ring on him for the whole battle and normal attack with him every turn until he reaches 100 FP; then you'll want to Boost + Rail Gun him to take advantage of Up Parameter (if you had Lilka cast Might Body on him, ignore that last part). Also, make sure to max out Critical for him; a critical hit can do 5-digit damage if you have Lilka cast her Hype Weapon spell on him (Brad's damage can get pretty insane if he has had Up Parameter activated a few times; I've seen 14k+ crits from Brad's normal attack on this boss...)

- Lilka: While Zavorg is using Barrier, go ahead and have her use a Lucky Card, then cast Hype Weapon on Brad. After the fourth turn, equip a Dark Ring so she can halve Schwartz Strahl. Defend on every turn in case Whole Body Attack is used on her, and heal up with Hi-Heal when necessary. Don't bother casting spells on Zavorg as he is immune to all magic. If you want to have some fun (and a bit of risk), try casting Might Body on Brad and just let him go to town.

- Tim: Don't use him here; he'll only be good for First Aid spamming, plus he's more prone to getting killed by Whole Body Attack. So...just leave him out.

- Kanon: Equip Power Boost, get her to 99 FP ASAP, then start spamming Eagle Claw. If someone goes down though, use a Full Revive with her to bring them back to life, then resume attacking with Eagle Claw.

- Marivel: Don't use her here, her spells won't touch the boss. Her mechanical summons will damage him, though. She requires too much maintenance to keep the damage from those summons going, and their damage isn't all that impressive here. So, just leave her on the bench for this one.

One thing you have to be careful of is if you kill the belly too early, Zavorg may use Power Up, and then if he uses Schwartz Strahl on Lilka, she's done for if she either doesn't have a Dark Ring equipped or if she has less than 5,000 max HP. So you may want to weaken the main part a bit before taking out the Belly. Keep this in mind.

STRATEGY B (Shield stacking Lilka)

Another strategy is to build Lilka's defense so Whole Body Attack doesn't insta-kill her. To quickly build Lilka's MGR and DEF stats, you'll want to do the following (this tactic works best if Lilka has Up Parameter mastered AND IF SHE IS AT LEAST LEVEL 50!!):

Turn 1: Ashley and Brad each use a Mini Carrot on Lilka; Lilka in the meantime, should cast Shield on herself.

Turn 2: Ashley Force Charges, Brad normal attacks with Dark Ring,

Lilka should now use Dual Cast and cast two Shield spells on herself.

Turn 3: Ashley Force Charges unless he has 100 FP already; if he does, have him Access. Brad Mini Carrots Lilka; Lilka should Mini Carrot herself.

Turn 4: If Ashley is Accessed, either have him use a Mini Carrot on himself or normal attack. Brad should normal attack, and Lilka should cast Shield on herself.

Turn 5: If Ashley isn't Accessed yet, go ahead and use Access this turn. Brad should normal attack unless he has 100 FP; if he does, use Boost + Rail Gun. Lilka should cast another Shield spell.

Now at this point, Up Parameter should have activated on Lilka four times but it won't be enough to comfortably survive Whole Body Attack. Cast as many Shield spells as necessary until Whole Body Attack is constantly not one-hitting her; at this point, she's free to heal without getting killed. Also, make sure you equip her with a Dark Ring so she can halve the damage of Schwartz Strahl.

Optional Boss #5: Zolinge

Found: Wind Tiger's Den (spinning pyramid in first room; requires My Mike)

HP (Zolinge): 75,000, HP (Belly): 50,000

EXP (Zolinge): 50,000, EXP (Belly): 25,000

Gella (Zolinge): 75,000, Gella (Belly): 50,000

Weakness: Earth

Absorbs: Wind

Pickpocket: Mini Carrot

Spoils: Ambrosia (Belly), Dist Dims (Tim's best weapon)

Attacks:

- Blade Arm: Heavy physical damage to one target.
- Endocrine Boost: Does nothing.
- Prepare to Attack: Charges power for next attack (gives fire/ice resistance).
- RF Blade: Beam attack on all targets; has a chance to cause instant death.
- Ripper Boomerang: Causes instant death on one target; can miss.

Best Teams: Brad + Lilka + Tim OR Brad + Lilka + Marivel OR

Brad + Tim + Marivel OR Lilka + Tim + Marivel

Synopsis: This guy has instant death attacks, but they miss more often than not. So don't worry too much about them. Even his strongest attack isn't that bad. Other than that, he doesn't have much going for him. If you plan on using Brad, make sure he has Critical PS skill mastered and that you bring an Earth Ring with you. Zolinge's speed is ridiculous however, and he will ALWAYS take the first action every turn, UNLESS you have a fast character that has had Up Parameter kick in a few times; then maybe he'll get second action. But don't count on it; plan your attacks accordingly; if anyone gets below 3,000 HP, heal up in case he uses Blade Arm.

If you plan on using Lilka, inscribe the Hi-Break spell onto your Crest S.

If you plan on using Marivel instead of either Lilka or Tim or Brad, make sure she gets a good SOR boosting medium such as Dan Dairam or Raftina.

Equip your team:

Brad:

- Giant Fist (or Omega Crush)
- Earth Ring
- Braver Vest
- Dead Heat
- Justine

Lilka:

- Any weapon
- Necronomicon
- Bridal Gown
- Tiara
- Dan Dairam

Tim:

- Any weapon
- Necronomicon
- Labyrinthos
- Nisaba Wing
- Raftina

Marivel (if you wish to use her):

- Hob & Nob
- Necronomicon
- Bloody Cape
- Goggles or Mad Goggles
- Dan Dairam or Raftina

Cheap Strategy:

- Marivel: Sleep. But seriously, this guy is so easy that Sleep isn't even needed; she'll be better off casting Tera Break instead.

Basic Strategy:

- Ashley: To tell you the truth, besides Banisher and Last Burst, which aren't even needed in this fight anyway, Ashley really isn't going to be doing much damage. Zolinge halves fire damage, so Gun Blaze isn't as effective here, and Mad Lucied only hits for about 5-6k. Then again, if you have Critical maxed out on him and he wears an Earth Ring the entire time, he can do some pretty nice damage with normal attacks. But if you want to use him, go right ahead; there's nothing stopping you. Just know that your mages will put out far more DPS than Ashley can in this fight.

- Brad: With Critical maxed out, an Earth Ring, the Giant Fist (or Omega Crush) and Justine equipped, he'll be hitting like a truck. Critical hits can EASILY hit 10k+ damage with help from Lilka's Hype Weapon, and even if he doesn't critical, he can still do as much damage as Ashley's Mad Lucied. So yeah, you'll want to keep him attacking always. Remember to use Boost with the Rail Gun when he's at 100 FP so he can continue to take advantage of Restore HP and/or Up Parameter.

- Lilka: If you're not using Tim, you will want to spend her first turn using Mystic with the Holy Grail to cast Thanatos X on everyone; this way, you don't have to worry about anyone dying to Ripper Boomerang should it hit and RF Blades should its instant death effect successfully kick in. You

can live without it, but using Thanatos X is just a secure safety net. Next, have her cast Hype Weapon on Brad to make his damage skyrocket. Afterwards, Hi-Break is your go-to spell here; cast it every turn if Tim is present; if not, she'll need to act as healer; heal everyone up when someone's HP dips below 3,000 to be safe. Again, as with Zavorg, Might Body on Brad is also an option.

- Tim: Have him cast Thanatos X, or if he doesn't have that spell, see Lilka's strategy above and have her cast it instead. Again, Thanatos X is only a safety net should Ripper Boomerang miraculously succeed in hitting. After that, Graviton him every turn until someone needs healing; remember, Zolinge moves first and can easily outspeed First Aid, so time your healing so he doesn't end up killing someone before First Aid can resolve.

- Kanon: See Ashley. However, if she uses Power Boost and Eagle Claws every turn, chances are when double damage kicks in, it'll come close to Tim's damage with Graviton. Or, stick an Earth Ring on her and normal attack.

- Marivel: Tera Break is what she'll want to be casting here. She probably won't be hitting as hard as Lilka, but she can hit harder than Ashley or Kanon. She really doesn't have any reason to stop casting Tera Break every turn.

Optional Boss #6: Zyclus & Zetrim

Found: Mt. Chug-Chug (spinning pyramid in first room; requires My Mike)

HP (Zyclus): 60,000, HP (Zetrim): 50,000

EXP (Zyclus): 50,000, EXP (Zetrim): 50,000

Gella (Zyclus): 75,000, Gella (Zetrim): 75,000

Weakness: Lightning

Pickpocket: Mini Carrot (from both monsters)

Spoils: Mad Goggles (Marivel's best headgear)

Attacks (Zyclus):

- 40,000 Tons: Heavy damage on one target.
- Red Gilas: Non-elemental damage on all targets.
- Blood Brothers: Restores Zetrim's HP.
- Gilas Spin: Water-elemental damage on all targets.
- Whitewater Slash: Heavy water-elemental damage on one target.

Attacks (Zetrim):

- 39,000 Tons: Moderate damage on one target.
- Black Gilas: Non-elemental damage on all targets.
- Gilas Spin: Water-elemental damage on all targets.
- Whitewater Slash: Heavy water-elemental damage on one target.

Best Teams: Lilka + Tim + Marivel OR Lilka + Tim + Brad OR

Brad + Tim + Marivel OR Lilka + Brad + Marivel.

Synopsis: These guys aren't that bad, however, there are two of them, so you'll need to be careful here. Their main source of damage is from water, so Water Rings or Field can help here (even though they're not needed). Zyclus, much like Zolinge, is FAST on top of that; he can definitely beat First Aid and Lilka's speed, while Zetrim is slower. If they both decide to do their gilas attacks on the same turn, your party will eat a lot of damage, so you need to stay healed up; these guys can and will kill you if you give them the

chance.

Bring the Hi-Spark spell inscribed on your Crest S. You may also want to have either Slowdown Crest Caps, or bind the Slowdown spell onto your Crest E, but this is optional.

Equip your team:

Brad (if you're using him):

- Giant Fist (or Omega Crush)
- Thor Ring
- Braver Vest
- Dead Heat
- Justine

Lilka:

- Any weapon
- Necronomicon
- Bridal Gown
- Tiara
- Raftina

Tim:

- Any weapon
- Necronomicon
- Labyrinthos
- Nisaba Wing
- Ge Ramtos (if you're going to use Plasma Tap) OR Noua Shax (if you plan on having him use Combine instead).

Marivel:

- Hob & Nob
- Necronomicon
- Bloody Cape
- Goggles or Mad Goggles
- Dan Dairam

Cheap Strategy:

- Marivel: Sleep. If Zyclus's speed is proving to be a huge problem, you can sleep him in order to relieve some of the pressure off you for a turn at least. But you really shouldn't have to resort to sleeping them if your healer is doing his/her job keeping your team healthy at all times. She is much better off spamming Thunderbolt.

Basic Strategy:

- Ashley: Build FP to 100, then Access and use Gun Blaze. If you want to, you can equip a Water Ring on him before using Access; this way, Whitewater Slash or Gilas Spin will only do half damage to him. Gun Blaze does normal damage, so go ahead and go all out with him. Start with Zyclus because you want him out of the battle ASAP.

- Brad: Equip Thor Ring, best weapon and Justine and normal attack every turn. Again, aim them at Zyclus first to get him out of the battle as soon as possible. Criticals (with Hype Weapon) will do at least 10k, if not more. If Brad has Up Parameter mastered, use Boost with the Rail Gun when at 100 FP so he can continue to take advantage of it.

- Lilka: Keep track of her HP because if they decide to double gil as her, she may not survive. In addition to that, make sure she Hype Weapons Brad so he can go to town with normal attacks, then on turns where she doesn't need to heal, have her cast Hi-Spark on Zyclus. Or, you can slap a Water Ring on her and let her halve Whitewater Slash and Gilas Spin (2 Whitewater Slashes on Lilka = dead Lilka). If Tim isn't present, she should spend the majority of her time using Mystic with the Life Orb; the vortex brothers will definitely refill her FP back up to the point where you'll be able to use Mystic + Life Orb almost every turn.

- Tim: Again, if they double gil as him, he's probably dead meat, so you need to time your First Aids because Zyclus is going to act before First Aid resolves. On turns where he doesn't need to heal, try using Plasma Tap or summoning Noua Shax for huge damage.

- Kanon: Build FP to at least 99, then use Eagle Claw. Aim them at Zyclus, of course. She should be attacking every turn, unless you, for some reason, didn't bring a spellcaster that can heal; she should be fast enough to heal before Zetrim acts.

- Marivel: Thunderbolt wrecks these guys. With Dan Dairam and a Necronomicon, don't be surprised to see Thunderbolt easily hitting 10k+ on each of them; as a matter of fact, it should only take six Thunderbolts to drop both of them (and this is without any other damage sources coming from other characters). She's much cheaper to use than say, Tim, because her Thunderbolt automatically targets both of them, and she doesn't need to spend FP to use it unlike Noua Shax summons, which cost 50 FP, whereas with Thunderbolt, all you would need to do is get Marivel to 55 FP (should happen by turn 2, unless she's already 55 coming into the fight) and be done with it.

If you don't have Water Rings, Lilka's Field spell also works pretty well here. The thing with Field is that although the description says that it halves elemental damage, the element added to the target is random, so you may have to cast it several times in order to halve water damage. Just a thought.

Optional Boss #7: Xenon

Found: Slayheim Castle (spinning pyramid in first room; require My Mike)

HP (Xenon): 99,999 HP (Belly): 50,000

EXP (Xenon): 50,000, EXP (Belly): 25,000

Gella (Xenon): 75,000, Gella (Belly): 50,000

Weakness: Dark

Absorbs: Light

Halves: Earth, Fire, Wind, Water, Lightning, Ice

Pickpocket: Mini Carrot

Spoils: Ambrosia (Belly), Violator (Kanon's best weapon)

Attacks:

- Barrier: Does nothing.
- Xenon Ray Force: Massive light-elemental damage to all targets.
- Horn Spike: Massive physical damage to one target.
- Knockdown: Heavy physical damage to one target; may cause paralysis.
- Life Returner: Restores 8,500 HP to Xenon.

Best Team: Ashley, Brad, Lilka

Synopsis: Xenon is definitely one of the tougher optional bosses. Xenon Ray Force hits for ~6-7k damage on everyone; Light Rings will halve this damage. Horn Spike and/or Knockdown may cause some issues though; Knockdown especially, if it paralyzes your healer, you're in some trouble. Just hope your healer has points in the Paralysis PS skill or Marivel has Status Lok learned.

*Make sure you bring at least 3 Light Rings and a Dark Ring if you plan on using Brad. We'll start things off with the team of Lilka, Tim and Marivel, but eventually, we'll swap in both Ashley and Brad, so equip them:

Lilka:

- Any weapon
- Necronomicon
- Bridal Gown
- Tiara
- Raftina

Tim:

- Any weapon
- Necronomicon or Power Boost
- Labyrinthos
- Nisaba Wing
- Leitia Salk

Marivel:

- Hob & Nob
- Necronomicon
- Bloody Cape
- Goggles or Mad Goggles
- Dan Dairam

Ashley:

- Shootn Star
- Light Ring (only IF he can't survive XRF's), Power Boost or Dark Ring otherwise
- Nine Lives
- Texas No.
- Zephyr

Brad:

- Giant Fist or Omega Crush
- Dark Ring
- Braver Vest
- Dead Heat
- Dan Dairam or Chapapanga (for more MGR)

Kanon (if you decide to use her):

- Quick Knife
- Light Ring
- Coiste Bua
- Shamir
- Justine

Cheap Strategy:

- Marivel: Sleep. Again. (Why does Marivel get to have all of the cheap spells, anyway...?)

Basic Strategy:

Whatever you do, start off with Lilka, Tim and Marivel. Equip Necronomicon to Marivel, the Power Boost (or a second Necronomicon, if you have one) and Leitia Salk to Tim. Make sure Tim is no lower than level 50, otherwise you'll have to use Black Gate, which doesn't do nearly as much damage as Leitia Salk. Also, make sure both Ashley and Brad are at FULL HP before you use the My Mike to start the fight.

(As for the upcoming individual character strategies, these apply AFTER Xenon's first two turns and not before.)

Turn 1: Xenon casts Barrier this turn, which does nothing. Now have Lilka cast Quick on herself, Marivel casts Status Lok on Lilka, Tim summons Leitia Salk. Depending on what accessory Tim has on, Leitia Salk's damage will differ. With Power Boost (assuming double damage activates), Leitia Salk should do around 24k; if double damage doesn't activate, maybe 11-12k at best. With the Necronomicon, Leitia Salk does about 14-17k-ish. This damage will also depend on his level and his current SOR stat.

Turn 2: Xenon Ray Force is coming this turn without question; switch out Tim and Marivel for Ashley and Brad. Equip a Light Ring on Lilka. As for Ashley, if you are 100% certain that he cannot survive XRF this turn, then definitely equip a Light Ring on him; otherwise his gear won't matter this turn. Brad should equip the Dark Ring since with points in Up M Defend and Dan Dairam equipped, he can easily survive XRF this turn (if Brad can't survive Ray Force without a Light Ring, then either you didn't put points into Up HP in the beginning, you didn't put points into Up M Defend or you are REALLY low level). Now perform the following: Lilka uses a Lucky Card; she should act before Xenon thanks to Quick. Xenon should act after Lilka does; he'll use his Ray Force; all three should survive. Now have Ashley use Force Charge and Brad normal attack either Xenon or the Belly for about 7k damage, unless he crits.

If Lilka dies WITH a Light Ring equipped, your HP levels are definitely too low; go and increase her levels some if this happens (she needs around 3,000 HP to survive Ray Force with a Light Ring on).

Now for the individual character strategies (these only apply AFTER the first two turns):

- Ashley: If Ashley cannot survive Ray Force without a Light Ring, he MUST Access with a Light Ring equipped. Otherwise, make sure he Accesses with the Power Boost or a Dark Ring equipped. Whatever the situation, Access ASAP, and spam Mad Lucied (do not use Gun Blaze as Xenon resists fire damage). If Lilka dies to Horn Spike or is paralyzed by Knockdown, have him revive (if she died) or use a Pixie Dust on her (if she got paralyzed). You don't want her unable to act during any part of this fight; this is very important; if Lilka is unable to act, things can quickly go wrong, which is the main reason why we had Marivel cast Status Lok on Lilka on the first turn.

- Brad: Now equip a Dark Ring onto him if you haven't already, and let him go to town with normal attacks. He should easily be able to take Ray Forces unguarded, so just attack with him every turn. If Lilka was just revived or restored by Ashley, have him use a Mega Berry on her to keep her health up.

Remember, you need to protect Lilka because if she dies, things can quickly end up in a bad situation. Keep in mind that Brad needs at least 7,000 HP to survive Ray Force without defending, so be careful. If his FP hits 100, use Boost + Rail Gun to continue to take advantage of Up Parameter.

- Lilka: She's your lifeline so keep that Light Ring on her AT ALL TIMES. Her main purpose is to keep everyone healthy by using Mystic + Life Orb, which will fully heal the entire team. This is all that she will be doing in this entire fight. She should be faster than Xenon thanks to the first turn Quick, so she will be able to heal you before Xenon takes his action. If no one needs healing, have her defend; you DO NOT want to have her attack because if Knockdown or Horn Spike comes her way, she's finished. And as long as she keeps that Light Ring on and is above 3,000 HP, she can ALWAYS survive Ray Force.

- Tim: Using him in this battle is very risky because he has even less HP than Lilka does. Meaning he's more vulnerable to dying to Horn Spike or Knockdown. He will be able to survive Ray Force with a Light Ring, though. But if you want to use him, replace Lilka and have him do the healing by First Aid. Thing is, First Aid might not heal Brad or Ashley enough for them to survive a potential Ray Force, which is why I HIGHLY suggest using Lilka here instead of Tim. But do what you will.

- Kanon: Equip Light Ring and never take it off. Stick with Bionic Arms here, and when you get to 99 FP, use Eagle Claw. At 100 FP, use Gat 4 + Eagle Claw to take advantage of Up Parameter if she has it mastered. Lilka should be able to keep her healthy so Kanon can go on the offensive every turn. If Lilka dies though, have her or Ashley revive her.

- Marivel: See Tim, unless you plan to use her for Sleep. Once asleep, she can pound away at Xenon's HP using her Armageddon spell, which will hit both Xenon and the belly. Equip Light Ring so she can survive Ray Force, though.

Once the Belly dies, Xenon will start using Ray Force more often, and he'll start using Life Returner when his HP is getting low. Keep up the pressure from Ashley and Brad and continue to heal with Lilka and you should get him.

Optional Boss #8: Kobold King

Found: Closed Mine Shaft (spinning pyramid in first room; requires My Mike)

HP: 85,000

EXP: 50,000

Gella: 75,000

Weakness: None

Pickpocket: Mini Carrot

Spoils: Omega Crush (Brad's best weapon)

Attacks:

- Buried Alive: Heavy earth-elemental damage to all targets.

- Critical: Heavy physical damage to one target.

- Prepare to Attack: Charges power/grants KK resistance to fire and ice elemental damage.

- Tactless: MASSIVE physical damage to one target; can miss.

Best Team: Ashley + Brad + Lilka (we use Tim for the first few turns, though)

Synopsis: Another straightforward optional boss. His Tactless skill, however, is simply BRUTAL; this can easily drop any mage, and if neither Ashley nor Brad have at least 7,000 HP and/or if they don't have some points in Up P Defend, it will easily kill them as well! Tactless, to be quite honest, hits a little harder than Ragu's Smithereens or Bulkogidon's Whole Body Attack, so you need to be extremely careful when dealing with this monster; he will wipe you out fast if you give him the chance (though, this is true for almost every other optional boss).

Inscribe your Crest S with the Saber spell before tackling this boss.

Ashley:

- Shootn Star
- Reflex
- Nine Lives
- Texas No.
- Zephyr

Tim:

- Any weapon
- Necronomicon
- Labyrinthos
- Nisaba Wing
- Raftina

Lilka:

- Any weapon
- Necronomicon
- Bridal Gown
- Tiara
- Dan Dairam

Brad (we'll bring him in on Turn 5):

- Giant Fist
- Power Boost
- Braver Vest
- Dead Heat
- Justine

Cheap Strategy:

- Marivel: Sleep. Of course. However, there is one more spell she has that she can potentially cheese this boss with, and that's Cancellor.

Cancellor works on Kobold King? Yes, indeed!

Basically, since Kobold King is slow, you can use Marivel's Cancellor spell on every turn to attempt to cancel his action, then have your other two party members deal the damage (Cancellor also does a fair bit of damage itself, which certainly helps). Just keep in mind that Cancellor will NOT hit 100% of the time; you can try having Marivel at Best luck and it SHOULD connect more often than not; if your other guys deal their damage fast enough, chances are you can kill the boss before he can cause too much trouble with Tactless or his critical attacks. Or, you can just resort to Sleep instead.

Basic Strategy:

Enter battle with Ashley, Tim and Lilka. Equip both mages with Necronomicon, Lilka with Dan Dairam and Tim with Raftina. The first four turns are practically freebies, so we'll use this time to deal as much damage as possible before Tactless shows up starting as early as Turn 5.

Turn 1: Ashley uses Force Charge for some FP and Lilka casts Saber. Tim should use a Lucky Card here. What Kobold King does this turn will determine your actions for next turn.

Turn 2: If KK used Buried Alive first turn, have Tim use First Aid, otherwise, cast Valkyrie/Cosmic Ray/Bold Lance depending on how much FP Tim has. Ashley, if he isn't at 100 FP, should Force Charge again this turn - if he IS at 100 FP, go ahead and Access. Lilka should cast Saber again this turn.

Turn 3: Again, Tim uses First Aid if Buried Alive was used last turn; otherwise, Valkyrie/Cosmic Ray/Bold Lance again here. Ashley either uses Mad Lucied or normal attacks if he is in Knightblazer form; if not and Ashley has 100 FP, go ahead and Access, if he doesn't have 100 FP, Force Charge. If Lilka doesn't have 100 FP yet, cast Saber again - if she DOES have 100 FP here, use DualCast and cast two Saber spells (becomes Acacic Rewriter).

Turn 4: Repeat Turn 3. If Lilka didn't use DualCast on the previous turn, you want to have her use Extend here with Saber; we don't use DualCast this turn because she will need at least 25 FP to cast Heal in case KK doesn't attack her for the next few turns and thus she can't get any FP. If she did DualCast on the previous turn, have her use a Mini Carrot on herself. Ashley should be in Knightblazer form at this point; either he can normal attack or use a Mini Carrot here. If he has enough FP for Mad Lucied, use it. If Buried Alive was used last turn, cast First Aid with Tim; if no one needs healing, cast Valkyrie/Cosmic Ray/Bold Lance again. KK will use Prepare to Attack on this turn; this will switch up his attacks - he will stop using Buried Alive at this point and replace it with the much more dangerous Tactless.

If your SOR is high enough and if you get lucky with KK's attacks, he should have anywhere from more than 1/3 to 1/2 of his HP depleted already. Unfortunately for you, Prepare to Attack basically means he's ready to obliterate you with Tactless, so at this point, swap out Tim for Brad and follow the strategy below.

Ashley: Continue using Mad Lucied. Do NOT use Gun Blaze as KK halves fire. If Lilka dies, use him to revive her, then resume attacking with Mad Lucied. If he hits 99 FP, you can Last Burst if you want; just keep in mind that if KK decides to use either Tactless or Critical on him at this point, he WILL die and you will have to have someone revive him.

Brad: Normal attacking with an elemental ring won't work here as KK has no weaknesses. So you will either have to stick with normal attacks or ARMs. Use whichever ARM you have that does the most damage. When his FP reaches 100, use Boost + Rail Gun.

Lilka: Have her DEFEND EVERY TURN unless someone needs to be healed. You can have her just use Hi-Heal for that since KK no longer uses Buried Alive, so you don't have to be concerned about that attack anymore. Do NOT attack with her as then you'll be risking her getting killed by Tactless and you can't afford that. If her HP drops below 3,300, you MUST heal her or she will

die to Tactless even if she defends.

Tim: Don't use him from this point on; he's even more vulnerable to Tactless than Lilka is. Plus, KK has no weaknesses he can exploit. But if you're bent on using him, follow Lilka's strategy.

Kanon: You could use her, but as mentioned before, she's vulnerable to Tactless. Using Brad is a better choice as he 'should' have enough HP to survive Tactless.

Marivel: If you're having major trouble, you could bring her in for a turn to attempt to put KK to sleep. Otherwise, leave her out of the fight.

Optional Boss #9: Bulkogidon

Found: Fab Science Lab (requires completing Fiery Wreckage & getting Marivel)

HP (Bulkogidon): 99,999, (Belly): 50,000, (Drill): 50,000

EXP (Bulkogidon): 20,000, (Belly): 10,000, (Drill): 10,000

Gella: (Bulkogidon): 30,000, (Belly): 15,000, (Drill): 15,000

Weakness: All elements

Pickpocket: Tiny Flower

Spoils: Coin Purse x2 (if Belly and Drill are killed)

Attacks:

- Whole Body Attack: Massive physical damage on one target.
- Drill Drager: Massive physical damage on one target. (Drill only)
- Schwartz Strahl: Heavy dark-elemental damage on one target.
- Runaway Oppression: Heavy physical damage on all targets; can paralyze.
- Life Returner: Restores 7,500 HP to Bulkogidon.

Best Team: Ashley, Brad, Lilka OR Ashley, Lilka, Marivel OR
Ashley, Tim, Lilka

Synopsis: This boss not only has three parts to him, but each part is capable of doing massive damage. If you're not careful, Bulkogidon can easily kill your entire party. However, Bulkogidon's real weakness is...well... every element in the game. That's right, he's weak to all elements, so it's not too hard to take him down, it's surviving his attacks that can be a problem. Whole Body Attack is especially dangerous, as it can insta kill anyone on the team with relative ease. Drill Drager is about 4,000+ damage and Schwartz Strahl does a bit less than that. Runaway Oppression is probably the most dangerous thing he has because it has the potential to paralyze everyone on the team.

Ashley:

- Shootn Star
- Power Boost or Dark Ring
- Nine Lives
- Texas No.
- Zephyr

Brad :

- Omega Crush (or Giant Fist)
- Dark Ring

- Braver Vest
- Dead Heat
- Justine

Lilka:

- Any weapon
- Blue Anklet
- Bridal Gown
- Tiara
- Dan Dairam

Marivel:

- Hob & Nob
- Necronomicon
- Bloody Cape
- Mad Goggles
- Dan Dairam

Cheap Strategy:

- Marivel: Sleep works on him as does Cancellor.

Basic Strategy:

I strongly suggest taking out the Belly first because the Belly is the part that does Runaway Oppression. You do not, under any circumstances, want to let him paralyze any of your characters, especially your healer. After the belly goes, I suggest you weaken the main part before going after the Drill; this way he won't use Whole Body Attack almost every turn, but he'll use Drill Drager instead, which does less damage, and is survivable as long as the character has at least 4,600 HP.

- Ashley: Equip the Power Boost on him, and have him Access as soon as he is able to. Once transformed, fire those Gun Blazes at him as much as you can. Gun Blaze, since Bulko is weak to fire, will do AT LEAST 20k per shot, 40k+ if double damage kicks in. Technically, Ashley can kill Bulkogidon in 3 Gun Blazes by himself, 5 at the most.

- Brad: Technically, he can slap on any elemental ring and he'll do the same amount of damage regardless, but the best ring to use here would be the Dark Ring so he can at least halve the damage of Schwartz Strahl. Normal attack with him every turn; he should do at least 10k (with Lilka's Hype Weapon added) with critical hits and he should be able to take everything Bulkogidon can do to him, with the slight exception of Whole Body Attack.

- Lilka: If Lilka has at least 4,600 HP, she SHOULD be able to survive everything except Whole Body Attack. Again, you'll want her to use Mystic + Life Orb on every turn; defend on turns that you don't need to heal; don't bother attacking with her as you have much better attackers to utilize here. Once she gets Status Lok'd by Marivel, she can switch out the Blue Anklet for a Reflex to boost her defense.

- Tim: Once again, using Tim is very risky only because if his HP isn't high enough, Bulkogidon can pretty much kill him with any of his attacks. But if you insist on using him, hopefully he has Up Parameter mastered; he can do some massive damage with any elemental summon; just keep in mind that he is VERY fragile here (unless he is level 60+).

- Kanon: Unless you plan on using an elemental ring and normal attacking with

her, I don't suggest using her for this battle as you can do better with characters like Brad or Marivel.

- Marivel: Hopefully Marivel is at a decent HP level to survive at least Drill Drager (4,600 HP+); have her unleash Absolute 0 or Thunderbolt or Cremation (or any other spell you have that targets all; i.e. Twister, Maelstrom, etc.) If Lilka can survive Drill Dragers, consider using Status Lok on her to prevent Runaway Oppression from paralyzing her.

Optional Boss #10: Ragu O Ragula

Found: Aguel Mine Shaft (spinning pyramid deep in the mine; requires My Mike)

HP: 99,999

EXP: 0

Gella: 0

Weakness: None

Absorbs: Elemental attacks

Spoils: Sheriff Star

Attacks:

- 1 Trillion Degrees: Massive fire-elemental damage to all targets.
- Black Nova: Massive dark-elemental damage to all targets.
- Void Effect: Cancels buffs and stat boosts from Up Parameter.
- Smithereens: Massive physical damage to one target; can miss.
- Impact Bomber: Massive non-elemental damage to all targets.

Synopsis: Ragu O Ragula is one of the hardest bosses in the entire game (the other being Angolmois). He possesses very brutal attacks that can obliterate an unprepared party within a turn or two. You will need rather high levels, luck and patience to topple this powerful foe (I highly suggest level 60 or higher).

- BRING 3 CREST CAPS BINDED WITH THE SLOWDOWN SPELL.

Before you begin this fight, make absolutely sure you bring 3 Dark Rings and 3 Fire Rings with you. I won't be giving individual character strategies for this boss, as Ragu is very random with his attacks. Also, remember that Viper Fang that you should have gotten near Spiral Tower? This is one of those battles where you may want to seriously consider using it, or you can save it for Angolmois (I'd use it here, though). Also make absolutely sure that Lilka has at LEAST 4,600 HP; if she doesn't, GO LEVER HER UP UNTIL SHE DOES, trust me (FYI, if given Up HP as low as level 3, Lilka should have 4,600 HP at around level 51 or 52.) Also, Ragu CAN be put to sleep with Marivel's Sleep spell; but Ragu is so difficult that I don't think it counts as a cheap tactic in this battle. In fact, we're going to use Sleep to attempt to control the battle, not to mention putting him to sleep can help you recover your party from an otherwise fatal loss. Your goal is to get Ragu down to 25,000 HP; once there, he will start using Impact Bomber every turn; you will easily be able to kill him at this point.

Remember that Ragu ALWAYS uses 1 Trillion Degrees on his first turn, and he will ALWAYS use Black Nova on his second turn; every turn after the second is up to the RNG until he gets to the 25,000 HP mark where he will ALWAYS use Impact Bomber on every turn until he dies. Also, stay away from elemental attacks and spells.

When you're ready, start the battle with Ashley, Tim and Marivel. Keep Lilka OUT OF THE FIGHT unless your team is in a really bad way, or until Ragu has 25,000 HP left. Good luck!

Turn 1: Equip Fire Rings on everyone. Ragu uses 1 Trillion Degrees here; everyone should survive it. Have Ashley use a Slowdown Crest Cap, Tim should use First Aid and Marivel casts Sleep. Ashley should be at 100 FP at the end of the turn, Tim will restore everyone to full or near full health. Now if Sleep MISSED, you have another shot next turn. If Sleep hits though, you can start attacking next turn. (See either 'DID SLEEP HIT?' or 'DID SLEEP MISS?' below for your Turn 2 strategy.)

- DID SLEEP MISS? START HERE. -

Turn 2: Ragu uses Black Nova on this turn. If Marivel's Sleep spell failed to connect last turn, equip Dark Rings on Tim and Marivel, but leave the Fire Ring on Ashley. Now have Ashley use a Mega Berry on himself, Tim heals with First Aid and Marivel should try casting Sleep again. Now if Sleep misses again this turn, I strongly advise that you reset your game and try again (make sure Marivel has BEST luck), because trying to get Ragu to sleep after this turn is going to be a true pain in the neck in itself, since you'll have no idea what Ragu will do on Turn 3 and afterwards. Now what should (hopefully) happen here is that Ashley will restore his HP to max, Tim will heal up himself and Marivel, and Sleep will connect (if Marivel has BEST luck, it should hit more often than not), then you can start attacking.

- DID SLEEP HIT? START HERE. -

Turn 2: If Sleep connected on Turn 1, switch out Tim and Marivel for Kanon and Brad. Equip a Fire Ring on Ashley (I'll explain in a bit) and the Power Boost and Stare Roe to Kanon. Ashley should be at 100 FP; if he's not, use Force Charge or a Mini Carrot; if he IS at 100 FP here, go ahead and Access and get him into Knightblazer form. Now have Kanon use Stare Roe's Shoot Item ability to throw the Viper Fang; if double damage kicks in (and you REALLY want it to here, so pray that it does), this will do 50,000 damage to Ragu instantly. Now all you need to do is 24,999 more damage to Ragu before he starts using Impact Bomber. As for Brad, you can either Lock On and shoot a powerful ARM into Ragu's face for more damage or you can feed Ashley a Mini Carrot to get him ready to use Mad Lucied next turn (assuming Ashley has already used Access this turn; if not, you can use that Mini Carrot on Kanon instead).

OR...

If Sleep connected on Turn 1, but the Slowdown Crest Cap MISSED, switch out Marivel for Kanon, but leave Tim in. Equip Kanon with Power Boost and Stare Roe. Have Tim cast Speed Down (or use another Slowdown Crest Cap), Ashley Force Charge. With Kanon, use Stare Roe's Item Shoot ability to toss the Viper Fang at Ragu; if Power Boost triggers, it will do 50k damage; if not, it does 25k instead.

- WHY FIRE RING AND NOT DARK RING ON ASHLEY? -

*The reason why you want Ashley to Access with a Fire Ring instead of a Dark Ring is because the base damage of 1 Trillion Degrees is a bit higher than the base damage of Black Nova; Ashley (if he has at least 6,000 HP) can survive Black Nova (with a couple of triggers from Up Parameter) without a

Dark Ring equipped every time, but he can't survive 1 Trillion Degrees without a Fire Ring (unless he is at an insanely high level, like 85+).*

Turn 3: If Ragu is still asleep, GREAT! If Ashley was able to Access last turn, and you had Brad give him a Mini Carrot, he should be at 25 FP; go ahead and start using Mad Lucied (~5-6k damage). Kanon, if she's lower than level 74, won't have enough FP for Eagle Claw; you can either feed her another Mini Carrot here, or you can start using Vortex Cut or Phalanx and you can then have Brad feed her a Mini Carrot, then she'll definitely have enough for Eagle Claw by next Turn. Or you can have them both attack, it's up to you.

If he wakes up though, be careful, because if you put him to sleep on Turn 1, his Black Nova turn will be skipped, so he can use anything at this point. You'll need some luck to survive this turn; OR you can try to switch out Kanon for Marivel; equip both Tim and Marivel with Fire/Dark Rings. Marivel should attempt to sleep him again using Sleep; pray that it connects. If it doesn't, you might be in some trouble. Ashley should Access at this point (if he isn't accessed already) with a Fire Ring equipped; Tim should DEFEND in case Sleep misses.

Now if luck is on your side, Ragu may stay asleep for several turns; all you need to do is keep everyone alive and deal 24,999 damage to him in the process. If you threw the Viper Fang, but it only did 25k, you still have a ways to go; all you can do here is try your hardest to stay alive; switch your Fire/Dark rings around because Ragu's attacks will be random at this point. You can try to cast Sleep on him, but Marivel will have to get lucky with what Ragu uses on his turn; hope for Void Effects, because if Ragu attacks with either Black Nova or 1 Trillion Degrees and Marivel is wearing the wrong ring, she's toast. Also, if Ragu is sleeping, equip damage boosting gear and start attacking; try to do as much damage as possible (i.e. if using Tim, equip Necronomicon + Dan Dairam and use his most powerful non-elemental spell).

KEEP TRACK OF DAMAGE WITH A CALCULATOR; once Ragu reaches 25,000 HP or lower, this is your cue to swap in Lilka; equip her with a Necronomicon and Dan Dairam (if she has Up Parameter mastered, you really can't lose this fight now because Impact Bomber can't possibly kill her as long as she heals every turn). You can now relax, because the hard part of the battle is over, and as long as Lilka has at least 4,600 HP, this battle is in the bag. Impact Bomber should do around 4k to 4.5k damage to Lilka; all she needs to do for the rest of the battle is use her Mystic ability with the Life Orb and heal every single turn; meanwhile, if Ashley is still in Knightblazer form, continue to pound away with Mad Lucied, or you can have him use Last Burst to end the battle even quicker. If Brad is your third character, use Lock On with his various ARMs, if it's Kanon, use Eagle Claw with a Power Boost equipped, if it's Tim, have him use Cosmic Ray or Bold Lance, if it's Marivel, cast Megaton. Lilka should Mystic + Life Orb every Turn; keep this up for a few turns and Ragu WILL fall eventually and you can claim that sweet Sheriff's Star!

Good luck, because you will need it, trust me.

Optional Boss #11: Angolmois

Found: Golgotha Prison (outside area; requires My Mike)

HP: 99,999

EXP: 0

Gella: 0

Weakness: None

Spoils: Force Unit

Attacks:

- Great Disaster: Heavy fire-elemental damage to all targets; can confuse.
- The 7th Moon: Massive non-elemental damage to all targets.
- Aura Bomber: Heavy non-elemental damage to all targets.
- Smithereens: Heavy physical damage to one target.
- Void Effect: Cancels buffs and stat boosts from Up Parameter.
- Regeneration: Restores up to 15,000 HP to Angolmois.

Synopsis: You are in for quite a fight here. Angolmois is, arguably, the toughest boss in the game, possessing a NASTY attack in The 7th Moon. Although 7th Moon isn't quite as bad as Ragu's 1 Trillion or Black Nova, it still hurts a LOT and what's worse is that it can't be resisted other than either using Invincible or defending. Also, Cancellor works on him to some degree.

Cancellor!? On Angolmois? Yes, you read that right. Cancellor DOES work on him.

Before beginning this fight, I strongly suggest maxing out the Restore HP PS skill on everyone (Brad especially) and Confusion resistance on Ashley and Brad, though this is not required, it certainly helps. Nothing is more annoying than you being on a roll and then having Angolmois use Great Disaster and confuse either Brad or Ashley, or both. Also, make sure you have a Crest Cap binded with the Slowdown spell (I'll explain in a bit). The following strategy works only if your team is a high enough level (the same level you were for Ragu will suffice for this battle as well).

Equip Ashley, Brad and Lilka:

Ashley:

- Shootn Star
- Full Libra
- Nine Lives
- Texas No.
- Zephyr

Brad:

- Omega Crush
- Clear Chime
- Braver Vest
- Dead Heat
- Dan Dairam

Lilka:

- Any weapon
- Sheriff Star (I REALLY hoped you killed Ragu before attempting this fight)
- Bridal Gown
- Tiara
- Raftina

*Remember that Angolmois ALWAYS uses Great Disaster on his first turn, he will ALWAYS use 7th Moon on his second turn, and he will ALWAYS use Aura Bomber on his third turn. Every turn after the third is up to the RNG. Also,

expect Angol to use Regeneration at least once every 10-15 turns. Ready? Good luck.*

Turn 1: Have Ashley use Force Charge, Brad uses the Crest Cap binded with the Slowdown spell, and Lilka uses Mystic + Life Orb. What should happen is Angol goes first and blasts everyone with Great Disaster; Lilka will take half damage and no one will get confused here; Ashley should be at 100 FP at the end of the turn, and Angol will (hopefully) have his RES stat lowered to the point where Lilka will be able act before him always; Lilka will get everyone back to full health. If Slowdown fails to connect, definitely consider resetting the game and trying again, or you can attempt to throw another one on the next turn; in either case, you WANT Lilka to be faster than Angolmois without relying on Up Parameter or the Quick spell (see next paragraph).

- WHY USE SLOWDOWN AND NOT QUICK? -

Well, you see, the reason Slowdown is better than Quick in this situation is because of the fact that Angolmois has access to Void Effect. Slowdown is basically the opposite of Quick; this will lower Angolmois's RES stat PERMANENTLY, meaning Lilka will always be able to act before he does, meaning she will be able to heal your party before a 7th Moon comes. I hope this explains why Slowdown is important on using in the first turn (you can also use Tim's Speed Down spell for the same effect).

Anyway, moving on...

Turn 2: Equip Ashley with the Power Boost and Brad with the Talisman. Keep Lilka with the Sheriff Star. The 7th Moon will show itself this turn; have Ashley defend, Lilka can choose to either defend (to gain FP) or use Invincible here (she won't gain FP, though). Brad can either defend OR you can try to throw another Slowdown Crest Cap at Angolmois. If this one misses too, I STRONGLY recommend that you reset and try again. 7th Moon should do around 2,700 to everyone (0 to Lilka if she used Invincible) and everyone should be at 100 FP or close to it.

Turn 3: Ashley Access, Brad use a Mini Carrot on ASHLEY, and have Lilka use Mystic + Life Orb. If Slowdown connected successfully on Turn 1, Lilka will heal everyone before Angol gets his turn. Ashley will Access before Brad gets his turn; at the end of the turn, Ashley should have 50 FP or close to it. Angolmois, by the way, will use Aura Bomber here which should do around 3,500 to everyone; the team will survive it quite easily.

Now you'll need to take some risks with Lilka...proceed with extreme caution!

Turn 4: Angolmois, like Ragu, now starts using his attacks randomly. Now if Lilka has under 2,800 HP here, you must use Invincible here because if Angolmois uses 7th Moon, she'll probably die even when defending. Or you can take a chance and defend with her anyway, and hope that he uses Great Disaster or something OR you can try and use Mystic + Life Orb to heal up. As mentioned earlier, you will need to take some risks in this fight as far as Lilka is concerned. Ashley, in the meantime, should Mad Lucied here, while Brad (who should definitely have 100 FP by now) should Boost with the Rail Gun to continue taking advantage of Restore HP and Up Parameter. Do not use Gun Blaze as Angolmois halves all elemental attacks.

Turn 5: Unless Lilka used Invincible or healed last Turn, Ashley should be hurting pretty bad right now, as will Lilka. Definetly have her use Mystic + Life Orb this Turn, you have to take that chance because the last thing you want is for 7th Moon to wipe out both Lilka and Ashley. Ashley Mad Lucieds this turn and Brad feeds Ashley a Mini Carrot.

Now if you haven't gotten the pattern yet, here it is in stone: Using this strategy, Ashley will be dealing the majority of the damage in this fight with Mad Lucieds and Last Bursts; this is why he has the Power Boost on. Brad is only there to feed Ashley and Lilka Mini Carrots, then Boost + ARM Angolmois when he gets to 100 FP, and Lilka's job is to heal everyone as usual. You really have to be careful with Lilka because if Angol uses 7th Moon on a turn where she isn't using Invincible or defending with at least 2,800 HP, she WILL die and it may be hard to get her back on her feet again. Just hope and pray that Angol chooses to use Great Disaster or Aura Bomber more than 7th Moon. Also, hope that he doesn't choose to use Regeneration either; it'll heal 15,000 HP to Angolmois, but at least it isn't 7th Moon. Basically, Lilka uses Invincible or defends on turns where she does not need to heal Ashley and Brad; if Ashley and Brad have at least 6,000 HP, they will be able to survive 7th Moons, and Lilka is safe to use Invincible or defend on her turn. If either Ashley or Brad's HP dips under 5,700 HP, you must take a chance with Lilka and have her use Mystic + Life Orb because if you don't and Angol uses 7th Moon, he could possibly wipe out everyone at once.

- SO ASHLEY IS AT 100 FP IN KNIGHTBLAZER FORM. NOW WHAT? -

- When Ashley is at 99 or 100 FP, it's time to Last Burst, so perform the following: Ashley uses Last Burst, Brad uses Mini Carrot on Ashley, Lilka uses Mystic + Life Orb. What will happen is Ashley will blast Angol for at least 18k. Now when Ashley transforms back, he should have 50 FP, and if he has Restore HP PS mastered, around 2k HP, too. Lilka will go next and heal everyone back to full health before Angol attacks (hopefully he'll use anything but 7th Moon), and Brad will add 25 FP to Ashley; depending on if Ashley was damaged by Angol on this turn, he should be really close to 100 FP again. Then repeat the process of building Ashley's FP so he can transform back into Knightblazer; Mad Lucied once Accessed until he gets 100 FP in Knightblazer form, then Last Burst again. Pray for Mad Lucieds to get triggered by the Power Boost; these should do 10k damage if they do.

- If you're lucky enough, Angol won't use 7th Moon too often. The strategy doesn't work 100% of the time thanks to Angol's randomness with his attacks, so it may take a few tries. Also, the lower Angol's HP gets, the more often he may use 7th Moon, so be extremely careful with this monster.

If you're looking for a TRUE challenge, look no further...

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5) Preparing To Solo The Optional Bosses [prso]
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This section contains everything that will best prepare your character (whoever you decide to choose to solo with) for the optional bosses. This section is important to look over, so make sure you check this section to see if you're ready. If you have no interest in soloing them, then this section of the FAQ doesn't concern you.

Before you ask or wonder, they ARE possible to solo.

=====
a) Rules For Soloing
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There are a few rules that should be considered when fighting solo, otherwise, it's not really a solo challenge, right?

1) You can only use your selected character to perform ALL actions. The other two characters must defend every turn and cannot act whatsoever. Just let the other two characters die and do not revive them for any reason. If you use other characters besides your soloing character, you might as well be fighting with a full party.

2) Combine IS allowed. Even if Tim is dead, the other characters that have access to the Combine ability (those characters being Ashley, Brad, and Lilka) can use it anyway you see fit. Because technically when you use Combine, you're not using Tim, you're using Pooka, who plays no role in battle besides transforming into the summon anyway.

3) If the character you chose to solo with is killed, you lose and you must restart either by use of a Gimel Coin or reloading from your last save.

4) Crest Caps are allowed; in fact, they're a must for certain bosses. These are items, not usage of Lilka herself. You are allowed to inscribe a spell (Slowdown) onto these items and use them in battle.

=====
b) Individual Character Analysis: Who's Good For Soloing And Who Isn't?
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Here, I will give you the true strengths and weaknesses of each character, as well as my unbiased opinion on each of them. Use this to help you determine who you would like to use to try and go solo with.

Ashley

- + Decent speed; second highest HP count next to Brad.
- + Can survive even the big attacks like 7th Moon, 1 Trillion Degrees, etc.
- + Access ability; Full Clip is also good to use, too.
- + Accelerator ability; he can act first regardless on how fast a boss is.
- No healing skills, no support skills.
- Will have to rely on Berries to stay alive.

Difficulty: Easy

Comments: Ashley is, overall, a strong choice to solo the optional bosses with. His HP can get high enough so that he can survive even the strongest attacks, he has some very good options available to him; there's his Access, of course, in addition to that, he also has Full Clip, which can come in handy in certain situations. In Knightblazer form, very few bosses will be able to outspeed him, so most of the time he will get the first action. He'll have to rely on berries to stay alive, though, which can pose to be problematic against a few bosses. Overall, Ashley should not have too rough of a time fighting the optionals solo. Though, you might want to start a new run where you can take full advantage of Full Clip by pumping some of your early ARMs

with nothing but bullet upgrades.

Brad

- + Has the highest amount of HP out of all of the characters.
- + Highest attack power, highest defense stat; can do a lot of damage.
- Lowest MGR stat, low SPD.
- No healing skills, no support skills.
- Will have to rely on Berries to stay alive.

Difficulty: Easy-Moderate

Comments: Brad has even better HP, strength and defense than Ashley, and he can definitely handle most, if not all of the optional bosses' strongest attacks. When it comes to magical attacks though, he'll take a bit more damage than everyone else, but then again, Up M Defend will help him out in that department. Another good thing about Brad is that he doesn't have to rely on his ARMs to deal his damage, but try to stay away from dealing damage via Combine because his magical strength is pretty bad. Also, you'll need a TON of Mega Berries if you choose to solo with Brad, with his HP, Big Berries certainly won't be enough. Soloing with Brad overall, while it will be slightly harder than with Ashley, shouldn't be too bad; just keep in mind that most bosses will act before he does, so you will have to plan your tactics accordingly.

Lilka

- + Has access to elemental magic and dirt cheap healing.
- + High SOR power, high MGR
- + Highest HP out of the spellcasters.
- + She's very fast, although she can be outsped by a few bosses.
- + Dual Cast and Mystic abilities.
- Low DEF; Low ATK (but who cares about ATK when she'll be casting)
- Can't hit multiple targets with her spells without the use of Extend.

Difficulty: Easy-Moderate

Comments: Lilka, believe it or not, is actually one of the best characters to solo the optionals with. She's naturally quick, has easy access to elements, and cheap healing so that she doesn't need to rely on berries. Dual Cast, while it may not be as useful in a normal game, is going to be SUPER IMPORTANT and is very useful when going solo. Yes, Dual Cast is THAT good, trust me, I know from experience. Using Dual Cast, she can attack and heal in the same turn, and that will be a staple strategy to surviving solo with the crest sorceress. Extend, on the other hand, isn't really useful when soloing, so you might not want to bother with it at all. And of course, she has access to Combine so she can hit with elements that she doesn't have direct access to with her crest sorcery (light and dark, for example). She almost has it as easy as Ashley does, believe it or not.

While her sorcery power isn't quite as high as Tim's, it's definitely better than Marivel's, so her spells can do a ton of damage to those optionals with elemental weaknesses. And believe it or not, she CAN get enough HP (with the help of Up HP, of course) to survive attacks like 7th Moon and Ragu's attacks; of course, she'll need to be at a INSANELY high level to do so. But overall, soloing with Lilka shouldn't be too hard in the long run; she has a lot of good things going for her, unlike the other spellcasters.

Tim

- + Has access to elemental magic and fast healing via First Aid.
- + Highest SOR power out of the three spellcasters; highest MGR.
- + Can hit multiple targets, although not as easy as Marivel can.
- + Has access to Hi-Combine.
- LOWEST HP out of all six characters; this will hurt you soloing with Tim.
- Low speed, low DEF; low ATK.
- FP Shift is useless; has no direct access to buffing spells, like Lilka does.

Difficulty: Moderate

Comments: It may seem that it could be near impossible to solo the optionals with Tim, but that couldn't be further from the truth. In fact, thanks to Hi-Combine, Tim won't have too much trouble at all. Although he WILL need a special PS setup to pull it off. However, his HP is low, and he certainly can't survive the big attacks (7th Moon, 1 Trillion Degrees, etc) unguarded. If you decide to play through the game normally, Tim won't even have 5,000 HP at level 99. And that's bad. But Tim has one VERY good thing going for him: System Chronos. This is summoned by using Hi-Combine with Dan Dairam and will be important in order to survive solo with Tim.

Kanon

- + Has the highest speed out of all six characters
- + Decent HP and ATK and DEF stats.
- Gat abilities aren't that useful.
- Semi low MGR.
- Cannot use Combine.
- Has to rely on Berries to survive.

Difficulty: Moderate-Hard

Comments: Kanon, truthfully, simply doesn't have much variety. She doesn't get many abilities; the only thing she has going for her is Eagle Claw, and half the time, you can get by without it. Her HP isn't too bad though, so she can survive some big attacks. If you plan to solo with Kanon, bring a TON of Mega Berries, some elemental rings, a Power Boost, and prepare to normal attack. A LOT. Because, besides her Bionic Arms, she doesn't have much going for her in the way of variety otherwise and soloing with Kanon can get boring after a while. You want an interesting solo game? Go with Tim or Lilka instead.

Marivel

- + Good SOR and MGR stats.
- + Has some REALLY useful spells available to her through Red Powers.
- + Has the most HP out of the spellcasters ONLY if you play a Low Level Ashley game up to the point where you can get her.
- + Can easily target all enemies on screen, unlike Lilka and Tim.
- Force abilities aren't that useful.
- Cannot use Combine.
- Low ATK and DEF.
- Speed isn't so hot.
- Has to rely on Berries to survive.
- Needs a Low Level Ashley game to survive the tougher optionals.

Difficulty: Moderate-Extreme

Comments: Marivel has an up and down ride going for her. On the up side, she has Sleep, which works against every optional boss except for Angolmois and Zavorg, Power Seal works on a few of them, as does Cancellor. Some of her magic is better than Lilka's, simply because she can automatically hit all enemies at once, and she has access to Status Lok, which will protect her from status effects. On the down side, her FP abilities really aren't that useful, and, unless you play a Low Level Ashley game, her HP is on the low side. To take the most advantage with her, you will most likely need to play a Low Level Ashley game to get her at around level 16 or 17; in fact, it's required if she even hopes to take out Angolmois.

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c) Personal Skills
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Some of these are very important and can make or break you. Below, I will list all of the PS Skills available to each character, as well as who should max out these skills:

- Cut FP use: 6 points to master (2 per level)
Effect: Reduces FP consumption in battle by 1 per level for a total of 3.
Who Should Take This: Marivel (maybe)

- Up HP: 9 points to master (3 per level)
Effect: Increases max HP when a level is gained.
Who Should Take This: EVERYONE!

- Restore HP: 12 points to master (4 per level)
Effect: Restores a percentage of a character's maximum HP for every force level gained.
Who Should Take This: EVERYONE!

- Up Parameter: 12 points to master (4 per level)
Effect: Increases all statistics for every force level gained.
Who Should Take This: EVERYONE!

- Critical: 6 points to master (2 per level)
Effect: Increases critical hit rate of a normal attack.
Who Should Take This: EVERYONE! Trust me on this; when you're soloing, you're going to need this.

- Advanced Guard: 6 points to master (2 per level)
Effect: You're granted a chance to completely block incoming physical attacks. The character also gains 12 FP if the skill activates.
Who Should Take This: Lilka, Tim, Kanon, Marivel

- Counter: 6 points to master (2 per level)
Effect: Increases counterattack chance of a character.
Who Should Take This: EVERYONE! If only for Kobold King.

- Restore HP 2: 2 points to master (1 per level)
Effect: Restores HP when levelling up.
Who Should Take This: NOBODY!

- Convert HP: 9 points to master (3 per level)

Effect: Converts remaining FP into HP after a battle.

Who Should Take This: NOBODY!

- RES Up: 6 points to master (2 per level)

Effect: Speed is increased when the character hits critical condition.

Who Should Take This: NOBODY!

- FP Up: 4 points to master (2 per level)

Effect: FP is increased when the character hits critical condition.

Who Should Take This: EVERYONE!

- Auto Guard: 2 points to master (1 per level)

Effect: Automatically defend when the character hits critical condition.

Who Should Take This: NOBODY!

- Down Guard: 4 points to master (2 per level)

Effects: Increases resistance to instant death attacks.

Who Should Take This: NOBODY!

- Up P Attack: 12 points to master (4 per level)

Effects: Increases damage caused by physical attacks.

Who Should Take This: Ashley, Brad, Kanon, Tim

- Up M Attack: 9 points to master (3 per level)

Effects: Increases damage caused by magical attacks.

Who Should Take This: Lilka, Tim, Marivel

- Up P Defend: 12 points to master (4 per level)

Effects: Decreases damage caused by physical based attacks.

Who Should Take This: EVERYONE!

- Up M Defend: 9 points to master (3 per level)

Effects: Decreases damage caused by magical based attacks.

Who Should Take This: EVERYONE!

- Status effects: (Poison, Blocking, etc) 3 points to master (1 per level)

Effects: Increases resistance to the corresponding status effects.

Who Should Take This: EVERYONE (Definetly consider getting Paralysis and Confusion)

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d) Individual Character Preparations

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You should look this section over before attempting to solo any of the optionals. Remember that soloing them isn't going to be easy, and the basic preparations for fighting them normally will not apply here; most characters will have to level higher than normal.

Ashley

- Make sure he levels high enough so that he has at least 6,500 HP. He won't have to go all the way to 99, but he'll need to be at least level 70+. This way, he'll have enough HP to survive even the strongest attacks. I would strongly suggest getting the Full Clip force ability from Noel in Guild Galad; this will come in handy for certain bosses. Just remember, if you are going to use Full Clip, its damage relies on bullets more than attack power, so you should consider starting a new game and focus on nothing but bullet upgrades for your earlier ARMs, like Shot Weapon, Multiblast and Bolt Action.

As for a PS setup, this one should work perfectly for Ashley:

- Up HP (mastered)
- Restore HP (mastered)
- Up Parameter (mastered)
- Counter (mastered)
- Critical (mastered)
- FP Up (mastered)
- Up P Attack (mastered)
- Up P Defend (mastered)
- Up M Defend (mastered)
- Confusion (mastered)

You should have these PS skills all mastered by the time Ashley reaches level 85. Also, don't forget to buy 99 Big Berries from ODD Headquarters, and steal 99 Mega Berries using the Fengalon medium's Pickpocket ability (check the Mega Berry stealing locations section of this FAQ for a list on what enemies you can steal them from). And last, but not least, definitely bring some Bullet Loads with you if you plan on using Full Clip. Elemental rings from Valeria Chateau, while they aren't a must, they are nice to have just in case.

If you need more Bullet Loads, either go to one of the following two places:

- Coffin of 100 Eyes; look for Gremlins.
- Area around Fab Science Lab; look for Crash Bunnies.

Both of these enemies will drop Bullet Loads; for a guaranteed 100% drop, bring Tim, equip Chapapanga + Necronomicon, build his FP to 100 and have him use Hi-Combo on the aforementioned enemies.

Brad

- Make sure he levels high enough so that he has at least 6,500 HP just like Ashley, however, Brad will reach 6,500 HP sooner than Ashley will so he will end up being lower of a level. Upgrade the Rail Gun's bullet count a few times before upping its attack power, as you will be using it; I suggest upgrading it to at least four bullets. I also suggest upgrading the Mini Scud's bullet count by 1, then upgrading Attack for the rest. Other good ARMs to upgrade are AM Cluster (attack power all the way) and EZ Missile (add about 1 or 2 bullets, then upgrade attack power). Bring some Bullet Loads with you, too; you won't need as many as Ashley, though. As for a PS skill setup, the same one listed for Ashley above will work just as well for Brad.

- Up HP (mastered)
- Restore HP (mastered)
- Up Parameter (mastered)
- Counter (mastered)
- Critical (mastered)
- FP Up (mastered)
- Up P Attack (mastered)
- Up P Defend (mastered)
- Up M Defend (mastered)
- Confusion (mastered)

Brad will master all of these PS skills at level 85. Also, don't forget to buy 99 Mini Carrots from ODD Headquarters, and steal 99 Mega Berries using the Fengalon medium's Pickpocket ability (check the Mega Berry stealing locations of this FAQ for a list on what enemies you can steal them from). Don't forget

to grab elemental rings from the guy in B1 of the Valeria Chateau; you'll want to get a Fire Ring, a Dark Ring, a Thor Ring, a Light Ring and an Earth Ring.

If you need more Bullet Loads, either go to one of the following two places:

- Coffin of 100 Eyes; look for Gremlins.
- Area around Fab Science Lab; look for Crash Bunnies.

Both of these enemies will drop Bullet Loads; for a guaranteed 100% drop, bring Tim, equip Chapapanga + Necronomicon, build his FP to 100 and have him use Hi-Combo on the aforementioned enemies.

Lilka

- You'll need to do quite a bit more prepping if you plan to solo with Lilka. First of all, if you plan on soloing Ghost, she MUST level to 99, and no less. Ragu can be soloed starting at level 90, and Angol will require at least level 95. Other than that, make sure she has the following spells at the very least:

Level 1 - Shield and Heal.

Level 2 - Hi-Heal, Hi-Break, Hi-Spark, Hi-Vortex, Irresist, Saber, Field and Slowdown.

Those 10 spells are MANDATORY. You MUST have those spells when soloing with Lilka. As for her other spells, they are completely optional; chances are you'll have most of them anyway. Spells like Hi-Freeze, Hi-Flame are not must-haves, but if you want to use them against, say, Bulkogidon, then be my guest. Like I said, they are optional. You will also want to have both the Crest S and Crest E; these items can be found in chests inside the Lost Garden and Pirate's Warren, respectively.

Since Lilka will need to level to 99 eventually anyway, here's the best PS setup for her:

- Up HP (mastered)
 - Restore HP (mastered)
 - Up Parameter (mastered)
 - Cut FP Use (one point)
 - Critical (mastered)
 - Counter (mastered)
 - Adv. Guard (mastered)
 - FP Up (mastered)
 - Auto Guard (mastered)
 - Up P Attack (one point)
 - Up M Attack (mastered)
 - Up P Defend (mastered)
 - Up M Defend (mastered)
 - Confusion (mastered)
 - Paralysis (mastered)
- After that, she should have six PS points left over; if you want to spend them somewhere else, you can. I can't see a really good place to put them though besides Cut FP Use or RES Up perhaps; I'll leave those last six points up to you to decide.
- As for items, she really doesn't need any as her crest sorcery is pretty much all she needs. But if you want to be on the safe side, go ahead and

bring some Mini Carrots with you. Don't forget the elemental rings, too.

Tim

- You might want to play a "low level game" with Ashley up to the point where you get Tim, because at level 99, Tim isn't even going to break 5,000 HP. And he WILL need to be level 99, trust me. At least Lilka can get away with being slightly lower level when up against bosses like Angolmois or Ragu, but Tim doesn't have that option. As far as spells are concerned, make sure he learns the following:

- First Aid, Turn Undead, all single elemental spells (i.e. Red Beaut, Sonic Claw, Rock Bolt, etc), Graviton, Tempest, Plasma Tap, Nova Rain, Dark Star, Thanatos X, Cosmic Ray, Speed Down, Full Heal, and Bold Lance.

Tim's best PS setup is a little bit different than Lilka's:

- Up HP (mastered)
- Restore HP (mastered)
- Up Parameter (mastered)
- Critical (mastered)
- Counter (mastered)
- Adv. Guard (mastered)
- FP Up (mastered)
- Up P Attack (mastered, I'll explain)
- Up M Attack (mastered)
- Up P Defend (mastered)
- Up M Defend (mastered)
- Paralysis (two points)

You may be wondering why Tim needs to master Up P Attack. When Tim uses System Chronos (this is Hi-Combo with Dan Dairam), time freezes for everyone for 3 turns. The only way Tim can deal damage without being attacked back is to normal attack and also this is how he'll gain some FP back (which is also why he needs Critical mastered). Lilka has it much easier since she has Dual Cast, but Tim has to find some way to deal damage while gaining as much FP as he can during the period when time is frozen. I'll explain more in detail in the actual strategies later.

Items: Bring some Mega Berries if you don't have Full Heal learned, or if First Aid isn't healing you enough. Also, bring War Respites, Mini Carrots, and the 3 Full Carrots (4 once you kill Ghost). And you MUST, I repeat, MUST get those elemental rings.

Kanon

- Make sure she levels high enough so that she has at least 6,500 HP. This might not happen until she's near level 99, though, but she will need that 6,500 HP. You can also play a Low Level Ashley game up to the point where Kanon joins you to get more max HP on her. There isn't much preparation to her other than that, really; just make sure she has Eagle Claw and the necessary PS setup, which should look something like this:

- Up HP (mastered)
- Restore HP (mastered)
- Up Parameter (mastered)
- Counter (mastered)

- Critical (mastered)
- Adv. Guard (mastered)
- FP Up (mastered)
- Up P Attack (mastered)
- Up P Defend (mastered)
- Up M Defend (mastered)
- Confusion (mastered)
- Paralysis (mastered)

- This should come about at level 94, which is probably how high she'll need to be in order to get that 6,500 HP (unless you played a low level Ashley game). Bring PLENTY of Mega Berries, because that will be her only source of healing, as well as War Respites. She can get by without Mini Carrots, but you might as well go ahead and bring some anyway. Don't forget the elemental rings!

Marivel

- Sigh. Sadly, you will need to play a low level Ashley game up to the point where you can recruit Marivel into the party, because in a normal game, her HP probably won't top 5,500 by the time she hits level 99. And 5,500 HP isn't going to cut it. If you get Marivel into the party at a lower level (say, 16 or 17), she will have around 6,000 HP, and thus she can be a bit more comfortable when it comes to surviving some big attacks. Also, make sure you go around Filgaia and gather the following red powers for her:

- Sleep: This is THE most important spell Marivel needs. If she even hopes to take out Ragu, you WILL need this spell. Get it from the Man Traps in the forest around Sylvaland Castle.

- Cancellor: This is also a pretty important spell you will want to have. This will cancel the action of the target, but it's only useful if Marivel can outspeed the target in the first place (otherwise, what's the point in using Cancellor if the target acts before you anyway). This works on a few bosses. Pick this up from the Aamans lurking in the area south of where Crimson Castle is.

- Power Seal: When used, it will inflict ability block onto the enemy. Very useful against Ghost or Titanus. Pick this up by draining an Earth Figure, whom you can find around Holst.

- Status Lok: When used, it will prevent status changes. Get this from the Skid Lancers which are lurking in the very dark water south of Sielje.

- Guillotine: Instant death on one enemy if it successfully connects. This is Marivel's alternate way of killing Titanus. Get this skill from Hope Diamonds which are lurking inside of the Promised Catacombs.

- Sacrifice: You won't be using this against any of the bosses themselves; this spell just makes it easier to bring your other characters to 1 HP before starting a battle. Grab this skill from the Fairy Lights down in Glaive Le Gable.

- In addition to those, you'll also want to grab Thunderbolt, Shadowbolt, Tera Break, Twister, Megaton and maybe Aport.

As for a PS Setup for Marivel, it should look something like this:

- Up HP (mastered)

- Restore HP (mastered)
- Up Parameter (mastered)
- Critical (mastered)
- Counter (mastered)
- FP Up (mastered)
- Up P Attack (mastered)
- Up M Attack (mastered)
- Up P Defend (mastered)
- Up M Defend (mastered)
- Cut FP Use (mastered; only to lower the cost of some spells)
- Confusion (two points)

*For ALL characters: Make sure you kill Gatlorg FIRST so you can get the Power Boost gear from the chest in the room behind him (make sure you have one Duplicator in your inventory). The Power Boost IS necessary for your solo battles. Do this no matter who you're soloing with! Now technically, he is soloable with Ashley, Lilka, Tim, and Marivel, but he really isn't worth the trouble of soloing so go ahead and kill him with a full party if you'd like.

e) Mega Berry Hunting

If you plan on soloing the optionals with Ashley, Brad, Kanon or Marivel, you MUST steal 99 Mega Berries. THIS IS YOUR ONLY SOURCE OF HEALING during battles. If you're soloing with Tim, you may want to go ahead and steal some too, because there may be some instances where you won't have enough FP for First Aid/Full Heal and you need to heal up; this is where your Mega Berries will come in. Lilka soloers, you have it easy and you won't need to steal a single Mega Berry; the Mega Berries you acquire through the normal game will be more than enough for you.

Below is a list of enemies whom you can steal Mega Berries from, and where they can be encountered. Remember, you MUST equip the Fengalon medium on whoever you plan on stealing with (a fast character with BEST luck). There's plenty of them, so take your pick.

- Mold Gnome (Meteorite Crater)
- Mycale (Promised Catacombs; both types have steals)
- Negalord (Fab Lab area)
- Aello (Spiral Tower)
- Amon (Werewolf's Den)
- Aughisky (Linikis River area; disc 2 only)
- Bemzuo (Sea; around southwestern coast of island where Palace Village is)
- Bockle (Area south of Crimson Castle)
- Salamandra (Sleeping Volcano)
- Scarecrow (Promised Catacombs)
- Troll (Meteorite Crater)
- Voidra (Grotto of Lourdes)
- Wise Man (Grotto of Lourdes)
- Doomsday (Glaive Le Gable)
- Eurynome (Lost Garden)
- Geag Mantis (Sleeping Volcano)
- Gespent (Sacrificial Altar)
- Gizmo (Lost Garden)
- Gill Serpent (Sea; near the coast of Raypoint Muse)

My suggestion is to go to either Sleeping Volcano, Grotto of Lourdes, Lost

Garden or Meteorite Crater as there are at least two enemies in each of these areas that have Mega Berries as steals. It will take a while, but this MUST be done if you're soloing with Ashley, Brad, Kanon or Marivel; Tim can get away with around 20 or so, Lilka doesn't need any at all.

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6) Optional Boss Strategies for Soloing [opso]
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Here, you'll find the actual strategies for soloing the optional bosses depending on the character you are using to solo. So, I'll break each boss down by character. I will also not be including synopses; go back to the sections above for those.

Optional Boss #1: Ghost

Found: Fiery Wreckage

HP: 50,000

EXP: 12,000

Gella: 12,000

Weakness: Light

Spoils: Full Carrot

Attacks:

- Incur My Wrath - ~6,000 damage to all targets; can inflict instant death.
- Gate of Isolde - Heavy damage to all; inflicts status effects.
- Void Effect - Cancels buffs and stat bonuses from Up Parameter.
- Life Returner - Heals Ghost's HP.

Ashley Solo

- Set him up as follows:

- Obelisk Gun (or Shootn Star)
- Light Ring
- Nine Lives (though this should be obvious)
- Texas No. (this also should be obvious)
- Justine

Also, make absolutely sure he has at least 6,500 HP, this way Ashley is ensured to survive Incur My Wrath (unless it's tiny chance of instant death gets you...)

Strategy:

- I strongly suggest getting Ashley enough RES to make him faster than Ghost from the very start; reason being is that if Ghost starts out faster than Ashley, you'll be stuck in a healing loop and won't be given a chance to damage him UNLESS you use Accelerator every turn. Do NOT use Access here because if you do, you can't use Accelerator; you can try to rely on Up Param. to boost your speed, but if he uses Void Effect, then you're right back to square one. My advice is to simply not to use Access in this battle at all, I know it's tempting but please don't do it unless you are SURE that Ashley can always act before Ghost.

- Basically, carry out the following (remember, MAKE SURE ASHLEY CAN ALWAYS ACT BEFORE GHOST CAN, otherwise you'll have to use Accelerator...):

Turn 1: Attack Ghost NORMALLY (make sure the Light Ring is equipped for extra damage); hope that Ashley criticals, if not, don't worry about it; you should still do about 3k to him here. Ghost will use IMW; if instant death hits, tough luck, but other than that, Ashley will survive it and probably be in critical condition.

Turn 2: Equip Full Libra. Ashley uses a Mega Berry (he better act before Ghost otherwise you'll have to use Accelerator first) on himself to heal to full. Ghost will probably use IMW again here; however, there is a chance he'll use Gate of Isolde instead (this is why you want the Full Libra equipped this turn).

Basically, the strategy is (assuming that Ashley can always act before Ghost) to heal with a Mega Berry after the turn where Ghost uses IMW and attack with Full Clip (if > 75 FP) or normal attack (if < 75 FP). If Ashley is always able to act before Ghost, you can also Access.

If Ashley is in Knightblazer form, he MUST heal if his HP is less than 6,100 and ONLY attack with Gun Blaze if his HP is more than 6,100. If you want to finish Ghost off with Last Burst, BE VERY CAREFUL because if you don't weaken Ghost enough for Last Burst to finish him, Ashley is dead meat (because he'll be at 1 HP after the Last Burst). If you plan on using Last Burst, keep track of damage with a calculator; when Ghost has LESS than 15,000 HP, THEN you may Last Burst him.

Brad Solo

- Set him up as follows:
- Giant Fist (or Omega Crush)
- Light Ring
- Braver Vest (though this should be obvious)
- Dead Heat (this also should be obvious)
- Justine

Also, make absolutely sure he has at least 6,500 HP, this way Brad is ensured to survive Incur My Wrath (unless it's tiny chance of instant death gets you...)

Unlike Ashley, he can't use Accelerator, so it's all too easy to get stuck in a healing loop against Ghost. With that said, to avoid wasting precious Mega Berries here, and the headache of trying to predict what attack Ghost will do on his next turn, it's better for your sake to just use the Talisman + Raftina strat to slowly take him down.

Turn 1: Equip Light Ring + Justine. You can get in one attack here as IMW won't kill you (unless instant death kicks in).

Turn 2: Equip Talisman + Raftina. Use Invincible.

Continue to use Invincible until Brad has over 6,100 HP; once he does, switch back to Light Ring + Justine and attack him next turn. Keep this up until he dies.

Lilka Solo

- Set her up as follows:
- Any umbrella (she won't be attacking)
- Reflex
- Bridal Gown (obviously)
- Tiara (again, obviously)
- Raftina

MAKE SURE THAT LILKA IS LEVEL 99! I can't stress this enough. Also, make sure she has Up Parameter mastered.

Here's an interesting tidbit of info. At level 99, Lilka has ~5,900 HP (this includes the bonuses from Up HP). IMW does up to 6,000-ish. You do the math. Lilka is not 100% guaranteed to survive IMW's, so we must let Up Parameter do some work for us. Good thing is that Lilka is fast, and here she can definitely outspeed Ghost every turn.

Ready? This battle should be pretty fun. Make sure you bring a Crest S inscribed with some type of level 2 spell:

Turn 1: Have Lilka use Mystic + Holy Grail, which will cast the spell Thanatos X. Ghost will then use his IMW. Now you have to hope and pray that IMW doesn't one shot Lilka, which it definitely can; if it does, tough luck, you'll have to restart. If she survives, Lilka will be at 100 FP and ready to dualcast on her next turn. For your info, IMW has about a 20% shot of killing her this turn; sometimes, IMW just reaches the higher end of its damage scale (which is around 5,900 - 6,000; I've seen it do 5,900+ plenty of times myself, whereas other times, I've seen it as low as 5,600 here). So yeah, just pray that it doesn't do more than your max HP. Your chances of surviving it are overall good, but sometimes, you just might get unlucky and get killed here anyway.

Turn 2: Equip Full Libra + Raftina. Lilka should have 100 FP, so now you need to DualCast Heal + your lv 2 spell. The reason for the Full Libra is because Ghost might use Gate of Isolde on this turn and this attack can possibly inflict negative status effects, which you don't want. Level 2 spell of your choice, while it won't hit Ghost's weakness, do a tad bit more damage than Saber does. Hi-Aqua seems to do well here, as does Hi-Freeze. But use what you want; your level 2 spell should do good damage regardless on what you use.

Time for a pretty simple cycle:

1. Cast Heal (if < 55 FP) or Hi-Heal (if > 55 FP. Actually, since Up Parameter is triggering often, I'm positive that just normal Heal will be enough to heal Lilka to full HP, especially with Restore HP triggering every 25 FP too. If Ghost used Void Effect and Lilka has less than 5 FP, have her defend to halve damage and build up FP, so you CAN heal up. If Lilka is at full HP but isn't at 100 FP yet, you can use your level 2 spell if you want to deal more damage. Repeat this step until Lilka has 100 FP; once she does, proceed to Step 2.

2. At 100 FP, have Lilka use DualCast with Hi-Heal + lv 2 spell of your choice. Return to Step 1.

Repeat steps 1 & 2 as necessary until Ghost dies.

FP should not be an issue, especially since Ghost will be doing heavy damage to Lilka almost every turn and the fact that she should have FP Up mastered; this way, when Lilka hits critical health, her FP will skyrocket to max or near maximum at the very least (and you'll gain even more stat boosts from Up Parameter at the same time). With that said, her defense will be increased, which in turn gives Lilka a much greater chance to survive IMW. After a few triggers of Up Parameter, IMW shouldn't be killing her at all (unless instant death kicks in). However, if Ghost uses Void Effect, Up Parameter boosts will be cancelled, and then you'll have to start hoping and praying that IMW doesn't kill Lilka again. It's a rather low chance even at level 99 base stats, but it can happen.

Tim Solo

He has two strategies; the Turn Undead strategy and the non Turn Undead strategy.

*If you plan on using Turn Undead, set him up as follows:

- Any staff
- Any gear
- Labyrinthos
- Nisaba Wing
- Justine

Make sure Tim can act before Ghost can; Turn Undead him for the instant kill. That was hard, now wasn't it?

HOWEVER...

*If you plan on fighting Ghost WITHOUT Turn Undead, you'll want to have this setup instead:

- Fate Staff (or Dist Dims)
- Talisman
- Labyrinthos
- Nisaba Wing
- Dan Dairam

MAKE SURE YOU BRING 3 FULL CARROTS WITH YOU. You won't need to use all three, but you WILL NEED to use 1 or 2, depending on if criticals and/or Power Boost decide to be nice to you. Also, you may know this already, but Incur My Wrath WILL KILL you if you are not defending or using Invincible. 100% of the time. Ok, here's the strategy:

Turn 1: Defend. Any other action you take (besides maybe using Invincible, which I don't recommend plus it's pointless to use now anyway) WILL get you killed before the start of Turn 2. So, trust me, just DEFEND this turn. IMW should hit Tim for around 2,600; you'll gain around 1,100 of it back from Restore HP PS skill and the Talisman combined.

Turn 2: Tim should be at 100 FP. Now equip Dan Dairam, if you haven't already, and use Hi-Combo to cast System Chronos. This will freeze everyone on the battlefield (including Ghost) for three turns. Don't worry, Tim will get the System Chronos off before Ghost will act.

Turn 3: Ghost should be frozen. Use a Full Carrot here (trust me, just use it); Up Parameter will also kick in four times here, which will help with damage during the next two turns, and because of Restore HP, you should be returned to full HP here as well.

Turn 4: Ghost should be frozen. Equip the Necronomicon (or Power Boost, if you're feeling lucky) and Dan Dairam. Cast Nova Rain, which will hit for at least 10k. If you equip the Power Boost and double damage kicks in, expect damage to be over 20k; I've seen 25k damage from a boosted Nova Rain here.

Turn 5: Repeat Turn 4 and cast Nova Rain again.

Now if you decided to use the Power Boost on Turn 4 with Nova Rain, and double damage kicked in, you should definitely consider trying for another instance of double damage kicking in; if it does happen, Ghost will take another 20k+ damage here, too and he should be REALLY close to dead. If you decide to go with the Necronomicon (or if Power Boost's double damage doesn't kick in), you'll get around 10k+ damage here. Ghost will unfreeze after this turn.

In the best case scenario, you equipped Power Boost for turns 4 and 5, and double damage activated on BOTH turns with the two Nova Rain spells; this should leave Ghost with less than 10k HP left. If double damage did NOT kick in or you used Necronomicon, Ghost should have about 30k or so left.

Turn 6: Tim should be at full health (thanks to Restore HP PS Skill) and 100 FP. Equip Dan Dairam and summon System Chronos again to freeze Ghost again. This is ONLY if you used the Necronomicon during the last two turns OR if double damage kicked in once or not at all during the last two turns. Proceed to Turn 7 below.

OR

If double damage kicked in BOTH TIMES on turns 4 and 5, equip the Necronomicon and cast a third Nova Rain this turn; it should be all over right here...

Turn 7: It should only go this far if you decided not to use the Power Boost, or if double damage did not activate at least once. You must now do one of two things: You must either equip a Light Ring and Justine and normal attack; this attack MUST critical (~7-8k damage if it does), OR you can equip the Power Boost and use either a Mini Carrot or equip Zephyr and use Force Charge.

IF you used the Necronomicon during turns 4 and 5, I STRONGLY suggest that you use the Light Ring and Justine and NORMAL ATTACK here; you need to somehow do 30k damage between now and the end of Turn 9 because it's going to take three more attacks to kill Ghost. This normal attack MUST critical, otherwise you'll fall short of damage after the ninth turn; here is where you hopefully should have Up P Attack and Critical mastered. If you decide to build FP via Mini Carrot (do NOT use a second Full Carrot here because it is unnecessary; if you need to freeze Ghost for a third time, you are doing something wrong, or your SOR isn't high enough) or Force Charge, you MUST gain 50 FP (meaning the Power Boost MUST trigger).

Turn 8: If you normal attacked on Turn 7 and it criticalled, Tim should have 16 FP here. Now equip either the Necronomicon or the Power Boost (I highly suggest the Power Boost here) and cast Arrow Shot (~7-8k with the Necro, ~15k+ with Power Boost if 2x damage kicks in). Ghost should be at least under 15k HP at this point.

OR

If you decided to boost FP last turn instead, equip the Necronomicon or Power Boost (highly suggest Power Boost) and cast Nova Rain (this is why you needed to gain 50 FP from the Mini Carrot or Force Charge last turn, otherwise you wouldn't have enough FP to cast Nova Rain, and you'd have to resort to using Arrow Shot.) Nova Rain should be 11k+ with Necro, 10k+ with Power Boost (no 2x damage), 24k+ with Power Boost (2x damage activating).

Turn 9: Nova Rain or Arrow Shot him; keep in mind that if Ghost does NOT die on this turn, you MUST take a risk and Nova Rain him on Turn 10 otherwise you're probably dead because you won't be able to freeze him again UNLESS you luck out and he uses Void Effect on Turn 10. It REALLY SHOULD NOT HAVE TO GO 10 turns, though - Ghost should be dead at the end of Turn 9 MAX.

Congrats, you just killed Ghost with Tim by himself and without using Turn Undead! See, I told you it was possible.

Kanon Solo

This will be a long fight; set up her as follows:

- Quick Knife (or Violator)
- Light Ring
- Coiste Bua
- Shamir
- Zephyr

Her strategy is similar to Brad's; only attack with normal attacks (make sure to equip Light Ring before attacking) when Kanon's HP is full; use Talisman and Invincible to heal up to full again without wasting Mega Berries.

When Kanon reaches 100 FP and is at FULL HEALTH, equip the Power Boost and Zephyr; use Gat 4 + Eagle Claw to take advantage of Up Parameter. Rinse and repeat until he dies. It will take a while, but what can you really do?

Marivel Solo

Set her up as follows:

- Hob & Nob (not like you can unequip this anyway...)
- Power Boost
- Doesn't matter
- Doesn't matter
- Dan Dairam

Cast Power Seal on the first turn, then proceed to damage him anyway you like. It's a shame that Marivel doesn't have access to the element that Ghost is weak to. Oh well. Don't try fighting him without Power Seal; it is not worth your trouble; remember, Marivel can't freeze Ghost like Tim can and that means you'll have to use Mega Berries. Not worth it; just Power Seal him please, for your sake.

Optional Boss #2: Titanius

Found: Halmetz (spinning pyramid in NE corner of town)

HP: 75,000

EXP: 50,000

Gella: 75,000

Weakness: Wind

Spoils: Shootn Star (Ashley's best weapon)

Attacks:

- Begin Regeneration - Fully heals himself; used every 3 turns.
- Mega Crusher - Moderate to heavy physical damage to one target.
- Barrier - Increases his Defense and Magic Resistance.
- Plasma Leader - Moderate lightning damage to all targets.
- Kirlian Buster - Moderate non-elemental damage to all targets.

Ashley Solo

Setup doesn't matter.

- Use your Dead or Alive ARM; depending on how many tries it takes for instant death to kick in, you'll get him sooner or later. If you actually run out of bullets, use a Bullet Load.

Brad Solo

Equip him as follows:

- Giant Fist (or Omega Crush)
- Talisman
- Braver Vest
- Dead Heat
- Aru Sulato

There's no way you can deal 75,000 damage in 3 turns alone, so the only thing you can do is to use Aru Sulato's Power Charge ability. Over and over and over. Use a Mega Berry when your HP gets below 2,000, and continue to Power Charge. After about 30 Power Charges, equip the Power Boost and normal attack Titanius, and you should be able to one-shot him to dead.

OR, what you could do before you start Power Charging is to deliberately attack Titanius (or use Force Charge w/Power Boost equipped) to gain FP and power up via Up Parameter; remember to use Boost with an ARM (doesn't matter which) to use up your 100 FP and rinse and repeat for a few cycles. The more times you have Up Parameter kick in, the less times you'll have to use Power Charge. So think about that. You can also equip a Wind Ring, if you have one handy.

Lilka Solo

Lilka has two strategies she can employ. The first will only last two turns, but requires her to be level 88, while the second she can employ if she's at least

level 50, with a mastered Up Parameter and the Quick spell, but will last at least 11 turns.

STRATEGY A (Level 88 2-turn assault):

Equip her as follows:

- Any umbrella
- Power Boost
- Bridal Gown
- Tiara
- Dan Dairam

Fortunately, Lilka is able to kill Titanius by herself before he heals. This will be a short battle. You must follow this strategy EXACTLY, or else you won't be able to kill him in time. Make sure Lilka has BEST luck and is at least level 88, and you start your assault ON the turn he uses Begin Regeneration! With this strategy, it will only take three Hi-Vortex spells to kill Titanius. Bind Hi-Vortex to your Crest S tablet for even more damage.

Turn 1: Titanius MUST use any of the following attacks on this turn: Kirlian Buster, Plasma Leader or a normal attack that targets Lilka. If he uses anything else, you MUST reset; reason is that we need Lilka to be at 100 FP by the next turn so she can Dual Cast; this is very important - if this does not happen, you will not be able to kill Titanius before he heals. Cast a Hi-Vortex spell here.

Now we have an issue. Sure, three Hi-Vortex spells will be enough to end Titanius, HOWEVER, we need the Power Boost to kick in twice to pull this off. If the Power Boost doubled damage on this turn, we need it to double damage at least one more time on the next turn.

Turn 2: Lilka should be at 100 FP. Now have her use Dual Cast and use two Hi-Vortex spells. One of these Hi-Vortex spells MUST BE BOOSTED by the Power Boost, or you won't do enough damage to kill him. If the Power Boost did NOT boost damage on the last turn, you need to have BOTH of these spells be boosted by the Power Boost.

Once your three Hi-Vortex spells are cast and TWO of them were boosted by the Power Boost, Titanius is done for. It will take some luck here and maybe a few retries, but you can get him with some persistence.

STRATEGY B (Level 50+ Quick + Up Parameter strat):

This particular strategy relies on stat boosting via Up Parameter and the Quick spell. This is safer and a lot less luck reliant on the Power Boost. Though, it REQUIRES that you inscribe Hi-Vortex onto your Crest S, and that you have Marivel cast Sacrifice on any two characters except Lilka to bring them down to 1 HP before the start of the battle. You will also want to keep track of Titanius's attack pattern. When ready, bring Lilka and your two 1 HP characters:

Equip her as follows:

- Any umbrella
- Power Boost
- Bridal Gown
- Tiara
- Zephyr

Turn 1: Ideally, you want Titanus to lead off with Plasma Leader to kill off your other two right from the start. Use Force Charge here; if Power Boost kicks in, Lilka will be at 100 FP at the end of the turn. The best case scenario here is if Titanus doesn't damage Lilka, and if the Power Boost triggers when she uses Force Charge.

Turn 2: If Titanus used Kirlian Buster on his first turn, chances are you'll be just shy of 100 FP. If that's the case, do another Force Charge here. If Lilka is at 100 FP however, Dualcast Hi-Heal and Quick if Lilka doesn't have full HP. If she IS at full HP, DualCast two Quick spells.

Turn 3 (Begin Regeneration): Lilka should definitely be at 100 FP here, so DualCast Hi-Heal + Quick this turn, otherwise, Force Charge. Titanus will use Begin Regeneration, which we don't care about for the time being.

Turn 4: Force Charge. Titanus may use Barrier, which increases his defense and magic resistance; again, we're not concerned about that.

Turn 5: Repeat Turn 4. Lilka will be at 100 FP at the end of the turn if she had at least 25 and if the Power Boost kicked in on turn 4, if not, you'll need to Force Charge again next turn.

Turn 6 (Begin Regeneration): If Lilka doesn't have 100 FP, Force Charge. If she IS at 100 FP, DualCast Hi-Heal (if you're not at full HP) + Quick, or if you're at or near full HP, DualCast two Quick spells.

NOTE: If Titanus did not attack Lilka on Turn 1 and she was at full HP on the first Dual Cast, she will not need to use two Quicks on the second DualCast. If that's the case, you can try to start attacking with Hi-Vortex (if you do, you can skip down to Turn 11 below)

Turn 7: If Lilka doesn't have 100 FP, repeat turn 6. If she IS at 100 FP, Dual Cast Hi-Heal + Quick (if she isn't at full HP) or two Quick spells (if she IS at full HP). If you DualCasted on turn 6, use Force Charge as you need 50 FP to cast Hi-Vortex obviously. If the Power Boost kicks in, you'll get that 50 FP right here, otherwise you'll have to Force Charge again next turn. At this point, Up Parameter should have activated 10 times; on top of that, Lilka's RES will have increased to the point where she will be able to outspeed Titanus, which is what we want. Now, we prepare for the assault:

Turn 8: If Lilka has at least 50 FP, equip Talisman + Dan Dairam and defend. We want to cycle Titanus's attack pattern back to the start because you're not guaranteed to get 100 FP to Dual Cast on the next turn, so you'll want to play it safe. If she has less than 50 FP, Force Charge.

Turn 9 (Begin Regeneration): Repeat Turn 8.

Turn 10: Now we begin attacking. If you're feeling froggy, equip Power Boost. If you want to be safe (and you really do, otherwise you can mess this up), equip Necronomicon. Also, equip Dan Dairam regardless on what you do here. Cast Hi-Vortex; after 12+ boosts from Up Parameter, you should see anywhere from 26k to near 30k damage.

Turn 11: Repeat Turn 10. If Lilka has 100 FP, you can DualCast Hi-Vortex x2 and kill Titanus right here; if not, it will take an extra turn.

Turn 12: Hi-Vortex. If you did everything correctly, he should definitely go down here. You could DualCast if you have the FP just to be ultra-safe, but I'm positive that you don't need to as between this Hi-Vortex and the one from last turn, he'll have eaten at LEAST 60K damage!

Tim Solo

Setup doesn't matter...

Use Arcana 13, Ge Ramtos summon or Raftina summon; all of these will insta kill Titanus.

You COULD try to attempt a strategy similar to Lilka's where you boost Tim's stats via Up Parameter and his RES through the use of Quick Crest Caps or some strategy involving System Chronos and normal attacking with a Wind Ring equipped or something, but I'm almost positive it won't work out too well since Up Parameter will cap out Tim's SOR really quickly due to him having high SOR in the first place. I wouldn't bother, to be honest. Just instakill him with Arcana 13/Ge Ramtos summon or Raftina summon and call it a day.

Kanon Solo

Set her up as follows:

- Quick Knife or Violator
- Talisman
- Coiste Bua
- Shamir
- Aru Sulato

Kanon's strategy is EXACTLY like Brad's; you're going to be using Power Charge for about 30 turns or so; make sure you keep Kanon's health up by using Mega Berries, although the Talisman SHOULD keep your health rather high for the entire time so you might not need to use a single Mega Berry. When it comes time to strike, equip the Power Boost and normal attack him to dead.

OR, what you could do before you start Power Charging is to deliberately attack Titanus (or use Force Charge w/Power Boost equipped) to gain FP and power up via Up Parameter. Now in Kanon's case, this only works best if she has Eagle Claw; use your 100 FP up by using Gat 4 with Eagle Claw; if you don't have Eagle Claw, you'll have to use Gat 3 with either Vortex Cut or Phalanx instead while only using up 75 FP. Remember, the more times Up Parameter kicks in, the less times you'll have to Power Charge.

Marivel Solo

Set her up like this:

- Hob & Nob
- Power Boost
- Bloody Cape
- Doesn't matter
- Dan Dairam

Use Power Seal first turn; this will inflict ability block on him and thus

prevent him from using Begin Regeneration, then you can proceed to Twister him to death. You could also just use Guillotine or Demonangle for a instant kill. Keep in mind that he can still use his physical attack, so you might need to heal up if he damages you too much.

Now technically, Sleep DOES work on Titanius; the issue with that is that Sleep is very unreliable. If you try to sleep him and then start damaging him, he may wake up and heal before you can finish him off. At worst, Marivel needs about 8 Twisters to kill Titanius, so you're better off using Power Seal instead.

Optional Boss #3: Zavorg
Found: Meteorite Crater (spinning pyramid in first room)
HP (Zavorg): 75,000, HP (Belly): 50,000
EXP (Zavorg): 50,000, EXP (Belly): 25,000
Gella (Zavorg): 75,000, Gella (Belly): 50,000
Weakness: Dark
Spoils: Black Queen (Lilka's best weapon)

Attacks:

- Barrier: Increases his defense and magic resistance.
- Whole Body Attack: Massive physical damage to one target.
- Unmodified Spell??: Non-elemental damage to all targets.
- Schwartz Strahl: Heavy dark elemental damage to one target.
- Power Up: Increases attack power.

This is one of those fights where mages will have a tougher time than physical attackers, so if your soloer is a mage, you're in for a pretty tough fight. It would also be wise to have your other two characters enter battle with 1 HP by using Marivel's Sacrifice spell.

Ashley Solo

Set him up as follows:

- Shootn Star
- Dark Ring
- Nine Lives
- Texas No.
- Zephyr or Justine

Zavorg should be quite simple to take down with Ashley alone; the worst thing he has is Whole Body Attack, which you should easily survive anyway.

While he is spamming Barrier on himself, go ahead and normal attack the Belly once or twice to get some early damage in; Ashley should have 100 FP within two turns. Once there, go ahead and Access.

Once Accessed, continue to normal attack the belly. Don't bother using Mad Lucied or Gun Blaze, because you can do more damage by normal attacking, especially if you manage to critical.

Now if you want, you can wait until Ashley has 100 FP in Knightblazer form, then use BANISHER (NOT Last Burst) for a quick 17k+ damage to both parts.

When Ashley transforms back to normal, he'll still have his 100 FP, so you can easily Access again on the next turn and repeat the process.

Make sure you keep Ashley's HP above 5,000 so Whole Body Attack doesn't kill you; heal with Mega Berries.

Brad Solo

Set him up as follows:

- Giant Fist (or Omega Crush)
- Dark Ring
- Braver Vest
- Dead Heat
- Zephyr or Justine

Brad's strategy should go similar to Ashley's, only without Banisher, of course.

During Barrier spam, start beating on the belly with normal attacks only. When FP reaches 100, go ahead and use Boost with the Rail Gun; this is only so you can continue to receive boosts from Up Parameter.

Keep Brad's health above 5,000 to avoid being killed by Whole Body Attack. You don't need to worry about his other attacks; especially Schwartz Strahl, since that will only do half damage. Just keep attacking him with normal attacks, and heal when needed. Zavorg will go down eventually.

Lilka Solo

Set her up as follows:

- Bow Parasol
- Dark Ring
- Bridal Gown
- Tiara
- Aru Sulato

In case you haven't noticed by now, Lilka will be doing some Power Charging for this fight. This strategy can actually be employed starting at level 69. However, the higher Lilka's level (if you beat Ghost already, she should be level 99 already), the better off you'll be.

The main threat is Whole Body Attack. If Lilka is at level 99, you have nothing to fear because it won't one shot her (as long as she's at full health of course). But if you're NOT level 99, you'll have to start stacking Shield spells to get Lilka's defense high enough so that she can survive Whole Body Attacks. So basically, I'll list two strategies for Lilka: one where she is level 99, and one where she is level 69 or above (but not 99).

Level 99 strategy: Enter battle. Start using Power Charge and use it every turn for about 20-25 turns. Make sure you keep Lilka at full health because Whole Body Attack does a ton of damage. Don't worry about his other attacks. When you're ready to attack, equip Power Boost and Moor Gault and then use Smash Hit (for an additional 1.5x damage bonus) to one shot Zavorg to dead.

Level 69 strategy: Enter battle. While he's spamming Barrier, you do the same. Well, you'll be spamming the Shield spell. Cast it as many times as it takes in order to prevent Whole Body Attack from one shotting you. Once that occurs, then start Power Charging; make sure you keep Lilka's health up during the process. Now if you have Up Parameter mastered, that will help you out during the Shield spamming phase. Once you've Power Charged about 20-25 times, equip the Power Boost and Moor Gault and use Smash Hit to kill Zavorg in one shot.

Tim Solo

Set him up as follows:

- Fate Staff (or Dist Dims)
- Dark Ring
- Labyrinthos
- Nisaba Wing
- Justine or Zephyr

You MUST be level 99 AND have Up Parameter mastered for this strategy to work.

Turn 1: Attack Zavorg normally. Remember that spells and summons WILL NOT work, so you're going to have to attack normally to deal damage here.

Turn 2: Tim should be at 100 FP, Zavorg is still spamming Barrier. Now equip Dan Dairam and Hi-Combo to cast System Chronos. Zavorg is NOT immune to System Chronos, don't worry, this WILL freeze him for three turns like with any other enemy.

Turns 3-5: Now we need for Up Parameter to activate 12 times. The quickest way to do this is to equip Power Boost and Zephyr; use Force Charge on all three turns that Zavorg is frozen. Now chances are one of these Force Charges will be activated by the Power Boost, giving Tim 50 FP instead of the usual 25; worse case scenario is that Power Boost doesn't activate and Tim will have 75 FP by the time Zavorg unfreezes, meaning you need one more Force Charge before you can freeze him again. Either way, Up Parameter will kick in 4 times; when Zavorg unfreezes, summon System Chronos to freeze him again.

Turns 6-8: Repeat turns 3-5. When Zavorg unfreezes, Up Parameter will kick in 8 times.

Turns 9-11: Repeat turns 3-5. Same thing here; Up Parameter will kick in 12 times total by the time he unfreezes.

Now by this point, Whole Body Attack should do about 4,800 damage, and your Tim should have 5,000+ health, meaning he is BARELY able to survive it at full health. The good news is that you don't need to Power Charge now because Tim's normal attacks should be doing about 9k each (16k or so if he criticals). Make sure you have the Full Heal spell too; chances are the other two party members are still alive here; you don't want First Aid to heal them up. If you don't have Full Heal learned, you'll have to use Mega Berries to heal whenever he uses Whole Body Attack. Make sure the Dark Ring and Zephyr are both equipped before attacking; heal up after Whole Body Attack is used.

Kanon Solo

Set her up as follows:

- Quick Knife (or Violator)
- Dark Ring
- Coiste Bua
- Shamir
- Zephyr

Kanon's strategy should go similar to Ashley's, only without Banisher, of course.

During Barrier spam, start beating on the belly with normal attacks only. When FP reaches 100, go ahead and use Gat 4 with Eagle Claw; this is only so you can continue to receive boosts from Up Parameter.

Keep Kanon's health above 5,000 to avoid being killed by Whole Body Attack. You don't need to worry about his other attacks; especially Schwartz Strahl, since that will only do half damage. Just keep attacking him with normal attacks, and heal when needed. Zavorg will go down eventually.

Marivel Solo

Set her up as follows:

- Hob & Nob
- Dark Ring
- Bloody Cape
- Goggles
- Dan Dairam

Although Marivel's mechanical summons WILL damage Zavorg, it's very risky using them, because if you kill the Belly, Zavorg will Power Up, and then his Whole Body Attacks will definitely one-shot Marivel no matter what.

Cast Sacrifice on your other two characters first, then continue...

What I suggest you do is take Lilka's strategy and use Power Charge about 25 times. Heal up with Mega Berries; Up Parameter will help you survive any Whole Body Attacks that come your way. Make sure you do NOT kill the Belly, otherwise it's certain death.

Optional Boss #4: Zolinge

Found: Wind Tiger's Den (spinning pyramid in first room)

HP (Zolinge): 75,000, HP (Belly): 50,000

EXP (Zolinge): 50,000, EXP (Belly): 25,000

Gella (Zolinge): 75,000, Gella (Belly): 50,000

Weakness: Earth

Spoils: Dist Dims (Tim's best weapon)

Attacks:

- Blade Arm: Heavy physical damage to one target.
- Endocrine Boost: Increases his stats.

- Prepare to Attack: Charges power for next attack.
- RF Blade: Beam attack on all targets; has a chance to cause instant death.
- Ripper Boomerang: Causes instant death on one target; can miss.

Ashley Solo

Set him up as follows:

- Shootn Star
- Holy Grail
- Nine Lives
- Texas No.
- Zephyr or Justine

Here's something interesting. It seems that even with the Holy Grail equipped, RF Blade can still insta-kill you. I think it ignores the Holy Grail's instant death protection or something. There is a TINY chance of that happening, but you should be able to take Zolinge down well before then.

Ok, so here it is: Go ahead and Access as soon as you're able to, and start pounding the Belly with Gun Blaze. Keep your health up with Mega Berries, of course. When the belly dies, switch over to Mad Lucied (or use normal attacks) because the main part halves fire. Continue to Mad Lucied him until he dies. You can also choose to use Banisher, if you so desire, it's up to you, though. If you're really worried about RF Blade killing you, forget the belly and just go after Zolinge himself.

Brad Solo

Set him up as follows:

- Giant Fist (or Omega Crust)
- Holy Grail
- Braver Vest
- Dead Heat
- Zephyr or Justine

His strategy is similar to Ashley's. Don't try using an Earth Ring because then you'll be vulnerable to Ripper Boomerang. Just normal attack him or you can use your ARMs, whichever works for you. Again, RF Blade has a TINY chance of insta-killing you; you should be able to take Zolinge down before it happens. Heal with Mega Berries should the need arises.

Lilka Solo

Set her up as follows:

- Any umbrella
- Necronomicon OR Power Boost
- Bridal Gown
- Tiara
- Dan Dairam

First turn, have Lilka use Mystic on the Holy Grail; this will place Thanatos X on herself, protecting her from instant death attacks (and thus she gets away with using another gear, like the Power Boost or the Necronomicon). I do also believe that Thanatos X WILL protect her from the likes of RF Blade; although I have done some extensive testing with this matter; I have yet to see RF Blade insta-kill Lilka with Thanatos X in place.

Ok. This should be a rather short battle. Hi-Break does massive damage to Zolinge (over 10k, to be exact). Once Thanatos X is in effect, the battle is pretty much already won; all you have to do is keep Lilka's HP above 2,000 because Blade Arm can possibly do that much to her. Hi-Break the Belly to dead first, then aim your Hi-Breaks at Zolinge. If Lilka reaches 100 FP, go ahead and use Dual Cast, too. You can also equip Grudiev and Combine to summon him for some huge damage to both parts, as well. Take your pick as to how you want to kill this boss.

Tim Solo

Set him up as follows:

- Any staff
- Necronomicon or Power Boost
- Labyrinthos
- Nisaba Wing
- Dan Dairam

Tim's strategy should be simliar to Lilka's. Make sure Tim knows the Thanatos X spell before engaging battle against Zolinge!

First turn, have him cast Thanatos X. Then you can take it easy and destroy him with either Grudiev summons, Terra Faust summons (Hi-Combo + Zephyr) or Graviton spells. All of those will do massive damage to Zolinge. Just make sure you stay above 2,000 HP with First Aid.

Kanon Solo

Set her up as follows:

- Quick Knife (or Violator)
- Holy Grail
- Coiste Bua
- Shamir
- Zephyr

Sorry, no Thanatos X for you, so you'll have to hope that tiny chance of instant death from RF Blade doesn't get you.

Eagle Claw is your best bet. Use your Gats if you'd like, it won't matter too much if you don't, and keep Kanon above 2,000 HP at all times. Try to end this guy ASAP so RF Blade doesn't get you.

Marivel Solo

Set her up as follows:

- Hob & Nob
- Holy Grail
- Bloody Cape
- Goggles
- Dan Dairam

If you don't want to take a chance with RF Blade, or just want to get some extra shots off without worrying about taking damage, go ahead and use Sleep on him. Other than that, spam Tera Break every turn until Marivel gets to about 2,500, then heal up; remember that Zolinge will always get the first action so you need to heal up BEFORE her HP dips below 2,000. If she gets to 100 FP, go ahead and summon one of her mechanical summons to take advantage of Up Parameter and such. He shouldn't last too long.

Optional Boss #5: Zyclus & Zetrim

Found: Mt. Chug-Chug (spinning pyramid in first room)

HP (Zyclus): 60,000, HP (Zetrim): 50,000

EXP (Zyclus): 50,000, EXP (Zetrim): 50,000

Gella (Zyclus): 75,000, Gella (Zetrim): 75,000

Weakness: Lightning

Spoils: Mad Goggles (Marivel's best headgear)

Attacks (Zyclus):

- 40,000 Tons: Heavy damage on one target.
- Red Gilas: Non-elemental damage on all targets.
- Blood Brothers: Restores Zetrim's HP fully.
- Gilas Spin: Water-elemental damage on all targets.
- Whitewater Slash: Heavy water-elemental damage on one target.

Attacks (Zetrim):

- 39,000 Tons: Moderate damage on one target.
- Black Gilas: Non-elemental damage on all targets.
- Gilas Spin: Water-elemental damage on all targets.
- Whitewater Slash: Heavy water-elemental damage on one target.

Ashley Solo

Set him up as follows:

- Shootn Star
- Water Ring
- Nine Lives
- Texas No.
- Zephyr

Actually, if Ashley is high enough level, the Water Ring won't be necessary. I only included it because with it, Ashley is able to attack more often than without it, plus their strongest attacks are water-elemental anyway, and having it equipped doesn't penalize you because neither of them absorb water. And that's less healing you'll have to do.

Anywho, both Zyclus and Zetrim will probably be able to act before Ashley does, although not 100% of the time. Zyclus WILL, most of the time, be able

to outspeed Ashley, but not Zetrim.

Go ahead and Access and start attacking Zyclus (the red one). With the Water Ring, Whitewater Slash does maybe 1,300 or so, their other non-elemental gil attacks aren't all that threatening, and 40,000 Tons and 39,000 Tons are jokes. You DO, however, want to heal up when you're down to about 2,500 HP or so because if they double turn you with Whitewater Slash, they can possibly wipe you out before you can heal. This probably won't happen because Up Parameter will raise your magic defense and speed high enough so that you can heal up in time; in fact, eventually, Ashley SHOULD be able to outspeed both of them.

When Ashley reaches 100 FP in Knightblazer form, use BANISHER (not Last Burst, unless you want a quick death) for a quick 18k damage to both of them, then Access again. Repeat until they both drop; shouldn't take too long actually.

Brad Solo

Set him up as follows:

- Giant Fist (or Omega Crush)
- Thor Ring
- Braver Vest
- Dead Heat
- Zephyr

Brad will be able to easily survive double Whitewater Slashes, so you can give him a Thor Ring for this fight.

Begin by attacking Zyclus normally; each hit should do at least 6k to him, if not more. Heal up when Brad's HP gets to around 4,500 in case they decide to use double Whitewater Slash. When Brad reaches 100 FP, have him use Boost with the Lawnmower or the EZ Missile so you can damage them both at once (or you can use the Rail Gun). Beat on Zyclus until he dies, then work on Zetrim. Easy fight.

Lilka Solo

Set her up as follows:

- Any umbrella
- Water Ring
- Bridal Gown
- Tiara
- Noua Shax

Combining is Lilka's best option here. When you're ready to summon Noua Shax, equip either the Power Boost or the Necronomicon to boost damage. Dash Corrida should do about 12k+ to both of them. When Lilka's FP is less than 50, equip the Water Ring and Zephyr and use Force Charge. Heal up when your HP gets to about 2,500, and when you're at 50 FP again, equip Necronomicon and Noua Shax and summon again. Rinse and repeat until they both die; this should take about 4-5 Dash Corrida summons total; remember to summon when your health is high.

Tim Solo

Set him up as follows:

- Any staff
- Water Ring
- Labyrinthos
- Nisaba Wing
- Noua Shax

Once again, Tim should follow Lilka's strategy. Combining to summon Noua Shax is your best option. Dash Corrida should do at least 18k with the Necronomicon equipped, and more once Up Parameter kicks in a few times (and it will). You will have to be more careful here because Tim's HP isn't as high as Lilka's, so when you're not summoning, equip that Water Ring.

Kanon Solo

Set her up as follows:

- Quick Knife (or Violator)
- Water Ring
- Coiste Bua
- Shamir
- Zephyr

Unfortunately, you can only attack one of them at a time; let your first target be Zyclus. Repeatedly use Eagle Claw against him, while keeping your health up with Mega Berries. Again, the Water Ring is only for halving the stronger water based attacks, and will allow you to go longer without needing to heal up.

Marivel Solo

Set her up as follows:

- Hob & Nob
- Water Ring
- Bloody Cape
- Goggles
- Dan Dairam

Simple enough; just spam Thunderbolt on them every turn, and use a Mega Berry when your HP gets to about 2,500 or so. It really doesn't get any simpler than this, though if you want to switch out your Water Ring for a Necronomicon or something, you'll have to heal up more often.

Optional Boss #6: Xenon

Found: Slayheim Castle (spinning pyramid in first room)

HP (Xenon): 99,999 HP (Belly): 50,000

EXP (Xenon): 50,000, EXP (Belly): 25,000

Gella (Xenon): 75,000, Gella (Belly): 50,000

Weakness: Dark

Spoils: Violator (Kanon's best weapon)

Attacks:

- Barrier: Does nothing.
- Xenon Ray Force: Massive light-elemental damage to all targets.
- Horn Spike: Massive physical damage to one target.
- Knockdown: Heavy physical damage to one target; may cause paralysis.
- Life Returner: Restores 8,500 HP to Xenon.

 Ashley Solo

Set him up as follows:

- Shootn Star
- Power Boost
- Nine Lives
- Texas No.
- Zephyr

Make sure Ashley has enough HP to survive Xenon Ray Force (hereafter called 'XRF'); you don't want to have to rely on Light Ring to help you because you need to protect him from paralysis in case Knockdown is used. You'll need about 7,000 HP.

Turn 1: Force Charge OR equip Dark Ring and normal attack. You must get to 100 FP before next turn, otherwise, you'll have to heal after he uses XRF next turn. Xenon uses Barrier; so basically you get a free Turn.

Turn 2: Equip Full Libra and defend. XRF is used here; Ashley should take about 3k damage. If you are at 100 FP, go ahead and Access and get him into Knightblazer form.

Turn 3: You should be in Knightblazer form here, meaning you will be faster than Xenon from here on out. Now chances are he won't use another XRF here, but it is possible he will use it. Play it safe and use a Mega Berry here.

Now you should be set. Full Libra will protect you from Knockdown's paralysis effect and Ashley will outspeed Xenon for the rest of the fight. If he has at least 7,000 HP, he will be able to survive XRF and everything else Xenon throws at him.

This fight might take a while because you'll need to heal a lot. My advice is to ONLY attack after Knockdown and Ashley has at least 6,500 HP, or after Horn Spike MISSES.

 Brad Solo

Equip him...

- Giant Fist (or Omega Crush)
- Dark Ring
- Braver Vest
- Dead Heat
- Justine

Brad should have enough HP to survive XRF's unguarded, however, you'll have to employ a similar strategy to Ashley. Only Brad has it a little bit rougher because Xenon will most likely act before Brad does for the first portion of the fight. In that case, we'll need Up Parameter to do some work for us...

Turn 1: Normal attack him and hope for a critical. Make sure Justine is

equipped for a RES boost which you will desperately need here. Depending on Brad's level, he may reach 100 FP after this turn, or close to it.

Turn 2: If Brad acts before Xenon here, switch to the Power Boost and use Boost (if at 100 FP), or ARM x2 (if at 75 - 99 FP). Choose your best ARM; Rail Gun if at 99 FP. If Xenon goes first though, use a Mega Berry to recover from XRF.

With Up Parameter kicking in, it should not be long before Brad is able to outspeed Xenon (the closer to level 99 he is, the sooner). Once he is, employ Ashley's strategy; ONLY attack him when Brad is ~7,000 HP or higher or after Knockdown. Heal after XRF and after Horn Spike; MAKE SURE YOU EQUIP EITHER THE FULL LIBRA OR BLUE ANKLET; you do not want to be hit with paralysis, otherwise you could lose this battle.

Since you can't afford to use a Dark Ring, you will most likely have to rely on your ARMs to do the bulk of the damage here. Lock On works decently well as does ARM x2. Bring some Bullet Loads with you.

Lilka Solo

Equip her as follows:

- Any umbrella
- Necronomicon
- Bridal Gown
- Tiara
- Zephyr

Lilka won't need to be level 99 to beat this boss (even though you already should be if you're beaten Ghost) but you will want her to be at least level 75 so she can start the battle with three force levels. Also, this is the fight where you need to have the Field spell; make sure she has it learned. The following strategy ONLY works if Lilka is level 75 or higher, and has the Field spell learned!

Turn 1: Use Force Charge here to get to 100 FP. Xenon will use Barrier, which will do nothing.

Turn 2: Now DualCast two Field spells on Lilka. What the Field spell will do is add a random element for Lilka to halve for the rest of the fight. What you're looking for is the light element. Xenon will use XRF here; if you get killed, that means Field was NOT successful in adding the light element to Lilka to halve damage from, and you must restart the battle. If you see grey numbers, Field was successful in adding the light element to Lilka to halve damage from, and thus she will be able to halve XRF without having to equip a Light Ring for the rest of the fight. Basically, you have a 1/8 chance for each cast of Field that light will get chosen for Lilka to halve damage from, and this is what you want.

(The reason we use Field here is so Lilka has both the ability to halve light damage (XRF's) AND has the ability to nullify paralysis, which she needs in this fight.)

DO NOT INITIATE THIS CYCLE UNTIL YOU CAN GET FIELD TO HALVE LIGHT DAMAGE!

Step 1: Equip Blue Anklet + Raftina. If Lilka doesn't have full HP, cast Heal or Hi-Heal. Cast Shield only when she has full HP; this is in case Horn Spike is used. When Lilka reaches 100 FP, proceed to Step 2.

Step 2: Lilka should be at 100 FP. If she does not have full HP, DualCast Heal + Shield. If she does have full HP, DualCast Shield x2. If Xenon misses with his attack at this point, go to Step 3, otherwise return to Step 1.

Step 3: Only initiate this step if Lilka has 0 FP. Either defend or use a Mini Carrot, then return to Step 1. If you defended and Xenon missed with one of his attacks, repeat this step.

If you cast enough Shield spells, eventually Lilka's DEF will max out and subsequent Shield spells will be ineffective (just like Xenon's Barrier was on his first turn). Also, Horn Spike should only be doing around 4.5k-4.8k damage. At this point, start executing the following strategy:

ONLY EXECUTE THE FOLLOWING IF EITHER LILKA'S DEF STAT IS MAXED, OR IF HORN SPIKE IS NOT ONE-SHOTTING LILKA:

Act according to the situation:

- If Lilka does not have full HP, cast Heal.
- If Lilka does not have full HP, and has less than 25 FP, defend or use a Mini Carrot.
- If Lilka has less than 3,000 HP, and less than 5 FP, use a Mega Berry. Or equip Raftina and Talisman and use Invincible. But you shouldn't need to do this.
- If Lilka has full HP, and has between 25 and 50 FP, equip Blue Anklet + Dan Dairam and use Mystic + Dark Ring.
- If Lilka has full HP, and has between 50 and 100 FP, equip Blue Anklet + Leitia Salk. Make sure Tim is in the party (dead, of course); now Combine to summon Leitia Salk. Negative Zone should do around 20k to both parts.
- If Lilka has full HP, and has 100 FP, summon Leitia Salk.
- If Lilka does not have full HP, but has 100 FP, equip Blue Anklet + Dan Dairam; DualCast Heal + Saber (inscribed with Crest S, of course).

(If the belly is dead, replace all instances of "full HP" to "3,200 HP". This is the amount of HP Lilka will need to survive XRFs)

Continue acting according to the situation until Xenon dies. Thanks to Field, you don't have to worry about being insta-killed by XRF, and thanks to Shield stacking + Up Paramater boosts, you don't have to worry about Horn Spike killing you. And finally, thanks to Blue Anklet, you don't have to be worried about being paralyzed by Knockdown, should it hit you. In other words, you should be safe from all of Xenon's attacks as long as you keep your HP up. Also, once the belly dies, you don't have to worry about Horn Spike anymore, but he will use XRF much more often.

Xenon may also use Life Returner when he gets low; just try to keep the pressure up and get as many Negative Zones out as you can.

Tim Solo

Equip him as follows:

- Dist Dims

- Dark Ring
- Labyrinthos
- Nisaba Wing
- Justine

Make sure Tim is at least level 99 before trying this strategy. When damaging Xenon, don't bother going after the belly, just go straight for Xenon.

Turn 1: While you COULD summon Leitea Salk here, you can't because we need to use System Chronos on Turn 2; so that means we need to get to 100 FP now. Therefore we need to normal attack here. You could also use a Mini Carrot or Force Charge, but why would you not want to use this opportunity to deal some damage to Xenon here, I mean, it is pretty much a freebie hit after all. A critical hit will do about ~5-6k damage here, just to let you know.

Turn 2: You MUST equip a Light Ring here; Tim will not survive XRF without it. Equip Dan Dairam, summon System Chronos to freeze Xenon for three turns.

Turn 3: Tim should have less than 2,400 HP left and have 0 FP. Now use a Full Carrot here (you should have at least 2 here) and get yourself back to 100 FP.

Turn 4: Xenon's still frozen. Equip the Necronomicon and Dan Dairam and cast Dark Star. DO NOT SUMMON LEITEA SALK, I know it's tempting to pummel both parts, but trust me, don't do it because you WILL need to freeze Xenon again after Turn 5. As a little laugh, Xenon will end up facing sideways after you hit him with Dark Star.

Turn 5: Repeat Turn 4. Do not summon Leitea Salk. Xenon will unfreeze after this Turn.

Turn 6: Xenon should have taken at least 20k damage so far from the two Dark Stars and Tim should be faster than Xenon. Now what you do is here up to you, but it will also rely on what Xenon decides to do this turn. Technically, you don't have to freeze him again here and you can cast another Dark Star, HOWEVER, just be advised that if he uses XRF on this turn, you will die without that Light Ring equipped, and I'm 99.9% sure that a successfully connecting Horn Spike will kill you as well. If you plan to attack this turn, equip the Full Libra or Blue Anklet and hope he uses Knockdown or his normal attack. It's VERY risky to attack him at this point. The safest action to take on this turn is to Hi-Combo with Dan Dairam and freeze him with System Chronos again. Only you do not need to equip the Light Ring here because Tim will be able to freeze him before Xenon can act here.

Turn 7: Now we need some luck with the Power Boost. Rather than using another Full Carrot (although you can, it's just that there are a total of FOUR of these in the entire game), equip the Power Boost and Zephyr. Now have Tim use Force Charge. If he gains 50 FP, you can use Dark Star on Xenon for the next two turns. If not, you're stuck with Black Gate or normal attacks for the next two turns.

Turn 8: Xenon should still be frozen. Now if Tim has only 25 FP here, switch to the Dark Ring and normal attack, because you need to start gaining FP and quick. However, if Tim received 50 FP from Force Charge, you can either try for another 50 FP this turn via Force Charge OR you can hit him with another Dark Star.

Turn 9: Repeat Turn 8. If Tim has 41 FP, normal attack him again to get to 57 FP, or you can try Power Boosting and Force Charging, which will get you up to 91 FP if 2x damage kicks in.

Turn 10: Xenon should be unfrozen now and Tim should be at full HP and at least 57 FP. You must take some risks now because you need to get Tim to 100 FP ASAP; I HIGHLY suggest defending here because if he uses XRF or Horn Spike and you attack him here, it's game over - but if you defend, you can survive both attacks. As for your gear, I suggest equipping Full Libra rather than Light Ring. Paralysis WILL get you killed in this fight, trust me.

If he uses XRF, chances are you'll have 100 FP afterwards. If he uses Horn Spike, same deal, only you might have 90-ish FP; just defend again and you should get 100 FP by the next Turn. Just remember NOT to defend if Tim's HP dips below 3,000 as XRF can deal that much damage when defending.

Basically from this point on, have Tim defend and heal himself if he gets too low on HP until he gets to 100 FP, then freeze him with System Chronos. Only attack Xenon when he's frozen and repeat Turn 8 and 9 on the second and third turns that he is frozen. Always try a Power Boosted Force Charge on the first turn that he's frozen. Remember that Tim's normal attacks WILL get stronger as the battle goes on thanks to Up Parameter; don't be surprised to see crits doing 12-13k to Xenon with Dark Ring equipped. Also remember to wear the Full Libra when defending/healing, wear Dark Ring when attacking; remember that Tim will ALWAYS be able to outspeed Xenon at this point.

If Xenon is unfrozen and luck is on your side, he may use normal attacks; Tim's Advanced Guard may kick in and give you more FP, or he may counter-attack, giving you more FP and some damage on top of that.

As Xenon's HP gets low, he may start using Life Returner and XRF's; don't sweat it, just continue to defend until you get to 100 FP; defend when Tim is above 3,000 HP for the safest results. When you freeze him again, you may want to equip the Dark Ring on the first frozen turn instead of Power Charging just to squeeze some extra damage; eventually, it will be enough to topple Xenon.

Kanon Solo

Equip her as follows:

- Quick Knife
- Dark Ring
- Coiste Bua
- Shamir
- Justine

Kanon should definitely be faster than Xenon. Actually, although this could be quite a long fight, you shouldn't have too much trouble with him. Make sure she has Paralysis PS skill mastered and bring plenty of Mega Berries.

Turn 1: Normal attack him. Again, don't bother going for his belly as that will open up more opportunities for him to use XRF later on (and you don't want that). Pray for a critical hit here (~5k damage).

Turn 2: Equip Light Ring and Defend.

Turn 3: Keep Light Ring equipped. Now use Gat 4 and Eagle Claw for about 7-8k damage. Kanon should be able to survive any attack Xenon uses this turn; just hope that he chooses not to use Knockdown; paralysis just might get you here.

Ok, here's the gist of the situation: Basically, keep your Light Ring on for

the whole battle and ONLY attack when Kanon has 5,000 HP or more; this way, she can survive everything Xenon can throw at her, and she can heal up with a Mega Berry before he can take his turn. You'll do much better using Bionic Arms in this fight; when you get to 100 FP, use Gat 4 and Eagle Claw so you can continue to take advantage of Restore HP and Up Parameter. You'll be vulnerable to paralysis, but hopefully he won't paralyze you (this is a fight where a mastered Paralysis PS skill REALLY comes in handy).

Marivel Solo

Equip her...

- Hob & Nob
- Light Ring
- Bloody Cape
- Mad Goggles
- Justine

Sleep works on him, but it is possible for Marivel to solo Xenon without the use of Sleep. Make sure you bring the Shadowbolt spell (learned from Twin Tails in the Quartly desert).

Turn 1: Cast Status Lok. Now Knockdown's paralysis can't affect you.

Turn 2: Equip Light Ring and Justine and summon Asgard (or Lucifer if you have it already). Marivel will never be able to survive XRF's without the Light Ring, so that's important to have equipped here. The reason for Justine is so Marivel can act before Xenon this turn; when Xenon uses XRF, Marivel won't hit Condition Green and can continue to take advantage of Up Parameter, which she REALLY needs in this battle.

Turn 3: You can take a chance and use Shadowbolt (keep Justine equipped though; it's only going to do about 3k here because of it). If Xenon uses XRF, you should be able to BARELY survive it, if he uses Horn Spike and connects, you're done for, unless he misses with it. I would defend here.

At this point, Marivel should be able to act before Xenon without having to equip Justine, so you can go ahead and switch back to Dan Dairam now. She will also be able to survive Horn Spike (although BARELY) now, so here's what you do now (Light Ring should be equipped in all cases):

- If Marivel is at full HP at the end of a Turn and if her FP is > 9 (assuming you mastered Cut FP Use, if not, then > 12), cast Shadowbolt.
- If Marivel's at full HP at the end of a Turn and has 100 FP, summon Asgard 2 (or Asgard if you don't have Asgard 2 yet). You can also cast Shadowbolt here as well; if Xenon is normal attacking and missing, this is a GOOD sign to start damaging him with Shadowbolt.
- If Marivel has less than 5,200 HP, either defend or equip Talisman and Raftina and use Invincible or use a Big Berry.
- If Marivel has less than 3,500 HP, either equip Talisman and Raftina and use Invincible or use a Mega Berry.

The reason why you should use Shadowbolt instead of Armageddon is because once the belly dies, Xenon is usually going to use XRF on every turn, and once in a while, he'll use Life Returner. This is a problem because Marivel can only take 2 XRF's before dying, even with a Light Ring equipped. He'll stick you in a healing loop and you'll end up wasting precious Mega Berries because of it.

Optional Boss #7: Kobold King

Found: Closed Mine Shaft (spinning pyramid in first room)

HP: 85,000

EXP: 50,000

Gella: 75,000

Weakness: None

Spoils: Omega Crush (Brad's best weapon)

Attacks:

- Buried Alive: Heavy earth-elemental damage to all targets.
- Critical: Heavy physical damage to one target.
- Prepare to Attack: Charges power/halves fire & ice damage.
- Tactless: Massive physical damage to one target; can miss.

Ashley Solo

Equip him:

- Shootn Star
- Power Boost
- Nine Lives
- Texas No.
- Zephyr

During the first few turns, attack him every turn. When Kobold King uses Prepare to Attack or when Ashley's HP dips under 2,500, use a Mega Berry.

Tactless can be survived with a few activations of Up Parameter, or if Ashley is a HIGH level (at least level 90). With that said, heal up with a Mega Berry after every Tactless that successfully connects; attack him with either normals, Mad Lucied or Banisher after every other attack. Also, heal up whenever Ashley's HP drops below 6,000. It's not a hard battle in the long run; Ashley should always act before KK does, giving you plenty of time to heal before he attacks. Counterattacks will also add to the damage you deal.

Brad Solo

Equip him:

- Giant Fist
- Power Boost
- Braver Vest
- Dead Heat
- Zephyr

His strategy should go similar to Ashley's, only Brad will take a bit longer in killing Kobold King.

During the first few turns, attack him every turn. When Kobold King uses Prepare to Attack or when Brad's HP dips under 2,500, use a Mega Berry.

Tactless can be survived as long as Brad is above 6,000 HP. Which is lovely. With that said, heal up with a Mega Berry after every Tactless that connects and attack him with either normal attacks or ARMs after every other attack.

Also heal up whenever Brad's HP dips below 6,000 HP. It's not a hard battle.

Lilka Solo

Equip her:

- Black Queen
- Earth Ring
- Bridal Gown
- Tiara
- Dan Dairam

This is probably one of Lilka's hardest solo battles. Even at level 99, KK still has a chance of killing Lilka in one hit with Tactless, even after buffing up via Up Parameter/Shield spells. Therefore, some of this battle will rely on luck. It's possible to kill him without being level 99, but like I said, it will rely on luck mostly. You're better off being level 99. Oh, and don't forget to bring your other two characters starting with 1 HP (have Marivel use Sacrifice on two characters in 2 random battles for best results).

Turn 1: Have Lilka cast Shield on herself. Hopefully KK will use Buried Alive here; this way you'll have 100 FP by next turn. If not, don't worry about it.

Turn 2: If Lilka has 100 FP here, use Dual Cast to cast two Shield spells on Lilka. If KK uses Buried Alive again, no problem; you don't need healing yet.

Turn 3: Repeat Turn 1.

Turn 4: Cast Shield again. KK will use Prepare to Attack on this Turn, and he'll start bringing the beatdown starting next turn.

Now you should execute the following cycle:

Step 1: If Lilka's HP is > 3,000, equip Talisman + Raftina and defend. If < 3,000 HP, you can either use Invincible or take a chance and try to heal up; just note that a Tactless just might kill you if he uses it. Repeat this step until Lilka has 100 FP.

Step 2: Lilka has 100 FP. Equip Reflex + Raftina; DualCast Heal + any lv. 2 spell that does NOT include Hi-Flame or Hi-Freeze (if Lilka does not have full HP) or lv. 2 spell x2 (if Lilka does happen to have full HP). There is now a 1/3 chance that KK will use Tactless; you just might get killed if you're unlucky. Also, note that Prepare to Attack lets KK halve only fire & ice damage, so you're free to use any spell except Hi-Flame or Hi-Freeze. Return to Step 1 after KK takes his turn.

The reason why you need to equip the Reflex and Raftina setup is because it gives Lilka the most DFP, which may help in surviving Tactless. All of KK's attacks can be countered; his normal attack can be nulled with Advanced Guard, too. Counterattacks will slowly whittle KK's HP down, so if you can keep executing the cycle above without getting killed, you'll eventually be able to kill him.

Tim Solo

Equip him:

- Dist Dims
- Earth Ring
- Labyrinthos
- Nisaba Wing
- Dan Dairam

This actually shouldn't be too bad of a battle; he certainly has it easier than Lilka does...

Turn 1: Cast Plasma Tap.

Turn 2: If Tim has 100 FP here, DO NOT USE SYSTEM CHRONOS YET! You don't need to. These first four turns are freebies, so get your damage in while you can. And that is what we'll do. Cast a second Plasma Tap here.

Turn 3: Plasma Tap.

Turn 4: Plasma Tap. KK will use Prepare to Attack on this Turn.

IF TIM DOES NOT HAVE 100 FP BY Turn 5, RESET.

Turn 5: Equip the Power Boost; NOW we need to freeze him. Use Hi-Combo to summon System Chronos.

Turn 6: Equip Zephyr and normal attack. Hope for a critical and hope for the Power Boost to kick in.

Turn 7 & 8: Repeat Turn 6. KK will unfreeze after Turn 8.

Turn 9: KK should be unfrozen and Tim should have 48 FP. Now equip the Talisman and Zephyr; and DEFEND every turn until you get to 100 FP again. Between Tactlesses and counterattacks, Tim should reach 100 FP in about two turns.

In short, ALWAYS defend when KK is not frozen until you reach 100 FP. You might be hurting once there, but once you freeze him again with System Chronos, just use Tim's first turn to heal with a Big Berry or something, and use his next two turns to normal attack. If you're at full HP when you freeze him, equip Power Boost + Zephyr and perform three normal attacks. Rinse and repeat; it should only take a few cycles of this to kill him.

Kanon Solo

Equip her...

- Violator
- Earth Ring
- Coiste Bua
- Shamir
- Zephyr

Hopefully, your Kanon is high enough level to survive Tactless comfortably. If she is, then this shouldn't be a tough fight.

During the first four turns, attack him with either normal attacks or

Bionic Arms. Use Gats, if you'd like; it won't matter if you do or don't.
When he uses Prepare to Attack, heal up with a Mega Berry (if needed).

Equip the Power Boost and continue to attack him with whatever. You WILL need to heal up after either Tactless or Critical; reason you need to heal after Critical is because Critical can lower your HP enough for Tactless to kill you on the next turn (if you do not heal). So basically, you attack him after his normal attack (regardless if it hits or not) or if Tactless misses.

Sometimes, KK will spam either Critical or Tactless; just keep healing with Big/Mega Berries; Kanon WILL counter some of those attacks, and he'll slowly lose HP. It's possible to kill him with just counterattacks; but eventually he will normal attack or miss with Tactless.

Marivel Solo

Equip her...

- Hob & Nob
- Earth Ring
- Bloody Cape
- Mad Goggles
- Dan Dairam

Fighting Kobold King without Sleep or Cancellor is asking for suicide, so don't try it please.

Go ahead and try to Sleep him on the first turn; if it misses, no worries. Keep trying until he falls asleep; that's when you attack him with Thunderbolt (or summons if Marivel has 100 FP). Remember to equip the Necronomicon before attacking him; just remember that after you summon, Marivel will need at least 52 FP (if she has Cut FP use, 55 if she doesn't) to cast Thunderbolt, so you might have to use some normal attacks or use a few Mini Carrots here and there. You can also try using the Power Boost instead of the Necronomicon.

OR, you can try spamming Cancellor on him; this will not only cancel his action for that turn, it will also do about 3k damage to him. It's not much, but it does add up. Sleep works better though.

In fact, it's very possible to keep KK in a "sleep lock" for much, if not the entire battle (make sure Marivel's at BEST luck, though), by constantly sleeping him as soon as he wakes up, then attacking him while he's asleep.

Optional Boss #8: Bulkogidon
Found: Fab Science Lab
HP (Bulkogidon): 99,999, (Belly): 50,000, (Drill): 50,000
EXP (Bulkogidon): 20,000, (Belly): 10,000, (Drill): 10,000
Gella: (Bulkogidon): 30,000, (Belly): 15,000, (Drill): 15,000
Weakness: All elements
Spoils: Coin Purse x2 (if Belly and Drill are killed)

Attacks:

- Whole Body Attack: Massive physical damage on one target.
- Drill Drager: Massive physical damage on one target. (Drill only)
- Schwartz Strahl: Heavy dark-elemental damage on one target.

- Runaway Oppression: Heavy physical damage on all targets; can paralyze.
- Life Returner: Restores HP to Bulkogidon.

Spellcasters again, will have a harder time (well, actually Lilka won't have too bad of a time) than the fighters; Bulko's attacks do a ton of damage and if you're not prepared for them, you will easily lose this fight.

Ashley Solo

Equip him...

- Shootn Star
- Full Libra
- Nine Lives
- Texas No.
- Zephyr

Make sure Ashley's ARMs are all refilled with bullets.

Turn 1: Use Full Clip with the ARM that has the most bullets and go for the belly. You want this part dead ASAP because it's the part that does Runaway Oppression (and you do NOT want to see this attack too many times in this battle). Hope that Bulko targets someone OTHER than Ashley this turn.

Turn 2: Here, you can either risk equipping a Dark Ring and normal attacking OR you can risk charging FP with Force Charge. If you deequip your Full Libra here, hope and pray that he doesn't use Runaway Oppression. Ashley at full HP can survive all of Bulko's attacks, even Whole Body Attack. Target ONLY the belly if you decide to attack this turn.

Now you need to be lucky with Bulko's attacks for the next few turns...

If he sticks to normal attacks, Schwartz Strahl or Drill Drager, you're good. If he uses Runaway Oppression and he paralyzes Ashley, chances are you might not survive the next turn or two (unless he gets Condition Green). Your task in this part of the battle is to eliminate the belly as fast as possible; when Ashley hits 75 FP, use Full Clip again (again with the ARM with the most bullets). DO NOT ACCESS RIGHT NOW! (You don't want to Access with the Full Libra since you're going to kill the Belly; you want to Access with the Power Boost.) As a matter of fact, DO NOT ACCESS UNTIL THE BELLY DIES.

When the belly dies, THEN you can Access. Bulko is most likely going to spam Drill Drager at this point; these should do about 4k to Ashley. Equip either the Talisman or the Power Boost (it doesn't matter which), and Access as soon as you're able to. Ashley (if he's level 90+) should be able to take two Drill Draggers before needing to heal, so you SHOULD be able to get at least one attack in-between.

Now you have to make a decision. If you're level 99, you might as well go for the main part with Gun Blaze (~20k+ damage each) and get this battle over with now; if you're not level 99 and want the extra EXP (and the two Coin Purses, yay...), I HIGHLY suggest weakening the main part significantly before going after the Drill.

With that said, if you're level 99, you could just Access with the Full Libra equipped and Gun Blaze the main part (healing when needed) a few times until he dies.

Brad Solo

Equip him...

- Omega Crush
- Full Libra
- Braver Vest
- Dead Heat
- Zephyr

Similar strategy to Ashley pretty much.

Now if you want to risk paralysis, you could equip a Dark Ring and normal attack the belly for extra damage and attempt to kill it faster. Better play it safe than sorry, though (especially if you don't have points in Paralysis PS Skill).

Again, try to kill the belly as fast as possible; healing when needed, of course. Once the belly dies, then you can equip an elemental ring (preferably a Dark Ring, so Brad can halve Schwartz Strahl) and go to town with normal attacks. Brad can take a few Drill Draggers before needing to heal. Shouldn't be too bad of a fight. Make sure you try to keep health above 6,000 in case he sneaks a Whole Body Attack in.

Lilka Solo

Equip her...

- Black Queen
- Necronomicon
- Bridal Gown
- Tiara
- Dan Dairam

You may be asking, "Why no Full Libra?" Well, you see, with the setup above and decent enough SOR, Lilka can kill the belly with four level 2 spells. Do be careful here, because Whole Body Attack is instant death, especially if you're under level 99 (actually, Whole Body Attack might be survivable at 99, but you don't need to be 99 to kill this guy).

Also, bring your favorite level 2 elemental spell and inscribe it with Crest S.

Anyway...

Turn 1: Cast your favorite level 2 spell; be it Hi-Flame, Hi-Freeze, Hi-Aqua, Hi-Spark, Hi-Break, whatever you want. I chose Hi-Spark because it has the quickest animation. Anywho, aim that spell at the belly. If he uses Runaway Oppression here, don't worry about it, because chances are you'll hit Condition Green and the paralysis will be removed anyway. Hopefully, Bulko will attack your other party members so that Lilka can get more spells out before she needs to dualcast.

Turn 2: If Lilka was attacked first turn and has 100 FP, equip the Full Libra in case he uses Runaway Oppression again this turn. If Lilka does not have full HP, use Dual Cast with a level 2 spell and Heal. If Lilka does have full HP, use two level 2 spells instead. This only applies if Lilka is a high

enough level to get 100 FP by this turn.

Basically, try to nail the belly as many times as possible before she gets to 100 FP; then you want to equip Full Libra and dual cast. Four level 2 spells should wipe out the belly.

Again, if you want the extra experience, you want to weaken the body before taking out the drill. Lilka can survive Drill Dragers and Schwartz Strahl, but she will probably not be able to survive Whole Body Attack (unless she's level 99, then there's a chance).

The strategy now is to equip the Necronomicon and cast Heal every turn (because Bulko is most likely going to spam Drill Drager, and Lilka certainly can't take two in a row without healing in-between) until she gets to 100 FP; at this point, use Dual Cast with a level 2 spell and Heal.

When he starts spamming Life Returner, continue to attack him. Even if you don't have enough FP for a level 2 spell, just use a level 1 spell; they should still do around 10k damage to it.

Tim Solo

Equip him...

- Dist Dims
- Full Libra
- Labyrinthos
- Nisaba Wing
- Dan Dairam

Graviton, Submerge, Napalm Hit, Plasma Tap, Tempest, Arctic, Dark Star, Nova Rain, etc - cast any of those spells on the Belly every turn, UNTIL Tim gets to 100 FP, then perform the following:

Equip any elemental ring and use Hi-Combo to freeze Bulkogidon. You definitely don't want to eat many of his attacks, so you need to keep him frozen for as long as possible. Once frozen, heal with a Mega Berry on the first turn that he is frozen, normal attack the Belly (if its still alive) on turn 2 then equip the Necronomicon and use a level 1 spell (Red Beaut, Water Gun, Lightnin', etc.) on the final turn he's frozen.

Once Bulko unfreezes (hopefully the belly is dead by this point, if not, then you'll need to repeat the process again) you MUST DEFEND (healing won't work) every turn until Tim gets to 100 FP again, then freeze him again with System Chronos. You can't heal every turn like Lilka can, because Whole Body Attack WILL KILL YOU if you are not defending.

If the belly is still alive, equip the Full Libra; if the belly is dead already, you can equip the Talisman to help with healing.

Rinse and repeat until he dies; it shouldn't take too many cycles.

Kanon Solo

Equip her...

- Violator

- Full Libra
- Coiste Bua
- Shamir
- Zephyr

Again, this is probably going to take a bit; Kanon doesn't exactly have any elemental advantages (besides using elemental rings). You may want to have Kanon at least level 90, so she'll have enough HP to survive two Drill Dragers without needing to heal (and to comfortably survive Whole Body Attack).

Basically, heal up when Kanon's HP drops below 4,500 and attack him with Bionic Arms when you get the chance; remember to take the belly out first.

When the belly dies, it's time for Drill Drager spam, so equip the Talisman to help heal. Or you can equip an elemental ring and normal attack. Drill Drager should do about 3,500 (give or take a bit); Whole Body Attack is still possible (but rare), but, assuming he spams nothing but Drill Drager, you can safely attack him when Kanon has above 3,900 HP. If you're really fearing Whole Body Attack though, you can also use Talisman + Raftina and use Invincible and then attack him at full HP.

If you find that you can't find a spot to attack (because he's spamming Drill Drager every turn and he's forcing you to heal), definitely consider using Invincible to heal up to full health before attacking again (this will probably happen when Kanon is at 100 FP); actually, a good idea is to use Gats with your Bionic Arms each time you can attack, this way, you won't get caught with 100 FP and in the healing loop (and Restore HP can't activate since you're already at full force). Towards the end, he just might get you with Whole Body Attack when you aren't in a position to survive it; this is when you DEFINETLY should Invincible yourself back to full HP before attacking again.

Marivel Solo

Equip her....

- Hob & Nob
- Necronomicon or Power Boost
- Bloody Cape
- Mad Goggles
- Dan Dairam

Make sure Marivel knows at least one Red Power that can hit all targets (good examples are Thunderbolt, Absolute 0, Cremation and Armageddon).

Be extremely careful with Marivel here; Whole Body Attack is definitely instant death. Your main source of offense will be a hit-all spell of your choice and Sleep. Here we go; this should be a rather easy fight, actually...

Turn 1: Cast Status Lok. If Bulko uses Whole Body Attack on Marivel, reset. Status Lok is just for precaution in case Sleep fails to connect and Bulko follows up with Runaway Oppression; Marivel will be immune to its paralysis effect...

Turn 2: If Marivel took damage last turn, heal up with a Mega Berry. Otherwise, you should Sleep him here, or you can use Cancellor. Or you can start damaging all three parts with your chosen hit-all spell; whatever you have that works for you. I like to use Absolute 0 and Thunderbolt. Cremation

works. Armageddon works. Twister works. TeraBreak works. Take your pick; Bulko is weak to every element in the game. Any spell you decide to use will do about 13k damage to all three of his parts. The best course of action is to put him to sleep; you don't want Whole Body Attack coming now as that means death. If Sleep fails, hope Marivel doesn't see Whole Body Attack...

Turn 3: If Bulko is asleep, cast your favorite hit-all spell for a nice 13k damage to all three parts.

Basically, the strategy is to put Bulko to sleep whenever it wakes up, keep healed up if you should get damaged and damage him with your hit-all spell when he's sleeping. If you want, instead of using the Necronomicon, you COULD use the Power Boost and attempt to double the damage of your hit-all spell; this will cause MAJOR damage to the Bulkogidon; if you're really lucky, you can end this fight in a few turns.

Remember, when putting him to sleep, target the MAIN PART (Bulkogidon) and NOT the Drill or the Belly.

For the record, hit-all spell with Power Boost (no 2x damage) does about 10k. Hit-all spell with Power Boost (2x damage kicking in) does about 20k-ish. Hit-all spell with Necronomicon does 13k-ish. These values will rise if you use Asgard when Marivel is at 100 FP and if Up Parameter kicks in; just keep in mind that if you decide to use Asgard, you will have to gain 5 more FP in order to use your hit-all Red Powers.

AND NOW FOR THE TWO BIG BOYS...

Optional Boss #9: Ragu O Ragula
Found: Aguel Mine Shaft
HP: 99,999
EXP: 0
Gella: 0
Weakness: None
Spoils: Sheriff Star

Attacks:

- 1 Trillion Degrees: Massive fire-elemental damage to all targets.
- Black Nova: Massive dark-elemental damage to all targets.
- Void Effect: Cancels buffs and stat boosts from Up Parameter.
- Smithereens: Massive physical damage to one target; can miss.
- Impact Bomber: Massive non-elemental damage to all targets.

This should be fun, no matter who you're soloing with...well, maybe for the exception of Marivel; she won't find it so fun, believe me.

Also, remember that Ragu always uses 1 Trillion Degrees on Turn 1 and Black Nova on turn 2; every attack after Turn 2 is completely random; Ragu always uses Impact Bomber when he gets below 20,000 HP...

These strategies do work 100% and have been tested by me on multiple occasions; please do not complain to me about the strategies or if you did something differently; remember, some people can't beat Ragu with all three characters, let alone just one.

Ashley Solo

Equip him as follows...

- Shootn Star
- Fire Ring
- Nine Lives
- Texas No.
- Dan Dairam

Make sure Ashley is level 99 before attempting to solo Ragu please. Remember, that Ragu's speed is ridiculous, so 99% of the time, he's going to get the first action. This battle is going to be tough; better yet, get to level 99 to make it slightly easier on yourself, and you're definitely going to need some patience here.

Also, bring about 9-10 Bullet Loads with you; if you need more, you can go to either Coffin of 100 Eyes and look for Gremlins or the area around Fab Science Lab and look for Crash Bunnies; both of these enemies will drop Bullet Loads; for a 100% drop, have Tim equip Chapapanga and summon him via Hi-Combo.

Turn 1: Use Full Clip with the ARM that has the most bullets; damage will depend on how many bullets you have in the ARM, so I really can't tell you how much damage it will do; my estimation is about 11-12k here; maybe more, maybe less. Ragu will go first and use 1 Trillion; Ashley will take about 3k damage.

Turn 2: Equip Dark Ring. Use a Bullet Load on the ARM you fired with Full Clip last Turn. Ragu uses Black Nova; again, Ashley will survive it.

Turn 3: Ashley should have about 2k-ish HP here, now we need to heal. I would equip the Talisman here, but it's up to you; if Ashley has 6,500+ HP, he can survive both 1 Trillion and Black Nova regardless. Anyway, use Accelerator here and then use a Mega Berry. Whatever Ragu does, Ashley will survive it and gain at least two force levels and have about 5k HP at the end of the Turn.

Turn 4: Chances are you probably have 5k-ish HP, but you won't have enough HP to survive another 1 Trillion or Black Nova without the proper elemental ring; in this case, you should defend to get Ashley to 75 FP. If he uses Void Effect here, defend on the next turn too.

Turn 5: If Ragu used 1 Trillion/Black Nova/Smithereens last turn, Ashley should have 75 FP (more if he countered). You also might have enough HP to survive another attack; keep the Talisman equipped of course, and use Full Clip; again, use the ARM that has the most bullets in it. Damage will vary.

Now if you have LESS than 25 FP and are in critical condition, you MUST EQUIP Raftina + Talisman and use Invincible, because there's no way you can survive another attack; hopefully, Ashley has at least 25 FP here so he can use Accelerator and heal with a Mega Berry.

The basic strategy for this fight is this: Ashley ONLY attacks with Full Clip (with Talisman equipped) when he has 100 FP (so you can use Accelerator on the next turn) AND if he has more than 6,500 HP. Depending on how much HP and FP you have, you can Bullet Load to reload only if Ashley has enough HP to survive another attack; DEFEND on all turns if FP is below 75; Restore HP and the Talisman will help you heal some of the damage Ragu does to you.

But you MUST use Accelerator if Ashley's HP drops below 6,000 and heal with a Mega Berry; a good time to attack Ragu is after you heal and he uses Void Effect or Smithereens or Black Nova.

You could also equip either a Fire Ring or Dark Ring to lessen the damage of 1 Trillion/Black Nova when you're trying to get Ashley above 6,500 HP and you're ready to attack. If you're desperate, or if Ragu simply isn't cooperating, go ahead and use Invincible + Talisman to get Ashley above 6,500 HP (especially if you're already at 100 FP).

When Ragu hits Impact Bomber mode (this happens when he has less than 20,000 HP left), it's safe to Access. Before then, keep the Talisman equipped and just defend every turn until you get to 100 FP, then Access. Make sure Ashley accesses when he's above 5,500 HP and has the Talisman equipped.

When Ashley is in Knightblazer mode, you're probably going to be at low HP; hopefully, you Accessed when Ashley was above 5,500 HP because if not, Ragu is going to kill you if you have less than 1,900 HP (Impact Bomber will kill you when defending if he has less than 1,900 HP). You need to DEFEND for three turns to get Ashley's HP high enough to survive an Impact Bomber when you use a Mega Berry next action. When Ashley reaches 100 FP, use a Mega Berry.

When Ashley has FULL HP and at 100 FP, now you can attack Ragu. Your best bet is to use Banisher here; if Ragu's HP is low enough, it should be all over right here; if not, just repeat the process of Accessing and hit him again with another Banisher and that will definitely kill him.

Brad Solo

Equip him as follows...

- Omega Crush
- Fire Ring
- Braver Vest
- Dead Heat
- Dan Dairam

If your Brad is level 99, he should have around 9,300-ish HP, which is nice. If you plan on using ARMs, which I advise, only to lower the force bar so Restore HP can activate, bring some Bullet Loads with you. Also, bring 2 Slowdown Crest Caps; we'll need to use them on the first two turns.

Turn 1: Ragu uses 1 Trillion; Brad will take 3k-ish damage. Use a Slowdown Crest Cap; if it misses, reset and try again.

Turn 2: Equip Dark Ring. Ragu uses Black Nova; Brad takes about 2k-3k damage. Again, use a Slowdown Crest Cap; if it misses, reset and try again.

Brad will be at 100 FP at this point, but you can't attack right now, so now what I suggest you do is equip Raftina and use Invincible to get Brad to at least 6,800 HP. The reason for this is because Ragu's Smithereens can do around 6.5k damage, and you'll want to be able to survive that before you can attack. Once you're at 6.8k HP or above, equip Power Boost and use Boost with the Rail Gun.

After Ragu attacks, you need to execute a three-step cycle:

1. Defend every turn (make sure Talisman is equipped) to get Brad to 100 FP.

Once Brad has 100 FP, proceed to Step 2.

2. Equip Raftina and use Invincible until Brad has 6,800 HP or more. Once there, proceed to Step 3. If Brad has above 6,800 HP before reaching this step, skip this step and go to step 3.

3. Equip Power Boost. Now use Boost + Rail Gun. If the Rail Gun is out of ammo, use a Bullet Load here instead, or you can switch to using any of your other stronger ARMS (if you upped the EZ Missile or Mini Scud, for instance, you can use those instead). Return to Step 1.

If Brad drops to below 2,800 HP, use Talisman + Raftina and use Invincible for one turn, then you can continue to defend and build up to 100 FP; building to 100 FP will be A LOT faster if your Brad has FP Up mastered (and he should).

When Ragu hits Impact Bomber mode, equip the Talisman and Dan Dairam and DEFEND on every turn until Brad reaches 100 FP. If Brad's HP drops below 2,000 though, you will need to use Invincible for one turn, then continue defending.

Here's the cycle (it's not much different than before):

1. Defend every turn (make sure Talisman + Dan Dairam are equipped) and get Brad to 100 FP. Proceed to Step 2.

2. Use Invincible until Brad has at least 4,500 HP, just to be safe. Impact Bomber will probably do less than 4,000 at this point thanks to Up Parameter, but better safe than sorry, I always say. If Brad has above 4,500 HP and has 100 FP, you can move on to Step 3.

3. When Brad has 4.5k HP and 100 FP, equip Power Boost; use Boost with the Rail Gun (if the Rail Gun is out of bullets, use a Bullet Load here or any of your other ARMS if you want).

A few cycles of this will drop Ragu; you'll probably need about two more Rail Gun shots to finish him at this point, so it won't take long.

Lilka Solo

Equip her...

- Black Queen
- Fire Ring
- Bridal Gown
- Tiara
- Dan Dairam

Make sure Lilka has enough HP to survive Black Nova without the Dark Ring; this is VITAL for survival (your safest level is level 90 and above; if she's already level 99, you're good to go). Also, make sure you bring the Slowdown spell as well as the Viper Fang; this strategy only works if Ragu is slowed. You may also want to keep track of Ragu's HP with a calculator, but it's not necessary.

Turn 1: Cast Slowdown and hope that it connects. If it doesn't, restart the battle. Depending on your luck, you may need to restart several times. You NEED for this Slowdown (and the next one) to hit in order for this particular strategy to work efficiently. Ragu's 1 Trillion, by the way,

should do somewhere around 3k to 3.2k damage to Lilka.

Turn 2: Equip Dark Ring. Dual Cast Slowdown and Hi-Heal. Lilka will be able to survive, but barely; Saber will do another 3k and Lilka will have full HP at the end of the Turn.

Now that Ragu is slower than Lilka, we're going to toss the Viper Fang in his face...

Turn 3: Equip Fire Ring + Stare Roe. Use the Shoot Item ability and throw the Viper Fang at Ragu, which will hit him for an instant 25k damage.

Now in order for Lilka to survive this turn, Ragu MUST use 1 Trillion, Void Effect or Smithereens and MISS with it; if he uses Smithereens and connects, you're done for. If you're level 99, Lilka should be able to survive Black Nova; don't bet on it though, if she does survive it, she will gain 3 force levels and should have about 3k HP at the end of the Turn.

Turn 4: Equip Talisman + Raftina. Lilka won't have enough HP to survive 1 Trillion or Black Nova if you try to defend, so go ahead and use Invincible here. The Talisman will get Lilka above that 3,000 HP mark, meaning she can now defend against the next attack. However, if Lilka is still at full HP (but 0 FP), have her equip Talisman + Dan Dairam and DEFEND (do not use Invincible here).

Continue to defend on each turn until either Lilka's HP gets below 3,000 OR until she hits 100 FP. If the former happens, you will need to take a chance and heal. When Lilka reaches 100 FP, we can safely heal and attack with Dual Cast. So, equip a Fire Ring + Dan Dairam and DUAL CAST Hi-Heal and Saber. Lilka should be able to survive Black Nova should Ragu use it; the only thing that will kill you at this point is Smithereens if it connects.

Now Lilka can enter a two-step cycle; remember if Ragu uses Smithereens and connects, you're finished and you'll have to retry the fight:

1. Equip Talisman. If Lilka has less than 100 FP but more than 3,000 HP, defend. If she has less than 100 FP and less than 3,000 HP, equip Talisman + Raftina and use Invincible until Lilka has at least 3,000 HP. Repeat this step until Lilka reaches 100 FP; when she does, proceed to step 2.
2. If Lilka has full HP here, equip Fire Ring and DualCast two Saber spells (which will become Acacic Rewriter). If Lilka does not have full HP, equip Fire Ring and DualCast Hi-Heal + Saber. If you haven't successfully hit two Slowdowns on Ragu yet, you need to DualCast Heal or Hi-Heal + Slowdown instead. Remember that Lilka has a 25% chance to get killed here thanks to Smithereens. Return to Step 1.

Continue with the above cycle until Ragu starts using Impact Bomber; once he does, you want to start executing the following two-step cycle:

1. Cast Heal. Repeat this step if Lilka has < 100 FP; if Lilka has 100 FP, go to step 2.
2. If Lilka has full HP here, you can Dual Cast 2 Saber spells (which becomes Acacic Rewriter); if she isn't at full HP, Dual Cast Saber + Heal. Return to step 1.

That's it. Pretty simple, huh?

Tim Solo

Equip him...

- Dist Dims
- Fire Ring
- Labyrinthos
- Nisaba Wing
- Dan Dairam

I REALLY HOPE you have that Viper Fang, because you'll definitely want to use it here. And make sure he's level 99 and knows the Speed Down spell (20 kills with Dan Dairam equipped).

Turn 1: Defend. Ragu uses 1 Trillion; Tim will lose only about 600 or so HP.

Turn 2: Equip Dark Ring. Use Hi-Combo and summon Dan Dairam for System Chronos to freeze Ragu. Don't worry, Tim will survive the Black Nova he's gonna eat this turn...

Turn 3: Ragu should be frozen. Equip Power Boost and use a Full Carrot (you should have at least two here). This step is VITAL.

Now you need some luck with the Speed Down spell...

Turn 4: Cast Speed Down. If successful, Ragu's RES will drop by 500. This step is MANDATORY because when Ragu unfreezes, you'll want Tim to act before Ragu does so he can freeze him again; otherwise you'll have to equip a ring and take chances (50% chance you'll survive past this turn if you don't slow him). If Speed Down misses, reset and try again.

Turn 5: Cast Speed Down again. Trust me, just do it. You want a reason why? I'll tell you. If Ragu uses Void Effect when Tim is defending to get FP (see the cycle below), Ragu WILL act before Tim, and you do NOT want this to happen. Therefore, we need to lower his RES twice. Ragu will unfreeze after this Turn. If Speed Down misses, reset. If it works, Ragu will lose 499 more RES, and this will GUARANTEE that Tim will act before Ragu for the rest of the fight no matter what happens.

Turn 6: Equip Dan Dairam and summon System Chronos. If Speed Down lowered Ragu's speed on Turn 4, Tim will act before Ragu.

Turn 7: Equip Power Boost and Zephyr, now use Force Charge. Pray that 2x damage activates and you get 50 FP instead of 25. If you get 25, don't worry about it. Just keep going.

Turn 8: Normal attack Ragu, hope you get a critical hit.

Turn 9: Equip Stare Roe and throw the Viper Fang; if it doesn't do 50,000 damage here, you should definitely consider resetting and trying again until it does do 50,000 damage, but if it does 25,000, you can live; it'll just take a few more cycles to get Ragu into Impact Bomber mode, that's all. Ragu will unfreeze after this Turn.

Now we must build up 100 FP; have Tim equip the Talisman and Dan Dairam and DEFEND; chances are you'll get to 100 FP before you take too much damage, and since Ragu is now much slower than you are, you'll be able to freeze him with System Chronos before he can potentially kill you.

At this point, it becomes a simple cycle; this begins after you throw the Viper Fang:

- Freeze Ragu with System Chronos (Hi-Combo + Dan Dairam).
- On first frozen turn, equip Power Boost + Zephyr and use Force Charge.
- On second frozen turn, normal attack.
- On third frozen turn, normal attack. If Tim has under 3,000 HP though, you need to use either First Aid or a Mega Berry here instead.
- Ragu unfreezes here; equip Talisman + Dan Dairam and DEFEND until Tim gets 100 FP again (should happen in one or two turns)
- Repeat cycle until Ragu starts using Impact Bombers.

*If you killed Angolmois for the Force Unit before this battle, you could substitute the Power Boost for it, however, you won't get to do double damage; your FP will go up faster, though. It's your choice, ultimately.

When Ragu starts tossing out Impact Bombers, execute the following cycle:

- Equip Talisman + Dan Dairam and DEFEND until Tim gets 100 FP.
- When Tim has 100 FP, summon System Chronos via Hi-Combo + Dan Dairam.
- On first frozen turn, equip Power Boost + Zephyr and NORMAL ATTACK.
- On second frozen turn, normal attack.
- On third frozen turn, normal attack.
- Ragu unfreezes; repeat cycle until Ragu dies.

Kanon Solo

Equip her...

- Violator
- Fire Ring
- Coiste Bua
- Shamir
- Zephyr

Bring AT LEAST 2 Slowdown Crest Caps; you will be using both of them here. Also, make sure she has her Eagle Claw and it would be nice if she's level 99; this way she can definitely survive Black Novas without a Dark Ring or defending.

Turn 1: Use Slowdown Crest Cap. If successful, Ragu's RES drops by 500. If it misses, reset and try again.

Turn 2: Equip Dark Ring. Now use Gat 4 + Eagle Claw, which should hit for a decent 9k damage or so.

Turn 3: Now you need to heal; equip Talisman + Raftina

Once Kanon gets to 3,500+ HP, equip Dan Dairam and start defending to build up FP. Hope for Smithereens; Kanon will probably counter and gain even more FP and perhaps a Force level (and more HP on top of that). Get to 100 FP.

Once Kanon has 100 FP, we must once again use Invincible + Talisman; get her to FULL HP. Once there, equip Fire Ring + Zephyr and use Gat 4 + Eagle Claw. If Ragu uses Void Effect on the turn you use Gat 4 + Eagle Claw, you can (and should) use Force Charge on the turn after to build FP up early; if you're lucky and Ragu uses Black Nova, chances are you'll hit 100 FP again at the end of the turn (with the help of FP Up + 25 FP from Force Charge), and

therefore you can skip to the third step of the cycle below.

Basically, you're following Lilka's strategy for the most part; execute this cycle starting from the third Turn:

- Equip Talisman + Raftina; use Invincible until Kanon has at least 3,500 HP.
- Equip Talisman + Dan Dairam and defend until Kanon has 100 FP.
- Equip Talisman + Raftina again, use Invincible until Kanon has FULL HP.
- Equip Fire Ring + Zephyr, use Gat 4 + Eagle Claw.
- Repeat cycle until Ragu uses Impact Bomber...

The reason you want Kanon with a Fire Ring when you Gat 4 + Eagle Claw him is because 1 Trillion Degrees has a chance of one-shotting Kanon even at full HP at level 99 (without the Fire Ring). She can definitely survive Black Novas though, so you don't have to worry about that.

Instead of using Gat 4 + Eagle Claw for one turn, you can also substitute this for equipping Stare Roe and throwing the Viper Fang instead. Do NOT equip the Power Boost though, in case Ragu uses 1 Trillion Degrees. This will make the battle go by a bit faster. If Ragu uses Void Effect or misses with Smithereens before you throw the Viper Fang, you can THEN Gat 4 + Eagle Claw him on the turn after and continue the cycle from there...

Once Ragu enters Impact Bomber mode, execute this cycle:

- Equip Talisman + Raftina; use Invincible to get Kanon to at least 3,800 HP.
- Equip Talisman + Dan Dairam and defend to build up to 100 FP.
- Equip Talisman + Raftina; use Invincible to get Kanon to at least 4,800 HP; this is so that she can survive Impact Bomber when you attack Ragu with Gat 4 and Eagle Claw.
- When Kanon has 4,800+ HP, equip Power Boost + Zephyr and use Gat 4 + Eagle Claw.
- Repeat cycle until Ragu dies.

Marivel Solo

Equip her...

- Hob & Nob
- Fire Ring
- Bloody Cape
- Mad Goggles
- Dan Dairam

Marivel is going to have the roughest time with Ragu compared to the other five characters; you must take some risks, and if you're unlucky, you're dead meat. You should follow this strategy EXACTLY, or else you won't make it with a solo Marivel. Chances are you will get killed and you'll be forced to restart. A lot.

- Sleep is going to be your saving grace here, so USE IT. It isn't worth taking him on without using Sleep with only Marivel. Oh, make sure she's level 99 and knows Megaton and Aport. Make sure the Crimson Noble is at BEST luck while you're at it. You need to get Ragu into Impact Bomber mode AS FAST AS POSSIBLE, because Marivel is prone to dying really easily here. You might need some resets here if things don't go your way; she cannot survive Black Nova without a Dark Ring, so be warned - this strategy relies on luck, both on your part and Ragu's. I'm 99% certain that Ragu is IMPOSSIBLE to solo with

Marivel without using Sleep if only because of her low HP, because she can't survive either of his elemental attacks without the correct ring or without defending...

Save your game at the save point a few rooms back, and good luck - you'll need it...

Turn 1: Cast Sleep and hope it works. If it doesn't, reset and try again.

Turn 2: Ragu should be asleep. Now equip Power Boost and Stare Roe; throw the Viper Fang; double damage from the Power Boost MUST kick in, if it does not, reset your game and try again. You NEED this 50,000 damage now; 29,999 more damage, and Marivel is home free. The hard part is getting there...

Turn 3: If Ragu wakes up here, equip the Dark Ring and summon Asgard 2. Ragu should use Black Nova; you should survive barely (Marivel will be in critical afterwards). If Ragu is still asleep though, equip Necronomicon + Dan Dairam and summon Asgard 2 (~9k-ish damage).

Turn 4: If Marivel is in critical, you must equip Talisman + Raftina and use Invincible every turn until Marivel has 4,000 HP. If Ragu is still asleep though, equip Power Boost + Zephyr and use Force Charge. If he wakes up here, but Marivel is not in critical, start using Talisman + Invincible and get her to full HP.

Now you must alternate between two cycles; I will list both below, so act according to the situation:

Cycle A (execute this cycle if Ragu is awake):

1. If Marivel has 0 FP, equip Talisman and DEFEND for one turn for some FP. If she has some FP already, skip to step 2.
2. Equip Talisman + Raftina; use Invincible until Marivel has full HP again.
3. When she has full HP and at least 8 FP, we must take a deadly risk. Equip a Fire Ring and Dan Dairam; cast Sleep on him. Now if Ragu uses Black Nova, or a Smithereens that connects, you're done for. If he uses 1 Trillion, or uses Void Effect or Smithereens and MISSES, you're good; hopefully, he'll use one of the latter and fall asleep; chances are you'll get killed here though. If he falls asleep, jump down to step 1 of Cycle B below; if Sleep fails, return to step 2 of this cycle OR if Sleep failed, but Ragu used Void Effect, cast Sleep on the next turn. If you were killed here, either reset or use a Gimel Coin.

Cycle B (ONLY execute this cycle if Ragu is asleep!):

1. Equip Talisman + Dan Dairam; cast Megaton if FP > 51 (assuming you maxed out Cut FP Use) or > 54 (if you didn't get Cut FP Use); cast Aport if FP > 8 (with Cut FP Use) or > 11 (if no Cut FP Use). If Marivel is at full HP, equip Necronomicon or Power Boost instead. If Marivel has 100 FP, you should consider summoning Lucifer once, and then continuing with Aport if Ragu is still asleep (don't use Asgard 2 because then you'll have no FP to Sleep him with if he wakes up and then you'll have to start from step 1 of Cycle A).
2. Repeat Step 1 of this cycle if Ragu is still asleep, otherwise jump to step 2 of Cycle A above if Marivel is not at full HP. If she IS at full HP when he wakes up, jump to step 3 of Cycle A above.

Continue alternating between Cycle A and Cycle B until Ragu gets into Impact Bomber mode. If Ragu ends up killing you a few times, please do not give up; he is possible to solo with Marivel, it just takes a lot of luck and some patience on your end. I will admit now that I myself have had trouble beating him solo with Marivel, but I am 150% sure that Ragu IS possible to solo. Once he enters Impact Bomber mode, things get much easier, believe me.

When Ragu enters Impact Bomber mode, execute the following cycle:

1. Equip Talisman + Raftina; use Invincible until Marivel has at least 4,800 HP.
2. When Marivel has 4,800+ HP, equip Necronomicon + Dan Dairam. If FP is > 51 (with Cut FP Use mastered) or > 54 (without Cut FP Use mastered), cast Megaton. If FP is > 8 (with Cut FP use mastered) or > 11 (without Cut FP use), cast Aport. If FP > 74, but < 100, summon Lucifer. If you're certain that Marivel will be in critical after Impact Bomber, consider casting Erg Phasor (only if FP is > 86 or 89 (with and without Cut FP Use, respectively)).
3. Repeat cycle until Ragu finally dies.

AND LAST, BUT CERTAINLY NOT LEAST...

Optional Boss #10: Angolmois
Found: Golgotha Prison (outside area)
HP: 99,999
EXP: 0
Gella: 0
Weakness: None
Spoils: Force Unit

Attacks:

- Great Disaster: Heavy fire-elemental damage to all targets; can confuse.
- The 7th Moon: Massive non-elemental damage to all targets.
- Aura Bomber: Heavy non-elemental damage to all targets.
- Smithereens: Massive physical damage to one target.
- Void Effect: Cancels buffs and stat boosts from Up Parameter.
- Regeneration: Heals 15,000 HP to Angolmois.

Make sure you saved either in nearby Halmetz or Sylvaland Castle before attempting this battle, please. Angol, as a whole, is easier than Ragu, but he is a lot trickier to solo in general.

Ashley Solo

Equip him...

- Shootn Star
- Sheriff Star (or Fire Ring, if you didn't kill Ragu yet)
- Nine Lives
- Texas No.
- Dan Dairam

Make sure you bring a Crest Cap binded with the Slowdown spell and that Ashley is level 99 (although Angol can certainly be beaten without being level 99; level 99 means you'll be better off, though). These strategies assume that you're level 99. Also, unless you have maxed out Confusion PS skill, bring the Sheriff's Star.

Although, you CAN use Access, it's typically not worth it because if you hit 100 FP, you can't spend it besides using Last Burst, which is dangerous to use anyway. Therefore, this strategy will rely on Full Clip (we need to find some way to keep up with Regeneration); as a result, you'll need to bring 20-25 Bullet Loads. If you don't like the strategy, please feel free to try something else, but I do know that this strategy works 100% of the time,

as long as you follow the cycle.

If you are running low on Bullet Loads, I suggest you go get some from the either of the following places.

- Coffin of 100 Eyes and look for Gremlins
- Area around Fab Science Lab and look for Crash Bunnies

Both of these enemies will drop Bullet Loads; for a 100% drop, bring Tim, equip him with Chapapanga and use Hi-Combo to kill them.

Turn 1: Use your Slowdown Crest Cap; if it misses, reset and try again. If it hits, Angol loses 250 RES here. Ashley will take about 1,000 damage from Great Disaster, which he'll probably get right back thanks to Restore HP.

Turn 2: Ashley should be at full HP and FP. Equip Power Boost + Zephyr, use Full Clip with the ARM with the highest amount of bullets, whatever that may be. Angol uses 7th Moon; Ashley will survive with about 2k HP to spare...

Turn 3: Equip Talisman and use a Mega Berry. Thanks to Slowdown, Ashley will act before Angol so you have nothing to worry about. Worst thing that will happen is that he uses 7th Moon again, forcing you to heal next turn. He tends to use Aura Bomber here though, which won't be as bad.

Turn 4: You should have > 75 FP here, so if you have another ARM with a ton of bullets in it, you can use Full Clip and attack here OR if you only have one good ARM with a ton of bullets and you used Full Clip with it on Turn 2, use a Bullet Load here. If you Full Clip here, equip Power Boost; if you use Bullet Load here or need to use a Mega Berry this turn, equip Sheriff's Star or a Clear Chime.

Turn 5: If Angol damaged you last turn, use a Mega Berry to recover to full HP. If he used Void Effect or Regeneration last turn, use a Bullet Load on one of your ARMs instead. Equip Sheriff's Star in case he uses Great Disaster here, though (especially if you don't have Confusion PS maxed out).

Now we settle into a cycle (starting from turn 5):

1. Ashley will be at full HP only if Angol used Void Effect or Regeneration, slightly hurt if he used Aura Bomber or Great Disaster, and he'll be hurt quite a bit if Angol used 7th Moon. Equip Sheriff's Star and act according to the situation: If Ashley is at 6,000 or more HP at this point, either equip Zephyr and Force Charge or use a Mini Carrot. If Ashley has less than 6,000 HP, use a Mega Berry. If Ashley has > 75 FP, and has at least 6,000 HP, proceed to step 3.

2. If Angol used 7th Moon last turn, repeat step 1. If he used Regeneration or Void Effect though and has less than 75 FP, equip Zephyr and use Force Charge OR you can risk equipping Power Boost and normal attacking OR use an ARM that you don't plan on using Full Clip with OR if the ARM you ARE using Full Clip with is out of bullets, you can use a Bullet Load here. Anyway, If Ashley has > 75 FP AND more than 6,000 HP, proceed to step 3.

3. Equip Power Boost + Zephyr. Use Full Clip with the ARM that has the most bullets; if those ARMs are out of ammo, use a Bullet Load here instead.

Now when you get Angol low enough in HP, chances are he will use 7th Moon every turn, preventing you from attacking him, since you'll be stuck in a healing loop; what I suggest you do at this point is equip Talisman + Raftina and

Invincible your way to 6,000 HP, then equip Power Boost + Zephyr, THEN attack him with Full Clip. If bullets are out, use a Bullet Load instead of attacking.

Even if you see the occasional Great Disaster, Aura Bomber, Smithereens or something, don't let up on the Invincibles, because chances are he'll go right back to spamming 7th Moon and catch you if you decide to attack him then. A few more Full Clips will drop him.

Brad Solo

Equip him...

- Omega Crush
- Talisman
- Braver Vest
- Dead Heat
- Zephyr

Again, bring some Bullet Loads (you probably won't need as many as Ashley); about 10-15 should do just fine. Also, you should definitely consider maxing out Confusion PS skill, if only to lower your chances of being confused by Great Disaster. Also, bring 1 Crest Cap binded with a Slowdown spell.

Turn 1: Use your Crest Cap binded with Slowdown on Angolmois; if it misses, reset; if it hits, Angol loses 250 RES. Brad will return to full HP at the end of the turn thanks to Restore HP + Talisman.

Turn 2: Equip Power Boost. Use Boost with the Rail Gun (~10k damage). Angol will use 7th Moon; Brad should have around 4,800 HP at the end of this turn.

Turn 3: Equip Talisman and use a Mega Berry.

Turn 4: Equip Full Libra/Sheriff's Star/Clear Chime. Brad will probably have less than 50 FP here, so what you can do is either normal attack him OR you can use Lock On with an ARM of your choice. If you decide to normal attack, don't equip Sheriff's Star because then your normal attack will only do half damage as equipping Sheriff's Star is like equipping all of the elemental rings at the same time.

Now we go through a cycle (starting from Turn 4):

1. If Angol used 7th Moon at the end of the Turn; Brad should have less than 5k HP (not enough to survive 7th Moon) so you need to Mega Berry if this is the case. If Angol used Smithereens/Great Disaster/Aura Bomber and Brad has above 6,000 HP, you're safe to attack him again (normal attack or an ARM). If Angol did not damage you at all (Regeneration or Void Effect or a normal attack), equip Zephyr and use Power Charge to build up FP or you can attack him again OR you can use a Bullet Load here if your Rail Gun is out of bullets. When you get close to 100 FP, equip Power Boost before attacking; if Angol uses Great Disaster and confuses Brad, condition green will remove it instantly.

2. Repeat step 1 until Brad has 100 FP AND is above 6,000 HP, otherwise proceed to step 3.

3. Brad should have 100 FP and above 6,000 HP if you're at this step. Equip

Power Boost and use Boost with the Rail Gun. If the Rail Gun is out of bullets though, you can Bullet Load here instead.

4. If Brad has 0 FP after Angol takes his turn, attack him to gain some FP, then restart the cycle at step 1.

This will take some time thanks to Angol's annoying Regeneration spell, so just keep at it and try to get in as many attacks as you can.

Now when you get Angol low enough in HP, chances are he will use 7th Moon every turn, preventing you from attacking him, since you'll be stuck in a healing loop; what I suggest you do at this point is equip Talisman + Raftina and Invincible your way to 6,000 HP, then equip Power Boost + Zephyr, THEN attack him with either a normal attack or an ARM OR if Brad has 100 FP, Boost + Rail Gun. If Rail Gun is out of bullets, use a Bullet Load.

Even if you see the occasional Great Disaster, Aura Bomber, Smithereens or something, don't let up on the Invincibles, because chances are he'll go right back to spamming 7th Moon and catch you if you decide to attack him then. A few more boosted shots from the Rail Gun will finish him.

Lilka Solo

Equip her...

- Black Queen
- Sheriff's Star (or Fire Ring)
- Bridal Gown
- Tiara
- Dan Dairam

Make sure Lilka is at LEAST level 95, and has Slowdown, Irresist and Saber learned. Lilka can survive 7th Moons barely, so you shouldn't have a hard time with this guy...

Turn 1: Cast Slowdown. If it misses, reset and try again. If it hits, Angol loses 250 RES.

Turn 2: Dual Cast two IRRESIST spells; hope that at least one of them hits. If they both miss, reset. Irresist will drop Angol's MGR by 250, which will help with Lilka's damage throughout the battle. Lilka will barely be able to survive the 7th Moon this turn.

Now here comes a RIDICULOUSLY SIMPLE cycle (what, already? Yeah, already.):

1. Cast Heal. If Lilka doesn't reach 100 FP at the end of this turn, repeat this step, otherwise, go to step 2. If Lilka has full HP and < 40 FP, equip Power Boost and normal attack OR cast a level 1 spell; if > 40 FP, cast Saber. Equip Sheriff's Star in all other situations. Level 1 spells will do half damage, but with enough Up Parameter triggers + 2x damage kicking in from Power Boost, they will still do a respectable amount of damage.

2. Lilka should be at 100 FP. Equip Power Boost, now use Dual Cast to cast Heal and Saber. If she has 0 FP at the end of this Turn (Angol uses Void Effect, Regeneration or misses with Smithereens), proceed to step 3. If Lilka takes damage here, proceed back to step 1.

3. If Lilka has 0 FP, equip Sheriff's Star + Zephyr and use Force Charge, then proceed back to step 1.

Repeat as necessary until Angol dies. It will probably take a while to kill him if only because of his annoying Regeneration spell, but you'll get him eventually.

Tim Solo

Equip him...

- Dist Dims
- Sheriff's Star (or Fire Ring)
- Labyrinthos
- Nisaba Wing
- Dan Dairam

Make sure Tim is level 99 and knows Bold Lance and Speed Down. Note that Tim will never be able to take 7th Moon unguarded, so therefore we must rely on System Chronos.

Turn 1: Cast Speed Down. If it doesn't hit, reset. If it hits, Angol loses 250 RES here. This Speed Down MUST HIT because you need to freeze Angol before he pulls off his second turn 7th Moon, which Tim will NOT survive unguarded.

Turn 2: Use Hi-Combo with Dan Dairam to summon System Chronos. Don't worry about his 7th Moon because Tim will freeze him before he can even cast it.

Turn 3: Angol should be frozen. You should have at least one Full Carrot left; use it here.

Turn 4: Equip Power Boost and cast Bold Lance on him.

Turn 5: Bold Lance him. Angol will unfreeze after this turn.

Turn 6: Summon System Chronos again to freeze Angol again.

Turn 7: Equip Power Boost + Zephyr and NORMAL ATTACK.

Turn 8: Repeat Turn 7.

Turn 9: Repeat Turn 7. Angol will unfreeze after this turn.

Now at this point, Tim should be at full HP and 48 FP. Now equip Sheriff's Star (or Full Libra) + Dan Dairam and have him DEFEND to gain FP. Repeat until Tim reaches 100 FP.

Time to execute a cycle:

- Equip Dan Dairam; freeze Angol with System Chronos.
- Equip Power Boost + Zephyr; normal attack Angol. If Tim has less than 2,400 HP here, use a Mega Berry instead.
- Normal attack.
- Normal attack. Angol will unfreeze after this turn.
- Equip Sheriff's Star or Full Libra + Dan Dairam and Defend to gain FP. Repeat until he gets 100 FP; do NOT attempt to use Mini Carrots because if Angol uses 7th Moon, you're dead meat. Play it safe and just defend.

- Repeat cycle.

The strategy works 100% perfectly, it's just that eventually Tim will have such high MGR that Aura Bomber/Great Disaster will do next to no damage when Tim defends (lol...), resulting in getting very little FP. And on top of that, there's always a chance he'll use Regeneration, undoing most, if not all of your hard work. But just keep at it; with this strategy, there is no way that you can lose this battle, it will just probably take a while to win.

Kanon Solo

Equip her...

- Violator
- Power Boost
- Coiste Bua
- Shamir
- Zephyr

Kanon already starts out faster than Angol so there's no need to bring a Slowdown Crest cap to this battle. You may also want to max out Confusion PS skill too, definitely. This will be a rather long and annoying fight thanks to Regeneration.

Turn 1: Use Gat 3 + Phalanx (to lower FP).

Turn 2: Equip Talisman + Dan Dairam; use a Mega Berry. Hopefully, 7th Moon will send Kanon into critical and she'll be at 100 FP at the end of the turn.

Turn 3: If Kanon's HP is > 3,500, equip Power Boost + Zephyr and use Gat 4 + Eagle Claw. Pray that 2x damage activates; this is a battle where you REALLY need the Power Boost to double your damage as many times as possible.

Turn 4: Kanon should be hurting right about now; equip Talisman and use a Mega Berry.

Now keep using Mega Berries as Kanon's FP builds; once she has at least 6,000 HP, she can safely attack (as long as Angol doesn't use Void Effect); I would strongly advise using the Power Boost on every turn that you decide to attack for the chance of doing double damage.

A GREAT opening to attack is when Kanon has 6,000+ HP and Angol either uses a normal attack or uses Great Disaster (with Sheriff's Star equipped); as said before, you need to try and get in as many attacks as you can to keep ahead of Regeneration; in some ways, it's worse than 7th Moon in this fight.

In fact, if you didn't throw the Viper Fang at Ragu; you should DEFINITELY consider throwing it here (make sure Power Boost is equipped before doing so), if lucky, that will give you an instant 50,000 damage, which you desperately need. I wish I could give you a cycle like I did with the others, but you really have to attack him as often as you can because if you go on the defensive for too long, he WILL eventually cast Regeneration (sometimes twice in a few turns), undoing your hard work. This is really all the help I can give you; he's frustrating to solo with Kanon, indeed - I've spent about 45 minutes fighting him at one point.

Just remember the key points to this battle:

- NEVER attack when your HP is below 6,000 (max HP if Void Effect was used on you).
- ALWAYS attack with Power Boost + Zephyr equipped for a chance of doing 2x damage.
- Defend to build FP; you can either equip the Sheriff's Star to halve Great Disaster or equip the Talisman for some extra HP at the end of the Turn.
- Have patience. This battle will NOT end quickly.

If he gets to the point where he's using 7th Moon on every turn, equip Talisman + Raftina and Invincible your way to 6,000 HP (make sure you defend to gain FP, too), then when you're ready to attack, equip Power Boost + Zephyr and unleash Gat 4 + Eagle Claw. Good luck, you'll need it.

 Marivel Solo

Equip her...

- Hob & Nob
- Sheriff Star
- Bloody Cape
- Mad Goggles
- Dan Dairam

NOTE: In order for the following strategy to work, you MUST have played a low level Ashley game up to the point where Marivel joins (if you can get her to join at 16 or 17, perfect). Then you must level her to 99. At 99, she just tops 6,000 HP, so she will be able to survive 7th Moons. I repeat, this strategy DOES NOT WORK unless you've played a low level Ashley game.

Before entering battle, cast Sacrifice on your other two characters to bring them to 1 HP and make sure Marivel enters the fight at BEST Luck. Also, make sure you bring a Protect crest cap...

This fight is going to be long, and will require some luck on Angol's part. You may need to reset a few times until the RNG works in your favor. I actually don't know of any other strategies that work for this fight, so this one is the best one until someone can manage to come up with something different.

Turn 1: Use your Protect crest cap on Marivel for a 50 MGR boost. Great Disaster should hit Marivel for almost 1k, but Restore HP will kick in and take care of most of that damage, leaving Marivel just shy of full HP. In fact, if Great Disaster hit the lower end of its damage scale, Marivel just may be at full HP at the end of the Turn.

Turn 2: Equip Sheriff Star + Dan Dairam. Summon Asgard 2. Marivel should barely be able to survive the 7th Moon that she will eat this turn. The damage Asgard 2 does here doesn't matter because Angol will heal it with Regeneration soon enough; the reason you want to summon Asgard 2 is to lower Marivel's FP to 0.

At this point, you need to execute the following three-step cycle:

1. If Marivel has less than full HP, equip Talisman + Raftina and use

Invincible. Repeat this step until Marivel has FULL HP; once she does, proceed to Step 2.

2. Equip Sheriff Star + Aru Sulato. Now use Power Charge. If Angol uses Void Effect, his normal attack, Regeneration or misses with Smithereens, repeat this step. If he connects with Smithereens, uses Great Disaster, Aura Bomber or 7th Moon, return to Step 1. KEEP TRACK OF YOUR POWER CHARGES! The magic number you're looking for is 27; once you've used Power Charge 27 times, then you can proceed to Step 3.

3. DO NOT EXECUTE THIS STEP UNTIL YOU HAVE USED POWER CHARGE 27 TIMES!! Equip Sheriff Star + Aru Sulato and normal attack. Angol should die.

Sounds incredibly simple, right? Well, actually, it isn't...

This strategy is not as simple as it sounds because of a few factors. One, when you Power Charge, there is a 1/6 chance that Angol will use Void Effect. While this is a good thing, the bad thing about this is that your boosts from Up Parameter will be dispelled, as well as your Protect effect. Two, your MGR will be lowered when you equip Aru Sulato to Power Charge, and if Angol uses 7th Moon, he just might kill you (I've seen it hit for EXACTLY Marivel's max HP plenty of times, so it can happen); you will just have to get lucky and hope he either does not use 7th Moon when you Power Charge, or he uses one of his other attacks. 7th Moon is a 1/6 chance, so hope for the best. Third, Angol will act before you do, so even if you manage to get 27 Power Charges, if he Void Effects you on the turn you used your 27th Power Charge, then uses 7th Moon on the turn you try to attack him on, he just might kill you if you're unlucky and 7th Moon hits the higher end of its damage scale.

Typically, you'll be able to get 1-2 Power Charges off for every 2-10 turns you will have to spend using Talisman + Invincible. With the Protect spell in place (assuming Angol didn't use Void Effect on you while you were Power Charging) and five triggers of Up Parameter, 7th Moon should be dealing 5.7k - 5.8k damage which is the reason why Marivel needs full HP before Power Charging.

In general, for every 1-2 Power Charges on average (if you're really lucky, you can get 3), Marivel will need to spend the following amount of turns using Talisman + Invincible to get back to full health:

After Great Disaster: 2 turns.

After Aura Bomber: 6 turns.

After Smithereens: 7-8 turns.

After 7th Moon: 9-10 turns.

As said before, you may need to retry this fight several times until the RNG is in your favor. This fight will take quite a while, but don't give up. You can defeat him solo with Marivel with this strategy. Now technically, this strategy will work for ALL optional bosses; the reason why you need to use this strategy in this particular case is because there is no other safer strategy when soloing Angolmois like the other characters have; Marivel simply doesn't have any good ways to deal with Regeneration.

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7) Credits [cred]

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- Thanks to SCEA, Contrail & Media Vision for this wonderful gem of a game!
- Thanks to GameFAQs.com for without them, this guide wouldn't have a home!
- Thanks to the creators of several topics over at the WA2 boards for finally inspiring me to make this FAQ.
- Thanks to YOU for using my guide!

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8) E-Mail Info [email]

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- This guide is copyright Otabo 2013.
- If there are any questions, concerns, comments, flames, etc, please do not hesitate to send them to beastly23@gmail.com or lilbeastomega@yahoo.com.
- If there is anything you feel that should be added to this guide, e-mail me and I may consider it.

THE END

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