

# Breath of Fire II Guide

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**This walkthrough was originally written for Breath of Fire II on the SNES, but the walkthrough is still applicable to the GBA version of the game.**

Breath of Fire 2 Guide

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Section I: Lists all characters along with spells they learn and the equipment they can wear.

Section II: The guide to the game. This guide will not run you through the game step-by-step. You will have to explore each dungeon and find the towns on your own. It's purpose it to assist you should you get stuck somewhere and need a hint.

Section III: Lists of equipment, spells, etc.

Section IV: Loaded will all sorts of important information! During certain points in the guide you will see some text in parantheses that'll say (see I#). This refers to the this section and will contain information that may spoil your game (as if this guide doesn't already do that). Just ctrl+f and type in I# to jump to the section quickly.

Section V: Closing statements, copyrights, etc.

## I. Characters A1

Character: Ryu

Battle Skill: Guts - Restores HP when used (chance of failure)

Skill: Fishing - Fish at fishing spots if you have a pole and bait. See I16 for a few locations of treasure chests you can fish up.

Magic Learned	Level	AP
TimeWarp	2	0
Cure 1	7	4
Cure 2	16	7
Smoke	19	6
FirPuppy	Event	All
IcePuppy	Event	All
T.Puppy	Event	All
FireDrgn	Found	All
Ice Drgn	Found	All
T.Drgn	Found	All
G.Drgn	Event	All
Anfini	Event	0

### Weapons

BoyDR	BronzeSD	SilverDR	LongSDLongRP
SoleSD	KingSD	MothDR	FlameSD
BusterSD	ElmoreSD	TigerSD	KingOfDR
GradeDR	StarrSD	BrassSD	GlassDR
GoblinSD	CrsntSD	BreakSD	DamageSD
NoTwinRP	DragonSD	EmpireSD	

### Armor

Bum'sCL	SuedeAR	RangerCL	HolyRB
ChainML	JahAR	IronML	IronAR
BreathAR	MightyAR	GoldAR	MagmaAR
SilverAR	WisdomRB	FrozenAR	EarthAR
BlndedAR	BraveAR	CrmsnCL	MotherRB
HeroAR	SacredSH	DragonAR	LifeAR

### Shields

Plate	RistBand	ElementAR	SteelAR
BronzeSH	Backlaw	DemonSH	CharmSH
SlashGL	FlameSH	WhiteSH	GuardSH
IceSH	ThndrGL	BlndedML	BlndedSH
StarSH	ArmyGL	HolySH	DragonSH
MedusaSH			

### Helmets

Bandana	SaladBwl	GlassRG	BronzeHT
KnightHT	CrmsnRB	NationHT	SokletAR
MoonMask	MystryHT	SunMask	KingHT
DragonHT			

### Accessories

TreePole	StickRod	DluxPole	Worm
Shrimp	Urchin	Gold	Charm
KramerBR	D.Earring	ShinyBR	DreamBR
HeroBT	WiseHoop	IronBR	WindBR
FastShoe	SkullBR	LoveBR	LifeBR
HolySF	DmndBR	GutsBT	

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Character: Bow

Battle Skill: Shot - Either kill an enemy or deal 1 damage.

Skill: Hunting - 4 range when hunting animals.

Magic Learned	Level	AP
Cure 1	2	4
CurePsn	3	4
Def-Up	5	5
Cure 2	16	7
Renew	20	10
Heal	23	8
Def-UpX	26	10
Cure 4	30	14
Cure 3	33	20
Renew X	36	20
Cure X	40	50

Weapons

ShortBW	FalseBW	CrossBW	TwinBW
AutoBW	FireBW	IceBW	BusterBW
DeathBW			

Armor

Bum'sCL	SuedeAR	RangerCL	HolyRB
ChainML	SpiritRB	IronML	BreathAR
QuickCL	MightyAR	SilverAR	WisdomRB
BraveAR	CrmsnCL	SacredSH	

Shields

Plate	RistBand	ElemntAR	SteelAR
Backlaw	SlashGL	ThndrGL	WhiteSH
BlndedML	ArmyGL	HolySH	MedusaSH

Helmets

Bandana	SaladBwl	GlassRG	BronzeHT
CrmsnRB	NationHT	SokletAR	MystryHT
ShinyHT			

Accessories

Charm	KramerBR	D.Earring	ShinyBR
DreamBR	HeroBT	WiseHoop	IronBR
WindBR	FastShoe	SkullBR	LoveBR
LifeBR	Collar	HolySF	DmndBR
GutsBT			

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Character: Katt

Battle Skill: Dare - Provoke an enemy to attack Katt.

Skill: Staff - Use to smash rocks or kill animals from melee range.

Magic Learned	Level	AP
Fireball	11	20
Hail	13	17
Bolt X	15	30

Weapons

TreeST	HexadST	BronzeST	QuartrST
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HeatST	BrassST	BirchST	ThndrST
SnakeST	RiotST	MeowST	
Armor			
Bum'sCL	LeotrdCL	HolyRB	SpiritRB
ChainML	JahAR	IronML	BreathAR
WisdomRB	WindRB	BraveAR	RainbwRB
CrmsnCL	MotherRB	MamothCL	Noe'sRB
Shields			
Plate	RistBand	ElemntAR	SteelAR
SilkGL	Backlaw	SlashGL	GuardSH
BlndedML	ArmyGL	HolySH	
Helmets			
Bandana	SaladBwl	GlassRG	CrmsnRB
SokletAR	MystryHT	SilverHT	SunMask
Accessories			
Charm	KramerBR	D.Earring	ShinyBR
DreamBR	HeroBT	WiseHoop	IronBR
WindBR	FastShoe	SkullBR	LoveBR
LifeBR	Collar	HolySF	DmndBR
GutsBT			

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Character: Rand

Battle Skill: Wake - Attempt to wake up a friend by dealing 1 damage.

Skill: Roll - Increased movement speed on world map. You must run into something to stop rolling and you have a 50% to enter battle when he stops.

Magic Learned	Level	AP
Cure 1	N/A	4
CurePsn	N/A	4
Thunder	9	6
Cure 2	17	7
8.0	14	24
Renew	26	10
Heal	31	8
Cure 3	35	20
Cure 4	37	14

Weapons			
HandKN	RevetKN	IronKN	BurnKN
CloakKN	BlastKN	FinalKN	KaiserKN

Armor			
Bum'sCL	SuedeAR	StoneAR	MamothCL

Shields			
Plate	Ristband	ElemntAR	SteelAR
Backlaw	GiantSH	BlndedML	BlndedSH
StarSH	MedusaSH		

Helmets			
Bandana	SaladBwl	BronzeHT	

Accessories

Charm	KramerBR	D.Earring	ShinyBR
DreamBR	HeroBT	WiseHoop	IronBR
WindBR	FastShoe	SkullBR	LoveBR
LifeBR	HolySF	DmndBR	GutsBT

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Character: Nina

Battle Skill: Will - Recovers some AP

Skill: Call Giant Bird - Triggered Skill - Allows you to summon a giant bird that flies you around the world. Once you hit a certain point in the game you will no longer be able to use this skill however.

Magic Learned	Level	AP
Tornado	N/A	5
Thunder	N/A	6
Cold	N/A	4
Spark	N/A	4
Ag-Down	9	5
Pwr. Down	10	5
Exit	12	8
S. Boom	13	11
Def-Down	15	5
Drain	17	0
Flame	20	12
Typhoon	22	14
Freeze	24	10
Angel	26	12
Death	28	8
Hail	31	17
Bolt X	36	30
Fireball	55	20
Bomb	56	6
Missile	57	26

Weapons

FalseRG	MagicRG	WizardRG	FireRG
HushRG	StormRG	WorthRG	AmberRG
ImortlRG			

Armor

Bum'sCL	LeotrdCL	SpiritRB	WiseRB
BreathAR	OceanRB	WisdomRB	WindRB
RainbwRB	CrmnsCL	MotherRB	Noe'sRB

Shields

Plate	RistBand	ElemntAR	SteelAR
SilkGL	Backlaw	GuardSH	BlndedML
HolySH			

Helmets

Bandana	SaladBwl	GlassRG	CrmsnRB
RoyalHT	SokletAR	SilverHT	SunMask

Accessories

Charm	KramerBR	D.Earring	ShinyBR
DreamBR	HeroBT	WiseHoop	IronBR
WindBR	FastShoe	SkullBR	LoveBR
LifeBR	HolySF	DmndBR	GutsBT

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Character: Sten

Battle Skill: R.I.P. - Sten plays dead to avoid taking damage but he will take additional points of damage if he is hit.

Skill: Arm Stretch - Use to reach places not normally accessible.

Magic Learned	Level	AP
Spark	N/A	4
Bomb	10	6
Flame	15	12
Fireball	33	20
Missile	38	26

Weapons

BoyDR	WoodenDR	SilverDR	MothDR
NinjaDR	NorthDR	ChuckDR	KingOfDR
BananaDR	GlassDR	ShadowDR	SliverDR
DemonDR			

Armor

Bum'sCL	SuedeAR	RangerCL	HolyRB
SpiritRB	ChainML	JahAR	IronML
IronAR	BreathAR	QuickCL	MightyAR
MagmaAR	SilverAR	WisdomRB	FrozenAR
EarthAR	BraveAR	CrmsnCL	NinjaML
HeroAR	SacredSH	LifeAR	

Shields

Plate	RistBand	ElemntAR	SteelAR
BronzeSH	Backlaw	DemonSH	IronSH
CharmSH	SlashGL	FlameSH	WhiteSH
IceSH	GuardSH	ThndrGL	BlndedML
BlndedSH	StarSH	ArmyGL	HolySH
MedusaSH			

Helmets

Bandana	SaladBwl	GlassRG	BronzeHT
KnightHT	CrmsnRB	NationHT	SokletAR
MoonMask	MystryHT	SunMask	ShinyHT

Accessories

Charm	KramerBR	D.Earring	ShinyBR
DreamBR	HeroBT	WiseHoop	IronBR
WindBR	FastShoe	SkullBR	LoveBR
LifeBR	HolySF	DmndBR	GutsBT

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Character: Jean

Battle Skill: Jab - Jean will hit all enemies on the screen for low damage. Not a very useful skill.

Skill: Giant Frog - Become a giant frog who can swim in lakes and rivers and jump up and down cliffs.

Magic Learned	Level	AP
Ag-up	N/A	4
Hush	12	5
Warp	14	8
Pwr.Down	16	5

Cold	18	4
Idle	20	6
Angel	30	12
Death	33	8
Renew	34	10

#### Weapons

ShortRP	LongRP	SoleSD	WonderRP
StockRP	PierceRP	ElmoreSD	ThndrRP
EmblemRP	HolyRP	NoTwinRP	

#### Armor

Bum'sCL	SuedeAR	RangerCL	HolyRB
SpiritRB	ChainML	JahAR	IronML
IronAR	BreathAR	GoldAR	MagmaAR
SilverAR	WisdomRB	FrozenAR	BlndedAR
BraveAR	CrmsnCL	HeroAR	SacredSH
LifeAR			

#### Shields

Plate	RistBand	ElemntAR	SteelAR
BronzeSH	Backlaw	DemonSH	IronSH
CharmSH	SlashGL	FlameSH	WhiteSH
IceSH	GuardSH	ThndrGL	BlndedML
BlndedSH	StarSH	ArmyGL	HolySH
MedusaSH			

#### Helmets

Bandana	SaladBwl	GlassRG	BronzeHT
KnightHT	CrmsnRB	RoyalHT	NationHT
SokletAR	MystryHT	SunMask	KingHT
ShinyHT			

#### Accessories

Charm	KramerBR	D.Earring	ShinyBR
DreamBR	HeroBT	WiseHoop	IronBR
WindBR	FastShoe	SkullBR	LoveBR
LifeBR	HolySF	DmndBR	GutsBT

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Character: Spar

Battle Skill: Ntre - Can only be used in the field. Certain things will happen depending on where you are.

Skill: Forest walk - Travel through forests

Magic Learned	Level	AP
Cold	N/A	4
Cure 1	N/A	4
Ag-Down	N/A	5
Pwr.Down	N/A	5
Def-Down	N/A	5
Hush	N/A	5
Ag-Up	N/A	4
Def-Up	14	5
Idle	16	6
Exit	18	8
Warp	19	8
Sap	21	5
Drain	22	0

Cure 2	26	7
Freeze	29	10
Shield	30	6
Def-UpX	32	10
Atk-Up	36	6

Weapons

WacWP	LopOffWP	IvyWP	ThornWP
DoubleWP	NatureWP	9-TailWP	

Armor

Bum'sCL	HolyRB	SpiritRB	WiseRB
BreathAR	OceanRB	WisdomRB	RainbwRB
CrmsnCL	MotherRB		

Shields

Plate	ElemntAR	SteelAR	SilkGL
Backlaw	GuardSH	BlndedML	HolySH

Helmets

Bandana	SaladBwl	GlassRG	CrmsnRB
SokletAR	SilverHT	SunMask	

Accessories

Charm	KramerBR	D.Earring	ShinyBR
DreamBR	HeroBT	WiseHoop	IronBR
WindBR	FastShoe	SkullBR	LoveBR
LifeBR	HolySF	DmndBR	GutsBT

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Character: Bleu

Battle Skill: Shed - Recovers all of Bleu's HP

Skill: Hunting - Her hunt skill turns anything it hits into charcoal.

Magic Learned	Level	AP
S.Boom	N/A	11
Bomb	N/A	6
Flame	N/A	12
Freeze	N/A	10
Death	N/A	8
Ag-Down	N/A	5
Pwr.Down	N/A	5
Def-Down	N/A	5
Ag-Up	N/A	4
Def-Up	N/A	5
Atk-Up	N/A	6
Sap	N/A	5
Drain	N/A	0
Exit	N/A	8
Warp	N/A	8
Fireball	36	20
Hail	37	17
Missile	38	26
Bolt X	39	30

Weapons

FalseRG	MagicRG	WizardRG	FireRG
HushRG	StormRG	WorthRG	AmberRG
ImortlRG			



## Armor

Bum'sCL	LeotrdCL	SpiritRB	WiseRB
BreathAR	OceanRB	WisdomRB	WindRB
RainbwRB	CrmnsCL	MotherRB	Noe'sRB

## Shields

Plate	RistBand	ElemntAR	SteelAR
SilkGL	Backlaw	GuardSH	BlndedML
HolySH			

## Helmets

Bandana	SaladBwl	GlassRG	CrmsnRB
RoyalHT	SokletAR	SilverHT	SunMask

## Accessories

Charm	KramerBR	D.Earring	ShinyBR
DreamBR	HeroBT	WiseHoop	IronBR
WindBR	FastShoe	SkullBR	LoveBR
LifeBR	HolySF	DmndBR	GutsBT

## II. Guide A2

### The Beginning

1. Find your sister (speak to townspeople)
2. Battle Beak (cannot win fight)
3. Go back to the church
4. Leave town and go to cave
5. Follow tail
6. 'Fight' Barubary (cannot win fight)
7. Exit HomeTown
8. Find Mt. Fubi
9. Battle the harpies
10. Find way to other side of Mt. Fubi
11. Battle cockroaches
12. Go back to HomeTown
13. Rest in your room
14. Speak with Kilgore
15. Go back to your room
16. Go to Niro's home
17. Head to Coursair, the town across the bridge
18. Go to pub and wait till it's busy
19. Talk to Rand
20. Leave Coursair and find Baba's Forest
21. Battle Baba
22. Go back to Coursair and speak to Rand
23. Enter Coliseum and go to room on right
24. Battle Dir. HR
25. Enter room on right and speak to August
26. Go to left side of coliseum and enter room on right
27. Give Rand your money. (Don't open chest till Rand has your money)
28. Battle Katt
29. Walk up to push Katt out of the way (important)
30. Go to August' room
31. Battle August
32. Go back to Niro's home
33. Go back to HomeTown
34. Enter School of Magic (the gate was closed earlier in the game)
35. Find Nina

36. Find the Joker Gang hideout
37. Defeat Joker
38. Go north to Windia
39. Speak with Sten
40. Go to Capitan
41. Enter well
42. Battle Terapin
43. Save the townspeople (see I1)
44. Return to Niro's home
45. Return to Capitan
46. Talk to girl in red (see I2) (see I3)
47. Go back to Capitan
48. Talk to the man standing where Sana was standing.
49. Return to Capitan
50. Select a carpenter (see I4) (see I5)
51. Exit town through the back
52. Walk through the forest to the exit
53. Go to Witch's Tower
54. Battle Nimufu
55. Return to Jean (see I6)
56. Go to middle of lake and enter SimaFort
57. Go to the front gate of SimaFort and go underwater
58. Enter the cave under the waterfall
59. Battle Jailer
60. Talk to Jean
61. Go to Nimufu's Tower
62. Go to the WildCat Restaraunt (see I7)
63. Jump down the toilet
64. Find ring
65. Return to SimaFort and speak with Jean
66. Go to rooftop and release Tata
67. Speak to Fiolina
68. Go back to Tata
69. Follow the Gold Fly
70. Battle the J.Worm
71. Go back to entrance and follow path to the right
72. Fight Big Cockroach
73. Fight Gold Fly
74. Talk to Jean
75. Go to kitchen washroom
76. Fight Kuwadora
77. Leave room
78. Go to ingrediants room and talk to the girl in the cockroach cage
79. Travel to HomeTown
80. Go to Trout's house
81. Go to Kilgore's house
82. Go to Trout's house
83. Fight Trout
84. Talk to Silvia (blocking your path)
85. Return to the SimaFort area and use giant frog to go south
86. Go to W.Cave
87. Fight Munmar
88. Hit Grandpa's Adam's Apple
89. Get Whale Bell from old man (see I8) (see I9)
90. Find Tunlan
91. Enter the circus and talk to the man by the grass man
92. Find an Uparupa (hint: inside a cave only accessible by whale)
93. Fight an Uparupa (if you fight the right one, skip 94-97, see I10)
94. Go to forest west of Windia
95. Fight Algernon

96. Take the OwlFruits (as many as you need)
97. Return to the cave
98. Fight Uparupas till you find the right one, it talks (see I10)
99. Return to the circus and speak the the man by the cage
100. Fight M.C.Tusk
101. Take Spar with you and find the great tree
102. Go to Tunlan
103. Speak to the man by the weapon shop
104. Find HightFort (MAKE SURE STEN HAS LEVELED!)
105. Enter HighFort with Sten in your party
106. Find Shupkay
107. Fight Trubo
108. Find the rest of the party
109. Fight Portal
110. Fight Shupkay
111. Go to Tunlan and speak to the people around the queen
112. Find Gedd on a small island (hint: there is a mountain on it)
113. Return to Tunlan
114. Now return to Maori Island and speak to the assistant
115. Find the mushroom he shows you on the mountain
116. Take the Mirror and return to Tunlan
117. Speak to Gedd then enter the queen's body
118. Kill enough monsters to return the queen to normal
119. Talk to the girl in the treasure room
120. Return to the great tree
121. Enter the great tree's mind
122. Visit the third town to the north
123. Return to the first town
124. Fight Aruhamel
215. Leave the great tree
216. Talk to the great tree
217. Go south to FogValy
218. Leave and find and enter SkyTower
219. Talk to Spoor, the wind shaman
220. Walk through FogValy
221. Find FarmTown
222. Talk to Rand's mother
223. Plow the fields
224. Talk to Rand' mother
225. Find Namanda
226. Donate coins to Namanda and return to FarmTown
227. Talk to the guard in Rand's field (see I11)
228. Go to TownShip and speak with Nina in her room
229. Go to Windia with Nina in your party
230. Speak to the guard outside of the castle
231. Speak to the king
232. Go to the basement
233. Find the birdman statue (Nina will go alone from there)
234. Fight Guardian
235. Speak to the king
236. Go to the ceremonial tower
237. Fly to the Grand Church of Eva (see I12)
238. Try to leave
239. Enter the middle house and talk to the girl inside
240. Leave Evrai
241. Go to CotLnd
242. Enter the house closest to the entrance of town
243. Find ThvsTomd
244. Help the sponsor find the evidence
245. Return to CotLnd

246. Talk to Tiga
247. Fight Tiga (can't win)
248. Travel south to Bando church
249. Talk to Tiga
250. Fight Necroman
251. Take the EvraiRD and exit the dungeon
252. Go to Guntz just north of Evrai (see I13)
253. Go to Claris' house in Evrai and talk to Tiga
254. Evans
255. Listen to Habaruku's message
256. Follow Habaruku
257. Fight Ray
258. Use the G.Drgn spell against Ray
259. Talk to Rand's mom (you will need Rand with you)
260. Smash down the wall then find Habaruku
261. Fight Ganer (see I14)
262. We're almost there! Head to Gate
263. Talk to Father Hulk by your mother
264. Head to CotLnd and talk to the man outside
265. Go to the Wildcat Restaraunt and talk to the cat on the right
265. Go to the ThvsTomd and talk to the man with the white bandana
266. Go to TownShip and go into the main house
267. Talk to Patty in the middle room on the second floor
268. Return to Gate
269. Fight Habaruku
- 270a. Wait and you'll get a game over and the worst ending!
- 270b. Decide to defeat the dragon and enter Infinity
271. Find your way to Dologany
272. Controlling Valerie: Go to Gate and talk to Ganer in the church
273. Talk to Ryu on the second floor of the church.
274. Go to the sealed door where Valerie's head rested before
275. Enter the southern entrance to the tower
276. Find the wise men and speak to the one in red
277. You will be asked to sacrifice one of your friends, say no
278. Fight Barubary (this is the hardest fight in the game)
  - Fight Barubary alone and he will praise you!
279. Confront Evan
280. Defeat Deathevn

The End

### III. Lists A3

#### 1. Weapons

Weapon	Atk	Cost	Extra
BoyDR	+4		100
WoodenDR	+10		290
SilverDR	+14		1200
MothDR	+32		1900
NinjaDR	+42		2500
NorthDR	+63		8200
ChuckDR	+66		5800
KingOfDR	+66		6200
GradeDR	+68		5100
BananaDR	+70		FND
GlassDR	+76		FND
ShadowDR	+86		16000
SlicerDR	+90		20000
DemonDR	+110		FND

BronzeSD	+8	250	
LongSD	+16	620	
SoleSD	+28	FND	+20 Wis
KingSD	+28	1980	
FlameSD	+37	3200	
BusterSD	+50	2200	
ElmoreSD	+52	FND	+2 Def, Agil, Wis, Luck
TigerSD	+63	FND*	+5 Def   Cast Cure 2
StarrSD	+68	FND**	
BrassSD	+72	8500	
GoblinSD	+78	FND	
CrsntSD	+84	14,500	
BreakSD	+91	16000	
DamageSD	+92	12000	
DragonSD	+125	FND	+5 Def, Agil, Wis, Luck   Cast Flame
EmpireSD	+160	FND	Cast S.Boom

\*Can be won in Othello

\*\*Can be found on blue squares in ThvsTomd

ShortRP	+16	950	
LongRP	+26	1200	
WonderRP	+32	1980	
StockRP	+38	2400	
PierceRP	+50	4600	
ThndrRP	+65	8400	
EmblemRP	+79	12000	
HolyRP	+95	22000	
NoTwinRP	+122	FND	+5 Def, Wis, Agil, Luck   Cast Angel

ShortBW	+3	150	
FalseBW	+6	300	
CrossBW	+22	780	
TwinBW	+30	3000	Attack Twice
AutoBW	+38	12000	Attack All
FireBW	+42	3600	
IceBW	+70	9800	
BusterBW	+86	17000	
DeathBW	+90	23000	

TreeST	+4	50	
HexadST	+8	250	
BronzeST	+25	940	
QuartrST	+33	2100	
HeatST	+43	3000	
BrassST	+56	8200	Cast Cure 1
BirchST	+58	5500	
ThndrST	+62	7800*	Cast S.Boom
SnakeST	+75	FND	
RiotST	+90	30000	
MeowST	+135	FND	

\*Can be won in Othello

HandKN	+5	50	
RevetKN	+10	460	
IronKN	+18	1000	
BurnKN	+18	2500	
CloakKN	+25	6700	
BlastKN	+32	12000	Cast Bomb
FinalKN	+48	25000	

KaiserKN	+56	25000	
FalseRG	+5	10	
MagicRG	+17	530	
WizardRG	+26	1200	
FireRG	+35	2600	Cast Spark
HushRG	+43	FND	Cast Hush
StormRG	+68	6700	Cast Thunder
WorthRG	+52	9500	Cast Death
AmberRG	+74	11000	
ImortlRG	+83	20000	+5 Wis   Cast Renew

WacWP	+10	50	
LopOffWP	+10	2000	
IvyWP	+30	1300	
ThornWP	+41	FND	
DoubleWP	+61	8000	
NatureWP	+76	15000	
9-TailWP	+81	FND	

## 2. Armor

Armor	DEF/AGL	Cost	Extra
Napkin	+1/-1		Temp Only in Wildcat Restaraunt
Bum'sCL	+2/-2		50
SuedeAR	+6/-5		30
LeotrdCL	+6/-3		320
Ranger'sCL	+8/-2		510
HolyRB	+8/-4		530
ChainML	+12/-6	720	
JahAR	+17/-9	FND	
WiseRB	+18/-4	3000	
IronML	+20/-6	1400	
IronAR	+22/-9	1350	
BreathAR	+25/-3	2500	
QuickCL	+27/0		1600
OceanRB	+27/-4	FND	+3 Wis
StoneAR	+28/-50	FND	
MightyAR	+30/-10	2980	
GoldAR	+31/-42	FND	
MagmaAR	+35/-15	4700	
SilverAR	+40/-12	5800	
WisdomRB	+42/-2	8200	+5 Wis
FrozenAR	+43/-15	6500	
EarthAR	+44/-15	6100	
WindRB	+47/-2	5200	+10 Vig
BlndedAR	+52/-26	12000	
BraveAR	+60/-6	10000	+5 Off
RainbWRB	+61/-4	9100*	
CrmsnCL	+64/-6	13300	Cast Sap
MotherRB	+66/-8	28000	Cast Cure 1
MamothCL	+69/-18	1200	
NinjaML	+70/-1	FND	
Noe'sRB	+70/-4	18000	
HeroAR	+71/-16	25000	+5 Off
SacredSH	+74/-12	FND	
DragonAR	+78/0		FND
LifeAR	+80-25	FND	Regeneration

\*Can be won in Othello

### 3. Shields

Shield	DEF	Cost	Extra
ElementAR	+1		FND Elemental defense
Plate	+1		FND
RistBand	+1		10
SteelAR	+3		120
BronzeSH	+6		510
Backlaw	+8		990
SilkGL	+9		1200
DemonSH	+10		980
CharmSH	+14		1350
SlashGL	+15		4100 +5 Off
FlameSH	+18		3700
WhiteSH	+26		4300
GuardSH	+26		5300
IceSH	+26		5000
ThndrGL	+27		9000
GiantSH	+27		FND* Cast Def-Up
BlndedML	+28		6800
BlndedSH	+33		8000
StarSH	+36		FND
ArmyGL	+41		12000
HolySH	+43		18000 Cast Shield
DragonSH	+52		FND
MedusaSH	+55		50000 Cast Atk-Up

\*Can be won in Othello

### 4. Helmets

Helmet	DEF	Cost	Extra
Bandana	+1		10
SaladBwl	+2		60
BronzeHT	+5		390
GlassRG	+4		380
KnightHT	+8		790
CrmsnRB	+10		950
RoyalHT	+12		2500
NationHT	+15		1800
SokletAR	+16		3600 +5 WIS
MoonMask	+18		FND
MstryHT	+20		3100
SilverHT	+22		FND
SunMask	+25		6800
ShinyHT	+30		FND*
KingHT	+30		30000
DragonHT	+32		FND

\*Can be won in Othello

### 5. Accessories

Accessory	Cost	Effect
TreePole	FND	Use to fish
StickRod	300	Better than TreePole
DluxPole	1000	Better than StickRod
CharmRod	FND	Better than DluxPole
Gold	FND	Use to catch Manilo
Worm	4	Use to catch fish
Urchin	10	Use to catch fish
Shrimp	20	Use to catch fish

G8Bait	50	Use to catch fish
Charm	FND	Prevents curses
KramerBR	2000	Prevents zombie
D.Earring	FND	Prevents sleep
ShinyBR	FND	Prevents status ailments
DreamBR	FND	Gives immunity
HeroBT	2000	+10 Off
WiseHoop	FND	+10 Wis
IronBR	1000	+10 Def
WindBR	FND	+10 Vig
FastShoe	10000	+10 Vig
SkullBR	FND	Increases chance of spell crit
LoveBR	FND	Regeneration
LifeBR	FND	Regeneration   Death magic immunity
Collar	FND	Increases enemy encounter rate
HolySF	5000	Reduces enemy encounter rate
DmndBR	FND	???
GutsBT	FND	???

## 6. Items

Item Name	Cost	Description
Herb	8	Recover 40 HP (1)
Beef	FND	Recover 40 HP (1)
Srdine	60	Recover 40 HP (1)
HelpBl	50	Recover 100 HP (1)
Chkn	200	Recover 100 HP (1)
Unagi	60	Recover 100 HP (1)
Meat	FND	Recover 100 HP (1)
Van. Ext	FND	Recover 120 HP (all)
Extract	FND	Completely recover HP (1)
Roast	FND	Completely recover HP (1)
SprRib	FND	Completely recover HP (1)
PileWm	FND	Completely recover HP (1)
Biscuit	FND	Cast Def-UpX and fully heals (1)
Marlin	FND	Recover HP and bad status (1)
Tendon	200	Recover 20 AP (1)
WFruit	200	Recover 20 AP (1)
Minnow	300	Recover 20 AP (1)
WiseBl	1000	Recover 100 AP (1)
Snper	FND	Recover bad status
Tuna	300	Treatment for poison (1)
Antdt	12	Treatment for poison (1)
Liver	200	Treatment for poison (1)
Vtmn	200	Reverse a curse
TearDr	100	Treatment for a zombie
CureAl	400	Recover bad status
LifePl	500	Revive and restore one completely
MoonDrop	FND	Revive and restore completely (all)
Cond. Up	1000	Raises condition to max level
Smoke	100	Meet the enemy less.
Cake	100	No good local specialty (useless)
Mckrl	60	Looks tasty (useless)
Bait	60	Damage an ally
E. Bean	N/A	Increases HP (1)
M. Bean	N/A	Increases AP (1)
PwrFood	N/A	Increase strength (1)
MisoSoup	N/A	Increase wisdom (1)
Dinker	N/A	Increase agility (1)



Stamina	N/A	Increase stamina (1)
GutsBl	N/A	Increase guts (1)
LuckCndy	N/A	Increase luck (1)
Shaker	800	Same effect as 8.0
ShaveIce	100	Same effect as Freeze
IceChunk	800	Same effect as Hail *crit*
F. Spice	100	Same effect as Flame
FireRock	800	Same effect as Fireball *crit*
Frizbee	100	Same effect as S.Boom
KmikzeBL	800	Same effect as Typhoon *crit*
P.Pourri	FND	Cast Angel
DeadSoup	FND	Cast Death
PanPizza	FND	Cast Pwr-Down
Octopus	FND	Cast Atk-Up (all)
Medicate	500	Cast Atk-Up
DivideBL	FND	Cancels shamans in a character
Tolen	N/A	The mystery medal?
Charcoal	0	It's burnt
GoldBar	12000	Sells for 6000gp
OwlFruit	FND	Uparupa's Feed

## 7. Spells

Spell Name	AP Cost	Description
Cure 1	4	Recover HP 40 points
Cure 2	7	Recover HP 100 points
Cure 3	20	Recover HP 120 points. All
Cure 4	14	Recover HP Completely
Cure X	50	Fully restore party HP
Renew	10	Recover ability 70% (to work)
Renew X	20	Recover HP and ability
CurePSN	4	Cure for zombie and poison
Heal	8	Recover bad status
Atk-Up	6	Off. up temporarily
Ag-Up	4	Agil. Up temporarily
Def-Up	5	Def. Power will increase
Def-UpX	10	Def. increases All
Shield	6	Damage by spell is weakened
Ag-Down	5	Lower enemy's Agility
Pwr.Down	5	Lower the enemy's Offence
Def-Down	5	Lower the enemy's Defense
Spark	4	Deal fire damage to one enemy
Bomb	6	Deal fire damage to one enemy
Flame	12	Deal fire damage to all enemies
Fireball	20	Deal fire damage to all enemies
Tornado	5	Vacuum blade Single
8.0	14	Damages all ground enemies
Thunder	6	Deal thunder damage to all enemies
S. Boom	11	Deal thunder damage to all enemies
Bolt X	30	Deal thunder damage to all enemies
Cold	4	Deal ice damage to one enemy
Freeze	10	Deal ice damage to one enemy
Hail	17	Deal ice damage to all enemies
Bomb	6	Damage a single enemy
Missile	26	Deal damage to all enemies
Angel	12	Attempt to kill all undead
Death	8	Attempt to instantly kill one
Sap	5	Absorb the enemy's HP

Drain	0	Absorb the enemy's AP
Idle	6	Seal the enemy's movements
Hush	5	Seal spells
Chop Chop	0	Basically to shred food
Boombada	20	Half all enemies' HP
TimeWarp	0	Change day to night and vice versa
Smoke	6	Meet the enemy less.
Exit	8	Escape from a dungeon
Warp	8	Warp to a town (you've been to)
FirPuppy	All	Deals 256 fire damage
IcePuppy	All	Deals 256 ice damage
T.Puppy	All	Deals 256 thunder damage
FireDrgn	All	Deals 512 fire damage
IceDrgn	All	Deals 512 ice damage
T.Drgn	All	Deals 512 thunder damage
G.Drgn	All	Deals 999 damage
Anfini	0	Has a special use

## 8. Shop Lists

HomeTown  
Equipment Store  
BronzeSD  
FalseBW  
SuedeAR  
SaladBwl  
Steel AR

Item Store  
Herb  
Antdt  
LifePl  
Smoke  
Worm  
Shrimp  
Urchin  
StickRod

TownShip  
Heckeller  
FlameSD  
BurnKN  
FireRG  
FireBW  
HeatST  
MagmaAR  
FlameSH

Lemington  
KingSD  
WonderRP  
MightyAR  
DemonSH

Karashinikofu  
KingOfDR  
BirchST  
GradeDR  
PierceRP  
SilverAR

SlashGL  
WhiteSH

Hanz  
Charm  
IronBR  
D.Earing  
WiseHoop  
GutsBT  
Cond.Up  
Medicate

Daiye  
Srdine  
Mckrl  
Bait  
Unagi  
Tuna  
Minnow

Baretta  
LongSD  
BronzeST  
WoodenDR  
SuedeAR  
SaladBwl  
SteelAR  
RistBand

Baretta (Leaving Highlands)  
BurnKN  
FireRG  
QuartrST  
BreathAR  
NationHT

Baretta (Rand's mom taken)  
ThndrST  
ChuckDR  
PierceRP  
EarthAR  
SokletAR  
GuardSH

Baretta (St. Eva destroyed)  
BreakSD  
DeathBW  
KaiserKN  
AmberRG  
MotherRB  
HeroAR  
ShinyHT  
HolySH

Coursair  
Equipment Store  
HexadST  
BronzeSD  
LeotrdCL  
SuedeAR

RangerCL  
SaladBwl  
BronzeHT  
SteelAR

Item Store  
Herb  
HelpBL  
WFruit  
Antdy  
Vtmn  
TearDr  
LifePl  
Smoke

Windia  
Equipment Store  
MagicRG  
LongSD  
RevetKN  
WoodenDR  
ChainML  
HolyRB  
GlassRG  
BronzeSH

Item Store  
Herb  
HelpBL  
WFruit  
Antdt  
Vtmn  
TearDr  
LifePl  
Smoke

Capitan  
Item Store  
Herb  
HelpBL  
WFruit  
Antdy  
Vtmn  
TearDr  
LifePl  
Smoke

SimaFort  
Equipment Store  
LongRP  
BronzeST  
IronKN  
CrossBW  
IronAR  
IronML  
KnightHT  
Backlaw

Item Store  
HelpBL

WFruit  
CureAl  
LifePl  
Smoke  
Worm  
Shrimp  
Urchin

CapeTown  
(N/A after getting Whale)

Cake  
Cake  
Cake  
Cake  
Cake  
Cake  
Cake  
Cake  
Cake

Tunlan  
Equipment Store  
MothDR  
IvyWP  
TwinBW  
StockRP  
QuickCL  
BreathAR  
CrmsnRB  
CharmSH

Item Storm  
HelpBL  
WFruit  
CureAl  
LifePl  
Smoke  
Worm  
Shrimp  
Urchin

FarmTown  
Item Store  
HelpBL  
WFruit  
CureAl  
LifePl  
Smoke  
Worm  
Shrimp  
Urchin

Guntz  
Equipment Store  
BrassSD  
BlendedAR  
BlndedSH  
BlndedML

Item Store  
HelpBL

WFruit  
CureAl  
LifePl  
Smoke  
F.Spice  
ShaveIce  
Frizbee

Evrai  
Item Store  
HelpBL  
WFruit  
CureAl  
LifePl  
Smoke  
F.Spice  
ShaveIce  
Frizbee

SkyTower  
Equipment Store  
IceBW  
ThndrRP  
EarthAR  
SokletAR  
GuardSH

Hut  
Equipment Store  
DamageSD  
EmblemRP  
AmberRG  
WisdomRB  
BraveAR  
MotherRB  
SunMask  
HolySH

Dologany  
Item Store  
HelpBL  
WFruit  
CureAl  
LifePl  
Smoke  
Worm  
Shrimp  
Urchin

Manilo  
Highlands location  
BrassST  
ThndrRP  
LopOffWP  
MysteryHT  
SlashGL

Northwest of Guntz  
DamageSD  
EmblemRP

WorthRG  
SlicerDR

## 9. Monster Drop List

Monster	Item Dropped
Anubus	HolySH
A.Sludge	Extract, Van.Ext
Biruburu	Herb
Carm	MeowST
Chorking	Charm
D.Brnger	SilverAR
Dethpede	Antdt
Devilkid	Gold
E. Slime	Herb
FastMan	FireRG, Medicate
Ganet	MoonDrop
Ganga	StoneAR
Gonghead	Extract, Van.Ext
G.Rider	Stamina
Habaruku	WisdmRB
H.Fly	HelpBL
Hellion	HolySH
Jacky	LopOffWP, WiseBL
Kimoto	BronzeSD, JahAR
K.Sludge	SacredSH
Magicmas	SilverHT
Mamot	PwrFood, MamothCL
Meedid	CureAl
Mimic	Gold
Monoped	FireRG, Medicate
P.Eater	Gold
Racegude	Stamina
S.Golem	StoneAR
SoulFlik	DreamBR
Stooly	Charm
TriEye	CureAl
Trikster	Herb, SilverDR
Venusfly	CureAl
Widow	Antdt

## IV. Useful Information A4

### 1. Ray's blessings I1

After you save the townspeople in the well Ray will ask to be taken back to Niro's place. Upon arrival he will offer one of two spells depending on how many people you saved in the well. Ray will teach someone Cure 2 if you save less than five people. Otherwise he will teach you Renew. Both spells are very useful but I would recommend teaching Cure 2 or Renew to Nina (if you plan on using her) because she has a lot of MP. Rand and Bow will learn both of these spells not long from now so it's not very useful to them. Katt and Sten both have low magic point so it would also be useless to them. Ryu gains the dragon spells which use up all of his mana so that makes both of these spells useless to him as well.

### 2. Shaman Locations I2

After Sana joins you you will be able to seek out other shamans in order to make your party more powerful. Some of these shamans are easier to find than others.

Sana - She will automatically join you after you return to Capitan.

Seso - After you defeat Nimufu, go back to the section that has 5 lifts. Walk onto the one that is on the right and you will be taken to the left passage. Take it, and climb the stairs to find her standing in the room.

Spoo - She will automatically join you when you go to the Sky Tower.

Solo - After you have plowed the field behind Rand's house, you will be told to go pray for a good harvest, donate 2000 gold to them. After beating Ray, return to the field behind Rand's house and she should be standing there.

Seny - After beating Ray, go to Bando and enter the room that is closest to the stairs that you came from.

Shin - Take the left entrance that leads to Infinity and she will be found inside.

There are many different combinations to try out on all of your characters. Jump over to I9 to see what combinations work and what they do for your characters.

### 3. Uniting Shamans with Your Characters I3

#### Ryu

You cannot unite any shamans with Ryu.

#### Bow

Sana = No change

Seso = No change

Spoo = No change

Solo = No change

Seny = No change

Seny + Shin = Appearance change

#### Katt

Sana + Shin = Appearance change

Seso + Shin = Appearance change

Spoo + Shin = Appearance change

Shin = Appearance change

#### Rand

Sana = No change

Sana + Spoo = No change

Sana + Solo = Appearance change

Sana + Seny = No change

Seso = No change

Seso + Spoo = No change

Seso + Solo = Appearance Change

Seso + Seny = No change

Spoo + Seny =

Solo = Color change

Seny = No change

#### Nina

Sana = No change

Sana + Spoo = Color change

Sana + Solo = No change

Sana + Seny = No change

Sana + Shin = No change

Seso = No change

Seso + Spoo = Color change

Seso + Solo = No change



Seso + Seny = No change  
Seso + Shin = No change  
Spoo = Color change  
Spoo + Seny = Appearance change  
Solo = No change  
Solo + Seny = No change  
Solo + Shin = No change  
Seny = No change  
Shin = No change

Sten

Sana = Color change  
Sana + Spoo = Appearance change  
Sana + Solo = Color change  
Sana + Seny = Color change  
Seso = No change  
Seso + Spoo = No change  
Seso + Solo = No change  
Seso + Seny = No change  
Spoo = No change  
Spoo + Seny = No change  
Solo = No change  
Solo + Seny = No change  
Seny = No change

Jean

Seso = No change  
Seso + Spoo = No change  
Seso + Seny = Appearance change  
Spoo = No change  
Spoo + Seny = Appearance change  
Seny = Appearance change

Spar

Sana + Shin = Appearance Change  
Seso = Appearance change  
Seso + Spoo = Appearance change  
Seso + Solo = Appearance change  
Seso + Seny = Appearance change  
Seso + Shin = Appearance change  
Spoo + Shin = Color change  
Solo = Appearance change  
Solo + Seny = Appearance change  
Shin = Color change

Bleu

You cannot unite any shamans with Bleu.

#### 4. Choosing a Carpenter I4

After you return to Capitan after getting the shamans to come to your home you will get to choose one of three carpenters to build your town. If you noticed, the town has three very distinct style of houses. There will be three men, one inside of each house, who you can talk to to have them come to your town and build it. Depending on which one you choose you will get one of three benefits.

Asian houses - This style house gets you a pub filled with people that will tell you various things about your game such as the time played, chests opened, etc.

Wooden houses - Choosing this style house gets you a mini-game with somewhat useless

items. Not a very good choice.

Stone houses - This style house will get you a cook which can make a large variety of items including stat raising item. This is definitely the best choice if you want to maximize the damage and defense of your characters. Many recipes can be found at I15.

Once your town begins to grow, check out I4 before for some more useful information!

#### 5. Townspeople I5

Your town will be very empty until you ask people to come live here! There are special named people who may ask to come live in your town and each one does something different. Be careful when inviting people though because once someone comes to live in your town you cannot get rid of them!

Note: Once the first three houses are filled speak with your carpenter and he will expand the town to six houses.

#### House 1:

Poo

Location: Second floor of Coursair Pub

Job: He'll sell you a MoonDrop for 1,000gp later.

Kay

Location: In the St. Eva Church in Coursair

Job: Makes your characters immune to poison.

Heckeller

Location: In the house next to yours in HomeTown.

Job: He opens an armory.

Watts

Location: In the Carnival in Tunlan

Job: Tells riddles and gives you Bleu's location.

Back

Location: The southern wall in Guntz armory

Job: Temporarily increases your defense.

#### House 2:

Win

Location: In the Joker Hideout

Job: Changes the colors of your chat windows.

Leminon

Location: Second floor of the inn in Capitan.

Job: Opens an armory.

Maclean

Location: On the beach next to W.Cave.

Job: Takes you to a secret fishing place.

Brockden

Location: In the cave leading to Gate.

Job: He opens a dojo.

#### House 3:

Azuza

Location: In the cave in Mt. Fubi

Job: He'll take you to a secret hunting area.

Woopi

Location: In St. Eva church in HomeTown

Job: She's a fortune teller.

Mancotti

Location: In the bathroom in Coursair pub

Job: Claims to repay you someday.

Baretta

Location: In the armory in Windia

Job: Opens an armory that gets better as the game progresses.

Cat

Location: House west of Great Tree

Job: Talk to it when Katt is in her shaman transformation form.

House 4

Locker

Location: Right house at Captain entrance

Job: This guy will paint your town. Tell him you hate the colors to change it.

Karashinikofu

Location: Top house in Guntz

Job: He will open an armory.

Barose

Location: In the children's town in the great tree.

Job: Talk to him when you have 1 HP and 0 AP for magic.

Garber

Location: In FarmTown

Job: He will make your weapon stronger.

House 5

Martin - At the inn in Tunlan

Job: Don't give him 3,000gp and he will give you 5,000gp.

El - In Tunlan by the treasure room

He'll guard TownShip.

Hanz

Location: Living in HomeTown next to Ryu and Bow's home.

Job: Opens an awesome equipment store.

Dozo

Location: In the maze in Windia

Job: Opens a dojo as well.

House 6

Surfy

Location: In a house past TagWoods. Sten or flight required to reach her.

Job: Opens up a bank!

Sumner

Location: In Tunlan.

Job: Plays the game's soundtrack.

Daiye

Location: In the Inn in Windia

Job: He'll sell fish.

Salvador

Location: Inside SimaFort

Job: Creates a statue of each character that talks to him. It takes several days for him to finish the statue.

## 6. Dragon Location I6

After you get Jean in your party you can use his giant frog form to swim to the waterfall northwest of SimaFort. Jump down the waterfall from the lake above and you will enter a cave with an old man inside who will teach you a new set of dragon spells that all deal 512 damage.

## 7. The Wildcat Restaraunt I7

You must follow this exactly to learn a powerful spell. Enter the Wildcat Restaraunt and talk to the guard at the door in the back. He will open the door. In the next room you will see a sign. Check it and it will ask you to remove your hats. Say yes. Go to the next room and do the same until you get to a room that asks how you want your meat to be cooked. Select rare. Now enter the next room. You will face the cook. If you got the next level of dragon spells just use that along with any other magic or physical attacks you have to take the boss down. Now enter the next room. Talk to the cat on the right. He will ask you if you are mad that he tried to cook you. Say no. Then he will ask if you will forgive him. Say yes! Now he will offer to teach you Chop Chop. This spell will become incredibly useful later in the game. The cat will ask you to talk to him with the person who will be learning the spell. I'd choose a melee fighter you plan to keep the entire game (Katt in my case.).

## 8. Monster Island (Island of Giants) I8

Once you can ride Grandpa you will be able to travel across the ocean. Just northeast of the shaman's burnt down forest is a small island that has a house and a few trees on. This place is incredibly dangerous but is awesome for leveling. You will battle giant beaks, flies, slimes and the almighty k.sludges here that give insanelly high amounts of experience. If you picked up chop-chop you can use it to kill the fly in a single blow! If you're really (un)lucky you may run into a few golden slimes. These little guys give huge xp but are also much more powerful than the other creatures on the island. The G.dragon spell will deal the most damage to them but if you don't have it then use all of your strongest magic spells to take them down as quickly as possible because they can hit very hard and instantly kill you with the death spell. Also, if you've played Breath of Fire 1 you will see two familiar characters inside the house. Sadly, they won't join you.

## 9. Bleu I9

If you've played Breath of Fire I than you know who Bleu is. You can get her in this game as soon as you can ride Grandpa. Southeast of the ThvsTomd (south of HighFort in the Highlands) is a small desert area cut off from the rest of the Highlands that has a circle-shaped spot on it. Land on the beach and walk to that spot. Inside will be two spirits that you can talk to. After you talk to them, warp or travel to HomeTown and talk to the lower left girl in the left classroom on the second floor and Bleu will reveal herself to you and join your party.

Blue is the most overpowered character in this game. By the time she is level 60 she will

have 255 in every stat except agility which will be over 340. Her HP and MP will be over 450 as well and her combat ability allows her to fully regenerate her HP.

#### 10. The Uparupa! I10

After you defeat the right uparupa it will 'say' something to you and will give you the choice of capturing it or letting it free. If you let it go you will receive a strong sword. Regardless of which you choose to do, you will still have to fight the circus man (even if you saved up 900,000 coins to pay him).

#### 11. Boombada I11

After Rand's mom goes to the Grand Church you can return to Namanda to get a new skill called Boombada which halves the HP of all monsters in battle. Go to the room with the people training on various objects and you will see a set of bells and a man standing next to them. Speak with him and he will ask you to fill in for his friend and will play a tune. Your job is to press B and A at the times the sounds played during the demonstration of the song. If you don't get it right the first time you can try as many times as you want when trying to get this skill, you just have to leave the room.

#### 12. New equipment I12

Now that you can fly you have access to an island that has only one house on it and no way to get to it by whale. The house is called Hut and is an equipment store. Check out what they have to offer in the shop lists above.

#### 13. Eichichi I13

When you arrive in Guntz go to the northern house and walk to the top part of the room. You will see several bookcases, walk behind the ones on the right and you will enter a small room with a girl inside. Talk to her and mention 'machinery' and she will run to your town.

#### 14. The Flying Township I14

When you reach Ganer in the grand church of Eva he will ask you to kill him. If you want to be able to fly the Township you MUST NOT kill him. Focus on the Guardeyes and avoid using skills that deal damage to all enemies. Be careful when killing the eyes because if an eye dies before your characters have taken their turns they will attack Ganer. If you defeat him he will teleport all of you to Township.

After you finish talking to Ganer, go to the well in your town and talk to Eichichi. Township can now fly! You can use this to your advantage! A good place to park it sometime would be the island of giants. Note: Talk to Eichichi when you want to move the town.

Doing this will net you the best ending in the game.

#### 15. Cooking Recipes I15

2 Charcoal = Herb

4 Charcoal = HelpBL

2 HelpBL = Extract

3 HelpBL = Extract

4 Frizbee = Biscuit

2 Dinker = Biscuit

2 Extract = LifePl

CureAl + HelpBL = Frizbee

HelpBL + F.Spice + ShaveIce + Frizbee = LuckCndy

CureAl + F.Spice + ShaveIce + Frizbee = LuckCndy

HelpBL + CureAl + Medicate + LifePL = LuckCndy

F.Spice + ShaveIce + Frizbee = LuckCndy  
ShaveIce + Frizbee = LuckCndy  
ShaveIce + F.Spice = LuckCndy  
2 LuckCndy = LuckCndy  
Extract + 3 CureAl = Dinker  
2 Cond.Up = Dinker  
2 Frizbee = Dinker  
3 Frizbee = Dinker  
2 ShaveIce = GutsBL  
2 F.Spice = MisoSoup  
3 F.Spice = MisoSoup  
4 F.Spice = MisoSoup  
2 PwrFood = PwrFood  
3 ShaveIce = PwrFood  
4 ShaveIce = PwrFood  
2 Medicate = PwrFood  
3 Medicate = PwrFood  
4 Medicate = PwrFood  
2 Tuna + F.Spice = Stamina  
2 Tuna + Stamina = WiseBL  
3 LuckCndy = GoldBar  
3 PwrFood = GoldBar  
4 PwrFood = GoldBar  
3 Cond.Up = GoldBar  
2 Frizbee + 2 Dinker = Goldbar  
2 ShaveIce + 2 GutsBL = Goldbar  
2 F.Spice + 2 MisoSoup = Goldbar  
4 LuckCndy = Charcoal  
2 Srdine = 2 Charcoal  
3 Srdine = 2 Charcoal  
2 Charcoal + 2 Srdine = 2 Charcoal  
Roast + Unagi = Medicate  
2 Tuna = G8Bait  
4 Roast = DeadSoup  
LuckCndy + ShaveIce + F.Spice + Frizbee = P.Pourri  
2 PileWm + 2 Roast = Octopus  
4 SprRib = PanPizza

#### 16. Fishing up treasure chests! I16

LoveBR - Island of Giants fishing spot

Tolen - On a small island south of TownShip, next to Highlands.

EmpireSD - In a place where TownShip cannot land. Must be found before the demons are let loose from Infinity.

LifeAR - Fish near the town of Gate

V. End A5

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